

# Dragon Quest VI (Import) FAQ/Walkthrough

by Khronlk

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*                               Dragon Quest VI FAQ Walkthrough                               *  
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* Author: Ikon                                                           *  
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* I. Walkthrough
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O=====O  
| 1. Starting The Game |  
O=====O

The scene starts out with a blue haired guy O-----O  
which is the hero of the game and a blonde girl | Items Found |  
who is named Muriel, push a button to wake the O-----O  
hero and Muriel will ask if you slept well. | Nothing |  
Answer her and she will wonder where he is, he O-----O  
being the guy who jumps down a moment later from  
the bushes, his name is Hassan. Hassan will tell you that he knows it must be  
the castle you are looking for, shortly after both Hassan and Muriel will  
leave to the north to begin your journey to the castle. Pick up the sword and  
go up to meet both of them, speak with Muriel now who will begin to play a  
flute. A moment later a large golden dragon will fly over the cliff, all three  
of you hop onto the dragon and will eventually make it down to Mudo's castle.

When you get into the castle Hassan and Muriel will be standing to your left,  
speak with Hassan and he will tell you he smells monsters. Head through the  
door to the north, your party will now be tagging along with you. Continue  
along the path and out through the door, keep going north and up the stairs  
here to get outside on a path leading north again. If you look carefully here  
at the fog you will see shapes of skulls, anyways keep going north and right  
before you enter the door Hassan will ask you if it seems to quiet, answer how  
you want and then go through the door. Immediately you can see there is  
something weird about this room, your party will be wondering what is going on  
in here, as they do they will be lifted up off the ground and Mudo will  
appear. He will gloat a bit and then your party will begin to circle around  
and will gradually turn into stone, when you are all fully turned into stone  
Mudo will begin to banish you off one at a time until you are all gone!. Game  
over you lose.... just kidding.

O=====O  
| 2. Lifecod |  
O=====O

You hear a thump and the scene comes back to the O-----O  
hero laying on the ground with a girl beside him, | Items Found |  
this is your sister Tania. She asks if your O-----O  
alright, answer her and then she will tell you | 1. 10 Gold x2 |  
that the village elder came by to see you | 2. 3 Gold |  
earlier. Search the right drawer for a (Leather | 3. Agility Seed |  
Cap), now search the pot and a barrel to the left | 4. Antidote Herb |  
side of the room to find a (Agility Seed) and (10 | 5. Defense Seed |  
Gold). | 6. Leather Cap |

Leave the house for outside, a ray from the | 7. Medical Herb x2 |  
sunlight hits your eyes and the birds in front of | 8. Sack |  
you flee. Go to the left where a man with three | 9. Village Goods |  
pots are, search the pots to find a (Medical O-----O  
Herb), now go down to the house below you and go inside. Search the barrel in  
here for a (Defense Seed), go back out and search the barrels to your right  
for (10 Gold). Also to the right in the pub area is (3 Gold) in one of the  
barrels, now head up to the very top right of the town, here is the elder's  
house. Before going in grab a (Medical Herb) from one of the pots to the left  
of the house and then proceed inside. Get the (Antidote Herb) from the top  
left pot in the house and you are done with getting the hidden loot in the  
village.

Speak with the elder at this time, he will want you to sell the village goods

this year to buy the spirit crown for the festival. Answer yes when he asks you or else the game won't go any further, he will then give you a sack full of the village goods. (NOTE: This sack can be used through out the entire game, it holds anything you don't want your characters to hold in their inventory but you still want to hold on to, think of it as a backpack. Speak with him again and he will tell you to go down south of the mountain to a town called Shiena. Now that you have the village goods you are ready to set off to Shiena, but before you do you may want to visit the weapon shop or item shop. Ok, unless you want to go around and speak with the people around town to listen to some useless babble you can now leave Lifecod to the south.

O=====O  
 | A. Lifecod Mountain |  
 O=====O

When you leave Lifecod head south and down into what looks like a broken ladder to enter the mountain. Now on the mountain go southwest and down the ladder, to your left you can meet a fellow named Rand. Rand has a crush on your sister if you can't tell, anyways when your done speaking with the guy go down the ladder just below you and head left over the bridge. You will come to a part where there is three crosses which are probably graves, leap off the ledge just below you and you will land safely. Get the chest which is the (Wayfarer's Clothes), go into the cave door and climb the long ladder up to emerge near the three crosses. Head back over the bridge to the right and back up the ladder, go all the way over to the right and leap off this ledge now. Head into the cave door and move to the left to find a couple of chests with a (Medical Herb) in one and a (Club) in the other, now to your left is a crater, jump into it and you will fall for a bit before landing on the ground. Leave the cave to the south, head up the ladder to the left, there is a cave door here which will eventually lead up to a chest with (20 Gold) inside if you want to go and get it. If you do get it go back down the two sets of stairs and out of the cave to be back where you were, now go down the ladder to the left. To your left is another cave door which will lead to a guy who has a inn in there, stay and heal up if you need it and go back out. To the south is a ladder that goes down and will lead out of the mountain.

O=====O  
 | 3. Shiena |  
 O=====O

When you emerge from the mountain head straight south for a bit and then turn left to find Shiena. Firstly let me point out the hidden items around town, start by searching the pot to your right for a (Medical Herb). Next there is a barrel to the left of the northeastern most house with (5 Gold) in it, now head to the west part of town and search the barrel surrounded by flowers and fruit bags for a (Agility Seed). Ok this is all you can get for right now unless you buy the thief's key at the southeastern most vendor, but I'll get to the items you can get with it in a bit. Alright we need to sell our village goods, there is a few buyers for the village goods but we want the best price we can get for it. Go and speak with Boga, he is the eastern most vendor, he guy with the mask on and no shirt. He will be interested in your village goods and offer 330 gold, decline his offer as we



search the pots of the next shop to the right for (20 Gold), ok now go into the house to the right of the church which was at the start of this town. Search the left desk in here to find a (Wooden Hat), go back outside and go into the next house to the right. Search the closet in here for a (Tunic), go back out again and head into the next house over to the right. When you do a dog will be alarmed and run over to you barking, a girl will come over to the dog and wonder what it is barking at and take it back over to her. Search the pots to the left for a (Medical Herb), now search the desk over to the right for a (Beauty Plant). That's it for the hidden items so go back outside now, if you walk west and a little north of this house you will see two people close by talking, talk with the one with the mask and no shirt. They seem to be plotting something with the girl in the house you were just in hmmm.

We are totally done in this town for now so leave town and head north to where the children were talking about, the well of dreams. When you reach the little house go inside, read the sign if you want, it only reads "Danger! Do Not Enter" which means come on in for RPG's. The well in here is foggy, go over to it and search it, you will be asked if you want to investigate the eerie light coming from it so answer yes. You will be transported to another well and your character is whole again!. Leave through the south, now continue to travel south and then right across the bridge to Shiena again. Head straight for the northeastern most house and go inside, speak with Blite who is making the spirit crown for you who he thinks is dead. When he realizes it's you he will give you the (Spirit Crown), now that we have this we can go back to Lifecod and get the festival going.

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O=====O
|                5. The Lifecod Festival                |
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Leave Shiena and go back up the mountain to get      O-----O
back to Lifecod, when you enter the town the        |      Items Found      |
village elder will great you and take the spirit     O-----O
crown off your hands, he will ask if you had any    | 1. Pass                |
problems getting the crown, if you say yes he      O-----O
basically blows you off and walks away. Alright

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as you can see people are setting up for the festival and are excited, head over to your house to find a old woman in there. Speak to her and she asks if you want to rest up before the festival, answer yes and she will go and tuck you in. When you awake it is night time, hop out of bed and go outside. Rand will intercept you and lead you over beside the church where the rest of the town is, after that you will see your sister Tania and the elder be lead out of the elders house by a boy. Tania is wearing the spirit crown you got and is acting as the spirit of the mountain for the festival, they will very slowly make there way over and into the church. Once they get in the rest of the town follows them into the church, inside everyone sits down and the priest begins the ceremony. After Tania gives up the crown she will walk over to you oddly and everything freezes, the true mountain spirit will appear to you now. She tells you that you have a mysterious destiny ahead of you and the world will fall into darkness, also she tells you to find your true identity. After that the mountain spirit disappears and everything unfreezes, people will be in a uproar about what just happened. The priest calms everyone and concludes the ceremony for this year, leave the church and a party will be going on outside.

Fireworks will be booming, people dancing around the well and people will be passed out on the ground. Head up to the elders house and go left of it, a man will pull you a side to watch what is going on with Rand and your sister. Rand will be proposing to Tania but she will shoot him down, anyways enter the elders house now. Speak with the elder and he will have heard you went to the phantom world which is where you were transparent, he will now give you the

(Pass) to get into Reidock Castle. Before you can leave go to your house and speak with your sister, tell your tired and head off to bed. When you awake Tania will say she tried to wake you several times but you must of been really tired, leave you house now. That ray of sunlight hits you again and you can leave Lifecod for Reidock Castle now.

O=====O  
| 6. Reidock Castle |  
O=====O

Skip down the mountain again and go south for a bit, when you come to some mountains head west and then south again when you clear the mountains, you should now be able to see Reidock. Once inside a guard will be blocking you, show him your pass to be let into Reidock. As usual let's start off by getting the hidden items before getting to the quest, go into the church off tot he left and search the desk for a (Medical Herb). Come back out and enter the stone house just above the church to the left, search the closet for a (Tunic). Leave the house and enter the house above it, grab the (Antidote Herb) from the pot and leave this house. To your right is a woman who has dropped her ring down the well and will ask for your help, before helping her you might want to buy the best weapons and armor you can because there is a tough fight down the well, also you should probably be on level 6 at least or odds are the Dark Hobbit is gonna smash you. Alright down the well we go so search the well to jump in, climb down the vine and walk over to the blue monster and speak with him, he's not willing to give it up so he will attack you!

O=====O  
| Fight: Dark Hobbit | HP: 63 | Difficulty: Medium |  
O=====O

| The Dark Hobbit has some pretty hard hits in store for you, he will sometimes prepare for your attack which will result in you missing him but he does not attack for the round either. Just attack him with regular attacks since that's all you can do and cast heal or use medical herbs when he gets you low on HP, simple enough.

O-----O  
After defeating the Dark Hobbit get the (Antique Ring) in the chest, you can either keep this ring for yourself or speak with the lady that dropped the ring and trade it for a (Strength Seed). Make your choice but personally the strength seed will help out more since you will get better rings and accessories in the not so distance future. Ok that is all for the hidden items let's get down to business, go and speak with the guard in front of the castle gate. He will ask if you are there to become a solider, answer yes and he will tell you to come back when the castle bell chimes. When finished talking with him go to the church in town, you will see a familiar face, it's Hassan! But he doesn't recognize you, he pushes you out of the way and leaves. Leave the church and shortly after the castle bell will chime, before going and speaking with soldier head into the in and speak with the merchant here, he will mention that there is a wild horse to the west that hurt his partner. This information is handy for later on, go and speak with the soldier now and he will tell you General Soldi will speak to you in the castle.

He opens the castle gates and allows you to enter, head in the castle and go up the stairs here. General Soldi will be addressing you and the want to be

soldiers, he will explain to become a royal soldier you will all be tested and have to get a item placed at the Tower of Trials, he will then tell you the doors to the Tower of Trials is open and send you all off to get it. All the want to be royal soldiers will run off to the tower, now is your turn, since your done here you can leave Reidock Castle.

O=====O  
| B. Tower of Trials |  
O=====O

From Reidock Castle travel east and then south to see a bridge below, cross it and continue south and across this bridge as well, just southwest is the Tower of Trials. Enter the tower through the large doors in front, once inside avoid the spikes by taking the path to the right. Ignore the stairs going up just to the right and continue going north, when you come to some stairs here go up them. Go all the way down and get the chest here for a (Wing of the Wyvern), go back a bit and go up the stairs just to the left.

Up here a guard will be blocking your way at getting the chest, don't bother going all the way around to the other side because he will just walk over and block you again. Just go up and speak with him to engage in a battle.

O=====O  
| Fight: Tower Guard | HP: 150 | Difficulty: Medium |  
O=====O

| The Tower guard has a decent attack but the difficulty about him is his HP, it takes a while to kill him with your attacks. For the most part the Tower Guard will attack with normal attacks, sometimes he will build power for a bit of a stronger attack. If you are on level 7 then you have the spell sap, use it on him to lower his defense and make it a quicker and easier fight. Other than that just chop away at him and heal yourself when needed to come out with a win.

Grab the chest for (130 Gold) and leave through the door to the left, at the top of your screen you should see Hassan way up on another floor. Head around to the right, there will be a man here who if you talk to him will say there is something over by the ledge there, if you go over he will push you down to a lower floor and you have to climb your way back up so don't talk to him. Instead enter the door to his left and climb up the stairs right here, now your in a room with a bunch of arrowed tiles on the floor, if you have played any of the dragon quest/warrior games before you know what these are and what they do. For those of you who don't know when you step on them it moves you over to the next tile in it's pointing direction and that tile moves you to the next and so on. It doesn't take a genius to figure out what tiles to step on to get to the staircase in here but if your lazy step on the very bottom tiles first and then the second tile up from the lost man to get to the stairs, now climb up the stairs. Step on the arrows here for a bit of a shortcut and go out the door to the south, leap off the ledge just below you and you will see Hassan. Don't speak with him just pass him because if you speak with him then you won't be able to get the broken heart first, anyways pass by him and enter the door.

In here speak with the guard, he will tell you there is three doors ahead and three people in front of them, they will all give you a clue on which door to









dinner for the mayor's dog Pero and will wonder where the dog is, she will go upstairs to clean up now. Go up the stairs after her and talk to her again, she will be talking about her not being able to marry Joseph and such. Go back down the stairs and go out the door only to be blocked and shoved out of the way by Amanda, she walks over to the food Sandy cooked for the mayor's dog and adds a little something to the food. She now makes a hasty leave, soon as she is out of sight Sandy comes down from upstairs and grabs the food and gives it to Pero. When she returns back into the house leave for outside, Pero will be standing still outside and the mayor hands over to Pero and asks him how his dinner was today. Pero will whimper and collapse, immediately the mayor thinks Sandy poisoned Pero, the mayor will cry out for help and eventually the priest will save the dog from the poisoning.

A new day breaks and the scene cuts to the mayor and Joseph talking, Joseph pleads with his father that Sandy is innocent but the mayor tells him without proof there's nothing he can do. Leave the house and go through the doorway to the north again, go all the way to the left and out the doorway here as well. Right above you just to the left is a doorway with a note on the wall, if you read the note Hassan will jump up and wonder how you can get to Reidock with a boat if you fell down a large hole in the earth, enter this door and go north to see Muriel!. Walk up to her and speak with her, she will recognize your presence and explain to you that if you want to become whole in this world to meet her outside of town. She now leaves and you should to so leave town to meet up with her, outside of town Muriel will lead you to a little house. She will then lead you to an old woman named Grandmaz, Grandmaz will now address you by your names. Grandmaz is a fortune teller, she will let you rest for the night and clear things up the next day. Hassan will wake you and tell you he is interested in what the old lady has to say, hop out of bed and search the closet to find the (Star Fragment), now search the pot to the left for a (Nut of Magic). Go left and speak with Grandmaz again who will explain that there is a cave to the south called the Dream Seeing Cave, and in there is a dream seeing liquid that will make you whole in this world, however a evil spirit recently took up residence in the cave so you will have to go and get it yourself. Grandmaz will offer Muriel's help in getting the liquid, accept her offer as not only do you get Muriel to help you get (Medical Herb x10), leave the house but not the premises. To the right of Grandmaz house is a well, if you search the well a Well Demon will be looking back at you and attack you!.

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O=====O
| Fight: Well Demon           | HP: 230   | Difficulty: Medium |
O=====O
|
| The Well Demon hits very hard, but he will give up a lot of turns by |
| goofing off basically. Sometimes he will do a multiple attack which does |
| less damage but is still considerable, start out by casting sap on him at |
| least once but twice is better. After that pound him and heal up when |
| needed which will probably be fairly often, shortly there after he will |
| fall.                         |
|                               |
O-----O
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Down the well is a man but you can't speak to him yet since your transparent, leave Grandmaz completely and leave for the Dream Seeing Cave.

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O=====O
|                               | E. Dream Seeing Cave |
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To get to the Dream Seeing Cave go south a bit, O-----O

	Items Found
west over the bridge and south until you reach	
the cave. Inside travel southwest until you reach	
a part where you can break off west and south,	1. 230 Gold
take the south path to get a chest with a (Wing	2. Bronze Knife
of the Wyvern) in it. Go back up and go west this	3. Defense Seed
time until you reach some stairs going down,	4. Dream Seeing Liquid
head east and ignore the path going down. When	5. Fur Mantle
you reach a part that breaks off north and south	6. Wing of the Wyvern
that the south path down and follow it all the	
down to the bottom to get a chest with a (Defense	
Seed). Go back up a bit and go west and follow it past the water, here is a	
path going south and one just to the west going up. Take the one to the west	
to get a quick chest with (230 Gold) inside, now go back down the south path	
and go east when you can ignoring the dead end south. When you come to the	
stairs take them down, follow the path down south and then west. When you come	
to two small ladders going down go down the one and go west to see a chest, go	
and open it for a (Bronze Knife). Go back and head down the second small	
ladder and continue south until you reach a small ladder to your right, go up	
it and head east until you see a chest over to the right. Go and grab it up	
for a (Fur Mantle), (NOTE: In this area there is Metal Slimes so if you want	
to level up a bit this is a good spot if you can find one.) after the chest go	
down the next small ladder and travel west to some stairs going down. When you	
go down the stairs the evil spirit Grandmaz was talking about is just to the	
north in front of what you came here for, when you are ready go and speak with	
the monster to engage in a fight to the death.	

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Boss: Bloody Paw	HP: 370	Difficulty: Medium
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| The Bloody Paw has a few different attacks, firstly there's the normal

| attack which will do around 14 - 16 damage. He also will use a blinding

| light which makes you dizzy most of the time which lowers your hit rate,

| lastly he casts a couple spells, one he uses upper on himself to increase

| his defense and second he uses sap on you to lower your defense.

|

| To start out cast sap twice on him with the hero, if he uses upper cast sap

| again to keep his defense real low. Next pound away on him with both

| characters, if he uses sap on you then your stuck with lower defense, you

| might just have to heal more. If your HP gets below 20 heal or if you have

| had sap cast on you then don't let it get below 25ish. This fight isn't to

| difficult if you execute it right.

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Once defeated search the jug in front of you to receive what you came for,

some (Dream Seeing Liquid). Now that you have it leave this cave and make your

way back to Grandmaz house, when you get back Grandmaz will be waiting out

front for you and when you speak to her she will bring you in and rest for the

night. When you awake Grandmaz will restore you to a whole person again, once

that is finished Muriel will have decided to join your group. After the good

byes leave the house and hop into the well to the right of Grandmaz house,

speak with the man in here who will tell you about the Towers of Mirrors and

how there is a great treasure to be found in there. Leave Grandmaz completely

now and head back to San Marino.

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| F. A San Marino Visit

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Back in San Marino go to the mayor's house, speak with the mayor and tell him that Sandy did not poison Pero that it was Amanda. The mayor will be a little upset at himself for jumping to conclusions, you will find out that Sandy left town with a traveling merchant because she was not wanted in town. Go upstairs and speak with Joseph, he will be disappointed in himself for doubting Sandy and letting her leave, he packs up some things and leaves to go and try and find her. Leave the mayor's house and head over to the casino if you want to try your luck and win some very good prizes, if you do manage to rake in a crap load of tokens then here is the trade in prizes:

Magic Potion	- 200
Silk Tuxedo	- 500
Leaf of the World Tree	- 1000
Dragon Shield	- 2000
Platinum Mail	- 3500
Armband of Sacrifice	- 5000

After your done in the casino head over to the dock, if you remember it's the door below you with the note attached beside it. Buy three tickets from the guy behind the counter and then talk to the guy in front of the boat to your left, he will ask you if your ready to go answer yes and you will set of towards Reidock. When the boat arrives it's not at Reidock but it is at a harbor close by, leave the building and if you talk to the guy just outside to the left that looks like a farmer he will tell you Reidock is to the west and just a little north. Leave now and follow the man's advice and go to Reidock.

=====O  
 | 8. Reidock Castle |  
 O=====O

When you enter Reidock it looks like Reidock but if you speak with the towns folk you get the impression something is very different, for one there is a King and a Queen and they are both "ill" and have been asleep for over a year now. You will find out that their son the prince has gone in search for a cure since no priest can cure the King and Queen, so this seems like a different Reidock your in. Ok time for the hidden item search, go into the church to your left and search the desk for a (Fairy Water). Go into the house above you to the left and search the pot for a (Medical Herb), come back out and enter the house above this one and search the pots for a (Small Medal). Leave the house and you will see that familiar well to your right, the woman who is beside it will say that there is another world down there. If you go into the well and go down you will see a treasure chest across some water you can't get to, also if you go all the way right you should spot a slime walking about across the way. There's nothing you can do here so climb back up the well, when back up head behind the armor shop and open up the door. Search the closet beside the old man in the bed for a (Poison Knife), this is all the hidden items in the town part, however there is still something in the castle.

Walk up to the castle and speak with the guard, he brushes you off and tells you to take a hike. Unlike before the guard doesn't let you in for being a royal soldier, another reason to think this is not the same Reidock. Go down and speak with the man in the center of town, he will act like you are the

prince of Reidock, answer some questions and after he will figure out your not the prince but you look just like him but if you had some more "royal" clothes that you would be a shoe in to look exactly like him. Head on over to the armor shop and look at his inventory, look at that there seems to be some royal clothes available to buy. Pick them up and equip them and go back to that guard and speak with him, he will see you as the prince and let you pass. Walk into the castle and right before entering the door a man who looks like General Soldi will see you and quickly rush inside the castle.

Inside that man will rush down the stairs to greet you as the prince, but this isn't General Soldi, he introduces himself as General Tom. There is no treasures on this floor but if you talk to everyone they will think you are the prince, that is all but one little girl in the courtyard who will know you are a fake. Head up the stairs and go out to the right, go north and through the doorway here. Talk with the guard blocking the stairs up and he will not let you pass as it is Minister Geban's orders not to let anyone up the stairs, but as soon as he says that General Tom will arrive and tell the guard to let you pass to see your parents. Walk up the stairs and head over to the left side of the room where the King and Queen are in bed sleeping, search the desk for a (Silk Robe) to complete getting all of the hidden items. If you speak to the girl beside the Queen she will mention she just heard the Queen say something about a mirror, walk back over to the right and a guard will spot Minister Geban coming up the stairs. Geban will welcome you back as the prince but will quickly seem to think you are a fake, he will tell everyone that he heard a guy bought some royal clothes from the armor shop. He will now try to prove your not the prince by asking what your sister's name was who died, no matter that name you pick it is wrong and you will be seen as a fake, Geban will hold General Tom responsible for letting you into the castle. You will now be escorted out of the castle by two guards and smacked back, the guards will block the entrance to the castle so you are not allowed back in by either door.

You are done in this Reidock so leave now and set off to the west, follow the water edge west and north to reach a bridge. Cross it and continue west to where you will run into a sign post that says the town of Amoru is southeast, head southeast and walk past the cave here as it is empty and nothing is inside of it. Just past the cave is the town of Amoru.

O=====O  
 | 9. Amoru |  
 O=====O

Upon entering the town of Amoru you can here a waterfall in the distance, this town is known for it's healing water if you speak with the locals. Let's get the hidden items around the town, along the way talk to every person in the town, this is needed to do to continue along with the game. Below is the local inn, it is currently all booked up so you can't stay there, head to the northwestern most house and enter it. Search the desk for a (Wing of the Wyvern), go down the stairs and search the barrels for a (Water of Amoru). Leave the house and travel to the house below the one you were just in, there is a well out front of the house that is empty. Enter the house and search the desk for a (Small Medal), below the house your in is a weapon and armor shop so upgrade your equipment if you need to. Your done with the hidden items right now, if you have talked with all of the towns folk you will have learned a couple things. One that there is a rumor the mirror key is in the Amoru Cave and two, Gina and Iria were two thief's and they went to the cave

O-----O	Items Found	
O-----O	1. 50 Gold	
	2. Fairy Water	
	3. Small Medal x2	
	4. Usamimi Band	
	5. Water of Amoru x3	
	6. Wing of the Wyvern	
O-----O		

to search for the mirror key and only Gina returned from the cave and is now in the basement of the church. Now that you have talked with everyone head over to the church in the middle of town, the priest that was once blocking the entrance to the church is now inside. Go inside and speak with the priest, since the inn is all booked up and you have no where to stay the priest will offer you a bed for the night downstairs where Gina was sleeping. Go through the door downstairs and search the barrels and the pots for a (Fairy Water) and another (Water of Amoru), speak with Gina who will explain she can't sleep much do to having a nightmare every time she tries.

When you speak to her you will rest for the night, you hear a weird noise you have heard before when warping back from a well. When you awake Gina is gone and there is a man in the room, search the pots for a (Small Medal), speak with the man who will not of noticed you sleeping. Leave the room an the church, as soon as you step outside the camera zooms over to the waterfall which is spilling red blood into the water supply, the people of Amoru will freak out and wonder what is happening. If you talk around some people will blame it on Gina and Iria at the Amoru Cave, it seems as if you have gone back in time or something... hmmm. Head up to the northwestern house again and search the desk for a (Usamimi Band), down stairs search the barrels for another (Water of Amoru). Leave this house and go to the house below and search the desk for (50 Gold), your pretty much done here in Amoru so let's go and investigate the Amoru Cave now since the town folk are talking about Gina and Iria being there.

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O=====O
|                                     |
|                                     | G. Amoru Cave |
|                                     |                                     |
O=====O

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Head north of Amoru to find the cave again, if	O-----O
you look around before going in the cave you see	Items Found
the surroundings have changed. Anyways inside of	O-----O
the cave walk north and beside the woman near the	1. 410 Gold
stream of blood, she will be washing off her	2. Beauty Plant
sword but she says it won't come off. Talk to her	3. Bladed Boomerang
and she will tell you there is no treasure in the	4. Iron Claw
cave only the corpse of her beloved Iria, when	5. Magic Potion
done talking to her cross the small bridge you	6. Mirror Key
just past and go north to find a chest with a	7. Nut of Life
(Nut of Life) inside. Go back and pass the girl	8. Nut of Magic
to go down the stairs here, from here go up and	9. Small Medal
around to the left to cross the small bridge.	10. Speed Ring
Ignore the stairs going down just to your left	O-----O

and go around them to the bottom, cross the next bridge and go down to find a chest with a (Beauty Plant) inside. Go back up and to the left to some stairs and take them down, you will now see a couple logs in the water to your right. Go to your right but do not step on either of these two logs, instead go up the little path that leads north and step on the log there. It will travel down to a little island with a chest on it, grab the chest for a (Bladed Boomerang). Go up the stairs and get the chest here for (410 Gold). Go back down the stairs and get on the log to the right to be transported south, when you land go down from the stairs and get the chest here for a (Nut of Magic). Go up the stairs and head north and then west across the bridge, this is where you were just a bit ago so head all the way to the left and back down the stairs you went down before.

Again don't go on either of the two logs to the right just yet, go all the way south to get another chest with a (Small Medal) inside it. Now go back up and get on the log that's just a bit further out and higher up, it will take you to a spot where you will have to get on another log so do it and when you come



to them take the stairs down. From here go north and continue north at the first intersection, when you come to the second intersection go north again to get in a room with a (Magic Potion) in a chest. Come back out to the intersection and go east, ignore the path to the north and continue east to the end. Go north to find a room with a (Iron Claw) in a chest, come back out and go back west and then north to the path I just told you to ignore. Ignore the path going west and continue north to some stairs going down, walk around the corner to see a man. Talk with him and he will explain there is a badly wounded man fighting a monster over "there" which is to your left. He was scared so he came over here and is just watching, head over to the left and jump into the battle.

```

O=====O
| Boss: Horror Beast           | HP: 380   | Difficulty: Medium |
O=====O
|
| This battle can be extremely annoying if the Horror Beast gets his way, his
| attacks do fairly decent damage but what's really can make the battle go
| sour is when he does his chaos dance. This has a good chance to confuse at
| least one of your party members but can confuse them all, one top of that
| the Horror Beast will use a blinding light to bring down your hit rate.
|
| Start by casting sap once or twice on him with the hero and have Hassan do
| normal attacks, Muriel can cast icebolt for more damage or just do regular
| attacks as well. It shouldn't take to long to kill the Horror Beast if you
| don't get confused to much or blinded a lot, make sure to not let yourself
| get to low on HP, heal when you get below half your max HP.
|
O-----O

```

After killing the beast walk over to Iria and talk to him, he will explain when he opened up the chest the Horror Beast popped out and Gina in the confusion stabbed Iria. His wounds will be bothering him so he will ask if you will take him up out of the cave, say yes and walk him out to the entrance of the cave, don't worry the cave is now monster free. When you reach the first part of the cave Iria will rush over to Gina and they will have a talk about her thinking he's dead, you will also find out that Gina has the mirror key you need. After they get done talking Iria will come over and give you the (Speed Ring) for helping him out, both of them will rush out of the cave leaving for the Mirror Tower.

Leave the cave and head back to Amoru, back at Amoru you can see the river is clean and free of blood again. Head over to the church and go there the door to downstairs, talk with the man here and stay the night. You will hear that familiar sound and will wake up with Gina beside you, speak with her and she will tell you her nightmare have gone. A moment later an old man walks into the room and asks if that is Gina, he will recognize her and introduce himself as Iria!. The two are reunited and Gina will tell you that she no longer needs "this" as a memento, she gives you the (Mirror Key). Sweet deal were done in Amoru so leave town unless you have some things to purchase.

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O=====O
|                               | H. Mirror Tower |
O=====O

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Head back over to where Reidock is, from Reidock O-----O
walk around to the right and follow the waters |           Items Found |
edge all the way to the left until you reach some O-----O
mountains, now head northwest until you reach the | 1. 200 Gold          |
Mirror Tower. Inside travel east and then north | 2. Agility Seed     |

```

to where you will find some stairs, ignore them | 3. Half Plate |  
as it leads to a dead end. Go all the way west to | 4. Mirror of Ra |  
some more stairs, go down these ones and get the | 5. Strength Seed |  
(Half Plate) in the chest. Go back up and look O-----O  
into the large mirror just above you, notice you  
can't see the stairs leading down in this mirror but you could for the other  
stairs going down on the other side of the room?. Search the mirror twice to  
discover a door, but when you do you are attacked!.

O=====O  
| Fight: Poison Zombie x3 | HP: 360 x3 | Difficulty: Medium |  
O=====O  
|  
| Like their names these zombies love to poison, the zombies don't hit to |  
| hard but it's the poison that will get you if you don't cure it. The |  
| zombies will blow poison breath at you to try and poison you and through |  
| normal attacks they can also poison you the odd time. |  
|  
| Feel free to cast sap to make this fight a little quicker, other than that |  
| have the hero and Hassan whack away with normal attacks. Use Muriel to cast |  
| antidote when you get poisoned or it will do some significant damage to you |  
| once the round is over, it takes a while to kill them but it isn't a real |  
| hard battle, just long and annoying. |  
|  
O-----O

When the zombies are dead the large mirror you searched will be gone, head  
north and then east past the stairs to get (200 Gold) from a chest. Now go  
back and go up the stairs, up here go down to the right and into the tower  
with the doors open. Head north past the stairs up to some different stairs,  
take these ones up and then go up the next set of them to your right. Here  
walk down past the stairs going down to get a chest with a (Strength Seed) in  
it, now go back and go down the stairs you just passed. Walk southwest to some  
more stairs and take them up, from here go all the way north to yet again more  
stairs. Now walk southeast to see a transparent girl with no reflection in the  
mirror, speak with her and tell her you can see her. She will get excited and  
tell you she came to this tower to find the mirror of ra because she heard of  
it's magical abilities, she will want to join up with you, accept her offer  
and send her to the back of the line. After a short walk she will finally  
introduce herself as Barbara, head up the stairs below you and walk passed the  
stairs above you to flick a large switch. Now go up the stairs you walked  
past, here go down the stairs above you and push the purple orb out of sight  
from the mirror. It will crack and disintegrate, this will shut down a  
electrical beam which is holding up a tower. Go back up the stairs and go down  
the stairs at the bottom, do the same as before to remove another electrical  
beam. Go back up the stairs and leap off the edge just below you, after a long  
fall you will land safely in front of the tower you were just in.

Head over to the west tower and enter it, like before go up and pass the first  
set of stairs and continue up to the next set of stairs and go up them. Go  
southwest to more stairs and take them up, here go south past the stairs going  
down and grab the chest for a (Agility Seed). Go back up and go down the  
stairs now, to the southeast is more stairs you need to take up. Here go north  
past the water and up some more stairs, here go southwest, you should be able  
to see a reflection of some stairs but there are no stairs there, walk over  
and position yourself on top of the stairs in the mirror and search to reveal  
the stairs. Go up the stairs and walk past the stairs right above you and  
flick the big lever here, now go up the stairs you just passed by. Here do the  
same as the other tower, go down the stairs above and below you and push the  
purple orb out of the mirrors reflection. Once both orbs are gone the tower in

the center of the two other towers will fall to the ground, when you get back control leap off the edge of the tower and walk over to the fallen tower.

Inside Barbara will rush over to the mirror of Ra and see her reflection but she will still remain transparent, walk over to her and speak with her. Muriel will suggest you use the same dream seeing drops on her as they worked on you, use the drops and it will restore Barbara to whole again. After she is restored she will say she has to be off but as soon as she reaches the door she comes back and tells you she can't remember where she was going to go. She then asks to join you again since you seem to know where your going, accept and now Barbara will be a party of your party!. Go up and grab the (Mirror of Ra), now that you have it leave the Mirror tower and head back to Reidock Castle, not the one in this world the one in the other world.

O=====O  
| 10. Reidock Castle Part II |  
O=====O

Head back to the Dhama via the boat at the harbor O-----O  
east of Reidock or just cast return, back in | Items Found |  
Dhama go down the stairs and search the well O-----O  
to be transported back to the other world. Now | Nothing |  
back in the other world walk back or cast return O-----O  
again to get to Reidock Castle, head into the  
castle and up the stairs towards the King's room. Just before the stairs  
General Soldi will be waiting for you, answer yes to his question and go up  
the stairs and speak with the King. The King will take the mirror of Ra from  
you and tell you that he is planning a strategy for the final battle with Mudo  
and to meet him on the second floor to plan out this strategy. When all the  
talking is done night time will fall and you will be on the second floor,  
Hassan will be irritated for waiting so long and then General Soldi shows up  
to tell you that the meeting is upstairs, make up your mind!. Go upstairs  
where the king isn't feeling to good, Soldi and the minister are trying to ask  
what's wrong but the King can't speak. Soldi will ask you if this is the real  
mirror of Ra again and when you answer him he will tell you the King's image  
in the mirror is not his own, the mirror will appear in front of the King and  
change the King into a woman.

The woman collapses and will be rushed to bed, when day breaks the woman wakes  
and Soldi will ask what is going on. She informs you that her name is Shera,  
Soldi will ask where the real King is and her reply is that the King is Mudo.  
After a bit longer of a conversation Shera will eventually join you to find  
the King, if you speak to the minister at this point he will mention Mudo's  
castle is to the southeast. Leave Reidock and set of east, when you can't go  
east anymore go south and into the gate. Head all the way down and you will  
see corpses of two soldiers along with a traveling priest, leave out the south  
and then head east again. All the way to the east is a cave but to get there  
you have to walk through damaging marsh so you just have to get it done and  
walk over it.

O=====O  
| I. The Hunt For Mudo |  
O=====O

Inside the cave head southwest down some stairs, O-----O  
continue southwest where you will come to a part | Items Found |  
where you can go right into a room. Don't bother O-----O  
as there is only a pile of bones in here, | 1. Dancers Clothes |  
continue west instead and then go south and out | 2. Iron Helm |  
of the cave. Again head west until you reach a | 3. Magic Potion |

intersection going west and south, go west and | 4. Nut of Magic |  
into the doorway. Follow northwest until you O-----O  
reach some stairs going down, travel southwest  
now and go into the room below you when you reach it, grab up the chest for a  
(Nut of Magic). Ok go back up the stairs you just came down and go back to the  
intersection, this time go south and follow it around. Grab what's in the  
chest to the right for a (Iron Helm), now go left around the bend and down the  
ladder here. Here go west, south when you can and finally east over a bridge,  
go down the ladder but don't go south. Instead go left around the ladder and  
follow the path along to a chest with a (Magic Potion) inside, now go back and  
go south of the ladder. Follow the path around and into a doorway, in here  
just go northeast into the next area and down the ladder going out the door.  
Walk around to the right and straight a head to some large doors, enter the  
doors and go straight where Shera will now give you the mirror of ra because  
she thinks Mudo will recognize her.

Continue to the top where there is two locked doors and two ladders going down  
on either side, go down the right ladder and down the stairs. Here walk  
northwest and step on both buttons in the middle of the room, now go back up  
the stairs you just came down and up the ladder. The two doors that were  
locked are now open, go into both doors and step on the two buttons in each to  
illuminate a darkened room with a lot of trap holes in it. Once you have  
stepped on all of the buttons go down the ladder to the left and into the  
door, here make your way around the room. When you reach the top there is a  
chest with some (Dancers Clothes) in it just to the right of the large pit,  
continue to make your way around to the bottom and up the stairs. Step on the  
button here to light up more of the room, go back down the stairs and you can  
now see where you need to go to get to the stairs going down. Make your way  
back around and go down the stairs when you reach them, go down these stairs  
as well.

Here the music changes so you know something's up, just to the north is Mudo  
who is sitting on a throne waiting for you, go up and speak with him for a  
while and then begin your fight with him!.

O=====O  
| Boss: Mudo | HP: 900 | Difficulty: Hard |  
O=====O  
|  
| This is gonna be your toughest fight so far, Mudo has some pretty hard |  
| normal hits and has a lot more in his arsenal. He will use blazemost for |  
| some considerable damage and he will shoot flames out at you hurting the |  
| entire party, also he will sometimes do some sort of jig to switch up the |  
| tactics of your party so you will need to watch for that or your party |  
| members might do something on their own you might not like. |  
|  
| Alright first thing you should do is for sure use sap on him twice, have |  
| Muriel cast upper once or twice on the entire party to up the defense for |  
| his physical attacks. Once those spells are cast have the hero do normal |  
| attacks and heal if you must, have Hassan attack normal or if you want to |  
| do some more damage at a risk of being hurt real bad have Hassan use |  
| berserk. Muriel should be the main healer as she should have heal and |  
| healmore, and finally have Barbara attack normally if you have a decent |  
| weapon for her or use attack spells if not. |  
|  
O-----O

After the fight Mudo will try and escape, pull out the mirror of ra and use it  
on him, the mirror will change Mudo into the King of Reidock. The King will  
wonder what happened, Shera will explain it to him but he thinks it is a joke.

Now General Soldi and his troop of soldier will show up looking for Mudo but of course he is late as you took to Mudo, the King will thank you and tell you he has a reward for you back at Reidock and then he is escorted away by Soldi and his troops. You can now leave this cave, return back to Reidock Castle now.

When you return to Reidock head for the castle, once inside make your way to the King's room. When you get there the King nor Soldi is anywhere to be found, only the minister is here, speak with him and he will ask if you have seen the King or Soldi. Answer him and he will tell you they have no returned, he says to give it a day to wait for them. The scene goes dark and reads off some words and then dawn breaks, when the scene comes back the four of your party is in front of the minister. The King still has not returned so the minister asks you to go look for him, leave the castle and as you do Hassan will ask if you are fools for going to the castle when the King invited you, answer and continue out. A short while later Barbara will get a clue and tell you the King invited you back to HIS castle and ask if you get it, it's not too hard to figure out that you are at the wrong Reidock so you need to go to the real world and go to that Reidock but before going there let's do a little side quest that we could of done before but it's easier now that we buffed up a bit.

O=====O  
| 11. The Torukka Kidnapping |  
O=====O

From Reidock head over to Shiena by walking or the lazy way(my way) by casting return, don't enter Shiena just walk west to where that giant hole in the ground was. Leap off the ledge of the giant hole to land near Torukka, go into the town and talk around to some villagers who will be talking about how the mayor's daughter is missing. Sounds fishy right?, do you remember those two men who were talking about the mayor's daughter before?. Seems they might of hatched a plan with her, anyways go to the mayor's house and speak with him, he will indeed tell you his daughter was kidnapped and the kidnapers left a ransom note wanting 5000 gold to be brought to the well to the north. The mayor will now leave, let's go pay the kidnapers a visit shall we?.

Leave Torukka and head north to the well we used before, when you arrive you will see the masked man standing near the building. Go up and speak with him, he will ask if you are there on behalf of the mayor, answer yes. He will have his partner in crime bring out the girl and give her a kick to keep her going, when she mumbles something from being gagged the man will ask for the 5000 gold.

There's a bit of a choice here now, if you have the gold you can pay him and you will get the girl, after they leave the mayor will come into the picture and ask if you paid the ransom, answer yes to get your money back and the mayor and his daughter leave. The other choice is to not pay the kidnapers and that will result in you being attacked.

O=====O  
| Boss: Biggs & Smok | HP: 500 & 320 | Difficulty: Easy |  
O=====O  
| A pretty easy fight indeed, Biggs will attack with a weakish attack so you |  
| have no problems there. Smok will pretty much protect Biggs and heal the |

| both of them with medical herbs, start by attacking and defeating Smok |  
| first and then move on to Biggs for the east win. |  
| |  
O-----O

After the fight Biggs and Smok will drop some (Boxer Shorts) for you to have, also they will make a hasty retreat saying they will not forget this, after they leave go and speak with Eliza. You will take the gag off her and she will thank you, at that time the mayor will have arrived to pay the ransom. He will spot you and run over and ask if you paid the ransom, answer yes to receive a free (5000 Gold), or answer no and he will leave with his daughter, however, if you go back to Torukka and speak with the mayor he will then give you a (Nut of Life). Make your choice and you will be done with the Torukka Kidnapping.

O=====O  
| 12. Reidock & The Gent Clan |  
O=====O

Now done in Torukka cast return and go back to Reidock in this the real world, back in Reidock the people will tell you that the King and Queen have returned from the dream world. Head to the castle and speak with the guard here, answer yes when he asks if you have any information about the imposter prince. He will take you inside another guard recognizes you are the imposter prince, the other guard will tell you that something terrible has happened to General Tome, the guard will now take you down to the prison and lock you up. When your locked up the prisoner next to you says you must be fools to have come here on your own, moments later the guard who locked you up will rush down to you and open up the cell door. He says he misunderstood his orders and will now take you in front of the King.

	O-----O
	Items Found
	O-----O
	1. Defense Seed
	2. Nut of Magic
	3. Pointed Hat
	4. Royal Letter
	5. Tunic
	O-----O

The King apologizes to you for his guards and will then begin to tell... er rather show you his story of what happened to him. After he is done he will ask you to meet him outside, leave the King's chambers and go down the stairs, head towards the stairs that go down to the first floor but do not go down them. Instead walk out the other side of the room to spot the King looking out upon the town, walk over and speak with him. He will explain the Mudo in this world the real world is getting stronger, he will ask for your help since you can travel between both worlds. Answer yes and he will tell you he has no ships but the Gent Clan has a divine ship, he will give you the (Royal Letter) to give to the Gent Clan to get their ship. He will also tell you he will tell the guards at the northern gate you are coming, now that you have the letter leave Reidock and set out north. When you reach the gate walk past the two guards and out the other side, to reach Gent head northeast.

Inside the town of Gent let's grab up the hidden items in town, to your left is a house, search the pot for a (Defense Seed). Come back out and go to the inn, search the desk beside the little girl in bed for a (Tunic). Alright go to the northwestern most house, this is the Gent Clan elders house, search the pot for a (Nut of Magic), now search the closet for a (Pointed Hat). Ok we have the hidden items in this town, speak with the old man in this house. He will wonder what your doing there since your not sick, you will hand over the royal letter and he will tell you he cannot let even the King of Reidock borrow the divine ship. He then apologizes for wasting your time, leave the house now but as you get to the door you will be cut off by a man in what looks like jester clothes. This is Chamoro, he is the sun of the elder. He

will wonder who you are and the elder will tell him that you wanted the ship but got turned away, Chamoro will think it is a wise decision. As he takes a step away a divine voice will speak to Chamoro and tell him to let you use the boat and for Chamoro to join you to defeat Mudo, when the voice leaves Chamoro will have changed his mind and will ask his father to use the divine ship tells him he will accompany you on your journey.

The elder will agree and let Chamoro break the seal on the divine ship to use, Chamoro will now lead you to the building where the divine ship is held. He will go inside and tell you to come along, however, you should go outside and level up a bit first, also you probably should buy the best equipment for your party but you probably don't have the money right now. This is another reason to go outside, after you are done leveling up and buying the best equipment enter the building the divine ship is being held, walk around and board the ship. Speak to Chamoro who will ask if your ready, if you answer yes he will speak some gibberish and release the seal on the boat. It will be lowered into the water and then the boat will automatically take you to the island where Mudo's castle is located.

```
O=====O
|                J. Cave To Mudo Castle                |
O=====O
```

```
When you land on the island Barbara will decide O-----O
to stay behind, no matter Chamoro will step up. |           Items Found           |
When you leave the ship you will see another ship O-----O
docked below yours, if you go on the ship you   | 1. 1150 Gold           |
will see it is abandoned. There is nothing on the | 2. Chain Cross         |
ship but when you leave Hassan will wonder why   | 3. Full Plate          |
the ship is empty, anyways head into the cave   | 4. Magic Potion        |
through the harmful marsh. Inside the cave make | 5. Nut of Life         |
your way around to the left avoiding the lava on O-----O
the ground, keep following around to the south
```

where there is some stairs going up. Take them up and go through to the next area where there is a chest with a (Chain Cross) inside, go back down the stairs you came up and from the entrance of the cave go north into the next area. If you walk left over the lava it will lead to a area below with a chest in it with (1150 Gold) inside it, come back out and go right a bit and then up into the next area with another chest. Grab the (Full Plate) inside the chest and walk across the lava to the right to get to the next area, here go right again into the next area where there are stairs here.

Take the stairs up and travel southwest and then down to the very bottom of this level in the middle to find some stairs, go up the stairs and make your way around to the right to find a chest, open it up and get a (Nut of Life). Where we need to go now is near the entrance of this cave so have Muriel cast outside and go back in or if you want to get some more experience walk back down, from the entrance of this cave go up and to the right through the lava to find some stairs going up. Up the stairs go up the next set of them to the left, here make your way left and then north until you reach a part where you can go right and up. The path that goes up leads to a chest with a Man-Eater Chest in it, the right path will continue right to some stairs going up. Up the stairs make your way around to the left and then north, when you reach a point where there are steps going up to the right and straight ahead take the right path and follow it to two chests, the one on the left is a (Magic Potion) and the other is a Man-Eater Chest. Go back and go the other way up and then go through the large cave to the north, walk straight and cross the bridge, there is a corpse here but nothing more. Head south out of this area and then take the steps up to the right to get to some stairs, go up the stairs and go straight. Ignore the path to the right which leads to a chest

with a Man-Eater Chest inside and ignore the first steps going up and walk around them. Now go up the next steps you come to and go straight the whole way and through the door at the top of the screen, travel north again and go up the stairs you come to. Up here go northeast and go left when you come to the intersection, here you will see another corpse skeleton on the ground. Go up to the corpse and search it for a note, it says "the prince is well", hmm weird, head up through the large cave door now.

Does this part look familiar at all?, it should it's the start of the game. After Chamoro points out to stay here the party camps out by a fire, the exact same scene plays out as the opening scene of the game except for a few exceptions and that Chamoro is there with you. After you speak to Muriel at the top of the hill she plays her flute to call down the golden dragon to take you to Mudo's Castle.

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O=====O
|                                     K. Mudo's Castle                                     |
O=====O
```

```
Inside the castle speak with your party, Chamoro O-----O
will chant something and then you will be able to |         Items Found         |
cast return to get to this exact spot. When done O-----O
with that go through the door just above you and | 1. 1800 Gold                |
climb the stairs up, here are three chests around | 2. Fire Claw                |
you, get the bottom left and the bottom chests  | 3. Iron Mask                |
only since the other one is a Man-Eater Chest,  | 4. Staff of Thunder         |
inside the two are (1800 Gold) and a (Iron Mask). O-----O
```

Go back down the stairs and walk around to the left and north through the doorway, just like before follow the path northwest and out into the next area. Walk into the center of the room just before the steps going up to spot a statue of Hassan, Hassan will freak and say the statue looks just like him. As he says that he will be fused into the statue where he will come alive and Hassan will regain his full memory, along with it he gets the spirit punch skill. Before going up these stairs go to right and down to find a door just below you, open it up and walk around to the statue blocking your way. Search the statue to engage in a fight with it, these statues are Hell Beasts. When you kill it just walk around the next one if you want and take the stairs up to see a weird four armed statue in the center of some water, head south and then left. Below you will be a pot but inside is an annoying Pot Demon, as I said go left past the Hell Beast statues and then up. Here is a Hell beast statue you should kill, after killing it walk through the harmful glowy stuff on the ground and get the (Fire Claw) in the chest straight a head. Now go south to the bottom left corner, head up the stairs where a monster will be sitting. If you speak to it then it will say Mudo should have finished you off but now instead it's going to.

```
O=====O
| Fight: Hell Guard                | HP: 520    | Difficulty: Easy |
O=====O
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|
| This is a fairly easy match, the Hell Guard only does normal attacks pretty |
| much. He hits for decent damage and has some high HP, other than that it's |
| a straight forward fight. |
```

```
|
| Use sap on him and upper or increase on yourself to boost defense, now just |
| pound away on him normally or if you want try out Hassan's new spirit punch |
| to see it's power, although it misses more often then normal attacks. |
```

```
|
O-----O
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Before continuing on let me just explain that just a head is Mudo's room where eventually you will face him, and let me just say it's a pretty tough fight to you may want to level up at least a little bit before attempting to fight Mudo. Alright now ready go up and enter Mudo's chambers after a brief pep talk from the team, inside is the same story as last time. You will all be lifted up into the air, Mudo will appear and tell you he is going to banish you all permanently. He will banish you and you hear the same thud as last time, when you wake up your sister Tania will ask if your all right. She will then walk over to the mirror of ra in the left hand corner, walk over and speak with her. She asks if she looks different in the mirror, answer her and you will be transported back to Mudo's chambers. Mudo will acknowledge that you have the mirror and give you a taste of reality!.

=====O  
| Boss: Mudo & Piero x2 | HP: 500 & 95 x2 | Difficulty: Hard |  
=====O

|  
| Not an easy battle, Mudo's normal attacks aren't all that punishing but |  
| he uses defense on you they hurt, along with his two Piero's. On top of |  
| casting defense Mudo will breathe fire breath which hurts the entire party |  
| a decent amount, he will use increase on himself if you manage to cast sap |  
| on him so it gets a bit annoying. |

|  
| If by chance you can get sap to work on him all the power to you since he |  
| seems very resistance to it, don't worry about attacking the Piero right |  
| now as if you kill them then Mudo will call more to aid him. Have Muriel |  
| cast upper or increase if she has hit level 18, use the hero and Hassan to |  
| be the main assault on Mudo. Use Hassan's spirit punch to max the damage he |  
| can do, after that use Muriel and Chamoro as the healers of the group and |  
| keep the pressure on Mudo until he falls, after he does kill the two |  
| Piero's. |

-----O

After done Mudo will wonder how pests like you beat him, soon as he says that a flash of colors fills the room and Mudo says he is mad now. He turns green and you engage in you second battle with him, oh boy.

=====O  
| Boss: Mudo | HP: 900 | Difficulty: Hard |  
=====O

|  
| Mudo gets no easier here only harder, I guess the upside is that he has |  
| no backup. The downside you ask? he attacks twice per round with harder |  
| crushing attacks. The worse he can do is blow an icy wind that tears your |  
| party up, although the storm he creates is almost as bad. If he uses both |  
| in a round you will be lucky not to have a dead party member or two, pretty |  
| much Mudo will stick with those two attacks along with his normal attack. |

|  
| Again if you can get sap to work here bonus, have Muriel use upper or |  
| increase and finally use the hero and Hassan for the main assault while |  
| Muriel and Chamoro are the healers of the group. This fight might take a |  
| while to win but play it cautious or Mudo will help you learn that lesson, |  
| |

-----O

Once Mudo is defeated he will die, a mysterious voice tells you that you did well and that they are waiting for you. You get transported to Reidock in front of the King, he will thank you on behalf of the world and offer you a gift. Doesn't matter how you answer he will give you the (Staff of Thunder),

the King will ask that his wife speak with you privately. When your party leaves walk over to the Queen and speak with her, she will explain that she believes you are their son at least as they dreamed you would be and that you do not remember the things the prince would know. Because of this she wants you to go out and find yourself like Hassan did to regain your memory, after you finish speaking with her go down the stairs to rejoin your party. You are now finished in Reidock so leave and first thing we should do is visit Dhama Shrine so head there and search the well to go to the dream world.

O=====O  
 | 13. Dhama Shrine |  
 O=====O

When you transport back your in front of a	O-----O
castle, remember before there was only a giant	Items Found
hole in the ground?. Well once Mudo was defeated	O-----O
it was restored in the dream world, what the	1. Nut of Life
Dhama Shrine is, is a place where you can class	2. Nut of Magic
change your characters. First head inside and	3. Small Medal
let's get the hidden items and then we will class	O-----O
change our character's.	

Inside the Dhama Shrine pop down one of the two sets of stairs going down just a head of you, now go straight down and take these stairs down too. There is a chest on either side of the room one with a (Nut of Life) and the other a (Nut of Magic), go back up the stairs and go straight up until you reach a spot where there are two doors. These doors lead to the torch room, go straight up the center of the room and right in the middle of the two pieces of water is a (Small Medal) located where the tiles make a cross. Ok you have everything here but let me tell you about the torch room, these 18 torches represent each class in the game. When you are half way done a class the torch will be slightly lit, when you fully master a class it will be fully lit. Once all 18 classes are mastered come back to this room as there is a big surprise at the northern wall, but you can't master all the classes until you have beaten the game, as there is a hidden class item you can only get once the game is beat.

Alright leave the torch room, for a note there is a inn to the southeast and a weapon and armor shop to the southwest. Also just beside the stairs to the left is a purple witch who will tell you how many more battles you need to win to level up your class when you get a class, ok unless you want to go and talk with the people around the shrine let's go up the stairs and speak with the King looking dude behind the woman standing. When you talk to him he will ask if you want any of your party members to change classes, choose what classes you want your party members to be but you should give each of your party members a class even Barbara if she's not in your current group. When you have picked your classes go down the to the well and transport to the real world.

O=====O  
 | 14. Monstoru |  
 O=====O

When you reach the real world return back to	O-----O
Gent, here you will see the ship ready and	Items Found
waiting for you. Hop a board and travel south	O-----O
hugging the right side of the land, follow it	1. 15 Gold
and when you clear the mountains off to the right	2. Antidote Herb
land and begin walking north and east. Eventually	3. Piece of Cloth
you will come to the town of Monstoru, let's get	4. Scale Shield

the hidden items around town. Start by entering | 5. Small Medal x2 |  
the house just to your left and searching the O-----O  
closet for a (Piece of Cloth), now leave and walk  
around to the left passing the item shop. Right above it is another house, go  
in and search the closet for a (Small Medal). Come back out and walk to your  
right a bit where there is some sand surrounded by some bushes, search the  
left side of the sand to find another (Small Medal). Alright go to the very  
northwestern house and enter it, this is Amos's house, if you have been  
talking with the people around town you will have found out that his is a  
local hero. Search his desk for a (Scale Shield), speak with him and he will  
tell you he is no hero that he was bitten buy some beasts and is now ill. He  
will ask you to stay at the inn and you will continue your conversation later,  
head over to the inn but go upstairs onto the roof before speaking with the  
inn keeper. Search the barrels and the pots here for an (Antidote Herb) and  
(15 Gold). Now go back down and speak with the inn keeper to spend the night.

You will wake up in the middle of the night to loud thumps, the deskman will  
be blocking the way outside saying it is nothing at all. The man in the room  
next to you will tell you "Here we go again", go up the stairs and walk over  
to the left to see a giant monster!. Leap off the ledge here and prepare  
yourself for battle.

```
O=====O
| Boss: Monstora | HP: 800 | Difficulty: Easy |
O=====O
|
| This fight isn't to tough, Monstora has a decent normal attack but what you |
| need to fear from it is when it stomps the ground fiercely. This will do |
| a great deal of damage to you. Other than that there is no other attacks by |
| Monstora. |
|
| Sap doesn't really work here so I wouldn't bother with it, use increase a |
| couple of times to boost the parties defense. Now just have the hero and |
| Hassan do there thing of offense and have your other two party members heal |
| up if needed or otherwise help out in the attack. |
|
O-----O
```

After the battle the inn keeper will rush up and ask you to please put away  
your weapons, as he does the beast resorts back to Amos!. The inn keeper  
shouts for help and two men come and help Amos away, he will then explain that  
every night Amos turns into this monster. He will now tell you he will explain  
more in the morning, when you wake up speak with the inn keeper who will plead  
that you not tell Amos about what happened since he never remembers what goes  
on. If you talk to some people around town they also will ask you not tell  
him, Amos saved this village but in the process was bitten and now turns into  
the beast he was bitten by and the towns folk will not kick him out because  
then they would feel bad.

If you go to Amos's house and speak with him he will ask if he has something  
on his face, if you answer yes then you will get the option of telling him  
weather or not what happens to him at night. DO NOT tell him if you want to  
recruit him as a secret character, if you do tell him he will leave town the  
moment you leave Monstoru. So if you want him to join your party later on you  
will not tell him, leave Amos's and head for the house to the right of the  
item shop. Inside is an old woman who explains that her husband went through  
the same thing Amos did and he went up the mountain to the north and found a  
seed that cured him. So we are off to the northern mountain to help our new  
friend Amos.

O=====O  
| L. Northern Mountain |  
O=====O

When your ready leave Monstoru and head northeast, you will pass a sign that is surrounded by water. Continue past there northeast still and eventually you will come to a little mountain with a ladder at the bottom to go up, the monsters on this mountain are pretty tough so be careful. When you reach the mountain climb the ladder in front of you and talk to the merchant looking fellow who will say he has heard there is a seed of reasoning at the top of the mountain but the monsters around are so tough, now head through the door here. Make your way left and when the path splits go down to the stairs going up and go up them, outside go up the ladder to your left and go left again. Head through the door here and continue straight up the ladder and then up the stairs to the right. Grab the (Morning Star) in the chest and then go back down the stairs and outside. This time go right of the ladder until you reach a ladder going down, continue right and enter the cave door when you come to it. Go straight then go up the stairs here, outside again walk around to the left and cross the bridge to the other side. Enter the cave door and head left and then down the steps out of the cave, travel around to the left and up both ladders to find a little sprout sticking up.

Walk over to the sprout and try to pick it up, the sprout will talk and tell you to stop pulling on it, it will then ask if your looking for the seed of reasoning. Answer yes and it will give you a smart ass remark about it being a sprout not a seed, but it will tell you that the seed is around here somewhere. Search to spaces left of the sprout to find the (Seed of Reasoning), talk with the sprout again and it will give you a "good job" and tell you if you ever need it's advice it will be here. Now that you have the seed return back to Monstoru.

Back at Monstoru head to Amos's house, walk over to him and speak with him. He will ask if you are there to help him, answer yes and you will smash up the seed and rub it on him. He will being to groan and run over to the open spot in his house and turn into the large monster again!. Walk over to engage in a battle with it, er wait Amos fakes you out and tells you he has control over becoming the monster now. He thanks you and wishes to join you, if you answer no he will just show off his monster skills and keep asking you until you accept. He will now run out of the town and wait in the wagon, your done in Monstoru so let us leave. Outside you should toss Amos in your current group because he is powerful much like the hero, also it would be wise to head back to Dhama Shrine and give him a class.

O=====O  
| 15. Arcbolt Castle |  
O=====O

From Monstoru go south and into your ship, travel east hugging the shore line, you will pass some rocks above you and below you. Continue going east until your reach rocks blocking your way from traveling further, land and walk east over the small bridge and then northeast to find Arcbolt Castle. Head inside where a man in blue will be leaving the castle with a coffin behind him, if you read the sign to your right it will say the King is looking for a warrior to defeat a monster. Head inside the castle part and go straight a

head to find a guard blocking the way, this guard will test your strength, if you want before you fight him upgrade your equipment at the weapon and armor shops just to the left and right of the guard. When ready speak with the guard and accept his offer to fight.

```
O=====O
| Fight: Garcia                | HP: 1300   | Difficulty: Easy |
O=====O
|
| Garcia for the most part will just attack normally, he will sometimes jump
| in the air and get a terrific blow off. Also when he jumps if it's not a
| terrific blow he will use jump kick, there's not to much to worry about
| here.
|
| Use sap on him once or twice for a faster fight, also it would be wise to
| cast increase on the party just so Garcia doesn't so very much damage at
| all. In no time Garcia will fall and let you pass.
|
O-----O
```

Walk past the guard and speak with the man here who will laugh and tell you maybe he will get the chance to fight you, he will go upstairs now. Head up the stairs and go through the door to the southeast, go down the stairs and grab the chest for some (Slime Clothes). Go back up and search the barrels to the very southwest for a (Small Medal). Now go through the southern door, walk up the steps where you will see two guards, these guards will test your strength like Garcia did but before fighting them let's get a hidden item. Walk around to the left and go down when you can, take the stairs down and search the pot in this training room for another (Small Medal). Go back up and if you go right of the two guards and down the stairs right here you will be in a room where you see a locked door which your key will not open, inside is some treasure but we can't get it right now. If you go down the next set of stairs and outside you can find a wondering salesman, when ready go back up and take the test of the two guards.

```
O=====O
| Fight: Scott & Holiday      | HP: 1200 & 1300 | Difficulty: Medium |
O=====O
|
| Not to much more difficult then Garcia, Scott will cast defense on you to
| lower your defense. Scott can also cast bikill to double his or Holiday's
| attack power, finally Scott has the ability to cast healus but he rarely
| uses it. Holiday will often protect Scott and just do regular attacks,
| there's not to much to him.
|
| Start by casting increase twice on your party, twice because Scott will
| negate one or both by casting defense on you. If you want cast sap on both
| of them to make it a quicker fight but really it's not necessary, kill one
| at a time with normal attacks to be the most efficient.
|
O-----O
```

Once defeated the guards will allow you access to the throne room to speak with the King, once inside go and talk with the King will explain why he had you fight the guards. He will then ask you to fight once more, against Brast the one you seen earlier. Accept then go speak with Brast who will tell you to meet him in the training room, he and the rest of the room leave to the training room. Before you do walk behind the throne and up the stairs, search the desk up here for a (Silk Robe). Go back down and head over to the training room where you got the small medal, speak with Brast who will ask if your

ready to be defeated. You have to say yes to fight and then make him pay for his insolence!.

```
O=====O
| Boss: Brast | HP: 1800 | Difficulty: Medium |
O=====O
|
| Brast has a few powerful attacks but nothing increase can't handle, Brast
| will cast defense on you to lower your defense. Brast's most power attack
| is vacuum blade which will do considerable damage to your party, also he
| can double hit and use spinning sword which are less powerful but can be
| effective if not countered.
|
| Start out by casting sap twice on Brast and increase twice on yourself,
| this will pretty much seal up the fight. If he uses defense on you
| immediately cast increase again, heal up if he uses vacuum blade on you
| and continue your assault on him until he falls.
|
O-----O
```

After the fight Brast will be a little upset he lost twice now in a row, the King will ask if he is alright. He says yes but you can tell Brast isn't to happy with himself, afterwards the King will tell you he has a gift for you and to meet him in the throne room to collect it. Head off to the throne room and speak with the King, he will tell you that if you can defeat the monster in the cave then the royal heirloom which is the sword of thunder will be yours. He will now send you over to the minister who has a coffin waiting for you, he will tell you whoever defeats the monster first and brings it back in the coffin will get the prize, he will then hand over the coffin. Your done in Arcbolt Castle right now so leave and head northwest towards the cave.

```
O=====O
| M. The Arcbolt Tunnel |
O=====O
```

```
When you reach the cave go inside, head down the O-----O
stairs here where there will be a few people in | Items Found |
here. They talk about how they can not finish off O-----O
the tunnel to the northern land due to the | 1. 580 Gold |
monster in the way, go out through the south and | 2. Battle Axe |
then travel to the right where a few guards will | 3. Defense Seed |
be blocking your way. Speak to the middle guard O-----O
and he will notice your coffin and let you pass,
right behind the guards are a couple of monsters who will be blocking the
door. Head up and speak with them to engage in a battle.
```

```
O=====O
| Fight: Horror Walker & Fighting Panther | HP: 167 & 210 | Difficulty: Easy |
O=====O
|
| I wouldn't categorize these monsters as bosses since they will be regular
| monsters later on in the game, the one to watch out for is the Fighting
| Panther as it will use vacuum blade on your party for decent damage. Also
| it's normal attacks along with the Horror Walkers attacks a fairly
| impressive.
|
| Make sure to use increase on yourself at least once just so you don't take
| as much damage, now just focus on one monster at a time preferably the
| Fighting Panther as it is a bit stronger.
|
|
```

Now that the monsters are defeated head into the cave door, follow along north and when you can go right go right. Walk around to get the chest with a (Defense Seed) inside, walk back and this time continue north to the left. You will come to another chest with (580 Gold) in it, now from the chest go down and around to the left and around to the right. Head north here where you will spot a monster on his side next to an empty chest, if you speak to the monster it will say "that man... so strong" or something like that. After you talk to it the monster dies, head down the stairs to the left of you. Here go up and all the way to the right, go down to reach a chest with a (Battle Axe) in it. Go back up and make your way to the very southwest part of this floor to take the stairs down, on this floor are eggs that if searched will hatch and you will be attacked by a Hell Viper. There's no treasure down here so just go all the way north to see the man in blue speaking with the large dragon like monster, speak with the man who is now identified as Terry. He will tell you your to ate that this battle is his, speak to the monster now to view a fight between Terry and the monster. Terry dances around basically owning the monster and will defeat it, it will then pop in the coffin and Terry will tell you he got what he came for and head back to Arcbolt Castle.

There's nothing you can do so head back through the cave, it is monster free now so it's a quick walk. When you get out to where the three guards are speak to the middle one again and he will take the coffin from you, leave this tunnel completely and make your way back to Arcbolt Castle. As you enter Terry walks past you, if you talk to him he will tell you he has the sword of thunder and will laugh in your face. Go up and speak with the King who tells you he gave the sword to Terry and that's about it, leave Arcbolt Castle and head back to the Arcbolt Tunnel which will now be finished and leads to the northern lands. In the tunnel make your way out to the northern lands, they made another tunnel which leads there as the guard will tell you they thought digging in the same tunnel was to dangerous.

=====O  
 | 16. The Northern Lands |  
 O=====O

When you emerge from the Arcbolt Tunnel head	O-----O
northeast until you come across three houses, go	Items Found
inside the bottom right house and search the pot	O-----O
and the closet for a (Fairy Water) and a (Gold	1. 7 Gold
Ring). If you speak to the man he will warn you	2. Fairy Water
to not go west because people have been seeing	3. Gold Ring
things over there including a stairway to the	4. Medical Herb
heavens. Leave this house and enter the house to	5. Small Medal x2
the left, this is an inn, search the closet for a	O-----O
(Medical Herb). Stay at the inn if you need to	
heal and then leave and go into the last house, search the pot and the desk for	
(7 Gold) and a (Small Medal). The man in here will tell you he has not slept	
for days because he heard there is an illness that can kill you in your sleep.	
Your done with this area so head west to where the man said there was stairs	
leading to the heavens, when you find the stairs head up and then travel	
southeast where you will come across a cave.	

Travel down and when you come to an intersection go down to find a (Small Medal) in a chest, go back up and go left this time where you will come across a inn. The inn keeper charges a hefty fee to stay, walk past the inn and go down and then left to some stairs. Take them up and travel west to find the town of Calcado.

17. Calcado

As you enter Calcado you can tell by the look and the music that is playing that this is a worn down beat up place. Let us get the hidden items around town, start by walking straight to the left and entering the house with the tree out on it. Now search the pot here for a (Small Medal), leave the house and enter the house below you. Search the pots here for a (Fairy Water), now head to the southeastern most house and search the desk here for some (Wayfarer's Clothes). Now walk around town and speak to everyone, this will progress the game further as it triggers an event. You will learn that there is a floating island that comes at full moons, it takes people away to the land of happiness where there are no problems. It just so happens that there is a full moon tonight and when you speak to everyone in town it will turn night time with a full moon, when this happens leave town and head west until you see a floating little island. Enter on the island and speak with the man to the left, he will allow you on the island and tell you to let the captain know when your ready to leave. Go to the front of the island and tell the captain you wish to leave, he will pilot the island away and you will be free to go inside the building to the north.

Inside you will see many of the people that were at Calcado, there is no items in here. Go and speak with the bartender who will offer you a drink, accept and he will offer another, accept again and he will ask you to rest, accept this and you will be given a night's sleep. You will see the island piloted to land and then you will awake to two monsters kicking you and telling you that you have slept long enough. They will escort you into a castle where immediately you can see something is very wrong, you will see a crowd of monsters in the center of the room and when you make it over to the staging area you will see the other passengers have been turned to stone. Also there is a large winged monster behind them, he will be addressing the crowd of monsters and tell them that even through Mudo is gone that the demon clan will survive. He will be having a sacrifice and spots you to be the first sacrifices, you will then begin a battle with Jamiras.

Boss: Jamiras | HP: 1500 | Difficulty: Hard

Jamiras doesn't have the highest HP but he more than makes up with it with his punishing offense, Jamiras's normal attacks alone are powerful but add on being able to attack twice in a round sometimes and uses fireballs to attack the whole party, then you have a tough fight on your hands.

Using increase here is a must or you will be pounded into dust, cast it three times on your party to almost nullify his physical attacks. Casting sap on him once or twice will speed up the fight, there's not much you can do about him using fireballs to attack you other than heal when he does. Once everything is cast have the hero, Amos and Hassan use there powerful offense attacks to take down Jamiras. Using Hassan's spirit punch here is a good idea as it does twice is normal attack damage.

When you defeat Jamiras he will ask if you are the ones who defeated Mudo, he will clue in and then die. The towns folk will now return back to normal and



thank you, one will tell you to look and then you will see spirit's being release behind you. Also the Metal King will be released, he tells you the seal is broken and to bring him small medals. After that the towns folk will leave, follow them out and board the floating island to the south, take with the old man behind the wheel to set off back towards Calcado. Head inside the building and search the very northwestern barrel for a (Small Medal), just so you know you could not get this before as both bartenders blocked your way from reaching this barrel. Talk to the merchant looking fellow at the counter who will say he is opening a inn on this island, he will now ask you if you want to rest for the trip, accept and you will be taken back west of Calcado. When you awake everyone will be gone but the merchant guy, he will tell you everyone left for home and that the towns folk were saying they are gonna give you the floating island. If you go back to Calcado the town will be in recovery and things will be looking up, there's really nothing to do here so when ready leave and go test out your floating island.

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O=====O
|                18. Treasure Hunting                |
O=====O
  
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Ok we have the island, it is basically just a      O-----O
ship but you can stay at the inn on the island,    |      Items Found      |
however it does cost money even though it's YOUR  O-----O
island, just so you know when you are on your    | 1. 3700 Gold          |
island push the B button to roam on your floating | 2. Medical Herb      |
island. Already you should be just west of       | 3. Small Medal x4    |
Calcado, start by sailing west until you reach   O-----O
some land, don't walk onto it sail north until
  
```

you clear the land and then head west where you will come across a small island with a shrine looking place. When you enter it appears as a wooden cabin inside, search the pot for a (Small Medal). The old man here will tell you about the four legendary armaments and how if you collect all four then you will be delivered to the castle of the gods, he will then say that there is a island to the south with stairs that descend and that this is where the path begins. This will be for later for now let's continue on the treasure hunt, get back in your island and go south. Follow the land mass around to the right and down, keep going down until the two land masses on either side of you break apart. Now follow the right land masses shore line along until a path breaks off to the right, follow this little canal all the way to the end. Right above you should be the Dhama Shrine, however don't go up instead go down where you will find a small hut.

Inside search the barrel for a (Small Medal), if you speak to the man in here he will tell you a secret about the town of Amoru, he will say that the well in the south of Amoru holds an illusion, that there is really is a person there. I have no idea what this means because there is no person in the well of Amoru or I just don't know how to find that person in the well.

This email was sent in by Jason Swanson, thanks jason:  
 "It's a mistranslation, its supposed to be "a well to the south of Amoru" and sure enough there is a well one screen south of Amoru in the dream world with a person in it which leads to Foan."

Anyways leave this place and go southwest on foot. You will come to a part where you can go left or right, go right and up a bit to find a well here. Enter the well and be warned that there is some rough monsters in here, go down to the bottom of the vine and travel to the right and up. Here is a man that says he is looking for a legendary armament in a cave but it's not in this cave, hmmm maybe because this is a well and not a cave!. Go to the right of him and get the chest with (3700 Gold) inside, travel south and then left

to find another chest up a small ladder. Grab the (Small Medal) from the chest and get out of this well, now head back and get back on your floating island.

Leave out to the left of this path and when you get out continue to hug the shoreline to the right and go down, eventually you will come to a path that leads down. It will split into three paths but the right one is full of rocks, go down the middle path and get off onto the land just below to find a cave here. Inside is a man who is looking for the shield of sufida, this is one of the legendary armaments. He will also tell you a very valuable piece of information that is used much later into the game, he tells you first go north then east, north at the first intersection, west to the next and then south. When done speaking with him search the graves to the left to find a (Small Medal) and a (Medical Herb), we are done in here so leave and get back into our floating island. Were done treasure hunting for now so let's head to our next destination.

O=====O  
| 19. Medal King Castle |  
O=====O

Now that the Metal King is now free, his castle is available to us. Cast return back to Shiena, remember where that big hole in the ground was where we first fell and became transparent?. Well that large hole is now where the Metal King's new castle is, make your way there and head on in. To the left of the steps going up is a staircase going down to an inn if you need to regenerate some HP, otherwise head up the steps and speak with the Metal King himself. He will take your small medals off you, if you have been following this walkthrough then you currently should have 21. For having at least 15 small medals the King will give you a (Staff of Punishment), now to the left is a slime who will explain how the Metal King's castle can exist here. To the right is a woman who will show you the stock they have and how many small medals it will take to get that item, here is that list:

- Staff of Punishment - 15
- Ruby of Power - 25
- Platinum Sword - 30
- Sword of Miracles - 40
- Sands of Time - 50
- Mystic Armor - 60
- Metal King Helm - 70
- Mysterious Bolero - 80
- Book of Dragons - 90
- Very Secret Item - 100

The very secret item is the naughty underwear if your wondering. Your now done here but it's a good idea to return once you reach each amount of small medals for a prize as these items are powerful and very useful. Leave the castle and begin sailing all the way south to a large desert.

O=====O  
| 20. Holcotta |  
O=====O

As I said head to the large desert land to the very south, you can't miss it. There are two small pieces of land above the large desert mass, the second piece of land up has a staircase that descends down, head down the stairs. Travel

O-----O	Items Found	
O-----O	1. Full Moon Herb	
	2. Small Medal x3	

southeast until you reach a gate, inside is a guard who was taken to the land of happiness and rescued by you but he thinks it was a dream. Anyways walk to the east where there is a small house, enter inside and if you need a night's rest this man is a inn keeper. Search the pot for a (Small Medal) and then leave out to the east, walk around to the south where you should spot a town, this is Holcotta, head inside.

Let's get the few hidden items around town, One of the barrels just outside the inn has a (Small Medal) in it. There is a house to the right with a (Full Moon Herb) in the desk, and finally there is a house to the northwest with another (Small Medal) in a pot. Your done with the hidden items, if you talk around town you will find out that the prince of Holstock comes here to play, this will be a clue for just a bit later in the game. When done set out west of this town to come across Holstock Castle.

O=====O  
| 21. Holstock Castle |  
O=====O

Head up the steps and through the large doors into the castle, before speaking with the King let's go around grabbing up the items around the castle. Go straight a head into the kitchen area and search the pots for a (Small Medal), go back out and go down the stairs to the right and go left until you reach an intersection. Go down and to the left when you can to see an old man, search the barrels for a (Wisdom Seed). Alright this is all we can grab for now so go up and speak with the King, the King will tell you that his son Holse turned fifteen and it is tradition that royal family members be baptized at fifteen. He tells you there is a baptismal cave to the south but when they went there it was occupied with monsters to tough for even his best soldier, he will ask you if you could go there and escort Holse through the cave to be baptized. Answer yes and the King will send for his son, after a short period of time the minister will return and tell the King that Holse is gone again. The King will say he must be hiding again and ask you to help find him, when you find him to report back to him.

So it's time to play baby sitter and find prince Holse, go down the stairs and down the other stairs to the left. Head all the way west and up the stairs here to be in Prince Holse room, talk to the boy here and he will tell you that he and the prince were playing hide and seek and he hide in the barrels and the prince was impressed by his hiding skills. Go back up to where the stairs lead to the King's room and search the barrels to the right of them to find Holse, he will tell you he will go upstairs to speak with his father and head off. Go upstairs and speak with the King who explain to Holse that he needs to be baptized to take the throne, he will then tell him you will be escorting him to get Baptized. Holse will now lead you down the stairs and say he needs to get something and walk off, \*Sigh\* he won't come back as he is off hiding again. Go down the stairs to the left again and left from the stairs, at the intersection go all the way south out. Here is Holse again, he will say he is afraid of being eaten by the monsters so he doesn't really want to go to get baptized. Here he will join your party, you can now leave the castle to outside.

Walk straight south and you will see a small house to the left, don't bother going there yet as it is locked with a special key. Continue south along the shore line and right of the mountains to see a cave just south, enter this cave which is the Baptismal Cave the King was talking about. Walk to the north

for a bit and you will now see Holse run off back towards the stairs, when you go back he is gone, the little bugger left the cave. Leave the cave and head toward Holcotta not Holstock, when you get there head to the northwestern house and enter the left door to find Holse hiding again. Speak to him and tell him he has to go, he will join you again. Leave Holcotta and go back to Baptismal Cave.

=====O  
| N. Baptismal Cave |  
=====O

Now that your in the cave head straight up to find some stairs going down, when done follow straight a head again and go up the little steps here. To the right and around you will find a chest with a (Chain Cross), go back and head left now under the overhead cave part and straight to come across a monster which is the first of three trial monsters you will have to face.

	Items Found
	1. Chain Cross
	2. Full Plate
	3. Magic Key
	4. Poison Needle
	5. Small Medal x4

-----O

=====O  
| Boss: First Trial | HP: 1000 | Difficulty: Medium |  
=====O

| The only reason the First Trial is classified as medium is because he will do a confusion dance which may or may not confuse multiple party members which could result in attacking each other. Other then his dance it is a easy fight, he will spit fireballs which does minimal damage to the whole party but it's a weak attack.

| Focus on purely offense to kill him as quick as possible, the more chances he has to confuse your party the worse off you are. If a party member or two gets confused then your just gonna have to heal the members that get hit by them if they do attack one of your party members, if it does happen it will just be a longer fight but you should still be able to come out with a easy win.

-----O

Once defeated Holse will have ran off again, you should be able to see him to the right by the chest you got. Go and talk with him and he will tell you he was just getting out of the way from harm while you did your job, he will join back up now. Go back and pass where the First Trial was and move to the right where you will find a large door, when you try to open it the door will ask for the royal members name who wishes to get by, Holse will answer and it will open. Go inside and descend the stairs, here go left a bit and up. Cross the bridge to your left and go up to find a chest with a (Small Medal) inside, go back over the bridge you crossed and walk maybe five or six steps to the right. Now head up under the cave roof and cross the narrow bridge, go right and then up to come across the Second Trial of this cave.

=====O  
| Boss: Second Trial | HP: 1500 | Difficulty: Medium |  
=====O

| The Second Trial is quite a bit tougher, it has good defense and one heck of a normal attack. It will put members to sleep on top of that, can't wait for the Third Trial huh?.

| The Second Trial hits hard but as we know we have to cast increase at least |  
| twice but three times is better on our party for maximum defense, don't try |  
| to cast sap or any other spells on the Second Trial as it has bounce or |  
| some kind of reflect spell on it. After your defense is cranked up lay down |  
| your best offensive attacks that are physical until the mighty beast falls. |  
| |  
O-----O

After the fight Holse is gone again, for the love of god!. Head back across the narrow bridge and down the steps to the right, you will see Holse behind a column. Speak with him and he will say he will not run anymore, return back and pass where the Second Trial was to come across another door. After Holse answers enter through the door and down the stairs here, go down the steps to the left or right and proceed all the way down to the bottom. There are three chests here, the very left one is a Man-Eater Chest so don't bother, the others are a (Small Medal) and (Full Plate). When you get the treasures go back and head up from the stairs, to find the third and final trial of this cave.

O=====O  
| Boss: Third Trial | HP: 1300 | Difficulty: Hard |  
O=====O

| |  
| One tough fight here I hope you ate your wheaties, the Third Trial will |  
| attack twice each round. It's first move will be to use decrease on your |  
| party, it's second move will be a normal attack which hurts a good deal, it |  
| will lower its head and thrust it's horn into you for a great deal of |  
| damage or it will use storm and hurt your entire party fairly decently. |  
| |  
| Since it's gonna use decrease on you then you have to use increase on |  
| yourself every round, if you have two people who can use it then cast it |  
| twice for three rounds or so, this way you are gaining defense. As this is |  
| going on use your other two characters to lay down the attack game, the |  
| Third Trial dodges often so have fun. |  
| |  
O-----O

When the final trial is done head through the final door, on the other side is a priest who will now baptize Holse by putting him under a waterfall. Holse will be reluctant to go but does it, he will be freezing under there and shivers when he gets out. After he gets his certificate Holse will ask you to talk him home, walk up and talk to him for him to join the group again. Cast outside and return to get back or walk back if you would like, back at Holstock Castle go up to the throne room. Holse will tell his dad he got baptized, his father will be pleased and will eventually have a celebration, after the celebration you will wake up neat the beds down stairs. Go back up and speak with the King, the King will thank you and ask if you took the treasures in the cave, answer how you like but you get to keep the treasures anyways. Once you try to move after the conversation the key will remember to give you the (Magic Key), with this key we can open up the red locked doors.

Now go to Holses room and open the red locked door there to get outside in a courtyard, search the area beside the tree next to the wall in the corner for a (Small Medal). We are now done in Holstock, remember that Arcbolt Castle had a red locked door?. Let's go and get it, the stairs beside the King's room leads to the red locked door in Arcbolt so go and open up the door. grab the chest in here for the (Poison Needle) also search the pot for another (Small Medal). You can now leave Arcbolt Castle.

O=====O

22. Clear Vale

Ok cast return and go back to Holstock Castle, remember that little house to the left when you were going to Baptismal Cave?. Head there now and go inside, get ready for a fight and then search the well only to be starring at a Well Mimic who will attack you.

Items Found
1. Dancer's Clothes
2. Fairy Water
3. Piece of Cloth
4. Small Medal

Fight: Well Mimic | HP: 500 | Difficulty: Easy

The Well Mimic will attack normally which isn't that impressive but he will throw a rock that will hurt the entire party for decent damage. Also he will scream and try to shock your characters into losing a turn. Treat this fight just like a regular monster fight who has more HP, pound away until it dies like the rest.

When you win search the well again to be transported to the bottom of a well in the dream world, climb the vine up the well to get outside. Make your way east and when you can go down a bit and finally southeast to come across the town of Clear Vale.

Alright before doing anything let us grab the hidden items, start with the inn to your right. Search the closet for a (Piece of Cloth), now go upstairs and search the left set of desks for some (Dancer's Clothes). Leave the inn and go to the north center of the town to find the church, search the desks in there to find a (Fairy Water). Alright leave and head to the southwestern most house and search the desk there for a (Small Medal). Ok we got the hidden items so begin talk around town, you will quickly hear about a flying bed that came out of the northeastern most house. The house is locked so we can't get inside, upgrade your equipment if needed and leave town as there is nothing more we can do here for now.

23. Clear Vale

Outside of town travel southwest until you reach the shoreline, follow the shoreline west until you come across some stairs that descend down. Take them down to be surrounded by marsh, walk through it to the right over the bridge and head northeast a bit to come across Clear Vale!. This is the real world Clear Vale is there is more to do here, but like always let us thief the hidden items around town to benefit us. Start by entering the inn again to the right, the room to the right has a man inside, if you speak to him he will run over to the closet and change into woman's clothing and go upstairs. Search the closet for a (Piece of Cloth) and then go upstairs, search the right set of desks for some (Wayfarer's Clothes). Go and speak to the tranny to find out that you know "he" is a man, leave the inn and head

Items Found
1. 50 Gold
2. Piece of Cloth
3. Small Medal
4. Strength Seed
5. Wayfarer's Clothes
6. Wing of the Wyvern

over to the southwestern most house. Search the desk here for a (Small Medal) and leave, go up to the weapon and armor shop and climb the stairs there. Search the Closets for (50 Gold), leave here and go right to the church. Inside you will come across a conversation between a couple and the priest, they will be grieving for the loss of there son John. He was a 10 year old boy who was ill from birth and finally lost his battle with the illness. After the couple leave search the desks for a (Wing of the Wyvern), leave and go right to the house over here which is the couples house who just left the church. Go inside and search the pots here for a (Strength Seed), speak with the mother here who will tell you that her son John liked it when Panon came around. Panon promised to get John a badge of courage but he never returned from his journey and John passed away while waiting, they still wish they had a badge of courage to put on his grave.

If you have spoke to the soldier in the weapon and armor shop he tells you he wishes he could help the parents of John but he can't make the journey up the Wall of Destiny to the northeast to get a courage rock to make a badge of courage. So I guess this is a job for us!, leave Clear Vale and travel northeast to find the Wall of Destiny.

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O=====O
|                O. Wall of Destiny                |
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When you arrive you will see there are spots to climb up, also there is a cave door so let's go in there first. In here is a priest and a nun, the nun acts like a house of healing if you need once, the priest will tell you that you will need the golden pickaxe to make it all the way to the top. Go back out and climb the very west wall, you should spot a chest to your left so grab it a (Nut of Life). Continue climbing up the same wall, you will see a cave door to your left as you climb but ignore for now and continue on. When you come to the intersection going left and right go left and climb up, you should spot another cave door to the right. You have to position yourself over it and drop down blind to get to this door, when you make it go inside to find a chest with the (Golden Pickaxe). The note on the wall just says if your gonna take the pickaxe use it, leave the cave and drop down to the left, drop down and go into the cave door I just told you to ignore a while ago. To the left of the cave is a chest behind a smallstone wall, walk over to the wall and use the pickaxe to bust up the wall. Get the chest for a (Small Medal), drop down the hole in this room to be back in the cave at the bottom.

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	Items Found
1.	350 Gold
2.	Fragment of Courage
3.	Golden Pickaxe
4.	Nut of Life
5.	Small Medal x2

Leave the cave and this time climb the very east wall, up just a bit you will spot another chest, leap off and get it for (350 Gold). Fall off to the left and climb back up the same wall, follow it all the way up until you can see a cave door to your left. Go inside and bust up the wall with the pickaxe, take the stairs up. Bust the two walls to the north and go up the next set of stairs, now exit out of the cave to the south. Climb up to the right and enter the cave door here, bust the wall down and head up the stairs. Again exit out through the south, climb up to the right and you will spot a cave door above you, try and note where it is. Continue to the right and ignore the cave door that will be below you as it will only lead back to the bottom of the wall, go up and to the left. Here is the tricky part, you have to remember where to fall to land on the platform where the first cave door was, when you successfully land go in the door and up the stairs in here. Exit out through the south and then climb up the rest of the wall to reach the top of the mountain finally, up here use the pickaxe on the large boulder to chip off a

(Fragment of Courage). You can now go down and just continue to fall off each ledge to reach the bottom of the wall.

Head back to Clear Vale and head over to John's parents house, speak to John's father and hand over the fragment of courage. He will be thrilled and he won't know how to thank you, he will ask you to stay the night, accept and he will lead you upstairs to John's room. John's parents will tuck you in and leave, when you fall asleep you will be transported to the dream world. When that happens the bed your on will begin to fly out of the house!. You will begin to warp or something and soon a little boy will join you, he introduces himself as John and thanks you for the fragment of courage. He tells you that you can have the bed as he needs it no more, he will go away and a scene plays out of you flying around town on the bed and the townsfolk flipping out about seeing it. Now you will be outside and have the flying bed to travel around the dream world, land the bed and go back inside. Enter the northeastern house now as you could not before, search the desk upstairs for a (Small Medal). Your now done in both Clear Vales so let's move on.

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O=====O
|                P. The Meteorite Armband                |
O=====O
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Now that we have the flying bed we can get one of the secrets to this game, fly on over to Amoru still in the dream world. If your having trouble finding it, it is southwest of Reidock Castle, enter the town and walk over to the church area to view a scene play out of Gina and Iria as kids, now if your using the Dejav translated rom then this part is not translated at all. However once they are done they will head off into the church, leave Amoru and return to the real world. Go to this world's Amoru and search the spot where Gina and Iria were playing as kids to find the (Meteorite Armband). When you have it return back to the dream world.

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O=====O
|                24. Treasure Hunting Part II                |
O=====O
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The just when we got the floating island we will go get the random treasures around the world, from Dhama Shrine travel to the southwestern most piece of land, if you check your map you will see a small piece of desert on the northeast part of that piece of land. That is where you need to go to find a small house with a fortune teller inside, speak with this fortune tell who will tell you that far north of here beyond the sea is a well and that they say it leads to another world. Get on your bed and go out to the west to clear the trees, now follow the shoreline to the right and around down. When you can land to the left do so and travel down and then to the right to come across a shrine that is a church inside, search the desks for a (Small Medal) and a (Defense Seed). Hop in your bed and go northwest a bit of the fortune tellers place to find a shrine on a tiny island, if you check the map you should be able to find it no problem. Inside is a prison with a skeleton on the ground, search the barrels for a (Small Medal). We can't get the chest behind the prison bars so leave this place and go northeast to find that well the fortune teller was talking about, the well is just underneath of Amoru but you need the flying bed to reach it.

Enter the well and head over to the right to find a small house beside a well,



enter the house and speak with the man who will tell you Foan Castle is down the well. Search the desk above you to grab the (Small Medal), go outside and search the well only to be stared back at by a well mimic. If you want a strategy go back to where I made for the last well mimic but you should be more than strong enough to easily defeat this beast. After the fight search the well again to be transported to the real world, leave the little shack your in and travel down and then to the right to come across Foan Castle.

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O=====O
|                25. Foan Castle                |
O=====O
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Walk through the gates and into the castle, here O-----O
you have a chance to upgrade your weapons and   |       Items Found       |
armor as the shops are just right here. When your O-----O
done speak with the girl above you to find out  | 1. 150 Gold           |
about a cursed girl in a mirror in this castle, | 2. Beauty Plant      |
if you speak to other people you will hear that | 3. Nut of Magic      |
the King of Foan spends most of his time with the | 4. Small Medal x3    |
girl and not at his throne. Go upstairs as that's O-----O
all you can do for now, walk around to the right
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room and search the pot for a (Nut of Magic), now walk to the left room and search the closet for a (Small Medal). Walk over to where the throne is and speak with the minister here, he will ask if you have business with the King. Answer yes and he will tell the guard that you will be coming, before going back down go up the stairs above you and search the desk up here for a (Small Medal), now go back down stairs and circle around and go up to the guard. Speak with him to make him move and then go past him and to the right, you should see some stairs here so make your way to them and go down. Walk over to the left and enter the first door here, grab the two chests for (150 Gold) and a (Beauty Plant). Leave this room and walk to the next room to the left, as you near it you will hear the King speaking to the girl in the mirror.

He will now leave out the door and notice you, he will tell you that you are not allowed to view to girl in the mirror and if you have business with him to meet him in the throne room. The guard will block the door so head up to the throne room and speak with the King, he will tell you the same thing that you can not look upon the girl in the mirror, when he finishes he will then suddenly ask if you could get the mirror of ra for him, speak to him again to give him the mirror and he will be quite happy. He leads you down to the girl in the mirror, use the mirror of ra in front of her and the mirror of ra will reflect a image of a demon laughing at you!. The King will be let down that it did not work but leaves to do some research on the demon, he asks you to meet him back upstairs. So go back up and speak with the King. He will have found a old book that's been in the castle for some time, there is a story of a prince and a princess that were together but a magician named Miralgo interfered with them and cursed the princess to remain in the mirror. Miralgo is still alive so the curse remains, the King will ask if you will go defeat Miralgo, accept and go speak with the minister. The minister will tell you that in the story there was a tower in a lake to the north, however there is no tower to the north. He says that the door to the tower is magically sealed and to break the seal you must cast identify, useful information there but where is the tower?.

Leave Foan, walk to the left a bit and then go up. Avoid the marsh as best you can to get above it to a well, go inside and search the desk for a (Small Medal). Speak with the old man who will tell you that a tower used to sit where this well is now, he still dreams of it and now the tower sits in a ocean of sand with a powerful magician at the top. Leave the well and return to the Dhama Shrine or where ever you can return to the dream world, once you get to the dream world search your map. You see the large sandy land mass at

the very bottom?, that is where we need to go. Cast return to Clear Vale and hop on your bed, the tower is just above you but you need to circle around to the left and go through the desert to reach the front door to the tower.

Q. Miralgo's Tower

At the front door of the tower cast identify to release the magical seal, go inside and go up the southeastern stairs as the others lead to dead ends and such. Up here travel south out the doorway and make your way right, do not fall off or you will end up outside the tower. When you come to another doorway go through it and go up to find some stairs, head up them and go down to spot some steps going up and around. Ignore them and walk past them to the left and then up to some stairs going down, go down them and grab the chests for a (Small Medal) and (1300 Gold). Go back up the stairs and go back to the steps going around and take them all the way up and go into the door at the top. Here walk to the right and up the stairs above you, up here is a house where Miralgo himself lives. Head inside the house and search the pot beside Miralgo for a (Magic Potion), now speak to Miralgo who will explain that he in fact did seal Erika the woman in the mirror because she would not be his bride. Soon after Miralgo will attack you.

Fight: Miralgo | HP: 2400 | Difficulty: Hard

Depending on your level this can be a very difficult fight or just a difficult fight, Miralgo will cast reflect right off the start. He will usually summons a Lamp Mage or two for backup, his most powerful spells he likes to use is firevolt which damages the party around 50 - 60 HP each. Your best bet is to focus all firepower on Miralgo himself and ignore the Lamp Mages for now, they can do a decent amount of damage on you but nothing some good healing can't do. If you go after the Lamp Mages and kill one or two of them Miralgo will usually summon more back to aid him, a good start is to cast increase on the party at least twice. Have the hero, Amos and Hassan assault Miralgo with your last character as the healer. Hassan's spirit punch can be very useful here so keep that in mind.

Upon beating Miralgo he will mumble his last words which is "Erika, I release you". A job well done, leave the tower and return back to Foan Castle in the real world. Go up to the throne room and speak with the King who will be happy you defeated Miralgo, he will lead you down to the girl in the mirror and begin chanting to release the girl. After a while the girl will come down from the mirror and the King proposes to her, they will then leave for the throne room. Chase them up and speak with the King who will give you the (Watergate Key) for helping him out, now that we have the key we are done with Foan so leave.

26. Pescani

With the watergate key we can open the watergate,

	Items Found	
hop into your boat and check you map. Dead center		
on the map is a narrow path of water, this is	O-----O	
where the watergate is located. Unlock the gate	1. 60 Gold	
by sailing right through it and then sail	2. 7 Gold	
southeast to the southeastern piece of land, when	3. Boxer Shorts	
you reach the land sail around it going up and	4. Defense Seed	
then left until you can see a cave and a town. In	5. Full Moon Herb	
the cave you can see a mermaid who will swim away	6. Mermaid Harp	
into another cave, if you follow her in there and	7. Small Medal	
speak to her she will scream NO! and swim to the	O-----O	

other side of the rocks and then disappear into the water. Sail back out and into the town of Pescani just below, as you enter a man will confront you and ask if your here to view the mermaid, answer how you like and he will leave. Now we have control lets get the hidden items around here, start by searching the barrels in the house just below you for a (Full Moon Herb). Now go down one house and search the barrel here for a (Defense Seed), search the pot in the house below for (60 Gold). The house to the right has (7 Gold) in a barrel, now walk up past the two shopkeepers and then go into the house just to the left and search the closets for some (Boxer Shorts). Finally go into the fish shop above the house you were in and search the barrel for a (Small Medal). We have all the items we can get for now so let's get down to business, if you talk to some locals you will find out a few things. For one that the town has a fish shortage as the sea monsters are eating up all the fish, you will also find out that's Rob the towns best fisherman was hurt one day as he was out fishing, now he can no longer fish anymore with his injuries. Alright Head to the fish store, the one with the man out front looking into the window. Speak with the shopkeeper who will tell you he has no fish left as the last customer bought the rest, speak to him again and he will say he has waited to long. Follow him out of his shop and down to Rob's house, speak with the shopkeeper and he will say it's time to head back to the shop and then will mention he can't wait forever to Rob. He now leaves, do the same and a few steps out of Rob's house Rob himself will leave and begin heading to the northern cave.

Follow Rob up into the cave but do now speak to him or walk in front of him before he gets to the cave or you will have to start the process over again with the shopkeeper, in the cave carefully follow Rob around the cave lurking behind cave walls. Do this because Rob will occasionally look around and if he spots you then he will leave and again you will have to do the whole process again, follow Rob to the back of the cave where he will flick a switch that opens a secret door. When he goes through the door walk up to the switch and and flip it to open the door, walk over to the left and down through the door to spot Rob and the mermaid who will both notice you. The mermaid will try and hide, go speak with Rob who will ask you if you saw anything, there must be a bad translation here because you have to answer no to have seen the mermaid to Rob. Rob will then tell you he cannot let you live, or that's what he would of said if he was not injured. Rob will then call Denae the mermaid, she will note that you look like kind people like Rob. Rob will now explain how he got injured and how Denae saved his life, but as she saved his life she got separated from her friends. Rob then says Denae cannot return home because it's to dangerous for her to swim across the sea with all the sea monsters around, Denae will then go for a swim. Speak with Rob who will ask if you know anyone with a sturdy ship to take Denae home, answer yes and he will ask to see your ship before he decides if you can take her home. Leave the cave and hop back into your boat, enter the cave just above Pescani and sail to the right to enter the other cave here. Pull it up to the rocks straight a head and Rob will be happy to see you have a strong boat, he will ask again if you will take Denae home, answer yes as before. Rob and Denae will say there goodbyes and then Denae will attach herself to the back of your boat, just before leaving the cave Rob will tell you Denae's friends live in a channel

far to the northeast. Leave the cave and return to the open waters of the sea.

Head back through the watergate you opened up and sail northeast, you will probably run into the island that Mudo's castle is on. From there travel east and just a bit north to find a lot of rocks, sail into the middle of the rocks to enter the channel Rob told you about. Sail just to the right where there will be a bunch of mermaids who will dive underwater, just as the one mermaid on the rock with the harp is about to dive under Denae will shout out that it is her Denae. Dina the mermaid on the rock will then wait, speak to her to have Denae and Dina have a conversation about humans and how some of them are kind, after they are done Dina will give you the (Mermaid Harp). This harp will immerse your ship in a large bubble allowing you to sail the bottom of the sea, we have finished with Pescani.

O=====O  
| 27. Underwater and Land Hunting |  
O=====O

Now that we have the mermaid harp we have access to anywhere on the map basically, let us go on the biggest treasure hunt yet. Leave the mermaid channel and use the mermaid harp to be submerged under water, just before we get to finding items I am going to point out where a few key areas in the game are located. If you go north and just a bit to the left you will go through the two land masses and if you continue north you will find a underwater castle here, inside will be two guards guarding two treasure chests behind a locked door. Keep this place in mind for later in the game, do not fight the guards as they will destroy you without any trouble. Also you do not have the key yet to open the large gate doors behind them.

Items Found
1. 1500 Gold
2. 530 Gold
3. Agility Seed
4. Boxer Shorts
5. Demon Armor
6. Final Key
7. Full Moon Herb
8. Glass Shoes
9. Magic Potion
10. Magma Staff
11. Platinum Mail
12. Platinum Shield
13. Poison Needle
14. Shield of Strength
15. Small Medal x11
16. Thick Armor

Southwest of the mermaid channel is another castle, inside is Rubiss. She is the guardian of the world, she is the divine voice you heard back in Lifecod. She will just tell you the same thing she told you in Lifecod that you have a mysterious destiny a head of you and blah blah blah.

Below Gent or if you follow the land mass west of the mermaid channel you will come to a underwater cave, this is the temple of the naming god, if you speak to him he will offer to change the name of any character you want.

The second to last place you should know about before going on the treasure hunt is a well with a weapon, armor and item shop inside. Check you map now, if you look between San Marino and Dhama Shrine you will see a small piece of land in the middle of the water canal this is where the well is located. Travel there underwater and push the B button to surface to be near the well, inside the well as I said is a weapon, armor and item shop. They sell some of the most powerful weapons and armor here, they do not come cheap so prepare to lay down some good money to pick up some of these stellar weapons and armor. In the top right corner beside the item shop lays a (Small Medal) so don't forget to snag it up when you visit.

Alright finally the last place I want to tell you about is the style shop, if you check the map it is on the very tiny islands at the very bottom of the map. On the middle island is another well, down the well and through the door

is the style smith. He will make your weapons and armor if they are style upgradeable more fashionable for a fee, it's kind of pointless to use right now but remember this place for the future.

Now that some key places are pointed out let the hunt begin, just to the left of the style shop is a underwater house. Go inside to find out it is an inn, stay if you want but search to the right of the inn keepers desk to find a (Small Medal). Leave this place and sail east and north a bit to find a shrine with a house inside it, in the house is an old woman who will tell you that she is a survivor from the magical city of Calberona. She will mention it was western town off shore on an island, she will also mention that the town discovered a powerful spell called madante but the town was soon destroyed and sank to the bottom of the ocean. When you finish speaking with her search the pot behind her for a (Poison Needle). Return to the surface and return back to Pescani, submerge underwater again and go straight up until you reach a sunken ship. Don't go in just yet, instead travel northwest for a bit until you reach a shrine. Inside will be an old man beside a tree he will tell you that there is a sword in the heart of the southern mountain and that a priest by the name of Zam knows how to break the seal, before you leave search in front of the tree to find a (Small Medal). Leave now and return back to the sunken ship and go inside.

Now on the ship travel to the north end of the ship, just as a warning the encounter rate here is pretty high so your gonna have to fight a lot to get the items on the ship. When you reach the north end of the ship search the barrels for a (Small Medal) and a (Agility Seed), walk back down and go through the door. Walk down the stairs just above you, walk around to the left and up to come across a couple of desks. Search the desks for some (Thick Armor), now walk around to the other side where there is two chests, open them up to find some (Glass Shoes) and the (Final Key). Now that we have the final key we can open up any door in the game which means more treasures for us to find, before returning to the surface there is one last place underwater we can go to get some treasures.

If you check the map and spot Reidock Castle you will notice a water canal that runs right to it, use the mermaid harp and submerge and go down that canal. When you reach Reidock from underwater you will spot a cave there, this cave is actually the town well. Go inside and get the chest just to the northeast with (530 Gold) inside, sail up and around to the right and then to the left. Here you should see the slime you spotted earlier from coming down the well, if you speak to him he will tell you that King Poseidon lives at the bottom of the sea, if you answer no to his question he will say he lives near Gandino Castle. Snag up the chest to the left with a (Shield of Strength) in it, now sail to the north part of the well. Here your gonna have to land and walk around to the left to get the chest with a (Small Medal) inside it, alright were done with being underwater for now so surface and let's get the land treasures with the final key.

Here is a list of the places with locked doors you could not get into before but can now and the contents you will find there:

#### Real World

- San Marino: In the prison there is two chests, one with a (Small Medal) and the other with (1500 Gold).
- Reidock Castle: Beside the library is some stairs leading to the King's treasury, down here are two chests, one with a (Small Medal) inside and the other is a (Platinum Shield).
- Arcbolt Castle: In the prison is a pot with a (Small Medal) inside, also you will notice the monster Terry defeated has be revived. Brast doesn't know what to make of it, if you speak to the beast it will tell you it's waiting for the

man in blue in caveman like speak.

- Holstock Castle: Behind the stairs going up to the King's room is a room with two chests in it behind a prison door, in the chests are a (Small Medal) and some (Platinum Mail).

- House above watergate: Sail a bit north of the watergate where you should see a house just off to the left, inside search the desk for a (Fullmoon Herb).

#### Dream World

- Reidock Castle: Beside the library is some stairs leading to the King's treasury, down here are two chests, one with a (Small Medal) inside and the other is (Boxer Shorts).

- Floating Island: On your floating island if you remember push B to search around on your island, go through the door above you and down the stairs in the top right corner. Open the center cell and grab the three chests for a (Small Medal), (Demon Armor) and a (Magic Potion).

- Shrine northwest of fortune hut: If you travel northwest from the fortune teller's hut you will run into that shrine looking place that is really a prison, you were here before to get some items from the barrels, this time open up the door and grab the chest for the (Magma Staff).

Ok we are finished with the underwater and land hunt let's get back to beating the game.

O=====O  
| 28. Poseiden's Place |  
O=====O

Remember that slime talking about Poseiden?, O-----O  
let's go pay him a visit to see what he has to | Items Found |  
say. If you recall the slime said Poseiden lives O-----O  
near Gandino Castle, now we haven't been to | 1. Givelife Armband |  
Gandino or at least you haven't if you have been | 2. Silver Tray |  
following this walkthrough. Gandino Castle lies | 3. Small Medal x2 |  
on the very southeastern land mass, Poseiden's | 4. Staff of Echoing |  
Place is north of Gandino underwater of course. O-----O  
You will find some stairs going down on the sea  
floor, steer your ship right into the stairs to go inside. Take the ladders  
down to the bottom, go into the door to your right where a guard will be  
standing. He you tell you that this is Poseiden's treasure room and your not  
allowed in, walk past him and open up the door. There are four chests here  
surrounded by damaging marsh, grab all four chests for a (Small Medal), (Staff  
of Echoing), (Givelife Armband) and a (Silver Tray). Come back out of the  
treasure room and go left to find King Poseiden.

Speak to him and he will tell you that recently someone new came to the sea  
floor without his permission, his name is Glacos and he is a unpleasant chap.  
Poseiden wants you to defeat him and leaves it at that, when your done  
speaking to him go left where there is a woman up near a couple of beds,  
search the desk for another (Small Medal) and now you can leave this place.

O=====O  
| 29. Glacos' Cave |  
O=====O

If you go north of the style shop and just a bit O-----O  
to the left you will come across Glacos' Cave, | Items Found |  
sail inside and then walk around to the north O-----O  
when you have docked, you will come to a castle | 1. 270 Gold |  
of sorts. Walk inside and take the right path, | 2. Beauty Plant |

head up the steps here as it is the only place	3. Magical Skirt	
you can go. Follow it to the other side and	4. Pink Pearl	
down, go through the tunnel underneath the stairs	5. Sand Container	
and continue straight up. Go up to the left here	6. Small Medal	
and get the chest just below you for a (Small	7. Spear of Glacos	
Medal), now continue up and then to the right.	8. Wisdom Seed	

O-----O

ignore them for now and go past to the right and down the next path, now you will come across two more chests one with (270 Gold) and the other a (Wisdom Seed). Go back up and go down the stairs now, from here go down and then to the right until you reach a intersection. Here go up and into the small room, grab the chest for a (Beauty Plant). Go back out and this time go right of the intersection, follow it to the end where there is another room with a chest inside. Open it up for a (Magical Skirt), come back out and go up the path you passed by to get the chest. Follow it up and all the way to the right, ignore the path going down as it is a dead end, when you reach the very right go down and you will see another room off to the left. You can ignore this room as it only contains a Mimic inside the chest, continue down and go left at the first turn. Follow along with path until it reaches some steps going down to some stairs, don't go down the stairs just yet instead go all the way up and then right all the way to find a chest with a (Pink Pearl) inside. Go back and head down the stairs now.

Here go down and down the path to the right, follow it all the way around until you reach a intersection. Go left and left again to reach some stairs, take them up and the next ones just to the left. Now go down and step on the large golden button to drain the water out, climb down the ladder and go through the large door opening. Now go up and down the stairs, continue down to step on another large button to drain the water into a separate section of the castle. Go back up and go down and up the ladders to get to the other side, head all the way down and down and up the ladder at the bottom to get over to another large button. Step on it to drain the water down into another section of the castle, now walk around the water and up. Go down the ladder and up the other side, walk to the right and up where there is yet again another large button. Do not step on this button, grab the chest to the right for the (Sand Container) and then climb the ladder to the other side, go down and take the stairs down.

Here the music will change which you pretty much can guess Glacos is just a stone throw away, walk straight up to find him. Talk to him he will he will eventually ask if your there to break the seal on Calberona, answer yes and it will end in the inevitable fight between your party and him.

O=====O

Fight: Glacos	HP: 3000	Difficulty: Medium	
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O=====O

|

| Glacos' most powerful attack is icy wind which will deal rough 50 damage |  
 | to the entire party, he also will attack the whole party with a multiple |  
 | hit which does close to 50 damage each but can be countered with increase. |

|

| Start by using increase on your party twice, now it's a simple matter of |  
 | having a solid offensive attack and some good healing. After a while he |  
 | will fall like the rest. |

|

O-----O

Once Glacos dies he will bust out a magical energy and then you will see a scene of Calberona being restored in the dream world where a large hole in the ocean use to be, you will also get the (Spear of Glacos) after defeating him,





Go back to the real world, now cast return and choose to go to Torukka, walk to the right and board your ship. Hug the shoreline and sail down it to the right, now as you continue to follow the shoreline around and go along the bottom be on the look out for a small pool of water on the island, it is just above where the mountains start to appear. When you see it go directly below it and use your Mermaid harp, there will be a narrow path leading into a small crevasse with some purple coral at the end. When you reach here surface and you will be beside what looks like a small town but is the large house of Calvin Jean-Porte, this is where the style contest is held for prizes, in particular the carpet we are looking for is a prize here. Try and gus up one of your characters preferably one of the male ones to have the highest style points he can have, if you need help visit the style smith to boost your style up even more.

When you are ready go downstairs and speak with the man that will be in front of you, he will eventually ask if you wish to compete. Accept and he will let you roam around, go backstage to the right first, grab the (Small Medal) and the (Headband) in the two desks back here. Now walk over to the left backstage and get the (Slime Earrings) and the (Beauty Plant) here, when your ready to compete just simply walk back out into the show room and speak to the guy blocking the way to the stage, he will ask who is competing give him his answer and the contest begins!. When the man calls for number 5 or in other words you, you yourself are going to have to strut your stuff down the catwalk. When you are done with that the judges will refer with themselves and have over the piece of paper they think is the winner to the host, after anxiously waiting the spotlight will choose the winner whether that be you or someone else you will have to see. If you have won then you will win a silver tray, so that means you are going to have to win more competitions to win the carpet we need, here is a list of the prizes that can be won:

- Competition 1 - Silver Tray
- Competition 2 - Stylish Bandana (Male Competition)
- Competition 3 - Beautiful Carpet
- Competition 4 - Glass Shoes (Female Competition)
- Competition 5 - Platinum Mask (Male Competition)
- Competition 6 - Dress of Radiance
- Competition 7 - Sage's Stone (Monster Competition)
- Competition 8 - Hat of Happiness

To compete again simply go downstairs and do the same thing as before, as you can see some competitions are for certain genders only and some are for monsters only. Your probably gonna need about 225 style points to win the beautiful carpet in which you need to beat the game so make sure you have at least that and win the three competitions to get it.

Once you have the carpet return back to Calberona and speak with Mr. Calbe, he will notice you have the carpet and infuse it with magical energy once again so it can fly!, you can even use it in the real world to fly around. A job well done, were done with the style contest unless you want to compete further to win more prizes.

O=====O

The island just below Torukka has a shrine to the left on it, fly over there with the carpet and enter the shrine. Walk just up and enter the well, climb down and enter the next well now. You will be transported to the dream world, climb the vine outside and begin to travel down until you come across another shrine. Enter it to see a large golden button, step on it to open the floodgate which will allow you to get to Slime Arena. Leave the shrine and cast return to some town, now hop onto your carpet and fly on over to the castle just past the floodgate. Before you enter you should have a beastmaster in your current group and then you should walk around the forests around Slime Arena and recruit a slime type monster, this way we can get all the treasures in the Slime Arena. Just before entering the arena you should put only your slime monster in your group with no one else with it.

Inside the arena with only your slime monster head over to the northwestern corner and search the two desks for a (Small Medal) and some (Slime Clothes), now walk over to the right where you will see some stairs, ignore them and go down the stairs further to the right. Here you will see a man beside a slime looking hole just above you, enter the hole to be back where all the slimes and slime monsters hang out, it's like a slime village back here. Head over to the northeastern most house which is Champ's house, search the pots here for a (Small Medal) and another (Small Medal). Leave the house and walk over to the left where there is a slime near a well, go into the well and grab the chest here for some (Slime Armor). You now have all the items in Slime Arena, if you wish to compete in the Slime Arena you will have to go get your party members and return back and speak with the man that is beside the actual arena of this place.

If you want more information about the Slime Arena check out the In-Depth Game Information section of this FAQ Walkthrough.

O=====O

| 33. Mt. Snow & The Snow Queen |  
O=====O

The island west of Pescani is our next destination, you will have to get onto the island from the south. At the south of the island is a small inn, go inside and search the barrels for a (Small Medal). If you speak to the people here you will find out that the priest Zam you heard about from before is dead and he was the only one who could release the seal to get to the sword of ramias. Leave the inn and travel north to reach the town of Mt. Snow, here you will notice everyone in town is frozen solid. If you enter the inn and go downstairs you will find a man who isn't frozen, he acts like the innkeeper he asks for a fee and says he will give most of it to the inn, this guy has some nerve making a profit from an inn that's not his. Anyways leave the inn and go into the house above it, search the closet for a (Fur Hood). Leave this house and go into the one above it and go down stairs, here is another unfrozen person but if you speak to the old guy he just mumbles something about all the people do is stare at him. Search the desk for a (Small Medal) and then leave, as you leave he will tell you not to go to the cave to the north, your done here for now so leave town and travel north a bit and right to come across the cave the old man didn't want you to go to.



- 2. Breaks free of the ice - Correct
- 3. Lights up my life

Once all three are picked correctly the doors seal will be broken and the door opens up for you, walk inside and go north. Here is a bunch of ice, slide up, left, up, right, down, right and up to reach the stairs going down at the end of the room. Take the stairs down and walk up, you will come across some ice but this ice is different. You can walk on it normally but if you walk on the same spot twice you will fall through it landing in a room below which you will have to take some stairs back up, anyways from the ice go right and up ignoring the stairs until you reach a chest, grab it for (1900 Gold). Go back and take the stairs down, get the chest at the bottom of this room for a (Small Medal). Go back up the stairs and walk across the ice to the other side, and travel up to find some stairs to take down. Here slide across the middle of the room and go up the stairs, Here will be a sign that reads "North, West, East, South that is the way.", this sign refers to the order you must push the large golden buttons. Remember not to step on the crushing ice twice as you will fall down, walk around the edge of either side of the room and step on the north tile, now walk down one and left to the west button, go down one and to the right to step on the east button and finally step on the south button to pen the door, now simply walk around the edge of the other wall and head into the door.

Here you will see the legendary sword of ramias!, however it looks in rough condition. Approach the sword and you will hear the door behind you, Terry will walk in and as usually push you aside and grab the sword. He takes a look at it and says there's no way this could be the legendary sword and says his sword of thunder is better, he will drop it back down and tell you that you can have it. He will walk away and then turn and give you a piece of advice which is to tell you the Demon King is very strong, wow thanks for the heads up. When he leaves grab the (Rusted Sword) and leave the Ice Cave and return back to Mt. Snow.

Once back at Mt. Snow go and speak with Zam, he will ask for the sword and see it is totally rusted over. He says that there is a town named Longadeseo that is located south of the Dhama Shrine ruins, he tells you that a legendary line of blacksmiths live there and could help with the sword problem. He will now give you the (Longadeseo Pass) which will allow you to get into the town, you can now leave and head to Longadeseo which Zam said is located under Dhama Shrine.

O=====O  
 | 34. Longadeseo |  
 O=====O

When you arrive at Longadeseo the guard will stop you and tell you this town is for ruffians and you don't look like ruffians, however the hero will present the Longadeseo pass and the guard realize you know Zam and let you into the town. There's a lot going on in this town, let's start by grabbing all the hidden items we can get for now. Start by going to the left and heading up through the shops, when you go up far enough you will see a large building to your right with a woman's face on it. Enter inside and go right, you will see a man at a desk here, talk to him and pay the 100 gold to get into the theatre. Walk up and go down the stairs, search the two closets in the changing room for some (Fishnet Stockings) and a (Beauty Plant). Head back up the stairs and out of the theatre, just for	O-----O   Items Found   O-----O   1. 2500 Gold     2. Beauty Plant     3. Fishnet Stockings     4. Nut of Life     5. Small Medal x3     6. Thief's Key     7. Wisdom Seed x2   O-----O
--	---

reference the stairs to the left will lead down to another casino in the game, there are a some new items down there you can win, here is the list and price of each item:

Silk Tuxedo	- 500
Dragon Shield	- 2000
Platinum Mail	- 3500
Wizard's Ring	- 5000
Falcon Sword	- 10000
Givelife Armband	- 20000

Alright back to finding the items, leave out the same door you came in and go up and to the right. You should spot a man blocking the path going up, walk up behind him and you will bump into him, he will lead you over to his shop and tell you he might forget this if you buy something. Just leave and search the closet to the northwest to find a (Small Medal), now walk down past the wall to the left. You will see a man behind a counter, this is another style smith where you can upgrade the style of your weapons and armor. Anyways go down into the bar area and search the barrels for another (Small Medal), now go back up and travel all the way right almost to the point where you leave town. Walk down beside the wall until you come across some stairs, take them up and here will be three separate room, however both of the walls have holes in them to pass by. If you look you will see some cracks on the walls, you can walk through the walls at the point of these cracks. In the middle room is a man who will act as a banker, anyways go into the room to the left and down the stairs. Here is two chests, grab them for (2500 Gold) and a (Wisdom Seed). Go back up the stairs and go down the stairs to the right, now head back up and go to the left to where the man was blocking the path before and go down. Walk all the way down past the old woman and go into the building to the right, if you talk with the girl here she will tell you that she hears weird noises and that maybe people are having sex in the next room or it could be a monster. Leave the building a search the well to your left, climb down the vine and go right to come across a house down here. Go inside and search the dresser for a (Thief's Key), if you have been talking to people around town you will have heard about a man named Hawk who is a master of disguise. The woman here will say if your looking for Hawk to try the bar, leave the house and to the right is a well with a Well Mimic in it if you want a fight but thee is nothing down the well. When ready climb back up the vine and travel up from the vine until you are directly under the laundry hanging above you, now walk to the right into the hidden door to enter the building.

If you talk to the man left of the bar he will try and sell you some very useless information, the old man under the bar will tell you Hawk is upstairs. Go down and walk past the bunny woman and open the door to the right and get the two chests for a (Nut of Life) and a (Wisdom Seed). Now go back up and speak to the bunny woman, she will offer a makeover to the hero. Accept and she will lead you to her room and the screen blanks out and a lot of puff puffing goes on, i'm sure you know what is going on here if you have spoken to the girl in the room below. Anyways when you return your style will have gone up 5 points, now go up the stairs below you and speak to the scruffy looking man up here. He will ask if you need his services, he will then go on to explain he doesn't know anything about the legendary blacksmith but he has been in town for only 3 days and will find out the information for you. He will now go downstairs, follow him down and speak to him again and he will talk about his payment. At first he will want 50,000 gold, then he will say if you can find him in all three disguises around town he will lower the price to 2000 gold. Accept his offer and off he will go, when you get back control of yourself let's go look for Hawk.

Ok leave the bar and head over to the church which is to the right of the

entrance to Longadeseo, when you enter and walk up a bit you will see a priest speaking with a man about a girl named Sally grieving over the loss of her father. When they are done talking walk up and speak to the priest who will kind of bless you and then will bite his tongue, he will transform into Hawk and Hawk will say his next location will be harder this time.

Leave the church and head on over to the theatre, you will have to fork over the 100 gold again to get downstairs to the dressing room for the bunny girls. Down in the dressing room two bunny girls will be talking, one will mention Sally would not work for her as her skills lie else where. She will then mention she is on next and leave, speak to the other bunny girl and tell her your a fan of hers and she will give you a kiss, but before she does Hawk will fess up and say he forgot to shave but does make a good girl, he now runs off to his last location.

Leave the theatre and head on over to where the style smith of this town is, but don't speak to him rather go down behind the bar and speak with the bartender. He will ask you if your there for a drink, answer no. Next he will ask if you are looking for somebody, answer no. Now he will ask if you have business with him, answer yes and then Hawk won't believe you found him again. Before he runs off he will tell you the two people on the other side of the bar have some important information and he will say when you find out the information to come find him at his house.

Speak to the two men across the bar and you will over hear them talking about a blacksmith named Coble who worked on the legendary sword. They say he left to acquire the sword leaving his wife Mary and his daughter Sally behind, when the two men finish the conversation head off to Hawk's house which is the house that is down the well. Enter the house and speak with Hawk who will take his 2,000 gold, he will now explain more about Coble and his daughter, how when Coble left his Wife Mary fell ill and passed on. His Daughter sally had became a better blacksmith than her father but she is bitter over the whole deal, Hawk will then tell you her place is above the hidden bar down the stairs and if she is not there to check the temple to the north of Longadeseo. Leave Hawk's place and go down the stairs above the hidden bar, Sally is not here.

Leave Longadeseo and travel north until you reach the temple Hawk mentioned, inside walk up and search the very bottom grave for a (Small Medal). Now walk up to where Sally is and you will over hear her cursing about her father and the sword he went to find, when she finishes speak with her and she will think you are the Demon King for having the sword. When she finds out your not the Demon King she will ask for the sword and then she will wonder if your here to ask if she will remove the sword, answer yes and she will refuse and run off back to town. Head back to Longadeseo and go to Sally's place, if you speak to her again she will eventually tell you she will reforge the sword if you use it for good, she will now look into your eyes to see the good in you. This takes a moments and if you move or anything she will ask why you turned away and refuse to reforge the sword for you, however you can speak to her again and repeat the process so she will fix the sword. When she sees the good in your eyes she will take the sword form you and go over and begin to work on it, if you speak to her she will say it is gonna take a while to fix the sword and that you should go find the other three legendary armaments. Let's take Sally's advice and go search for the rest of the armaments, were finished in Longadeseo.

Castle Grace is located on the very southwest land mass, to get there you will have to land and walk around to the left near a small pool of water, then you will have to pull out your magic carpet and fly over it to the right and bam your at Castle Grace. Walk inside and head up, you will notice the castle has been smashed to rubble, Climb the stairs where you will see a man who will say he can't find any treasure here. Walk back down and go to the left where there is well, search the well and you will be

Items Found
1. Aeolus's Shield
2. Agility Seed
3. Armor of Orgo
4. Beauty Plant
5. Small Medal x2
6. Strength Seed

transported. When you come to the castle will be in perfect condition, walk over to the right and down and the guard will spot you to the right. He will walk over and tell you that you're suppose to be in the castle and will lead you into the castle, he will also mention that an important ceremony is going on today.

If you talk to the people in the are you will hear that the King of this castle is summoning a powerful monster even more powerful than the Demon King himself, walk up the stairs beside the guard and you will witness the King ordering his guards to make the preparations for the summoning. Once the guards head off walk over to the northeast and into the room where there is two people who speak of the armor or orgo that is in the room with you, unfortunately you can't get the armor here and now. Leave the room and walk over to the very left and up to find some stairs, here go down and to the right to spot the princess and Queen who will be worried about the summoning. Search the nearby closets for a (Small Medal), now head up the stairs to the very left. Up here will be a guard blocking the door that the ceremony is being held behind, he will say only the King and staff is allowed in unless you have the offering. You don't right now so walk back down and leave out the castle entrance door, head to the right and enter the door. Here search the pots above you for an (Agility Seed), speak with the woman to the left and she will ask if you will take the ceremonial offering up to the ceremony room. Answer yes and you will receive it, head up the stairs to the right and search the closet here for a (Beauty Plant).

Take the ceremonial offering back up the guard in front of the ceremony room, tell him you have the offering and he will take it and go into the room. Follow him in and speak to him again, he will tell the guard to his left to go inform the King that they are ready. Once he leaves follow him down to the King's throne room and walk over to the right, the guard will inform the King everything is a go and the King will follow the guard up. Head back up to the ceremony room and witness the King summon the demon, soon after the demon is summoned it will kill the King and the two guards in the room and will say it exists only to kill before disappearing. The guard from outside the room will run in and then remember to go check on the Queen and princess, when he leaves the castles General and a guard rush up. The guard tells the General about the armor and he rushes off to check on it, the guard will escort you down the stairs where you will see a scene of the minister of the castle on fire. The General tells you it is to late for him and then grabs the armor of orgo, you all will then head down the stairs. It will now show a scene of the people outside the castle being struck down by more lightning, when the scene comes back to you the General will tell the guard to get everyone out of the castle and he is going to hide the armor in the underground warehouse.

The General and the guard will lead you to the underground warehouses stairs, and the General will leave you and mention no one can get down to the warehouse without a pickaxe. Now you and the people of the castle will be rushed outside where you will be transported back to where you were to start with, the castle which is rubble. Climb back up the stairs and use the golden

pickaxe on the top right corner of the hardwood floor, you will discover a hidden staircase. Head down the stairs and here there will be three empty treasure chests, however at the bottom of the room in the middle is a small tile. Search the tile to uncover another hidden staircase, go down these stairs and circle around to the left or right and then up to come across the armor. Search the armor to obtain the (Armor or Orgo), alright we have one of the legendary armaments. Ok, remember those three empty chests just upstairs?. Well if you want to go through the pain you can go back and do the whole memory of what happened to Castle Grace, when you are in Castle Grace go to the guard training room which is to the left of the castle entrance and use the pickaxe on the top right corner of the hardwood flooring. Down the stairs you can obtain the three chests for a (Small Medal), (Aeolus's Shield) and a (Strength Seed). Finish up the memory again and you can now leave Castle Grace.

O=====O  
 | 36. Gandino |  
 O=====O

Gandino is on the very southeast land mass, it's not very hard to find just fly over on your magic carpet and head into the castle. Inside enter the house to the right and search the desk for some (Wayfarer's Clothes), leave and enter the house to the right of it. Search the pot for a (Beauty Plant), ok leave and walk over to the left side of town. Head up and you will see some stairs leading down to a bar by the look of the sign, but before heading down you will notice a man near the water to the right, from him walk straight up into the corner and search the ground to find a (Small Medal). Down the stairs is Luisa's place if you need to pick up or leave anyone behind, anyways if you have been chatting

Items Found
1. 70 Gold
2. Agility Seed
3. Beauty Plant x2
4. Fairy Water
5. Nut of Life
6. Silver Bracelet
7. Small Medal x6
8. Wayfarer's Clothes
9. Wisdom Seed
10. Wizard's Ring

around town you will have heard of a group called Gindoro. These guys are supposedly dangerous, they place is the northeastern part of Gandino. Head there now, there isn't much going on here so go downstairs and search the barrels for a (Small Medal), also search the desks over in the left room for (70 Gold). After speaking to the people here leave, search the well to the left of the house and defeat the Well Mimic starring back at you. Enter the well and follow around to the left into a room, in here is a man who will say he was found out hiding here. Search the barrels to the left for a (Agility Seed) and a (Small Medal), now open the jail door to the north and get the chest for a (Wizard's Ring). Head back up out of the well and walk over to the castle, if you speak to the guards they will say the King isn't letting anyone in the castle but you can just walk right in uncontested.

Inside the castle search the barrels to the northwest for a (Wisdom Seed), now beside the stairs just to the right and past a bit will be a room with some stairs in it, take the stairs down to be in the castle's prison. Search the pot in the very left cell for a (Small Medal), the pot to the right of this cell has a Pott in it, a very dangerous monster that can wipe your party out, fight it at your own risk. There's nothing really special down here, beside the old man is a tile that moves revealing a staircase but if you go down it and follow the path into the pit it only leads into the well you were already in. Go back upstairs and head up the stairs in the middle of the room towards the King. Up here go to your left and enter the room above you, search the pots for some (Fairy Water). Leave this room and travel to the very right and enter the room above you here, search the desks for a (Nut of Life). Speak to the man in this room for a valuable piece of information, he is looking into



finding the shield of sufida for the King and will tell you "Go south from the statue of the gargoyle. When you come to a wall, follow it around to the left... look in the first corner. You'll need something there." This is important in the near future, now head into the King's throne room. If you speak to him he will want to know if the world is at peace, answer how you want and then walk past the King and go through the door. Go downstairs to the right first, down here is a garden area, search just below the center of it to find a (Small Medal). Now head back up and this time go up the stairs to the left and search the desks here for a (Beauty Plant), leave out the door to the south now.

Out here is the Queen, she will tell you she wishes to get married and how grateful she is that current King is not like the last. Walk over to the left and follow the narrow path to some stairs, take them down and search the barrel in this room for a (Small Medal). Go down the next set of stairs where a guard will be in front of a room, if you try to enter he will stop you but the empress will allow you to enter. Search the desk for a (Silver Bracelet), If you talk to the empress she will mention that the King locked up a hideous monster in the prison which I am assuming is the Pott in the pot, she will now say others think she has lost her power and then she begins her creepy laugh. Alright whatever your done in Gandino so you can now leave and set off to find the shield of sufida.

O=====O  
 | 37. Magical Cave |  
 O=====O

<p>This cave is west of Reidock Castle but east of Amoru, it can only be accessed by boat. You will have to sail into the canal in the middle of the map near the well above Foan, sail up from there to get to the cave. Once inside walk up into the next room, go up and turn right at your first right and down at your first down into the room here. Grab the chest for a (Small Medal) and go back out into the other room again, walk all the way up and you will be in front of a room you can walk into, ignore and go right and up when you can. Follow the path around to the left and take the upper of the two paths when you come to them, this will lead you to two chests with a (Defense Seed) in one and the other has (1900 Gold) in it. Head back to the entrance to this cave, if you remember that man in the cave we met while treasure hunting he said "First go north then east, north at the first intersection, west to the next and then south." This is how you will find your way towards the shield of Sufida, however it is possible to get lost following these directions so I will clear it up a bit easier. From the entrance go all the way north until you hit the wall, go right until you reach the part where you can go up into another room. Here go north out the other side, continue to go north and then go to the left when you reach the path. Now when you reach the path where you can go down, go straight down into the next room where there will be stairs going down, take them down now.</p>	<table border="0"> <tr> <td>O-----O</td> <td></td> <td>O-----O</td> </tr> <tr> <td> </td> <td style="text-align: center;">Items Found</td> <td> </td> </tr> <tr> <td>O-----O</td> <td></td> <td>O-----O</td> </tr> <tr> <td> </td> <td>1. 1900 Gold</td> <td> </td> </tr> <tr> <td> </td> <td>2. Defense Seed</td> <td> </td> </tr> <tr> <td> </td> <td>3. Shield of Sufida</td> <td> </td> </tr> <tr> <td> </td> <td>4. Small Medal x3</td> <td> </td> </tr> <tr> <td> </td> <td>5. Swordedge Armor</td> <td> </td> </tr> <tr> <td>O-----O</td> <td></td> <td>O-----O</td> </tr> </table>	O-----O		O-----O		Items Found		O-----O		O-----O		1. 1900 Gold			2. Defense Seed			3. Shield of Sufida			4. Small Medal x3			5. Swordedge Armor		O-----O		O-----O
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From here go left and follow the path around down into the next room, now go straight down into the room here with a chest below you. In the chest is the (Swordedge Armor), grab it up and go back up into the last room, now head down to the southeast and right. You will eventually come to a part where there is two paths leading to different rooms, take the path to the room above you as the other to the right is a dead end. Now from here head northeast to come across a chest with a (Small Medal) in it, travel to the left and up to find a large gargoyle statue. If you remember that conversation from Gandino which was "Go south from the statue of the gargoyle. When you come to a wall,

follow it around to the left... look in the first corner. You'll need something there." These directions are a little off, it might be the translation here. From the statue go down until you hit the wall, go right a tad then down, search the grassy corner to your left to reveal a hidden staircase. Go down the stairs and you will be in a room with a set of stairs going up where you came from and a set of stairs going down, if you go down the stairs it will just continue to loop over and over again. If you went back to Poseidon's after defeating Glacos he told you "Down three floors and up two. Then the road will be made clear." So go down the stairs three times and up the stairs twice, once you do this a path will be leading down into another room from the stairs going up, enter into the room and head down the stairs here.

Alright if you go left of the stairs into the next section and follow the path along to enter into another section there will be a chest here with a (Small Medal), now to the right of the stairs will lead to another section, from there travel up and then go left ignoring the path up. If you keep going left into the next section you will see a chest a top some steps, go and retrieve it to get the (Shield of Sufida). Alright were finished in this cave let's get out of this place.

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|                 38. Lifecod Mountain                 |
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Alright it's time to finally pay a visit to Lifecod in the real world, but to get there you have to go through Lifecod Mountain. Lifecod is located in the same area as in the dream world, the best way to get there is to return to Torukka and sail east until you land, then just walk around below to reach the mountain. Before entering the mountain walk down a bit until you	<pre> O-----O             Items Found             O-----O   1. 880 Gold                         2. Beauty Plant                     3. Small Medal x3                 O-----O   </pre>
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spot a house, enter into it and speak to the guard outside the house. He will say that a fake prince has been spotted in the town above, head into the house and search the desk for a (Small Medal). Alright leave this house and enter into the mountain above, climb up the ladder here and you will spot a girl, if you talk to her she will wonder why your not with Rand and tell you that Rand has always hated you since Tania saved you. To the left "was" the inn in the dream world but now it is abandoned, so go right and climb the ladder and enter the cave here. Head up the stairs to the northeast and then up the other stairs to the right, here follow the path around down and get the chest from the left path for (880 Gold). Go back and go down the right path to leave out of the cave, travel left and ignore the ladder going up. Continue left over the bridge and leap off the ledge next to the chest with a (Small Medal) inside it. Enter the cave and climb up to the top to get out of the cave, now go back over the bridge to the right and climb the ladder up to spot... the hero? and Rand. Rand will be scolding the hero about him supposedly trying to get with Tania, Rand tells him to leave like all visitors do and he will walk away, shortly after the hero will slowly follow him back to Lifecod and you gain control again. Before heading up to Lifecod head over to the right and leap off the cliff, enter the cave and walk around to the left to come across two chests. In them are a (Small Medal) and a (Beauty Plant), leap into the hole to the left and fall to the bottom of the cave. Leave the cave and make your way all the way back up to the top of the mountain and leave out towards Lifecod.

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O=====O
|                 39. Lifecod                 |
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Upon entering check the right barrel in front of you for (10 Gold), walk over to the inn to the right and search the barrels here for a (Pot Lid). Go upstairs and Rand will be up here, if you speak to him he will ask if your there for a fight, answer yes and he says he doesn't fight cowards, answer no and he will call you a big chicken. Anyways search the desks here for a (Defense Seed) and go back downstairs, head up over to the elders house to the northeast part of town. Search the pots beside his house for a (Small Medal), now go inside and search the closet for a (Stylish Bandana). If you speak with the elder he will mention that you lost your memory and tell you this isn't Tania's house, leave and go to Tania's house which is off to the left. Here search the pot for a (Medical Herb) and the desk for some (Royal Clothes), speak to Tania now and she will ask if you went to see the elder, also she will be wondering if you really are her brother. Leave and go back to the elders house to spot the elder speaking with the hero!, walk over and the elder will notice two of you. He will think he is starting to go nuts and jump into bed to rest, go and speak with yourself the hero who will be confused himself. Both you of start to glow like Hassan did back at Mudo's castle with himself, you begin to fuse but the other hero breaks off and runs out the door. Head out of the elders house and leave Lifecod.

Items Found
1. 10 Gold
2. Defense Seed
3. Medial Herb
4. Royal Clothes
5. Small Medal
6. Stylish Bandana

Go back down to Lifecod mountain and go down the first ladder, go to your right and leap off the ledge and enter the cave. Walk over to the left to spot the other hero facing the wall, speak to him and he will come to realize you are both one person and you were separated by Mudo when you first confronted him. Shortly after a little boy will run up and tell both of you the village is being raided by monsters, the villages are fighting but it seems useless. The other hero will jump into the hole to the left as will the boy, get back up the mountain and get to Lifecod(It kind of ruins the excitement of everything when your being attacked by monsters on the way up).

Back at Lifecod the town is on fire and the villagers are struggling with the monsters around town, your going to have to go around town killing all the monsters the villagers are fighting with to progress the game further. (NOTE: At any time you can go to the church and speak with the priest who will heal you up to full health.) After killing all the monsters around town head over to Tania's house, the hero will be battling with one last monster. You have a choice here all be it an easy one, if you talk to the monster right now and choose to fight it here you will be fighting it with 1500 HP. However if you talk to the other hero you two will merge after a brief conversation, you will learn the spell zap and then the monster will test your power as a whole person, this fight will be a whole lot easier as it only has 400 HP.

=====  
 | Fight: Demon General | HP: 1500 or 400 | Difficulty: Hard or Easy |  
 =====  
 |  
 | Alright depending on which choice to took, hmm I wonder which one, this |  
 | fight is gonna be fairly easy or hard. The Demon General has some powerful |  
 | attacks, his normal attack will do between 30 and 40 roughly but he will |  
 | use defense on your party to do much more if not countered. He also will |  
 | cast snowstorm for roughly 35 - 40 damage per member, his most powerful |  
 | attack is firevolt which can and will do up to 75 damage on any party |  
 | member. On top of all this, he attacks twice per round, so I really think |  
 | you should fuse with the other hero before fighting him. |  
 |

| Alright what should be done is cast increase at least twice on the party, |  
| Magiblade works really well on him. Hassan's berserk attack will also do a |  
| fair bit of damage on him, he is immune to spells so nothing is gonna work |  
| on him. Alright now that the offense is set just work on good healing to |  
| keep your party alive and working. |  
| |  
O-----O

After the fight the monster will parish and the fire around town mysteriously is lifted and all is well again, Tania will ask if your still you, answer how you like and leave the house. Your pretty much finished in Lifecod again, talk around town if you wish and then leave for Lifecod Mountain. When you go down the mountain Rand will be waiting just to the left of the ladder, speak with him and he will be more accepting of you and tell you that you can come back any time. Alright we are finished, the next destination is Reidock Castle, cast return for a quick way there.

O=====O  
| 40. Reidock Castle |  
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When you arrive at Reidock General Franco and some guard will be waiting for you, General Franco took over for General Tom in the fake prince fiasco. General Franco will ask you a couple of questions now, answer how you like and then you will be taken before the King and Queen.

O-----O	Items Found	
O-----O	1. Helm of Cevas	
O-----O		

After a brief conversation about you with the King and Queen the King says that a celebration will ensue, the screen goes dark and reads off that word spreads quickly about your return and how a great feast and celebration takes place, when you awaken during the night Grandmaz will be beside you. She tells you that you have changed since the last time she seen you and it took you a lot longer to find out who you were compared to Hassan and Muriel. She tells you to go around the castle and find your memories, hop out of bed and go down the stairs to the right. There are seven glittering stars around the castle, once you step on one of these stars a memory of you in this castle will play out.

### 1. Guard Table

- A scene of General Tom, the hero and some guards will play out. General Tom will be speaking about the King and Queen's illness, they can not figure it out and have contacted a scholar from the gent clan. He suggests in order to cure the illness Mudo must be defeated, he says a plan must be worked out and sends the guards off. The hero heads off as to set of to defeat Mudo but General Tom tells him the people need him, then the scene ends out.

### 2. West walkway above courtyard

- General Tom and the hero will be practicing there battle skills with each other and the hero over powers Tom, Tom says there's no more for him to teach the hero and they begin to speak about how the King is preparing his army to invade Mudo's castle. Soon after the scene will end out.

### 3. East walkway above courtyard

- The hero, the hero's mentor and Franco will be talking about the hero's sisters death and how it must be hard on the Queen and the hero. The mentor tells the hero they must focus on who's alive and concentrate on Mudo, the Queen enters the scene and says nothing she can do will bring back Sarah. She then mentions she will be researching on Mudo, the mentor does not like it and the scene will end out shortly after.

#### 4. Library

- The hero and a scholar will be talking about minister Geban and how he wants to raise taxes, recruit a bigger army and expand the land of Reidock. He asks that the hero talk to his parents about this, soon after Geban shows up and asks the hero to accompany him to meet with the King and Queen to talk about things. The scene ends out with the hero following Geban.

#### 5. Kitchen

- The hero will be standing by a table as his sister Sarah is making him soup, a servant comes up and tells Sarah she should not be playing with boiling water. Sarah will tell her she is only making her brother soup and serve it to the hero, the scene ends out now.

#### 6. Courtyard

- The hero is standing in the courtyard as Hassan flies down drop kicking the hero to the ground, he introduces himself and says he's there to help with the King and Queen's illness, the scene will now end out.

#### 7. Throne room

- The hero and the King will be talking, the King tells the hero he is leaving tomorrow to confront Mudo. He tells the hero not to worry and if something should happen to him to help his mother rule the land, the scene now ends out.

When you come back the King will have awoken and will tell you to get some rest, in the morning the King will ask if your still concerned with saving the world. Answer yes and the King will show you a helmet, he says he found it on the way to Mudo's and would like you to have it. He will now give you the (Helm of Cevas), he wishes you luck and your free to leave Reidock Castle.

O=====O  
| 41. Underwater Castle |  
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Remember that underwater castle that was north of the mermaid channel?, well your probably strong enough now so let's go get the treasures there before you forget to come here. When you get inside the castle sail down until you land, head to the left until you see a guard standing in front of a gate. Go and speak with him and he will tell you if you want the treasures you will have to defeat him, answer yes and get ready for a rumble.

Items Found
1. Aeolus's Shield
2. Gringham Whip
3. Small Medal x2

O=====O  
| Fight: Killer Machine & Guardian | HP: 600 & 420 | Difficulty: Normal |  
O=====O

| The Killer Machine hits very hard for and will attack twice per round, the Guardian will usually only attacks normally for decent damage but will only attack once per round.  
| Healing every round is a good idea since the Killer Machine can possibly kill one of your characters if it attacks the same person twice, casting increase two or three times will do wonders. Magiblade will work very well against your enemies here if it lands, also Hassan's berserk and spirit punch is quite effective as well.

O-----O

Once you defeat the guard here enter through the gate and get the two chests

for a (Small Medal) and a (Aeolus's Shield), once you get these chests walk over to the right side of the room and speak to the guard here, he will say the same thing as the other guard and the harder of the two fights will begin.

```
O=====O
| Fight: Killer Machine x2          | HP: 600 x2 | Difficulty: Hard |
O=====O
|
| You have already had a taste of what the Killer Machine can do so double it |
| and it's even more deadly, good luck. |
|
| First and foremost is increase, three times here to reduce their attacks |
| down considerably. Once that is done good healing and the same offense as |
| the last fight and you should come out with the win. |
|
O-----O
```

Enter into the gate and get these two chests here as well for another (Small Medal) and a (Gringham Whip), alright task complete let's move on.

```
O=====O
|                               | 42. Hell Cloud |
O=====O
```

```
Alright you have three of the four Armaments, the last one is the sword of ramias. Head back to Longadeseo and speak with Sally, she will have just finished with the sword and present the (Sword of Ramias) to you, she will mention there is some writing on the sword but she can't figure out what it means. Once you receive the sword speak to her again, she will ask if you see a man named Coble on your journey to tell him she is waiting for him. If you have lots of money on you then you should style upgrade the sword of ramias twice while your here, it's gonna cost 34,000 to do it but it's worth it because the power of the sword increases from 130 to 145. Alright we have all four legendary armaments, let's get down to business now. If you sail directly left of Gandino to the next land mass you will land at a spot where there is nothing but trees along the shoreline, land here and head north and a bit to the west to see a lone set of trees. Walk into the trees to enter a temple, here there are four large golden buttons on the ground, if you step on them the symbol next to the button will change. What we need to do here is change all four symbols on the ground to match the four legendary armaments, to find out what the four symbols are you need to cast identify on them or just look here:
```

Items Found
1. Leaf of the World Tree
2. Nut of Life
3. Sword of Ramias

- Sword of Ramias = Lightning Bolt
- Armor of Orgo = Heart
- Shield of Sufida = Cross
- Helm of Cevas = Sun

The four symbols on the ground sort of represent the hero, the left symbol is the lightning bolt for the sword of ramias, the right symbol is the cross for the shield of sufida, the top is the sun for the helm of cevas and finally the bottom is the heart for the armor of orgo. Once all four symbols are correct the party will walk to the center of the room, the crest on the floor will begin to glow and then a castle will lower down from the sky. The party will then be transported up into the sky where you will engage in a fight with the castle.

=====O  
| Fight: Hell Cloud | HP: 3000 | Difficulty: Normal |  
O=====O  
|  
| The thing that makes the Hell Cloud hard is it's HP, the Hell Cloud will |  
| hit the entire party with a normal attack some of the time which does mild |  
| damage. The thing to look out for is it casting infermore which hurts the |  
| entire party for 60 - 70 damage, it will also create a vacuum that hurts |  
| the entire party but for less damage than infermore. |  
|  
| The Hell Cloud can be pretty tough if you don't have good healing going on |  
| here, the first thing you should do is cast increase on the party at least |  
| twice. From there on out have a solid offense and some good healing to keep |  
| you party alive, if you can do this after a while you will come out with a |  
| victory. |  
|  
O-----O

When the castle is defeated you will be at the Cloud Castle, walk up the stairs a bit and the two monsters here will wonder who you are. They will say they are going to show you what they do to uninvited guests but before they attack a voice tells them to stop, the monsters refer to the voice as Duran. The voice tells the monsters you are important guests and are to see him unharmed, the monsters obey and go back to their posts. Head up and into the door here, in the room above you now is a skeleton corpse, if you speak to it a ghost will appear and tell you this is Cloud Castle and it is where King Zenith of the dream world was sealed away by the evil here now. Leave the room and enter the room to the right of it, search the desks for a (Nut of Life) and a (Leaf of the World Tree). Leave the room and head to the right and exit out through the door below, go up the stairs to the right. The room here has two monsters in it, if you walk up to them you will over hear a conversation of them saying the legend of the four armaments must be false as a human came here before with and was defeated. Exit out of this room and enter the large door to the left, don't worry about the door to the very left as it has nothing of value to us. Keep going up until you reach Duran, he will notice you have the four armaments and tell you that you are a threat to him, he will now summon to monsters to stop you.

=====O  
| Fight: Killer Machine & Land Armor | HP: 600 & 410 | Difficulty: Normal |  
O=====O  
|  
| Ouch, the Killer Machine hits ridiculously hard for about 90 - 100 damage |  
| and on top of that attacks twice, also it can do a few different types of |  
| attacks which can vary in damage. The Land Armor will protect the Killer |  
| Machine a lot and absorb the punishment onto itself, it's not the threat |  
| here. |  
|  
| You must and I repeat MUST cast increase on the party a minimum twice but I |  
| recommend three times to lower the Killer Machines inflicting damage, if |  
| you can kill the Killer Machine first. Magiblade works very well on both |  
| enemies if you can land it, make sure to heal up after each round cause you |  
| will need it. |  
|  
O-----O

Duran will be fairly impressed you defeated his minions and now tell you to prepare to fight the world's strongest man, Terry will appear and you will be in another battle. Unfortunately you start with the same HP as when you ended the last battle.

=====O  
| Fight: Terry | HP: 2500 | Difficulty: Normal |  
=====O  
|  
| Terry has lots of different attacks, i'm not listing them here as it will |  
| take a very long time. Let's just say he varies from casting decrease on |  
| your party, using a spinning sword to attack the entire party to using the |  
| thunder sword which deals 60 - 75 damage to each party member, on top of |  
| this he has 2500 HP. |  
|  
| If you luck out Terry wont use many of his powerful attacks on you and will |  
| use things like flame slash and decrease on you, start by casting increase |  
| a couple times and set up a good offense, magiblade works well here to if |  
| you can get it to hit. This battle also can require good healing if Terry |  
| lays down some hard hits. |  
|  
O-----O

Once Terry falls Duran will tell you that you are good and will say it's up to him then and attack you. The good thing about this is you start this battle fully healed up, the bad news is that you get full health because he is quite difficult.

=====O  
| Fight: Duran | HP: 3000 | Difficulty: Hard |  
=====O  
|  
| Duran also has many attacks, most of them are attacks that damage the |  
| entire party. The odd time he will attack twice in a round which can be |  
| damaging, when he attacks a single character you better make sure they have |  
| high health or they are gonna be killed as he can do up to 150 damage with |  
| his single attack. |  
|  
| As usual starting with two or three increases is a great way to start, like |  
| the other two fights good healing is needed. Magiblade works just as well |  
| here as it did before if it lands, keep a high health and keep up the |  
| offense and Duran will eventually be defeated. |  
|  
O-----O

When Duran loses he will tell you something as he says he admires your strength, he says Mudo, Jamiras, Glacos and him are nothing compared to their leader the Demon Emperor, Deathtamoor. He will now tell you to get stronger and will say he is looking forward to fighting you again when he is reborn. He now fades away, when you try to move Terry will ask if your just going to leave him there. Answer how you want and it will result in Muriel coming from the wagon if you don't have her in your current group and asking Terry if he remembers her, Terry doesn't at first but then realizes she is his sister. After a bit of a reunion Muriel will ask Terry to join you, he accepts and Terry will not join the group!, Muriel says she will take Terry to the wagon.

Leave the castle all together and when you do the castle will rise back up into the sky, you will now see a scene of the castle filling a hole in the dream world. Alright were done this part of the game you can now leave, now that you have Terry you can go back to Arcbolt's prison and get a secret character Drago. When you return to the prison the monster Terry defeated will be in the jail cell waiting for him, you must have Terry in your active party for the monster to join. Ok let's head off to the real Cloud Castle.



0=====0  
| 43. Cloud Castle |  
0=====0

Alright go to the Dhama Shrine and head to the dream world, hop onto your carpet and head to the south eastern area. If you check your map the south east land mass looks like a swirl kind of, in the very center of the swirl is Cloud Castle. To get there you will have to fly over on your carpet to a certain part, dismount and fly over some water to get to the castle. Inside you will see the castle is populated by Zenithians, head through the door straight a head. Here go straight again through the door, talk to the little boy who will give you a (Sap of the World Tree), he will also explain about it. Leave the room and enter the one to the right of it, search the desks here for a (Small Medal) and a (Leaf of the World Tree). Exit the room and exit out to the castle to the door to the right, here go up the stairs. If you go into this room and speak with the old man he will ask if you know about the dark world, answer no and he will explain the Demon King Deathtamoor resides there. The man above the old man will tell you there is a tower connected to Cloud Castle where Pegasus lives, leave this room and enter into the large middle door like at Hell Cloud, the room to the left is just gibberish again. Walk all the way up to meet up with the King Zenith, he will tell you Deathtamoor sealed away Dhama Shrine, the Medal King, Calberona and Cloud Castle because it all posed a threat to him. He will now tell you to go to the well in the castle to reach the tower where Pegasus learned to fly, search behind the throne chair now to find a (Small Medal), now leave and return to the room with the guard in front of the well. Speak with the guard and he will let you by, enter the well and go to the bottom, it's a dead end, climb back up the well and out of it to emerge out a different well.

0=====0  
| 44. Pegasus Tower |  
0=====0

Go straight down to get outside, nor travel north to reach Pegasus Tower, here circle around to the left and up to avoid the marsh and enter the tower. From inside the tower walk up and right to find a door, go inside and search the very left pot for a (Strength Seed), the toppot is a Pott so watch out. head down the large set of steps, down here is an old man who will ask if your here for Pegasus, answer yes and he will tell you that Deathtamoor turned Pegasus into stone and he has tried everything but nothing will change Pegasus back. Go back up the steps and out of the door, walk to the left and up to come across two strips of marsh you have to cross to get up the stairs here. Up the stairs go down and to the left to find some stairs, go down them and pick up the chest for a (Small Medal). Now go back up and this time go right, there will be another set of stairs going down on the opposite side but ignore them as it is a dead end. Go through the path south of the stairs and follow it around to the left to find some stairs going up, take them up and go directly right to find a chest with a (Leaf of the World Tree) inside it. There are some hidden treasure chests that are really hard to find on your own here, to the right of this empty chest is a narrow path leading up the side of the castle, follow it up and walk left into the castle to be in a room with three chests. Grab all three for a (Small Medal), (Nut of Life) and a (Dragon Killer), leave this room and go left of the empty chest

outside. Head up the steps in the middle all the way up into the castle, there are four sets of stairs here. Go up the northwest set and travel to the right to some more stairs going down, take them down and go left and down when you can. Grab the chest here for a (Fire Claw). From the empty chest go to the left and down out of the door, just as a note there is another chest in this room but it has a Mimic inside. Outside climb the ladder to the right and go all the way to the right and down the other ladder here to get a chest with a (Strength Seed) inside it, go back up and climb the large ladder you just passed by all the way to the top. You will spot the statue of Pegasus, if you search it nothing happens until you move. One of your party members will point out that something is happening with Falshion, Falshion and the statue begin to fuse as like other members of your party did when they were separated from themselves. Before the fuse can take place three monsters appear and tell you they are there to stop you from getting Pegasus.

```

O=====O
| Fight: Hologhost, Lamp Demon,      | HP: 280, 870, 310 | Difficulty: Normal |
|           Devil Papiyon           |                   |                   |
O=====O
|
| These are three regular monsters however they are still fairly strong, the
| Hologhost can do a death dance killing all of your party to one of them
| depending how effect it works. The Lamp Demon is the strongest of them all
| as his attacks can do 140 - 150 damage to a single party member, the Devil
| Papiyon is the weakest as it usually only tries to poison your party.
|
| Nothing new or special here, kill the Hologhost first in case it tries the
| death dance. Regular attacks should do the job just fine, heal after the
| Lamp Demon attacks and you will do fine.
|
O-----O

```

After defeating the monsters the Lamp Demon will mumble Deathtamoor's name and die, Falshion will begin to fuse with the Pegasus statue. When the fuse is complete the now Pegasus will fly up into the air butt first, when he comes back down you will receive the (Reigns of Pegasus). Pegasus steps back into your party and your free to leave this tower, oh by the way you don't have to leave the same way you came in, feel free to use the reigns of Pegasus to fly your way off the tower.

Return back to Cloud Castle, if you decide to go back through the well then you will have to fight a Death Hole when you try to enter the well. All the Death Hole is, is a upgraded Well Mimic, no worries. Back at Cloud Castle speak with King Zenith, he will ask if you figured out how to fly Pegasus, say no and he will explain it to you. He mentions Pegasus alone does not have the power to reach the dark world just yet but King Zenith will now restore Pegasus's full power, he will tell you push the blue button which is the X button to reach the dark world when riding Pegasus. Alright now that Pegasus is restored we can reach the dark world where Deathtamoor resides but before we do there is one more town to visit.

```

O=====O
|                               45. Zaxon                               |
O=====O

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Zaxon is in the real world, there is two ways to O-----O
get there but one is through a well and "well..." |           Items Found |
we have Pegasus now so we can just fly there. Hop O-----O
on Pegasus and fly just northwest of Monstoru, | 1. Beauty Plant      |
you will see the town easily. Land and go inside | 2. Defense Seed     |

```

the town, (NOTE: The monsters around Zaxon are strong and Metal Babbles hang around there to so this makes for an excellent place to level up.) Inside Zaxon head up and search the barrels here for a (Small Medal) and a (Defense Seed), the house above the barrels have a (Beauty Plant) in the pot. Now head to the southeast part of town where the barrels are, the very bottom pot is a Demon Pot and the top one is a (Wisdom Seed). We have all the hidden items around town now, if you speak to the locals you will find out there was a legendary armorer named Ende, one day Ende just disappeared and no one knows where he went, weird. You will notice one house near the entrance of the town is blocked off by a dog, this is Ende's house. One man mentions his wife never leaves the house, the dog will not move... yet. Alright were done in Zaxon, it's about time to visit the dark world, but you may want to level up some outside of this village because the dark world has some stronger monsters.

O=====O  
 | 46. The Dark World |  
 O=====O

When your on Pegasus press the X button and Pegasus will take you to the dark world, when you arrive check your stats, your entire party will be at 1 HP and 0 MP. You can't just heal yourself now because it won't work, if you get attacked by any monsters just run for now or you will be killed. To the northeast you can see a town, head on over and enter it.

O=====O  
 | 47. Despair Town |  
 O=====O

When you get inside go down the stairs near the inn sign to the northwest, down here the man in the northwest corner will offer you a night's sleep but you will still wake up with 1 HP. If talk to the people down here you will find out that Greed Town is to the northeast, search the pot down here for a (Small Medal). Go back up the stairs and search the barrels above the inn for a (Nut of Life), there is a bar just above you were you can find out some information about a spring to the northwest that makes you feel better. Up the stairs in the bar will be a monster that will attack you if you wish to fight it, but odds are your gonna be crushed since your at 1 HP. Just above the inn is a couple of people in bed, walk past them and through the doorway. Search the pots here for a (Wing of the Wyvern), if you go up a bit you will see a man standing by some tombs, he is standing on the spot where a small medal is but you can not get it just yet. Go down the stairs just above where you got the wing of wyvern, head up through the door and search the pot for a (Defense Seed). Talk to the old man in bed and you will eventually discover this is Clark Ende the famous armorer from Zaxon, he will give you the (Rusted Pipe) and tell you to give it to his wife, he says his wife will know what it is. He tells you to bring him his tools from his house in Zaxon and he will believe your story about coming here on your own.

Alright were pretty much done in Despair Town for now, head off to the west and a bit north to find a small house where the spring is. Once inside go

straight north to enter the spa area, search the closets for a (Wing of the Wyvern) and a (Piece of Cloth). Talk to the bunny girl at the bottom right and she will tell you to enter the spring get in line, wait in line for a short while and when you get in you will be pulled in a clockwise circle around the spring, when you turn right you will pass a large rock in the water, as soon as you pass it walk down to the left. Eventually you will come across a cave, enter the cave and search the skeleton for a (Small Medal). Make your way through the door and go around down to the left to come across a well, enter the well and you will be transported to a mountain area just above Gandino.

Hop onto Pegasus and return back to Zaxon, when you get inside the town go over and pull out the rusted pipe in front of the dog. It will begin to whimper and then snatch the pip from you, it will bring it in side and then come back out and lead you inside to Ende's wife. You will talk to her for a bit and then she will go and get something and give you (Ende's Tools), after you get them search the pot for (58 Gold).

Ok leave Zaxon and return back to the dark world, enter Despair Town again. Go and speak with Clark Ende and give him his tools. He will offer to make you something and give you a choice, you can choose between a helmet which is the helm of ende, the armor which is the armor of ende or finally a shield which is the shield of ende. The armor is strong but very shortly you can buy better armor so I wouldn't choose it, either choose the helmet or the shield. Once you make your choice Ende will tell you that it will take a bit so you should rest a while, when you awake Ende will be gone and the piece of equipment you choose will be beside the bed. Hop out of bed and get the equipment, go upstairs and you will see the town is all cheery now. Go up and search in front of the middle grave now that the man moved to get a (Small Medal), if you speak to the people in town you will see they now have hope because of you. The man at the bar will now open up his weapon shop business so you can buy from him now, also below him you will spot Ende. Talk to him and he will see you got the piece of equipment he made, he will wake up the man lying down behind the counter and tell you he sells some of his original work. There are some really good pieces of armor here but are expensive, get what you can afford. If you want upstairs of the bar you can go and teach the monster a lesson now that your stats are back to normal, alright were finished in Despair Town or Hope Town as the man at the entrance calls it now, head off to the east and follow the path around to reach Greed Town.

```

O=====O
|                                     |
|                               48. Greed Town                               |
|                                     |
O=====O
  
```

When you enter the town speak to the woman at the entrance, she will tell you that people will try to con you. You can pretty much pick out the cons yourself but there are four of them right in this area at the entrance, the first is the boy on the mat. If you step on it he will tell you it costs 50 gold to walk on the mat, the second is just above the boy on the mat. The man there will charge you 200 gold to see pretty girls inside, if you pay the fee he will let you in. Inside two people will take you to the bartender and chat a bit, search the barrel for (600 Gold). You just made a profit of 400 gold right?, nope. As you leave a man will block you in and say he requires an additional 1200 gold for you to leave, you have to pay to leave or he will not move. Alright the third con is the man to the right of this place, he tries to sell you a medical herb for 80 gold and says it's a very effective medical herb although it's a regular one. The four and last scam is at the armor shop, there is a shield of ruin for

	Items Found
O-----O	
	1. 600 Gold
	2. Armband of Sacrifice
	3. Beauty Plant
	4. Nut of Life
	5. Small Medal
O-----O	

5300 gold, if you check it boosts your stats higher than any shield you have. If you buy it and equip it, it will lower your defense to 0.

Alright the house above the armor shop has a (Beauty Plant) in it, leave the house and go right and up into the graveyard. The grave beside the old man has a (Nut of Life) in front of it, ok go back and head up the steps beside the house you just came out of. There is a weapon shop to your left with some dandy weapons, just up and to the right is an inn. Inside is an inn, upstairs will be a nun who acts like a house of healing and downstairs is another casino. The casino has some better and a lot more costly prizes to be won, here is a list of such items:

Leaf of the World Tree	- 1000
Wizard's Ring	- 5000
Falcon Sword	- 10000
Givelife Armband	- 20000
Metal King Armor	- 150000
Iron Ball of Destruction	- 300000

Ok outside the inn to the left is a house, in it will be two people, also you should spot a cape in the back. If you speak to the man here he will ask if you wish to buy the sag's robe, answer yes and he will laugh at you and say he's not selling it. Leave the house search the garden to the left for a (Small Medal) now enter the house just to the right, this is Morgan's house the richest man in town. Search the pots for a (Armband of Sacrifice), pop up the stairs and speak to Morgan if you want, the two chests up here are Mimics and there is nothing in the desk or closet. Leave this house as well and go left and up, here you will see a cave door. This is the mine everyone was talking about in town, how there was lots of gold in here but now is dry, enter into the cave.

```
O=====O
|                S. Mine                |
O=====O
```

Go straight up and soon you will come to a part where the path splits off, if you go right and follow it along the path will split again, if you go right here you will come to a chest with a (Strength Seed) in it. The other path goes to some stairs leading to an open area where there a man in front of a grave, he will say his dad was crushed by a large rock. Ok so it's basically a dead end, after getting the strength seed go all the way back to the entrance and take the straight up path. Follow it and take a right when it splits and then down when it splits again, take the stairs down and then go left. You will come across a chest but it is a Mimic, just after the chest the path splits. The left path leads to a dead end so go up and follow it along, eventually you will see a priest to the left when your going down. He doesn't have anything important to say so continue down to the stairs, now from here follow the path all the way until you reach a chest. Open it to find out it is empty, however there is a note inside that reads the following "I know where Masarl hid his treasure, Morgan". Alright sadly enough were done in the mine, head back out to Greed town.

Go and speak with Morgan, he will ask if you have business with him, answer yes and he will see you found his note. He will tell you for 5000 gold he will sell you the information he has, give it to him and he will tell you to the northwest is a lake and in that lake at the bottom is the sage's treasure. Ok now that we have this information were done in Greed Town, travel northwest to find the forest with the lake.

O=====O  
| T. The Sage's Treasure |  
O=====O

When you come across the forest to the northwest O-----O  
walk in the middle of it to get to the lake, you | Items Found |  
will see a big crowd around the lake. If you talk O-----O  
to the people you will see they are wondering how | 1. Beauty Plant |  
to get the treasure chest at the bottom of the | 2. Dragon Robe |  
lake, speak to the man to the very left and he | 3. Medical Herb |  
will ask if you would sell your soul to a demon O-----O  
to get the treasure chest at the bottom of the  
lake. If you answer yes which you should the lake will begin to drain until it  
is empty, at this point everyone realizes it and rushes to get the chest. Ok  
don't rush down the bottom of the lake just yet, there is a right and wrong  
way to go down to continue the game.

If you go down the ladder here and leap off the ledge people will be killing  
each other to get the chest, when you reach the bottom people will crowd the  
chest. Over to the left are two demons, speak to them and they will disappear,  
everyone but one man will be dead. Speak to him and he will fight you.

O=====O  
| Fight: Dewitt | HP: 2000 | Difficulty: Very Easy |  
O=====O  
|  
| Alright Dewitt has some high HP but his attacks are pitiful at best, normal |  
| attacks until he drops. |  
|  
O-----O

Once you beat Dewitt and a voice will be heard saying this isn't the way it's  
suppose to be, soon after you will be transported the start of the lake and  
everything will be as if it never happened.

Alright all of that happened if you take the wrong way, when the lake drains  
and everyone rushes to the bottom of the lake go down the ladder and go right,  
go down the ladders here and open the chest to find.... an empty chest?.  
Everyone stops fighting and looks at the empty chest, they realizes that their  
greed over took their sanity and they are glad you showed them they were  
wrong. Everyone leaves and returns back to Greed Town, do the same.

Go to the man's house who had the sage's robe, speak to him and will tell you  
the sage's robe is yours. Walk over and search it to receive the (Dragon  
Robe), head to the northwestern part of town where the old man is, speak to  
him and he will ask if the chest was empty, answer yes and he will tell you  
the secret Masarl told him which is "Sleep below the treasure". He won't know  
what it means but it's pretty clear.

Head back to the lake and open the chest again to discover a set of stairs  
underneath the chest, go down the stairs and follow the path up. The path will  
split into two ways, the left way will lead to a chest with a (Medical Herb)  
in it, the other way goes up to a set of stairs which you need to go up.

You will now be outside, head over to the west to find a well. Enter the well  
and climb down the vine, the old man here will restore your stats to full, the  
priest acts like a house of healing. Search the desk for a (Beauty Plant),  
leave the well and travel north a bit and then east to come across a castle.

49. Prison Town

When you enter head up to find a large giant type person, your gonna have to speak to him because there is no other way around him, when you do he will attack you. After you defeat the Sorrow Giant he will drop a chest with a (Small Medal) inside.

- | Items Found          |
|----------------------|
| 1. 4800 Gold         |
| 2. Agility Seed      |
| 3. Chain Sickel      |
| 4. Nut of Life       |
| 5. Nut of Magic      |
| 6. Orb of Truth      |
| 7. Prison Key        |
| 8. Shield of Ruin    |
| 9. Small Medal x6    |
| 10. Strength Seed x4 |

Fight: Sorrow Giant | HP: 2800 | Difficulty: Normal

The one thing that the Sorrow Giant can do that you should be afraid of is his ability to hit you with a terrific blow, this does massive damage and if you don't have really high HP it's likely he will kill a party member. He also has a few other moves but nothing to worry about compared to the terrific blow.

Increase is a good idea here, other than that normal attacks will do just fine, make sure to keep your HP high in case you receive the terrific blow.

Once defeated the giant won't believe it, he will tell you that you are the people his brother is waiting for. Walk up and speak to his brother, he will say no one has beaten his brother in over 100 years. Soon after a divine voice will tell the giant brothers that you will bring light to the people, the giant will now hand over the (Prison Key) and let you enter Prison Town.

upon entering the castle two guard will spot you and one will escort you to the prison, when you eventually end up in the prison cell you are free to go through the door as you have the prison key. When you get out go right and then up over the harmful marsh to the stairs, go down the stairs and you will see a guard in front of a prison cell. When you walk up the guard will spot you, he will begin to recognize you. He then figures out your the hero, he then reveals his identity has General Soldi!. He will tell you when you defeated Mudo he was on his way home and somehow ended up here but he doesn't remember how, he tells you the great sage is behind the prison door and that you have to defeat Akbar to release him. He will give you four (Soldier Uniforms) now and tell you that they probably won't fool Akbar, when your finished talking with Soldi search the pots nearby for a (Small Medal). Put on the solider uniforms by just using them in your inventory, you can now freely walk around the place without being detected. Head back up the stairs and cross the harmful marsh down, you can speak to the prisoners and guards but the prisoners will just think your guards unless you switch back to regular clothing. Make your way to the northwest stairs to emerge into the town part of this place.

When your up into the town take the soldier uniforms off or the people won't

really talk to you, search the barrels below you to find a (Chain Sickle). Now search the pots to the left for an (Agility Seed), head out to the right to clear the wall and then go up into the graveyard, search the lower graves for a (Nut of Life). Walk over to the right to spot two barrels, search them for a (Small Medal). Alright you can speak to the people around town now if you would like, when your done put on you uniforms and head through the north door, head up the stairs to the north. Go down and then left to go up the stairs, talk to the guard to the right who will say that Akbar is planning to possess Anna with demon and then marry her. Search the desks in the southeast corner for a (Nut of Magic), ok head up the stairs in the middle of the room. Up here is a man in front of a giant scythe, head to the right and out the door. Make your way to the left and walk past the steps going up, go up and then down the stairs you come across. Walk to the right to find three chests surrounded by some harmful marsh, grab all three chests for a (Small Medal), (4800 Gold) and a (Shield of Ruin). Go back up the stairs you came down and go speak with the guard in front of Akbar's room, he will ask if you know your not suppose to be there, answer how you want and then go into the tower to the right of him, climb all the way to the top and search the floor for a (Small Medal). Return back to the town and switch your clothes back to normal, speak to the woman behind the bar to the southeast to let her know about Akbar's intentions with Anna. She will ask if you plan on fighting Akbar, answer yes and she will tell you to go speak to the shopkeeper. Head up to the shopkeeper and speak with him, he will tell you to keep it down that you are going to fight Akbar and tell you to go talk to Gon. Travel to the very bottom of the town and meet Gon in the southeast corner, tell him you have business with him and he will let you by to go up to the shopkeeper who will give you a drink. He tells you he will give you a drink if you promise not to tell the guards, he will then tell you the wine in the right barrel is "special".

Head back down the narrow path and when you reach the bottom you will hear the gate door open, three guards will come out and announce it's time for the execution. A couple soldiers from the prison bring up the brother of the man near the stairs, the brother will talk for a bit and then the guard will wipe the prisoner and lead him over to the executioner. Gon will tell you that you can't let this happen and will lead you over to the guards, just as the guard orders the rope to be cut Gon tells them to wait. He will ask if there is anything that can be done, it doesn't matter what your answer is as the guard will think your causing trouble and you will be attacked.

```
O=====O
| Fight: Prison Guard x2           | HP: 1500 x2 | Difficulty: Easy |
O=====O
|
| This is a easy basic fight, the guards will only attack normally for mild |
| damage. Finish them off with regular attacks and heal if you need to heal. |
|
O-----O
```

After the fight the other three guards will rush over to fight, but before they do a voice tells them to wait. Dogma and Zozogel will walk down, the guards will inform them of what happened and then they will attack you. Just as a note this battle you are meant to lose, if you are really strong you can win but the same thing will happen even if you do win.

```
O=====O
| Fight: Dogma & Zozogel           | HP: 7000 & 3500 | Difficulty: Very Hard |
O=====O
|
| As I said your meant to lose to battle so there isn't much to say, good |
| luck if your strong enough to beat them but Dogma will use some memorize |
```



| spell and paralyze your entire party causing you to lose. |

|

O-----O

Once you lose your party will be tossed back in prison, your prison key and uniforms will be taken by the guards. Once they leave for a drink you will fall asleep and awaken in the morning, when you awaken the guard outside your cell will be passed out. Walk over and speak to the guard to see he is in fact sleeping, when you do that a guard will come up and try to wake the guard with no success. Soon after three of the towns people will rush up, in not so many words they explain that their drinks were spiked... remember the special wine?. The three towns people begin to fight with the guard and soon defeat him, they grab his prison key and free you. They tell you what you did yesterday inspired them to finally rebel and they mention Anna has been taken to Akbar, finally they mention to meet them upstairs and they will run off. Leave the prison area and head up to the town, head over to the north gate up here to see the rebellion getting ready. Speak to the leader in front of the door Tonra, he will say they will take care of the remaining guards if you can save Anna from Akbar. Answer yes and he will give your four (Strength Seeds) and the (Prison Key) back, the rebellion will head into the castle now. Follow them in and head for Akbar's room, along the way you will see the towns people fighting the remaining guards. Head up the stairs to see Dogma passed out with three townsmen watching him, leave out the door to the right and climb the stairs to the left. Walk over in front of Akbar's room to see Zozogel passed out, now this is optional, if you speak to him he will wake up and you will engage in battle.

O=====O

| Fight: Zozogel | HP: 3500 | Difficulty: Easy |

O=====O

|

| Now that it is just Zozogel this battle is much easier, Zozogel will only |  
| attack with physical attacks, usually the same attacks the soldier class |  
| can do. Also he "can" attack twice in a round but often does not. |

|

| Cast increase three times to totally shut down Zozogel, all his attacks |  
| will be lucky to do double digits when you do. After that regular attacks |  
| will do just fine in bringing him down. |

|

O-----O

After the fight if you choose to fight him head into Akbar's room, you seem to get there just in time before Anna is possessed. The monsters will tell you that you are interrupting and Akbar will say these are the people he was looking for as they are a threat to Deathtamoor, now you will engage in battle with Akbar and his two Guardians.

O=====O

| Fight: Akbar & Guardian x2 | HP: 3300 & 420 x2 | Difficulty: Hard |

O=====O

|

| This is a difficult fight, Akbar has some bruising attacks. He can stomp |  
| the ground for 60 - 70 damage each on the entire party, he also uses |  
| dragoncuts for regular attacks which do roughly 90 damage. His spells |  
| include decrease and revive which will revive his fallen guardians, Akbar |  
| will also summon curers when his guardians fall, when this happens kill |  
| the curer fast before it heals Akbar to full. Akbar's guardians act like |  
| weak Zozogels, so expect a lot of physical attacks from them. |

|

| Cast increase as usual to start two or three times, you may have to cast it |

| more during the battle if Akbar uses decrease on you. If you can keep your |  
| defense high then just stick to attacking Akbar himself as the Guardians |  
| attacks will be petty, the usually magiblade, berserk and spirit punch work |  
| well on him if you can get magiblade to land. While fighting it seems like |  
| Akbar has more than 3300 HP but it only seems that way because of such a |  
| strong opponent. |

O-----O

Once Akbar is beaten he will say something about the prophecy being true and the two of them cannot be allowed to meet. After he dies the towns people will rush in and tend to Anna, Soldi will head in after and says he wishes he could of participated in the fight. He will then mention you should be able to go see the great sage, head down into the prison and down the stairs at the back. Head into the prison cell where Soldi is waiting for you, open the door and Soldi rushes to the sage. He tells you to undo his chains, use the prison key to unlock his chains. Soldi will ask if the great sage is all right, he will then fess up he is not the great sage but is Masarl's younger brother Krimut. He explains Masarl went a head to Deathtamoors castle, Krimut will now give you the (Orb of Truth). He tells you to use it at the sea of nothingness to reveal the way, Krimut passes out and Soldi says you should let him sleep. Speak to Soldi again and he will tell you he knew there was something special about you even when you joined the royal guards, he says he will tell the rest of the story later and both of you leave Krimut to sleep.

The scene goes dark and reads off that the towns people celebrate their new freedom, when the sun rises Deathtamoors will be at the castle, well not in person but his presence. He says he cannot allow this kind of behavior and displays his power by turning everyone but your party into statues and animals. When you awake there is nothing you can do for the people, leave Prison Town.

When you get outside the castle head to your left and then up to reach a sole mountain, when you are on the mountain use the orb of truth Krimut gave you. You will be transported to another island, make your way north to come across a shrine. Enter into it and head up, you will come across a monster sitting at a table, but if you speak to it you will find out it is dead and has been for a while. Go down the stairs to the right and go straight up through the door to come across Masarl, Krimut's brother. Go talk to him, you will see that Masarl is in some sort of coma sleep. A flash will occur and then you will be able to see into Masarl's mind, you can see two monsters are trying to make Masarl serve Deathtamoors. They show Masarl images of his brother being executed, shortly after you will be back to your party. There's clearly nothing you can do for him but his brother Krimut might be able to help, but everyone was turned to stone and animals right?. Head back to Prison Town and go down to where Krimut is, you will see he had a barrier over him protecting him from Deathtamoors. When you talk to Krimut he will ask if you found his brother, answer yes and you will explain the situation to him. Krimut will now join your party all be it for a short period. Take Krimut back to his brother now, when you arrive Krimut will run to his brother. He tells you that he has to enter his brothers mind to free him, Masarl flashes again and you get a glimpse of what Masarl is going through again. Right before his brother is executed Masarl begins to give him to the demons, but his brother Krimut interrupts and tells him not to be deceived. Your party and Krimut arrive in Masarl's mind, the two demons will wonder how you got there. After a short while Masarl and Krimut begin to combined their powers but before they can complete there incantation the two demon interrupt and attack your party.

O=====O

| Fight: Zuikaku & Shoukaku | HP: 2500 & 3500 | Difficulty: Normal |

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O=====O
|
| Zuikaku has one powerful attack when he throws several rocks at you, it
| does over 100 damage to each party member, Shoukaku has a similar attack to
| Akbar when he stomps the ground for 60 - 70 damage to each party member.
| Also Shoukaku builds power and can release it the next turn for over 100
| damage on one party member, also he will sometime protect Zuikaku if you
| gang up on him.
|
| This may seem like a very difficult fight but if you use increase three
| times combined with good healing it is brought down to a "normal"
| difficulty fight. Stick to normal attacks and Hassan's spirit punch to take
| them down, attack one at a time until one falls and then finish up the
| other.
|
O-----O

```

Once the fight is over with they will drop a (Small Medal), also the two demons will disappear. You will now be transported out of Masarl's mind, Krimut frees his brother from the chains and then Masarl wishes to meet you. Walk up and speak to him, he will tell you that him and his brothers power combine will be able to distort space, this is what Deathtamoor feared from their powers. After the conversation the brothers will then begin to chant and combine their powers, you will see a scene of Deathtamoor's castle being lifted off the mountain as it crushes and it will land onto the ground below allowing you to now access his castle. When the scene comes back to you there will be a large pool of mystical energy in the middle of the room, Masarl will explain it lead back to the real world. Only go through it if you need to level up some more or finish doing anything in the other worlds, but I do recommend leveling up some as the monsters in Deathtamoor's castle are pretty strong in the game and Deathtamoor himself is no push over. Whenever you are ready to enter Deathtamoor's castle simply walk north of the shrine Masarl and Krimut are in and walk into the castle.

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O=====O
|
|                          50. Deathtamoor's Castle
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O-----O

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Alright start by climbing the entrance to the
gate of his castle, once inside go straight a
head and go up the stairs. Here will be some
arrowed tiles, last time you saw these was the
Tower of Trials. Step on the tile above you and
it will swing you over to the left, just to the
right of the tile that slinged you off will be
the next tile you should step on. It will slide
over to the button in the middle, step on the
button to make the arrowed tiles disappear. Head
up and go down the stairs here, in the northwest
corner is a chest with a (Small Medal) in it. Go back up the stairs and step
on the arrowed tiles to the left, when it drops you off step on the arrowed
tiles shooting off to the left and up. It will drop you off near a chest, open
it for a (Demon Spear), alright step on the tiles that will take you down to
the right. When it drops you off walk to the right, don't use the tiles, until
you reach a button. Step on it and it will make the tiles go away, from here
if you go up you will come across some stairs. Take them up to a glowing crest
which if you stand on it restores your stats to full, ok go back down the
stairs and step on the button again to raise the arrows. Walk to the right a
bit and step on the tiles that will take you up, when it drops you off go up
the stairs you are near.

```

From here the left orange nub will lead to a chest but there's a mimic in it and it will eventually lead you to a dead end so don't go that way, instead go up past the next step of orange nubs. The third nub up is the one you want to step on to flip you over to the left, step on the top of the four orange nubs to your left to be tossed over again. Walk around to the left and up to the next nub, here flip over to the right where there is stairs going down, however if you flip over to the right again there is a chest with the (Golden Tiara) inside but you will have to flip your way back to the stairs, it's a good trade in my opinion. When you get back to the stairs take them down and step on the tile down there to be taken across the way, when you get to the other side head back up the stairs and leap over to either side. Make your way north and go up the stairs here, now here walk all the way up and go through the door when you come to it.

From here walk around the door and go straight up, you will soon reach a door. Don't go in the door go around it and get the chest for a (Book of Dragons), now go down and enter the door below. This room is kind of weird, you can't see where your going until lightning cracks and the room lights up, at that point you can see a brief glimpse of the room. Alright this is gonna be kind of vague so your gonna need to use the lightning to see the room, go straight up until you bump the wall. Go left, up, left, down, left up, right, up, right, down, right and down to reach the three chests you saw at the beginning of this room, although it seems clear where you have to go from those directions your gonna have to use the lightning to see the length of the walls to accurately use those directions. Ok the three chests are a (Small Medal) in the left chest, a (Princess Robe) in the right chest and a Mimic in the top chest. Alright there is one more important chest in this room, go back up, left, up, left, down, left, up, right, up, right, down, right, up. This will lead you to a door, do not go in because as you can see there is the chest we want just to the right. From here go right, up and left to come to the chest with the (Metal King Sword). Ok go back and head through the door, go up then right and finally down to the doorway here, wait before going in though. Beyond this door will lead to Deathtamoor, if you think your ready proceed through it but I recommend being on level 40 at the very least but try to be at 45 or close to it. Deathtamoor won't say to much besides telling you how weak the human race is and that he is gonna smash you, alright prepare for the final boss.

```
O=====O
| Fight: Deathtamoor           | HP: 2000 | Difficulty: Hard |
O=====O
|
| The sad thing here is this is Deathtamoor's easiest form, he can use the |
| orb on the left to cause a fiery attack doing well over 100 HP, he can also |
| poison you, regular attack you for decent damage and he can do some sort of |
| attack with both orbs that attack the party for well over 100 Hp as well. |
| Also Deathtamoor can attack twice or even three times in one round if your |
| really unlucky. |
|
| There's no good defense to Deathtamoor, the best defense here is a good |
| offense. Strong attacks like magiblade, gigaspark, gigaslash and spirit |
| punch are recommended, also your gonna need to heal and often, make sure to |
| have healall ready. |
|
O-----O
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Once you defeat Deathtamoor the two orbs he was with will begin to merge and form a large pink beast!, this is Deathtamoor's second form.

=====O  
| Fight: Deathtamoor (Second Form) | HP: 3000 | Difficulty: Hard |  
=====O  
|  
| This Deathtamoor is all physical, when he decides to attack every party |  
| member should be over the 200 HP mark or odds are they are gonna die. The |  
| odd time he will attack twice in one round to so careful of that. |  
|  
| Increase three times is a good idea to lower his massive physical |  
| capabilities, make sure to heal after each hit you receive or you could be |  
| in trouble for the next round. Keep the same offense as last time it works |  
| just as well if not better here. |  
|  
O-----O

After defeating Deathtamoor again he will laugh at you, he then will shed his form and transform into his third and last form which is a head and two hands.

=====O  
| Fight: Deathtamoor (Third Form) | HP: 3000 & 2000 & 1700 | Difficulty: Very |  
| & Left Hand & Right Hand | | Hard |  
=====O  
|  
| This can get a bit frustrating, Deathtamoor will attack three times when |  
| he has both hands. He can do party damage for over 100 HP each with one |  
| of his attacks, he can do normal attacks for about 80 damage and he can |  
| spit a fire ball for 175 HP to one party member, also the odd time he will |  
| instantly put one member to sleep. |  
|  
| A good way to start is killing the left hand first, because if you kill |  
| either the head or right hand first then left hand will instantly revive |  
| the fallen piece of Deathtamoor. After the left hand is gone work on |  
| attacking the head and the right hand to try and kill them fairly close |  
| together, if you kill the head to early the right hand will cast vivify and |  
| try to revive the head, if you kill the hand to early the head will try to |  
| revive the hand so killing them close together is just right. Ok now that |  
| you know how to kill it just use the same attacks as before, this time |  
| around your gonna be healing a lot more and probably reviving fallen |  
| members. If you still have your sap of the world tree and leaves of the |  
| world tree they can come in handy this fight. |  
|  
O-----O

When Deathtamoor is finally defeated for good he will wonder how insects like you could of beaten him, and he will finally fade away. The place begins to fall apart, shortly after Masarl will tell you to get out of the dark world as it is falling apart, he tells you he will save the people of the dark world and that you should be powerful enough to escape on your own. Right after Pegasus will take flight and bring your party to Cloud Castle in front of King Zenith, King Zenith will thank you for bringing peace back to the world. King Zenith will also tell you now that Deathtamoor is gone the dream world is fading and will be no longer visible to the real worlders, once your done talking with him leave Cloud Castle and Pegasus will bring you to:

Reidock Castle (Dream World)

- Once you arrive the guard will be excited to see you and let you into the castle, head up the stairs and set off for the throne room. Go over and speak to Soldi who has returned, he will tell you the king and queen have not been around lately and say that they left a note. After reading the note you can leave Reidock and Pegasus will bring you to:

#### Calberona

- The hero, Barbara and the Calbes will be at the table talking. Mr. Calbes will tell Barbara she is too young to become the elder of Calberona right now and should study under King Zenith to learn new magic first, she will consider it and you will set off to your next location:

#### Lifecod (Dream World)

- Upon entering a man will come and greet you, he will lead you over to the bar where the elder is. The elder is full of life again and says all drinks are on him today, when he's done talking go and see Tania. Rand will be peeping in on Tania the sicko, go in and speak to Tania, she will be happy to see you and will ask that you never forget here. As that happens she begins to fade, she tells you she is feeling sleepy and says she loves you and goodbye. Leave Lifecod and Pegasus will take you to the real world where your next destination awaits:

#### Grandmaz

- You see a scene of Muriel and Terry heading into Grandmaz house, Terry is a little reluctant to go but ends up going anyways. Inside everyone will be around the table where Grandmaz blabs on about how well you did in saving both worlds, after Muriel will ask Grandmaz if she can be her student to tell people their fortunes, Grandmaz will agree and you set off onto the next place:

#### San Marino

- Hassan will return home where his parents are glad to see him, Hassan's father is a bit upset that a man of his skills is not a carpenter. Hassan will tell the group he is staying to become a great carpenter like his father and then the group sets off to the next place:

#### Gent

- Chamoro will be returning home with his friends as a man spots Chamoro, he tells him his grandfather is at the shrine because he seen the divine ship return. Chamoro heads over to the shrine to meet his grandfather, his grandfather will be proud of Chamoro about how strong he has become. Chamoro tells you he is staying in Gent to help sick people and tells you if you are ever sick to come by, alright leave the shrine to proceed to the next destination:

#### Gandino

- You will see Muriel and Terry returning to their fathers house, again Terry is reluctant to go in but does. Inside Their father will be very happy to see them and surprised they came back since he sold them, Muriel won't mind as much but Terry is a little peeved off. Muriel and Terry will be staying to discuss more with their father so your off to.....:

#### Lifecod (Real World)

- When you get in Lifecod there is no one to greet you this time, walk around for a bit and Barbara will wonder where everyone is. Go to the elder's house who will be outside, speak to him and he will ask if you have been to Reidock yet, answer no and he will tell you there is a big celebration going on there and everyone was invited, he was too but castles make him nervous. Leave Lifecod and Pegasus will take you to:

#### Reidock Castle (Real World)

- Inside the castle the King and Queen will be addressing you, the King will be happy you have brought peace to the world again. He seems to think you and Barbara are a couple is quite pleased you were able to score her up, the King will tell you he has planned a great banquet and invited all of your friends to it. Once the party begins everyone but the hero will be dancing in

the courtyard, when you get control of the hero most of your friends will be scattered through out the castle and you can go talk to them if you wish. When your ready make your way back to the throne room, Barbara will be in there and she looks as did the dream worlders did. She will tell you her time seems to be up and she isn't like normal people, she then begins to disappear completely. As she is fading she will say goodbye and ask you to tell everyone that she will not forget them, the scene now goes to Cloud Castle. It begins to shake and then rise up once more, now the credits begin to roll for a short period.

Soon you will see scene of each party member living their lives now that the world is in peace, watch Terry's carefully, he is in Amoru Cave and notices a sparkle to the right as he goes to investigate the scene switches over. The credits begin to roll again and once they finish you will have control of the hero in front of his parents, head down the stairs to the right. You will now be at Grandmaz where Muriel called all of you to watch something, in the crystal ball you will see Pegasus flying to Cloud Castle. Inside Barbara, King Zenith and the guy who watch over the large egg will be around the large egg as it's hatching. After some conversation about the egg being our future the egg finally hatches with stars and bright colors shooting out, finally "The End" will be wrote onto the screen.

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O=====O
|               51. Bonus Dungeon               |
O=====O
  
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Alright when the screen reads "The End" now is the time we can start getting to the bonus dungeon, reset the actual Snes/Sfamicom or the actual emulator and load the last saved game on the game not the saved state from emulators. Now when the game is loaded you can return to Amoru Cave and get the (Book of Babbles) where Terry seen the that sparkle, all you have to do is search that spot to receive the book. Once you have the book you will have to have leveled up each profession to at least five stars before the door to the bonus dungeon will open up in the torch room, when you do have all professions to at least five stars go to the torch room and walk up where it goes dark for a moment and a voice tells you that you have broken the seal. Alright continue up through the large square doorway then walk up and down the stairs when you come to them.	<pre> O-----O             Items Found             O-----O   1. Book of Babbles                 2. Defense Seed                    3. Mystic Armor                     4. Small Medal                      5. Strength Seed                  O-----O   </pre>
--	--

Here you will be in a familiar cave, the monsters at this part of the game are almost like mini bosses themselves and to sweeten the deal the encounter rate here is high. Alright go up, then all the way to the right and down to come to a chest with a (Small Medal) inside it, now go back up and make your way to the very southwest corner of this cave to find some stairs going down, take them down now.

Notice a pattern yet?, these caves you are walking through now are previous caves in the game. Here head straight down, then go over to the very left to come across a chest with a (Strength Seed) inside it. Go back a bit and go down the steps going down, take a right where you will see a chest over around to the right. Grab it for a (Defense Seed), go back down and make your way over to the very left to find some stairs going down.

Another change of caves has taken place again, go down and take the right path leading down, follow it around and up to an intersection. Here go left and left again to come to some stairs, take them up for another cave change.

To the right is a chest with some (Mystic Armor) inside it, go back over the bridge and just keep going straight up the whole time and enter through the cave door to switch to another cave.

Here just make your way north to the large cave door and go through it, when you emerge music will be playing it and it appears as if your in Lifecod.

O=====O  
| 52. Deathcod |  
O=====O

When you enter and walk up a bit you will be greeted by the town elder, this is like a dejavu moment as the elder will ask if you have the spirit crown, he will also ask if you seen anything special on your journey. When your done answering head off to the pub area and search the barrels for a large (4 Gold), over to the left of the item shop the pots there contain a (Small Medal). If you haven't notice yet almost all the buildings are blocked off by towns folk, head over to Tania's house as it is one that isn't blocked. Search the pot to the left for another (Small Medal), also search the desks for a (Echoing Hat). Speak to the girl here and she will ask if your ready, answer yes and she will show you the true appearance of the village. When you come to you will see that the town is populated by monsters, the slime to your right tells you this is the town of Deathcod and not everything is as it seems. If you go up the stairs at the pub and speak to the monster here he will tell you a secret to the game, he says "From the well in Calcado, walk north five paces and then five paces west. That is where I buried my treasure, don't tell anyone." The treasure he has buried is the orihalcon fang, alright if you want you should go and get it now, search the spot the monster told you to and you will find the (Orihalcon Fang). Don't worry about going through all the caves again as you can cast return to get back here.

There are a couple references to previous Dragon Quest/Warrior games here, the inn which is the southwest house has Taloon in it from Dragon Warrior IV. Go up into the elders house and down the stairs and speak to the people here, you will find out it is Sancho from Dragon Quest V and the main character's two children who are searching for him when he is turned to stone. Ok when ready search the well beside these people to go down the well and start the random caves again.

O=====O  
| 53. Bonus Dungeon Part II |  
O=====O

Climb down the vine and make your way northeast to find the a door you should go through now, here just walk up through the large doorway. The caves change again here, go over to the right and up through the lava to find some stairs going up. Take them up and make your way straight up until you reach some more stairs, here will be a graveyard, search the top right tombstone to find a (Ruby of Power). Alright go back up the stairs and then go back down the other stairs you came up previous to that, walk left through the lava and up through to the next section. Here travel up to the left and go through to the right to find a chest in here with the (Shield of



Strength), go out through the right and then right again to the next section. Take these stairs up and then go down and take the left of the two sections, shortly after you will come across some more stairs to take up.

The cave changes yet again, make your way up to the right and when you reach the intersection go left and up through the large door. From here travel to the right through to the next section where there are a pile of bones, search them for the last (Small Medal). Go back out and go up here to the next section, take these stairs up and you will finally reach your destination. You will be on the top level of Grace Castle, if you remember this is where the Demon was summoned by the people of this castle to defeat the demon lord, but the demon was uncontrollable and wiped out the castle. Before entering the room above to fight the strongest by far boss in the game go right passed the room and out the door to be in a room with a chest, grab the chest for a (Angel's Leotard). Alright go back out and if you are ready enter the room where the demon was summoned, (NOTE: I strongly recommend being at a minimum of level 80 but more is much more likely to succeed, I know this is a lot of leveling up but this guy will wipe you out with ease unless you are that high.). Upon entering and walking up you will be prompted if you wish to meditate, answer yes and The demon will appear as last time, he will say no one can command him and then attack you.

```
O=====O
| Fight: Dark Dream          | HP: 13000 | Difficulty: EXTREME! |
O=====O
|
| Dark dream has the ability to attack three times in one round if he wishes, |
| he has multiple attacks which do over 200 damage to all party members and |
| can do nearly 500 damage to the entire party whenever he wants. When he |
| isn't using his spells and skills to cause that much damage he attacks with |
| his blade doing 125-150 damage to each party member or just over 200 to one |
| party member, he also can nullify your magical enhancements you have used |
| on your party. |
|
| Well I had four hero's at level 88 or more when I fought Dark dream and |
| even then he a bit of a challenge, the spell barrier will half the damage |
| your party takes from Dark Dream's spells and skills, also casting increase |
| three times will about half his physical damage. For offense magiblade |
| works extremely well if it lands, probably the strongest of the attacks you |
| can land. Gigaslash and gigaspark work well to, a great idea is to have had |
| your entire party master sage so that way you all have healus and can heal |
| the party up nicely when he uses his combo which does nearly 500 damage. |
| Keep pouring on the offense and try to beat him in 20 rounds or less. |
|
O-----O
```

As I said try to beat him in 20 rounds or less, if you do you can to see a special something of Dark Dream kicking Deathtamoor's arse. After that you will see pretty much the same ending as before except when it shows Terry at the end in Amoru Cave he is paying Dark Dream a visit, to challenge him?, I don't know.

If you don't beat Dark Dream in 20 rounds or less you won't get to see the special ending and he will tell you how many rounds it took you to beat him, you can try again if you want, later when you buff up.

Well this is the end of the FAQ Walkthrough, good job on beating the game and Dark Dream the strongest monster in the game.

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*****
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* II. In-depth Game Information
*
*****

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*****
*
* 1. - Character List
*
*****

```

NOTE: These are only naturally learned spells/skills listed, any character can learn all the class spells/skills.

```

O=====O
|
|                               The Hero                               |
|=====O
|
| Natural Spells/Skills Learned:
|
| Level 1 - Remember
| Level 4 - Heal
| Level 6 - Identify
| Level 7 - Sap
| Level 8 - Return
| Level 10 - Remember More
| Level 13 - Forget
| Level 18 - Unforget
| Level ?? - Zap
|
| The spell with no level is learned at a certain point in the storyline.
|
O-----O

```

```

O=====O
|
|                               Hassan                               |
|=====O
|
| Natural Spells/Skills Learned:
|
| Level 5 - Jump Kick
| Level 14 - Berserk
| Level 18 - Protect
| Level ?? - Spirit Punch
|
| The spell with no level is learned at a certain point in the storyline.
|
O-----O

```

```

O=====O
|
|                               Muriel                               |
|=====O
|

```

| Natural Spells/Skills Learned:

- | Level 5 - Heal
- | Level 5 - Antidote
- | Level 5 - Upper
- | Level 6 - Surround
- | Level 7 - Outside
- | Level 9 - Icebolt
- | Level 11 - Sleep
- | Level 13 - Healmore
- | Level 15 - Bang
- | Level 18 - Increase

-----O

=====O

| Barbara |

=====O

| Natural Spells/Skills Learned:

- | Level 2 - Blaze
- | Level 2 - Sleep
- | Level 2 - Surround
- | Level 6 - Fireball
- | Level 8 - Return
- | Level 10 - Outside
- | Level 12 - Defense
- | Level 14 - RobMagic
- | Level 16 - Firebane
- | Level 18 - Chaos
- | Level ?? - Madante

| The spell with no level is learned at a certain point in the storyline.

-----O

=====O

| Chamoro |

=====O

| Natural Spells/Skills Learned:

- | Level 10 - Heal
- | Level 10 - Antidote
- | Level 10 - Healmore
- | Level 10 - Infernos
- | Level 10 - Expel
- | Level 11 - StopSpell
- | Level 13 - Vivify
- | Level 15 - Infermore
- | Level 17 - Numboff
- | Level 19 - Healall
- | Level 21 - Beat

-----O

```

O=====O
|                    Amos                    |
O=====O
|
| Natural Spells/Skills Learned:              |
|
| Level 15 - Heal                             |
| Level 15 - Transform                         |
|
O-----O

```

```

O=====O
|                    Terry                    |
O=====O
|
| Natural Spells/Skills Learned:              |
|
| Terry learns no natural spells or skills   |
| but comes with all the skills of a        |
| soldier.                                    |
|
O-----O

```

```

*****
*                               *
*                               2. - Item List                               *
*                               *
*****

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O=====O
|                    Item Name                    |                    Item Effect                    |
O=====O
| Agility Seed                                   | Increases agility 1 - 5                           |
|-----+-----|
| Antidote Herb                                 | Cures poison Status                               |
|-----+-----|
| Beauty Plant                                  | Increases style by 1                               |
|-----+-----|
| Book of Babbles                               | Allows a character to change to the              |
|                                                | metal class                                       |
|-----+-----|
| Book of Dragons                               | Allows character to change to the                 |
|                                                | dragon class                                       |
|-----+-----|
| Defense Seed                                  | Increases defense 1 - 5                           |
|-----+-----|
| Dew of the World Tree                         | Revives and completely recovers all              |
|-----+-----|
| Fairy Water                                  | Keeps lower leveled monsters away                |
|-----+-----|
| Full Moon Herb                                | Cures paralysis                                   |
|-----+-----|
| Leaf of the World Tree                       | Revives a party member                            |
|-----+-----|
| Medical Herb                                  | Restores 30 - 40 HP                               |
|-----+-----|
| Nut of Life                                   | Increases HP 1 - 5                                 |
|-----+-----|
| Nut of Magic                                  | Increases MP 1 - 5                                 |
|-----+-----|

```

Sage's Stone	Heals party for 45 - 55 HP
Sands of Time	Restarts a battle
Small Medal	Collected by the Medal King in exchange for prizes
Strength Seed	Increases strength 1 - 5
Water of Amoru	Restores 60 - 70 HP
Wing of the Wyvern	Casts Return
Wisdom Seed	Increases wisdom 1 - 5

\*\*\*\*\*  
\* 3. - Accessory List \*  
\*\*\*\*\*

Accessory	Style	Special Effect
Antique Ring	-20   +2 Defense	
Armband of Sacrifice	+10   Revives party at cost of users life	
Broken Heart	+9   +15 Defense	
Fishnet Stockings	+40   +5 Defense	
GiveLife Armband	+10   Revives party at cost of users life	
Glass Shoes	+45   -20 Speed	
Gold Ring	+5   +5 Defense	
Longadeseo Pass	+45   Needed to enter Longadeseo	
Meteorite Armband	+15   x2 Speed	
Old Pipe	+15   Nothing	
Orb of Truth	+30   +10 Defense	
Pink Pearl	+40   Nothing	
Ruby of Power	+18   +15 Attack	
Silver Bracelet	+20   +15 Defense	
Slime Earring	+35   +5 Attack	
Speed Ring	+18   +30 Speed	
Star Fragment	+10   Can confuse enemies	
Stylish Bandana	+28   +5 Defense	

Super Necktie	+33	+2 Defense
---------------	-----	------------

\*\*\*\*\*  
 \* 4. - Armor List \*  
 \*\*\*\*\*

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 A. Helmets  
 =====

"Pieces of armor with a \* before them are style upgradeable."

Helmets	Defense	Style	Special Effect
Echoing Hat	+25	+2	Casts the same spell twice
Fur Hood	+11	+3	Nothing
Golden Tiara	+45	+50	Prevents most status magic
* Great Helm	+50	+30	Nothing
Hat of Happiness	+35	-17	Restores MP when walking
Hat of Wind	+28	+8	Casts return when used as an item
Head Band	+7	+10	Nothing
* Helm of Cevas	+45	+24	Prevents most status magic
* Helm of Ende	+55	+15	Reduces magic damage
Helm of Wisdom	+40	+21	Increases wisdom
* Iron Helm	+16	+15	Nothing
* Iron Mask	+25	-10	Nothing
Leather Cap	+2	+2	Nothing
Metal King Helm	+70	+38	Recovers HP each round in battle
Platinum Mask	+38	+42	Nothing
Pointed Hat	+3	-2	Nothing
Shell Hat	+7	-7	Nothing
Silver Tiara	+14	+25	Nothing
Slime Helm	+40	+12	Nothing
Usamimi Band	+20	+15	Nothing

Wooden Hat	+6	-15	Nothing
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### B. Shields

"Pieces of armor with a \* before them are style upgradeable."

Shields	Defense	Style	Special Effect
* Aeolus's Shield	+35	+18	Casts limbo
Bronze Shield	+11	+7	Nothing
* Dragon Shield	+30	+25	Reduces fire and ice damage
* Flame Shield	+40	+22	Reduces ice damage
Iron Shield	+16	+12	Nothing
Leather Shield	+4	+2	Nothing
* Magic Shield	+20	+21	Reduces magic damage
Metal King Shield	+70	+40	Reduces fire and ice damage
Platinum Shield	+25	+40	Reduces fire and ice damage
Pot Lid	+2	-20	Nothing
* Ogre Shield	+48	-10	Reduces fire and ice damage
Scale Shield	+7	+4	Nothing
* Shield of Ende	+60	+8	Reduces fire damage
Shield of Reflection	+55	+38	Reduces fire damage
Shield of Ruin	+62	+5	Cursed
Shield of Strength	+45	+33	Casts healmore
Shield of Sufida	+65	+35	Reduces ice damage, casts reflect
Silver Tray	+18	+23	Nothing

### C. Armor

"Pieces of armor with a \* before them are style upgradeable."

Armor	Defense	Style	Special Effect
Angel's Leotard	+95	+88	Negates instant death spells
* Armor of Ende	+90	+17	Reduces fire damage
* Armor of Orgo	+80	+32	Reduces fire damage
Boxer Shorts	+15	-100	Nothing
Bronze Armor	+21	+12	Nothing
Bunny Suit	+17	+38	Nothing
Chain Mail	+19	+23	Nothing
Clothes Hiding	+28	+11	Nothing
Dancer's Clothes	+20	+25	Nothing
Demon Armor	+85	+12	Reduces speed by 255
* Dragon Mail	+60	+37	Reduces fire damage
Dragon Robe	+95	+60	Reduces fire and ice damage
Dress of Radiance	+55	+61	Reflects magic
* Flame Armor	+70	+33	Reduces ice damage
* Full Plate	+30	+27	Nothing
Fur Mantle	+18	+18	Nothing
* Giganto Armor	+92	+15	Reduces fire and ice damage
Half Plate	+23	+4	Nothing
Iron Armor	+25	+19	Nothing
Leather Armor	+11	+15	Nothing
Leather Dress	+17	+15	Nothing
Leather Suit	+12	-20	Nothing
Magical Skirt	+45	+35	Reduces magic damage
* Magic Armor	+50	+38	Reduces magic damage
Metal King Armor	+115	+45	Reduces fire and ice damage
Mirror Armor	+95	+50	Reflects magic
Mysterious Bolero	+40	-50	Absorbs MP from spells cast on it
Mystic Armor	+75	+55	Recovers HP each round in battle



Piece of Cloth	+3	0	Nothing
Platinum Mail	+66	+51	Reduces magic damage
Princess's Robe	+85	+72	Reduces magic damage
Royal Clothes	+23	+28	Nothing
Sage's Robe	+37	+10	Reduces magic damage
Scale Armor	+15	+9	Nothing
Sexy Underwear	+23	+100	Can distract monsters
Shell Armor	+33	-15	Nothing
Silk Robe	+13	+28	Nothing
Silk Tuxedo	+10	+40	Nothing
Silver Breastplate	+36	+30	Nothing
* Silver Mail	+43	+40	Reduces magic damage
Slime Armor	+70	+30	Nothing
Slime Clothes	+20	+13	Nothing
Spirit Armor	+55	+35	Reduces magic damage
Swordedge Armor	+55	+15	Can reflect 1/4 of damage dealt out back at the user
* Thick Armor	+50	-30	Reduces fire and ice damage
Tunic	+4	+2	Nothing
Water Flying Clothes	+65	+42	Reduces fire damage
Wayfarer's Clothes	+7	+6	Nothing

\*\*\*\*\*  
\* 5. - Weapon List \*  
\*\*\*\*\*

"Weapons with a \* before them are style upgradeable."

The Sword of Ramias can be style upgraded twice, along with upgraded style the attack power of the sword also increases: max power 145, max style 70.

Weapon	Attack	Style	Special Effect
Bamboo Spear	+5	+1	Nothing

Battle Axe	+49	+15	Nothing
Big Mallet	+10	-5	Nothing
Bladed Boomerang	+25	+19	Attacks all enemies
Blizzard Sword	+105	+38	Ice damage
Boomerang	+15	+5	Attacks all enemies
* Bow Gun	+110	+25	Nothing
Broad Sword	+33	+16	Nothing
Bronze Knife	+12	+8	Nothing
* Calbero Boot	+97	+45	Attacks grouped enemies
Chain Cross	+28	+18	Attacks grouped enemies
Chain Sickle	+27	+13	Attacks grouped enemies
Club	+9	+5	Nothing
Copper Sword	+13	+9	Nothing
Cypress Stick	+2	0	Nothing
Demon Claw	+90	+29	Nothing
Demon Hammer	+115	+33	Nothing
* Demon Spear	+99	+19	Nothing
* Dragon Killer	+95	+35	Does extra damage to dragons
* Falcon Sword	+67	+32	Attacks twice
* Flame Boomerang	+65	+25	Attacks all enemies
Flame Claw	+53	+21	Fire damage, casts blazemore
* Flame Sword	+87	+33	Fire damage, casts bang
Gent Cane	+15	+6	Casts healmore
Giant Hammer	+30	+6	Nothing
Gringham Whip	+145	+57	Attacks grouped enemies
Holy Sword	+42	+23	Casts fireball
* Ice Blade	+62	+31	Ice damage, casts snowstorm
* Iron Ball of Destruction	+125	+26	Attacks all enemies
Iron Cane	+22	+8	Nothing
Iron Claw	+21	+15	Nothing

Killer Earrings	+35	+32	Attacks grouped enemies
Magic Fang	+73	+25	Nothing
Magma Staff	+63	+30	Casts flame breath
Metal King Sword	+130	+45	Nothing
Moon Folding Fan	+60	+30	Nothing
Morning Star	+38	+14	Attacks grouped enemies
Orihalcon Fang	+135	+37	Nothing
Platinum Sword	+60	+45	Nothing
Poisoned Knife	+24	+13	Can paralyze enemy
Poison Needle	+1	+15	Possible one hit kill
Rusty Sword	+63	+12	Nothing
Saw Blade	+54	-2	Nothing
Sharpened Bone	+6	+3	Nothing
* Spear of Glacos	+58	-10	Casts upper
Staff of Anti-Magic	+40	+18	Nullifies's spells
Staff of Echoing	+74	+42	Casts cold breath
Staff of Punishment	+35	+20	Casts infernos
Staff of Revival	+66	+38	Casts vivify
Staff of Thunder	+29	+24	Casts fireball
Steel Fang	+35	+8	Nothing
Steel Whip	+65	+22	Attacks grouped enemies
Stone Axe	+19	+4	Nothing
Stone Fang	+12	+3	Nothing
* Sun Folding Fan	+110	+49	Nothing
Sword of Decimation	+95	+15	Can attack all enemies
* Sword of Miracles	+100	+38	Heals 25% of damage dealt
** Sword of Ramias	+130	+32	Thunder damage, casts bikill
Sword of Slumber	+65	+28	Can put enemy to sleep
Sword of Temptation	+70	+51	Can confuse enemy
Thorn Whip	+18	+7	Attacks grouped enemies

* Thunder Sword	+95	+40	Thunder damage, casts zap
* War Hammer	+64	+13	Nothing
Zombie Killer	+80	+5	Extra damage to undead enemies

\*\*\*\*\*  
\* 6. - Spell List \*  
\*\*\*\*\*

Most of the spells in Dragon Quest VI are learned through classes which are learned at the Dhama Shrine, here is a list of the classes which I short formed to fit into the table:

- Battlemaster = BTM
- Beastmaster = BSM
- Dancer = DAN
- Dragon = DGN
- Fighter = FTR
- Goof-off = GOF
- Hero = HRO
- Magic Knight = MGK
- Merchant = MCH
- Metal Babble = MTB
- Paladin = PAL
- Priest = PRT
- Ranger = RNG
- Sage = SGE
- Soldier = SLD
- Superstar = SPS
- Thief = THF
- Wizard = WIZ

Spell	MP	Classes	Special Effect
Absorb	2	SGE	Absorbs MP from spells cast on caster
Antidote	2	PRT	Cures poison
Bang	5		Attacks multiple enemies (Low Damage)
Beat	4	PRT	Possible instant kill
Bedragon	18	BSM	Turns caster into a dragon
Bikill	6	MGK, SGE	Doubles a party members attack damage
Blaze	2		(Low Damage) To one enemy
Blazemore	4	WIZ	(Medium Damage) To one enemy
Blazemost	10	MGK	(High Damage) To one enemy
Boom	8	WIZ	Attacks multiple enemies

			(Medium Damage)
Bounce	4	WIZ	Reflects spells back at caster
Caravan	15	MCH	Summons the last store you were at
Chance	12	GOF	Random effect
Chaos	5	WIZ	Confuses grouped enemies
Defeat	7	PRT	Possible instant kill of grouped enemies
Defense	4	WIZ	Lowers grouped enemies defense by 25%
Dig	0	MCH	Digs a hole to find items
Expel	1	PRT	Expels undead enemies
Explodet	15	SGE	Attacks multiple enemies (High Damage)
Firebal	4	WIZ	Attacks multiple enemies (Low Damage)
Firebane	6	WIZ	Attacks multiple enemies (Low Damage)
Firevolt	10	WIZ	Attacks multiple enemies (Medium Damage)
Forget	0		Forgets a conversation
Gigaspark	25	HRO, MTB	Attacks multiple enemies (Very High Damage)
Givelife	All	PAL	Revives dead party members to full as the caster dies
GoldSniff	0	THF	Tells how many treasures are left
Hawkeye	0	THF	Tells you where nearest town is
Heal	2	PRT	Heals a party member (Low Heal)
Healall	7	PRT	Heals a party member to full HP
Healmore	5	PRT	Heals a party member (Medium Heal)
Healus	18	SGE	Heals party members (Medium Heal)
Healusall	36		Heals party members to full HP
Icebolt	3		(Low Damage) To one enemy
Identify	1	HRO, MCH	Identifies an item
Increase	3	PRT	Increases defense of the party by 25%
Infermore	4	PRT	Attacks multiple enemies (Low Damage)
Infermost	8	PAL	Attacks multiple enemies (High Damage)

Infernos	2	PRT	Attacks multiple enemies (Low Damage)
Ironize	2	HRO, MTB, SPS	Makes party immune to damage but can't move
Lightning	15	HRO	Attacks multiple enemies (Very High Damage)
Limbo	8	MGK, SGE	Sends one enemy away from a battle
Locate	2	THF	Lights up Treasures
Magiward	3	PAL, SGE	Reduces effectiveness of spells
Mapreader	2	THF	Tells you what dungeon you are in
MegaZap	10	HRO	(Very High Damage) To one enemy - Requires everyone to use
Numboff	2	PRT	Cures Paralyze
Outside	8	WIZ	Transports party outside of a dungeon
Reflect	4	MGK	Casts bounce on entire party
Remember	0		Shows last conversation saved
Remembermore	0		Shows more conversations saved
Repel	4	RNG	Repels weak monsters around the area
Rest	0	GOF	Regenerates HP/MP but the user falls asleep
Return	1	WIZ, MTB	Returns a party to a desired location
Revive	20	SGE	Revives a party member to full HP
Robmagic	0	WIZ	Steals MP from an enemy
Sacrifice	1	SGE	Damages enemy as caster dies
Sap	3		Decreases a enemies defense by 25%
Sleep	3	WIZ	Puts enemies to sleep
Sleepmore	5	WIZ	A greater chance to put enemies to sleep
Snowblast	5	WIZ	Attacks multiple enemies (Medium Damage)
Snowstorm	12	SGE	Attacks multiple enemies (High Damage)
Stepguard	2	RNG	Protects against walking over damaging areas
Stopspell	3	PRT	Stops enemies from casting spells
Surround	5	WIZ	Decreases the chance of a enemy

			landing a attack
Unforget	0		Remembers a forgotten conversation
Upper	2	PRT	Increases defense of one party member
Vanquish	15	SGE	Possible instant kill of all enemies
Vivify	10	PRT	Gives a chance to revive a party member
Whistle	0	GOF	Summons enemies
Zap	8	HRO	Attacks multiple enemies (Medium Damage)

\*\*\*\*\*  
\* 7. - Skill List \*  
\*\*\*\*\*

Like spells most skills are learned from classes which are learned at Dhama Shrine, here is a list of the classes which I short formed to fit into the table:

- Battlemaster = BTM
- Beastmaster = BSM
- Dancer = DAN
- Dragon = DGN
- Fighter = FTR
- Goof-off = GOF
- Hero = HRO
- Magic Knight = MGK
- Merchant = MCH
- Metal Babble = MTB
- Paladin = PAL
- Priest = PRT
- Ranger = RNG
- Sage = SGE
- Soldier = SLD
- Superstar = SPS
- Thief = THF
- Wizard = WIZ

Skill	Classes	Special Effect
Air Wall	RNG	Sends Fire and Ice breaths back at the enemy
Barrier	SGE	Helps protect party from fire and ice attacks
Berserk	PAL	Increases offense while decreases defense
Big Bang	MTB	Attacks multiple enemies

		(Very High Damage)
Blizzard Breath	DGN	Attacks multiple enemies (High Damage)
Bolt	SPS	(Low Damage) To one enemy
Chaos Dance	DAN	Confuses multiple enemies
Cold Breath	BSM, DGN	Attacks multiple enemies (Low Damage)
Crystal Breath	DGN	Attacks multiple enemies (Very High Damage)
Dark Lick	BSM, GOF	Reduces enemies defense
Dazzle	RNG, SPS	Reduces enemies hit rate
Death Dance	DAN	Possible instant kill of all enemies
Defend	PAL	Protects a party member at the cost of the damage to the user
Defenses	RNG	Entire party parry's
Deflect	DAN, FTR	Deflects damage to another party member
Discharge	BTM	(Medium Damage) To one enemy
Double Slash	SLD	Attacks twice with a weaker attack
Dragoncut	BTM	Does extra damage to dragons
Eerie Light	SPS	Reduces enemies magic power
Electric Slash	BTM	Attacks multiple enemies (Medium Damage)
Entice Dance	DAN	Causes enemies to lose a round of battle
Fierce Blaze	DGN	Attacks multiple enemies (Medium Damage)
Fire Breath	DGN	Attacks multiple enemies (Low Damage)
Firestrike	SLD	Strikes first but with a weaker attack
Flame Breath	BSM, DGN	Attacks multiple enemies (Low Damage)
Flameorb	RNG	(Medium Damage) To one enemy
Flame Slash	MGK	(Medium Damage) To one enemy
Flasher	GOF	Males do damage while females stun enemy
Gigaslash	HRO	(Very High Damage) To one enemy, costs 20 MP.
GiveLife Dance	SPS	Revives dead party members to full as the user dies
Goof-off	GOF	Random effect



Grand Cross	PAL	Attacks multiple enemies (High Damage), costs 20 MP
Hide	BTM, DAN	User avoids physical attacks
Hustle Dance	SPS	Heals party members (Medium Heal)
Ice Breath	DGN	Attacks multiple enemies (Medium Damage)
Ice Slash	MGK	(Medium Damage) To one enemy
Jumpkick	BTM	Extra damage to flying enemies
Life Song	SPS	Revives all allies, costs 20 MP
Lunge	SLD	(Medium Damage) To one enemy, user takes (Low Damage)
Madante	MTB	Attacks multiple enemies (Very High Damage), costs all MP
Magiblade	SLD	(High Damage) To one enemy, often misses
Magma	MGK	Attacks multiple enemies (Medium Damage)
Meditate	HRO	Heals user (Very High Heal)
Metalcut	BTM	Does extra damage to metal enemies
Moonsalt	SPS	Attacks multiple enemies (Medium Damage)
Nullify	HRO	Removes all magical effects on enemies
Poison Breath	BSM	Poisons all enemies
Powerup	SLD	Builds power up for next attack
Protect		Protects party members at the cost of the damage to the user
Quake	RNG	Attacks multiple enemies (Medium Damage)
Recruit	MCH	Pays an army to help fight for a short period of time
Repeat	GOF	Repeats last action
Robmagic Dance	DAN	Steals MP from an enemy
Rockslide	BTM	Attacks multiple enemies (Medium Damage)
Rockthrow	THF	Attacks multiple enemies (Low Damage)
Sandstorm	THF	Reduces enemies hit rate
Scorching Breath	DGN	Attacks multiple enemies (High Damage)
Scream	MCH	Stuns all enemies
Shove	THF	Removes weakest enemy from battle

Slowness	SLD	(High Damage) To random target
Sneak	THF	Repels weak monsters around the area
Spin Kick	FTR	Attacks multiple enemies (Medium Damage)
Spin Lick	GOF	Stuns all enemies
Spinning Sword	BTM	Attacks multiple enemies (Medium Damage)
Spirit Punch	FTR	(High Damage) To one enemy, often misses
Stillness	DAN	Stops enemy dances
Strange Jig	DAN, MCH	Steals MP from an enemy
Strike Weakness	FTR	Possible one hit kill or (Medium Damage) to one enemy
Stun Breath	BSM	Stuns all enemies
Summon	SGE	Summons a random monster to aid you
Sweet Breath	BSM	Puts all enemies to sleep
Sweepkick	FTR	Stuns an enemy
Swordline	FTR	Attacks four times on random enemies
Throwself	MCH	Damages enemy and user
Tossfiend	FTR	Removes an enemy from battle
Toxic Breath	RNG	Poisons and damages enemies
Transform		Transforms user into large monster
Tremor	SGE	Possible instant kill of all enemies
Tsunami	SGE	Attacks multiple enemies (Medium Damage)
Vacuum Blade	PAL	Attacks multiple enemies (Medium Damage)
Wind Slash	FTR	(Medium Damage) To one enemy
Windup	MCH	Builds power up for next attack
ZombieCut	BTM	Extra damage to undead enemies

\*\*\*\*\*  
\* 8. - Class List \*  
\*\*\*\*\*

After killing Mudo in the Real World the Dhama Shrine is revived in the dream world, you'll now have access to the job system. There are 9 basic classes, 7 hybrid classes, and 2 hidden classes. You advance in your job classes by

fighting monsters, however, this doesn't mean you can sit around fighting slimes all day to master your jobs. You'll have to fight enemies neared to your current level to be able to get your classes up. Each class is divided in 8 levels in which a character will Generally learn a skill after going to the next level. When you change classes, your character's level will remain the same, and so will their job levels. Generally, you will master around 5-6 jobs by the time you reach the end of the game so it's best to predetermine what you want your characters to be. Generally, it'll be rather obvious what each character is best with so you should send them down those respective paths. The monsters you recruit can also change classes at the Dhama Shrine. Some such as Drago the Battle Rex come as a certain class (Dragon). The hidden classes are dragon and metal babble. To obtain either of these jobs, you'll need to find the correct book which unlocks the class. Once the character changes into that particular job, the book is gone, but the character may change from that job to others without worrying about losing it. Now on to the jobs.

=====  
 Basic Classes  
 =====

```

O=====O
|                                     |
|                               Beast Master                               |
O=====O
|                                     |
| 164 Battles To Master                                                  |
| Strength -15%, Defense -20%, Max HP -20%, Max MP -30%                |
|                                     |
| Level 1 - Slime Master   : None                                       |
| Level 2 - Animal Tamer  : Sweet Breath                               |
| Level 3 - Zombie Tamer  : Poison Breath                              |
| Level 4 - Metal Master   : Dark Lick                                 |
| Level 5 - Demon Master   : Cold Breath                               |
| Level 6 - Troll Master   : Flame Breath                              |
| Level 7 - Killer Tamer   : Stun Breath                               |
| Level 8 - Dragon Tamer   : Bedragon                                  |
|                                     |
O-----O
  
```

```

O=====O
|                                     |
|                               Dancer                                   |
O=====O
|                                     |
| 119 Battles To Master                                                  |
| Strength -30%, Speed +30%, Defense -40%, Style +10%, Max HP -30%,   |
| Max MP -20%                                                            |
|                                     |
| Level 1 - Twirler       : Entice Dance                               |
| Level 2 - Leaper        : Deflect                                    |
| Level 3 - Stage Debut   : Strange Jig                               |
| Level 4 - Break Dancer  : Chaos Dance                               |
| Level 5 - Tangoer       : Hide                                       |
| Level 6 - Applauded     : Stillness                                   |
| Level 7 - Great Dancer  : Robmagic Dance                             |
| Level 8 - Diva          : Death Dance                                |
|                                     |
O-----O
  
```

```

O=====O
|
|                               Fighter                               |
|=====O
|
| 199 Battles To Master
| Speed +15%, Defense -10%, Max MP -50%
|
| Level 1 - White Belt      : Sweepkick
| Level 2 - Orange Belt    : Spin Kick
| Level 3 - Yellow Belt    : Wind Slash
| Level 4 - Blue Belt      : Deflect
| Level 5 - Brown Belt     : Spirit Punch
| Level 6 - Red Belt       : Strike Weakness
| Level 7 - Black Belt     : Tossfiend
| Level 8 - Fight King     : Swordline
|
O-----O

```

```

O=====O
|
|                               Goof-off                             |
|=====O
|
| 154 Battles To Master
| Strength -30%, Speed -30%, Defense -40%, Wisdom -20%, Stlye +5%,
| Max HP -30%, Max MP -40%
|
| Level 1 - Forgetter      : Goof-off
| Level 2 - Player         : Whistle
| Level 3 - Teaser        : Spin Lick
| Level 4 - Rester        : Flasher
| Level 5 - Arrogant      : Rest
| Level 6 - Facemaker     : Dark Lick
| Level 7 - Partier       : Repeat
| Level 8 - Super Player  : Chance
|
O-----O

```

```

O=====O
|
|                               Merchant                             |
|=====O
|
| 129 Battles To Master
| Strength -5%, Speed -40%, Defense -20%, Wisdom +20%, Style -20%,
| Max MP -50%
|
| Level 1 - Browser       : Identify
| Level 2 - Buyer        : Windup
| Level 3 - Clerk        : Dig
| Level 4 - Stocker      : Strange Jig
| Level 5 - Shopkeeper   : Scream
| Level 6 - Trader       : Throwself
| Level 7 - Big Trader   : Caravan
| Level 8 - Millionaire  : Recruit
|
O-----O

```

```

=====O
|
|                      Priest                      |
|=====O
|
| 149 Battles To Master                          |
| Strength -20%, Speed -10%, Defense -30%,      |
| Wisdom +10%, Max HP -20%                       |
|
| Level 1 - Apprentice      : Heal, Expel        |
| Level 2 - Trainee         : Infernos, Antidote  |
| Level 3 - Annex           : Upper, Stopspell    |
| Level 4 - Priest          : Healmore, Numboff   |
| Level 5 - Minister        : Beat, Increase     |
| Level 6 - Monk            : Infermore          |
| Level 7 - High Monk       : Defeat, Healall    |
| Level 8 - Pope            : Vivify             |
|
|=====O

```

```

=====O
|
|                      Soldier                     |
|=====O
|
| 149 Battles To Master                          |
| Strength +10%, Speed -35%, Wisdom -30%, Max  |
| HP +10%, Max MP -60%                          |
|
| Level 1 - Apprentice      : None               |
| Level 2 - Trainee         : Powerup            |
| Level 3 - Squire          : None               |
| Level 4 - Veteran         : Lunge              |
| Level 5 - Soldier         : Firststrike        |
| Level 6 - Expert          : Slowness           |
| Level 7 - Swordsman       : Double Slash       |
| Level 8 - Sword Master    : Magiblade          |
|
|=====O

```

```

=====O
|
|                      Thief                      |
|=====O
|
| 139 Battles To Master                          |
| Strength -10%, Speed +20%, Defense -30%,     |
| Wisdom -10%, Style -20%,                       |
| Max HP -10%, Max MP -40%                       |
|
| Level 1 - Runner          : Sandstorm          |
| Level 2 - Vagrant         : Hawkeye            |
| Level 3 - Pickpocket      : Rockthrow         |
| Level 4 - Robber          : Shove              |
| Level 5 - Burglar        : Mapreader           |
| Level 6 - Spy             : Sneak              |
| Level 7 - Assassin        : Goldsniff         |
| Level 8 - Crime Boss     : Locate             |
|
|=====O

```

```

=====O

```

Wizard

179 Battles To Master  
Strength -40%, Speed -5%, Defense -40%, Wisdom +20%, Max HP -40%,  
Max MP +10%

Level 1 - Apprentice : Blazemore, Sleep  
Level 2 - Book User : Firebal, Surround  
Level 3 - Memorizer : Firebane, Return  
Level 4 - First Order : Chaos, Defense  
Level 5 - Second Order : Boom, Outside  
Level 6 - Magician : Snowblast, Robmagic  
Level 7 - Mage : Sleepmore  
Level 8 - High Mage : Firevolt, Bounce

Hybrid Classes

Battlemaster

249 Battles To Master  
Strength +15%, Speed +10%, Defense +10%, Wisdom -20%, Max HP +20%,  
Max MP -40%

Required Classes Mastered - Soldier and Fighter

Level 1 - Juniorweight : Discharge  
Level 2 - Flyweight : Zombiecut  
Level 3 - Lightweight : Hide  
Level 4 - Middleweight : Spinning Sword  
Level 5 - Heavyweight : Jump Kick  
Level 6 - Prize Fighter : Dragoncut  
Level 7 - Champion : Rockslide  
Level 8 - Hand of God : Metalcut

Hero

149 Battles To Master  
Strength +10%, Wisdom +15%, Style +15%, Max HP +10%, Max MP +10%

Required Classes Mastered - Battlemaster, Ranger, Sage and Superstar (The  
Hero only has to master one of these classes to have the Hero class open to  
him.)

Level 1 - Village Hero : Ironize  
Level 2 - City Hero : Nullify  
Level 3 - Island Hero : Zap  
Level 4 - Country Hero : Lightning  
Level 5 - Nation Hero : Meditate

| Level 6 - World Hero : Gigaslash |  
| Level 7 - Super Hero : Gigaspark |  
| Level 8 - Legend : Megazap |  
| |  
O-----O

O=====O

| Magic Knight |

O=====O

| |  
| 239 Battles To Master |  
| Strength +5%, Speed -10%, Defense -15%, Max HP -10%, Max MP +10% |  
| Required Classes Mastered - Soldier and Wizard |  
| |

- | Level 1 - Blaze Fighter : Flame Slash |
- | Level 2 - Bikiller : Bikill |
- | Level 3 - Zap Killer : Electric Slash |
- | Level 4 - Super Killer : Reflect |
- | Level 5 - Blizzarder : Ice Slash |
- | Level 6 - Expeller : Limbo |
- | Level 7 - Magma Sword : Magma |
- | Level 8 - Force Road : Blazemost |

| |  
O-----O

O=====O

| Paladin |

O=====O

| |  
| 259 Battles To Master |  
| Strength +10%, Speed +15%, Wisdom +15% |  
| Required Classes Mastered - Fighter and Priest |  
| |

- | Level 1 - Bronze Arm : Defend |
- | Level 2 - Iron Arm : Vacuum Blade |
- | Level 3 - Steel Arm : Berserk |
- | Level 4 - Silver Arm : Infermost |
- | Level 5 - Gold Arm : Magiward |
- | Level 6 - Crystal Arm : Protect |
- | Level 7 - Kings Arm : Givelife |
- | Level 8 - Holy Arm : Grand Cross |

| |  
O-----O

O=====O

| Ranger |

O=====O

| |  
| 199 Battles To Master |  
| Strength -10%, Speed +20%, Defense -20%, Wisdom +10%, Max HP -10%,  
| Max MP -30% |  
| Required Classes Mastered - Thief, Merchant and Beast Master |  
| |

- | Level 1 - White Ranger : Repel |
- | Level 2 - Gold Ranger : Toxic Breath |
- | Level 3 - Red Ranger : Stepguard |
- | Level 4 - Green Ranger : Quake |

Level 5 - Black Ranger	: Dazzle	
Level 6 - Power Ranger	: Defenses	
Level 7 - Mega Ranger	: Flameorb	
Level 8 - King Ranger	: Air Wall	
O-----O		

O=====O		
	Sage	
O=====O		
269 Battles To Master		
Strength -30%, Speed +5%, Defense -20%, Wisdom +20, Max HP -20%,		
Max MP +20%		
Required Classes Mastered - Wizard and Priest		
Level 1 - Warlock	: Absorb	
Level 2 - High Warlock	: Barrier	
Level 3 - Bishop	: Limbo, Bikill	
Level 4 - High Bishop	: Tsunami, Summon	
Level 5 - Wizard	: Healus, Tremor	
Level 6 - High Wizard	: Revive, Snowstorm	
Level 7 - Arch Wizard	: Magiward, Sacrifice	
Level 8 - Grand Mage	: Explodet, Vanquish	
O-----O		

O=====O		
	Superstar	
O=====O		
219 Battles To Master		
Strength -20%, Speed -10%, Defense -10%, Style +15%, Max HP -20%,		
Max MP -10%		
Required Classes Mastered - Dancer and Goof-Off		
Level 1 - Watcher	: Dazzle	
Level 2 - Learner	: Ironize	
Level 3 - Debut	: Bolt	
Level 4 - New Face	: Givelife Dance	
Level 5 - Idol Star	: Eerie Light	
Level 6 - Performer	: Hustle Dance	
Level 7 - Prize Winner	: Moonsalt	
Level 8 - Movie Star	: Life Song	
O-----O		

=====  
Hidden Classes  
=====

O=====O		
	Dragon	
O=====O		
279 Battles To Master		



```

| Strength +20%, Speed -20%, Defense +20%, Wisdom -10%, Max HP +30%,
| Max MP -20%
| Required - Book of Dragons
|
| Level 1 - Dragonfly      : Fire Breath
| Level 2 - Dragon Kiss   : Cold Breath
| Level 3 - Lesser Dragon : Flame Breath
| Level 4 - Green Dragon  : Ice Breath
| Level 5 - White Dragon  : Fierce Blaze
| Level 6 - Silver Dragon : Blizzard Breath
| Level 7 - Gold Dragon   : Scorching Breath
| Level 8 - Great Dragon  : Crystal Breath
|
O-----O

```

```

O=====O
|
|                               Metal Babble
|
O=====O
|
| 299 Battles To Master
| Strength -40%, Speed +100%, Defense +100%, Wisdom -20%, Max HP -80%,
| Max MP -30%
| Required - Book of Babbles
|
| Level 1 - First Metal    : None
| Level 2 - Only Metal    : Ironize
| Level 3 - Lonely Metal  : None
| Level 4 - Street Metal  : Return
| Level 5 - Heavy Metal   : None
| Level 6 - Hyper Metal   : Madante
| Level 7 - Dura Metal    : Gigaspark
| Level 8 - Metal King    : Bigbang
|
O-----O

```

```

*****
                        9. - Slime Arena
*****

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The slime arena is a place to bring a slime you recruited to fight for some rare prizes and even for a secret character, when you do enter to fight in the arena it will be a small fee to fight, also the fights are automatic so you have no control over anything your slime does. The best you can do for your slime is equip him with the best weapons, armor and accessories you can to give him a better chance to win. To win you will have to work on leveling your slime up a pretty good amount, the rounds do get progressively harder each round. Each class has three rounds of battle before you will receive your prize. At the end of round H you will have an extra round to fight Champ, once you defeat Champ, sludge will offer to buy your slime, refuse or accept doesn't matter what you choose and then sludge will give you Rookie, who is a secret character. Here is a layout of the slime arena:

```

O=====O
| Class: A           | Prize: Hat of Wind           | Fee: 200G           |
O=====O
|

```

Round 1 - 3 Slime Knights
Round 2 - 1 Poison Carrot, 1 Dancing Carrot, 1 Mandrake
-----
Round 3 - 1 Skull Rider
O-----O

O=====O  
| Class: B | Prize: Bladed Boomerang | Fee: 300G |  
O=====O  
|  
Round 1 - 2 groups of Kedamons , 1 Peep
Round 2 - 2 Garahei
-----
Round 3 - 1 Stone Beast
O-----O

O=====O  
| Class: C | Prize: Poison Needle | Fee: 500G |  
O=====O  
|  
Round 1 - 2 groups of Wind Mages, 1 Slave Soldier
Round 2 - 2 groups of Lesser Demon, 1 Healer
-----
Round 3 - 1 Fighting Panther
O-----O

O=====O  
| Class: D | Prize: Slime Armor | Fee: 700G |  
O=====O  
|  
Round 1 - 2 Wyverns
Round 2 - 1 Dark Horn
-----
Round 3 - 1 Hell Viper
O-----O

O=====O  
| Class: E | Prize: Ice Blade | Fee: 1000G |  
O=====O  
|  
Round 1 - 2 groups of Barnba, 1 Fusion Dragon
Round 2 - 2 Curers
-----
Round 3 - 1 Haunted Mirror
O-----O

O=====O  
| Class: F | Prize: Killer Earring | Fee: 2000G |  
O=====O  
|

```

| Round 1 - 1 Heat Cloud, 1 Living Dead, 1 Orcman
|-----|
| Round 2 - 1 Frost Cloud, 1 Spotted Behemoth, 1 Magic Fly
|-----|
| Round 3 - 2 Axe Dragon
|-----|
O-----O

```

```

O=====O
| Class: G          | Prize: Metal King Shield          | Fee: 3000G          |
O=====O
|
| Round 1 - 1 Megaborg, 1 GiveLife Rock, 2 Killer Machines, Hell Onion
|-----|
| Round 2 - 2 groups of Killer Bats, 1 Hell Jackal
|-----|
| Round 3 - 1 Stone Hulk
|-----|
O-----O

```

```

O=====O
| Class: H          | Prize: Book of Dragons            | Fee: 5000G          |
O=====O
|
| Round 1 - 2 groups of 2 Last Tensks , 1 Evil Wand
|-----|
| Round 2 - 1 Berserker, 1 Land Armor
|-----|
| Round 3 - 1 Demon King
|-----|
| Round 4 - Champ
|-----|
O-----O

```

```

*****
                        10. - Small Medal Locations
*****

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```

O=====O
|           Place           |           Location           |
O=====O
| 1. Torukka                | In a desk at the bottom of the well |
|-----+-----|
| 2. Tower of Trials        | In a desk                    |
|-----+-----|
| 3. Reidock (Dream World)  | In a pot in the kitchen      |
|-----+-----|
| 4. San Marino             | In a pot behind the inn      |
|-----+-----|
| 5. Reidock (Real World)   | In a pot in a house          |
|-----+-----|
| 6. Amoru (Real World)     | In a desk in a house         |
|-----+-----|
| 7. Amoru (Dream World)    | In a pot in the church       |
|-----+-----|
| 8. Amoru Cave             | In a chest                   |
|-----+-----|
| 9. Dhama Shrine (Dream World) | On the floor in the torch room |
|-----+-----|

```

10. Monstoru	In a closet in a house
11. Monstoru	In the sandy area in the middle of town
12. Arcbolt Castle	In a barrel
13. Arcbolt Castle	In a pot in the training room
14. The Northern Lands	In a desk in a house
15. The cave before Calcado	In a chest
16. Calcado	In a pot in a house
17. Floating Island	In a barrel
18. Cabin	In a pot
19. Small Hut	In a barrel
20. Well	In a chest
21. Cave	In front of a grave
22. Gatehouse	In a pot
23. Holcotta	In a barrel
24. Holcotta	In a pot in a house
25. Holstock Castle	In a pot in the kitchen
26. Baptismal Cave	In a chest
27. Baptismal Cave	In a chest
28. Holstock Castle	On the ground outside Holse's room
29. Arcbolt Castle	In a pot
30. Clear Vale (Dream World)	In a desk in a house
31. Clear Vale (Real World)	In a desk in a house
32. Wall of Destiny	In a chest
33. Clear Vale (Dream World)	In a desk in a house
34. Church	In a desk
35. Prison Shrine	In a barrel
36. A house in a well	In a desk
37. Foan Castle	In a closet
38. Foan Castle	In a desk
39. Well above Foan	In a desk

40. Miralgo's Tower	In a chest
41. Pescani	In a barrel in the fish shop
42. Well with shops	On the ground
43. Underwater inn	On the ground
44. Underwater shrine	On the ground in front of tree
45. Underwater ship	In a barrel
46. Reidock well (Real World)	In a chest
47. San Marino	In a chest in the prison
48. Reidock Castle (Real World)	In a chest in the King's treasury
49. Arcbolt Castle	In a pot in the prison
50. Holstock Castle	In a chest behind the prison door
51. Reidock Castle (Dream World)	In a chest in the King's treasury
52. Floating Island	In a chest behind the prison door
53. Poseiden's Place	In a chest
54. Poseiden's Place	In a desk
55. Glacos' Cave	In a chest
56. Calberona	In a pot at the mimic house
57. Calberona	In a barrel below weapon and armor shop
58. Style Contest	In a desk backstage
59. Slime Arena	In a desk
60. Slime Arena	In a pot at Champ's house
61. Slime Arena	In a pot at Champ's house
62. Inn below Mt. Snow	In a barrel
63. Mt. Snow	In a desk in a house
64. Ice Cave	In a chest
65. Longadeseo	In a closet
66. Longadeseo	In a barrel behind the bar
67. Temple Above Longadeseo	In front of the bottom grave
68. Grace Castle	In a closet
69. Grace Castle	In a chest in the secret warehouse

70. Gandino	On the ground northeast of Luisa's Place
71. Gandino	In a barrel at Gindoro's hideout
72. Gandino	In a barrel down the well
73. Gandino	In a pot in the prison
74. Gandino	On the ground in the castle garden
75. Gandino	In a barrel
76. Magical Cave	In a chest
77. Magical Cave	In a chest
78. Magical Cave	In a chest
79. House below Lifecod Mountain	In a desk
80. Lifecod Mountain (Real World)	In a chest
81. Lifecod Mountain (Real World)	In a chest
82. Lifecod (Real World)	In a pot
83. Underwater Castle	In a chest
84. Underwater Castle	In a chest
85. Cloud Castle	In a desk
86. Cloud Castle	On the ground behind the throne chair
87. Pegasus Tower	In a chest
88. Pegasus Tower	In a chest
89. Zaxon	In a barrel
90. Despair Town	In a pot
91. Hot Spring	On a skeleton
92. Despair Town	On the ground in front of a grave
93. Greed Town	In a garden beside a house
94. Prison Town	Dropped after defeating the Sorrow Giant
95. Prison Town	In a pot
96. Prison Town	In a barrel
97. Prison Town	In a chest
98. Prison Town	On the ground at the top of a tower
99. Sorrow Prison	Dropped after defeating Zuikaku & Shoukaku

100. Deathtamoor's Castle	In a chest
101. Deathtamoor's Castle	In a chest
102. Bonus Dungeon	In a chest
103. Deathcod	In a pot
104. Deathcod	In a pot in a house
105. Bonus Dungeon	On a skeleton

If you have played all the dragon warrior or dragon quest games before you know that small medals are collected and given to the medal king in exchange for some powerful items:

- Staff of Punishment - 15
- Ruby of Power - 25
- Platinum Sword - 30
- Sword of Miracles - 40
- Sands of Time - 50
- Mystic Armor - 60
- Metal King Helm - 70
- Mysterious Bolero - 80
- Book of Dragons - 90
- Very Secret Item - 100

The very secret item is the naughty underwear.

\*\*\*\*\*  
11. - Secrets of the Game  
\*\*\*\*\*

There are a few secrets to the game including secret characters you can pick along the way, here is a list of the secrets and the secret characters in the game:

Secret Characters

1. Amos - Amos is located in Monstoru, when you reach the town and defeat Amos as the large monster you will be given a choice to whether or not tell him about him turning into the monster at night. You CAN NOT tell Amos this information or he will leave town for good, after you have to travel to the Northern Mountain and acquire the seed of reasoning. Bring it back to Monstoru and use it on Amos, he will now join your party.
2. Drago - After Terry defeats Drago and brings him back to Arcbolt Castle in the coffin Drago will be revived and will be in the Arcbolt jail. When Terry joins you, you will have to have Terry in your current party and return back to Arcbolt Castle and visit Drago in jail. He will be impressed with Terry's skills and join you.
3. Rookie - Rookie is at the Slime Arena, you will have to have a well trained slime type monster and defeat the H class rank. Afterwards Sludge will give you Rookie to train him into a fine slime.

Cheating The Casino

- This only work if your using an emulator obviously, at the casino play

poker. Make the max bet and then save state, when you make a hand where you win tokens then you get to play a high card game where you can double your earnings. When the game asks if you want to try to double your earnings save the game here, now it will flip a card, you will have to pick one of the three cards to try and get a higher card then the one flipped. If you choose wrong just load your saved stat until you win and continue until you make 10,000 or more tokens.

#### Meteorite Armband

- Once you get the flying bed in the dream world head on over to Amoru to view a scene of Gina and Iria as children, watch where they were playing. Now return to the Amoru in the real world and search that spot, you will find the meteorite armband.

#### Orihalcon Fang

- After you have beaten the game and you make it to Deathcod a monster upstairs in the pub will tell you "From the well in Calcado, walk north five paces and then five paces west. That is where I buried my treasure, don't tell anyone." When you go and search that spot you will find the orihalcon fang.

#### Bonus Dungeon

- To be able to access the bonus dungeon you will have to do a couple things, first you will have to beat them game. Watch the credits as they play, it will show Terry find a shiny object in the Amoru Cave. After the credits are completely done rolling and it says the end, reset the game and load your previous game(save state does not work). Now go back to the Amoru Cave and search that spot for the book of babbles, now that you have it you will have to have each class in the game at level 5 or greater to be granted access to the bonus dungeon in the torch room of the Dhama Shrine.

\*\*\*\*\*  
 12. - Monster List  
 \*\*\*\*\*

HP = Amount of hit points a monster has  
 Gold = amount of gold a monster drops  
 Exp = amount of experience points gained  
 Item = items a monster can sometimes drop

( A )				
Monster	HP	Gold	Exp	Item
Akbar	3300	388	8500	Silk Tuxedo
Aqua Hunter	135	68	125	Iron Helm
Arrow Dog	22	12	14	Leather Cap
Axe Dragon	370	75	250	Battle Axe

\*\*\*\*\*  
 ( B )  
 \*\*\*\*\*



Monster	HP	Gold	Exp	Item
Babble	19	9	16	Antidote Herb
Baby Goyle	32	9	24	Bamboo Spear
Bao	250	62	155	Half Plate
Barnba	300	64	216	Half Plate
Battle Rex	520	92	580	Strength Seed
Berserker	460	130	950	Echoing Hat
Berserk Orc	250	112	266	Silver Mail
Big Face	25	13	21	Scale Shield
Biggs	500	250	520	Boxer Shorts
Big Iguana	85	32	90	Full Moon Herb
Bloody Paw	370	370	260	Defense Seed
Bomb Crag	300	13	120	Armband of Sacrifice
Bone Fighter	800	112	980	Dragon Mail
Bone Prisoner	230	27	283	Shell Armor
Boss Troll	320	80	310	Strength Seed
Brast	1800	0	450	Nut of Life
Bull Savage	900	110	1380	Sword of Decimation
Burning Breath	110	53	110	Wisdom Seed

( C )

Monster	HP	Gold	Exp	Item
Cave Worm	9	4	4	Medical Herb
Chameleon Man	75	32	80	Chain Sickle
Chanter	50	14	20	Tunic
Chaos Lizard	113	54	118	Star Fragment
Chunpa	200	60	228	Agility Seed
Cloud Giant	150	58	160	Clothes Hiding

Curer	170	43	120	Sage's Stone
Cursed Lamp	150	48	146	Defense Seed
Cursed Mirror	510	130	580	Silver Breastplate
Cyrus	250	21	232	Staff of Antimagic

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( D )

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Monster	HP	Gold	Exp	Item
Dancing Carrot	56	29	48	Antidote Herb
Dancing Jewels	90	370	50	Gold Ring
Dark Dream	13000	368	5500	Book of Babbles
Death Farena	45	8	28	Poisoned Knife
Dark Goyle	160	63	113	Bamboo Spear
Dark Hobbit	63	38	50	Medical Herb
Dark Horn	235	48	170	Staff of Antimagic
Dark Mage	380	213	425	Wizard's Ring
Dark Satan	400	90	475	Beauty Plant
Death Hole	670	35	1350	Usamimi Band
Death Slave	52	18	18	Club
Death Staff	460	135	495	Gent Cane
Deathtamoor	2000	0	0	Nut of Magic
Deathtamoor (2nd Form)	3000	0	0	Strength Seed
Deathtamoor (3rd Form)	3000	0	0	Strength Seed
Deathtamoor Left Hand	2000	0	0	Defense Seed
Deathtamoor Right Hand	1700	0	0	Beauty Plant
Deep Biter	250	112	175	Shell Armor
Demon General	1500	320	1800	Medical Herb
Demon General 2	400	320	1800	Medical Herb
Demon General 3	150	320	1800	Medical Herb
Demon King	990	250	1800	Magma Staff

Demonic Lamp	240	61	330	Platinum Shield
Demon Mirror	91	35	68	Nut of Magic
Demon Pot	250	135	170	Water of Amoru
Devil Armor	81	45	108	Iron Armor
Devil Papiyon	310	135	282	Poison Needle
DeWitt	2000	0	0	Medical Herb
Digong	400	120	240	Strength Seed
Dogma	7000	0	500	Nut of Magic
Dog Sniper	87	27	72	Wooden Hat
Dragon Soldier	310	90	310	Battle Axe
Duran	3000	252	5500	Strength Seed

( E )

Monster	HP	Gold	Exp	Item
Eel	180	45	98	Steel Fang
Elder Tree	28	14	18	Cypress Stick
Evil Driver	200	43	130	Sharpened Bone
Evil Fly	190	99	153	Nut of Magic
Evil Franken	900	80	705	Iron Ball of Destruction
Evil Hawk	280	107	306	Aeolus's Shield
Evil Pot	55	28	74	Defense Seed
Evil Statue	230	44	217	Stone Axe
Evil Wand	250	53	315	Magical Skirt

( F )

Monster	HP	Gold	Exp	Item
Fairy Dragon	50	27	49	Silk Robe
Fighting Panther	210	78	160	Iron Claw

First Trial	1000	220	550	Agility Seed
Flower Mage	38	20	19	Iron Cane
Flying Duck	160	32	130	Wing of the Wyvern
Frost Cloud	165	43	160	Ice Blade
Furrat	8	2	2	Medical Herb
Fusion Dragon	230	53	142	Water of Amoru

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( G )

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Monster	HP	Gold	Exp	Item
Gamanian	90	47	100	Agility Seed
Ganko	23	11	15	Wing of the Wyvern
Garahei	100	28	78	Fairy Water
Garcia	1300	0	310	Strength Seed
Gas Cloud	19	10	13	Fairy Water
Ghost Manatee	110	74	79	Super Necktie
GiveLife Rock	300	70	252	GiveLife Armband
Glacos	3000	388	3700	Spear of Glacos
Goopi	130	50	63	Agility Seed
Grabooopi	150	37	83	Beauty Plant
Granite Titan	600	120	700	Demon Armor
Gray Bat	10	5	6	Medical Herb
Guardian	420	125	427	Platinum Sword

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( H )

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Monster	HP	Gold	Exp	Item
Harbuckle	40	19	33	Wayfarer's Clothes
Haunted Mirror	250	50	215	Nut of Life
Healer	48	18	33	Wizard's Ring

Heat Cloud	52	17	53	Beauty Plant
Hell Beast	350	210	165	Sage's Stone
Hell Blaze	220	86	325	Flame Armor
Hell Cloud	3000	0	2200	Defense Seed
Hell Crusher	400	80	370	Dragon Killer
Hell Dorado	150	85	113	Steel Fang
Hell Guard	520	150	530	Nut of Life
Hell Hornet	41	17	22	Antidote Herb
Hell Onion	160	30	80	Boomerang
Hell Pirate	150	72	144	Iron Mask
Hell Viper	180	18	144	Steel Fang
Helzaen	130	46	98	Wisdom Seed
Hell Jackal	300	69	257	Fur Mantle
High Mage	25	8	19	Cypress Stick
High Orc	250	65	210	Chain Sickle
Holiday	1300	0	110	Defense Seed
Hologhost	280	60	240	Water Flying Clothes
Horror Beast	380	250	330	Iron Claw
Horror Walker	167	84	137	Clothes Hiding

=====  
| ( I ) |  
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Monster	HP	Gold	Exp	Item
Iron Turtle	140	80	132	Shell Armor

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=====  
| ( J ) |  
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Monster	HP	Gold	Exp	Item
Jamiras	1500	430	1050	Fire Claw
Jutshushi	120	77	105	Nut of Magic

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O=====O				
( K )				
O=====O				
Monster	HP	Gold	Exp	Item
O=====O				
Kedamon	90	28	38	Fur Hood
Killer Bat	250	52	250	Piece of Cloth
Killer Demon	450	130	550	Staff of Revival
Killer Goose	75	25	55	Wing of the Wyvern
Killer Jack	330	135	420	Killer Earring
Killer Machine	600	123	1100	Sword of Miracles
Killer Machine 2	250	73	350	Falcon Sword
Killer Moth	230	88	270	Full Moon Herb
Killer Wave	110	20	115	Staff of Echoing
King Eater	180	97	174	Fur Mantle
King Merman	330	250	300	Demon Claw
King Slime	265	115	200	Broken Heart
Kirikabu	20	10	10	Medical Herb
O-----O				

O=====O				
( L )				
O=====O				
Monster	HP	Gold	Exp	Item
O=====O				
Lamp Demon	870	250	920	Mysterious Bolero
Lamp Mage	380	58	250	Strength Seed
Land Armor	410	69	420	Defense Seed
Last Tensk	190	78	233	Dancer's Clothes
Legend Horn	260	93	310	Wisdom Seed
Lesser Demon	145	39	115	Iron Claw
Lipps	14	7	7	Fairy Water
Living Dead	200	32	170	Nut of Life
O-----O				

O=====O				
( M )				
O=====O				
Monster	HP	Gold	Exp	Item
O=====O				
Mad Wave	160	70	119	Staff of Echoing
Magic Bat	50	28	55	Super Necktie
Magic Fly	180	96	165	Bunny Suit
Magiwyvern	180	43	127	Wing of the Wyvern
Mandrake	9	3	3	Medical Herb
Man-Eater Chest	180	88	99	Agility Seed
Man 'o War	95	34	77	Full Moon Herb
Marine Serpent	120	80	126	Saw Blade
Marine Slime	90	70	120	Shell Hat
Megaborg	270	46	330	Boxer Shorts
Metal Babble	6	10	10050	Hat of Happiness
Metal King Slime	14	15	30010	Echoing Hat
Metal Rider	180	60	125	Broad Sword
Metal Slime	6	75	1350	Boomerang
Metal Slime 2	8	20	1015	Slime Helm
Mimic	380	91	150	Nut of Life
Miralgo	2400	288	2000	Nut of Magic
Moko-Moko	51	8	27	Sharpened Bone
Monstora	800	170	310	Stone Fang
Mud Doll	40	12	22	Sage's Stone
Mud Lobster	220	103	159	Pink Pearl
Mudlon	92	19	88	Leaf of the World Tree
Mudo (1st Fight)	900	68	2270	Nut of Magic
Mudo (2nd Fight)	500	0	1000	Defense Seed
Mudo (3rd Fight)	900	258	2300	Sage's Stone
Mummy Wisp	300	91	330	Shield of Ruin
Muscle Animal	680	121	770	Magic Fang
O=====O				

( N )				
Monster	HP	Gold	Exp	Item
Nelson	250	0	120	Strength Seed

( O )				
Monster	HP	Gold	Exp	Item
Ocean King	200	87	167	Strength Seed
Ocean Naga	240	94	169	Killer Earring
Octopus Jar Boy	87	50	92	Iron Helm
Octo Sentry	250	127	195	Platinum Shield
Ondina	250	105	89	Nut of Life
Onion	12	9	8	Medical Herb
Onion Man	42	16	24	Pointed Hat
Orcman	80	40	65	Strength Seed

( P )				
Monster	HP	Gold	Exp	Item
Peep	34	15	19	Medical Herb
Piero	95	65	110	Pink Pearl
Poison Carrot	92	28	79	Antidote Herb
Poison Killer	110	60	80	Full Moon Herb
Poison Zombie	360	57	280	Nut of Life
Pott	630	158	450	Defense Seed
Prawn	100	40	117	Pot Lid
Prawn	100	40	117	Pot Lid
Prison Guard	1500	0	500	Medical Herb



Prison Guard 2	100	53	125	Medical Herb
Puppet Man	160	69	163	Cypress Stick

( Q )

No monsters start with Q

( R )

Monster	HP	Gold	Exp	Item
Red Slime	16	6	9	Fairy Water
Roari	18	12	11	Medical Herb
Rotting Corpse	90	15	67	Piece of Cloth

( S )

Monster	HP	Gold	Exp	Item
Samyo	160	42	96	Scale Shield
Satan's General	710	210	1500	Metal King Helm
Scary Dog	300	62	377	Magic Fang
Scott	1200	0	120	Wisdom Seed
Sea Flower	80	65	80	Sage's Stone
Sea Ghost	130	63	95	Nut of Life
Second Trial	1500	380	750	Strength Seed
Shadow	25	10	23	Defense Seed
Shoukaku	3500	38	4400	Small Medal
Silence Sheep	55	13	28	Iron Claw
Skullgaroo	49	30	46	Agility Seed
Skull Rider	83	41	95	Sharpened Bone
Slave Soldier	77	20	73	Club

Sleep Horn	130	30	85	Full Moon Herb
Slime	12	3	4	Medical Herb
Slime (2)	150	18	24	Slime Armor
Slime Behemoth	240	112	347	Slime Helm
Slime Knight	35	14	23	Copper Sword
Slime Snail	124	35	69	Defense Seed
Smok	320	124	305	Boxer Shorts
Sorrow Giant	2800	68	6300	Small Medal
Spotted Behemoth	180	80	94	Slime Armor
Spotted Slime	7	2	1	Medical Herb
Spotted Slime Boss	100	49	63	Water of Amoru
Squire	14	11	12	Leather Shield
Steel Mage	280	99	312	Magic Shield
Stone Beast	80	37	82	Stone Axe
Stone Hulk	450	90	462	Strength Seed
Strong Animal	250	74	238	Steel Fang
Stun Bat	142	69	83	Full Moon Herb
Super Tensk	80	52	81	Dancer's Clothes

O=====O				
( T )				
O=====O				
Monster	HP	Gold	Exp	Item
O=====O				
Tail Eater	28	14	15	Medical Herb
Tensk	13	8	6	Beauty Plant
Terry	2500	0	1300	Stylish Bandana
Tiger Claw	240	100	290	Fire Claw
Third Trial	1300	168	1250	Wisdom Seed
Tower Guard	150	0	95	Medical Herb
Troll	350	55	215	Club
Troll Bomber	510	70	510	Demon Hammer

( U )				
Monster	HP	Gold	Exp	Item
Ultrawyvern	200	98	417	Wing of the Wyvern
Unicorn	160	45	120	Wisdom Seed

( V )

No monsters start with V

( W )				
Monster	HP	Gold	Exp	Item
Well Demon	230	60	135	Stylish Bandana
Well Mimic	500	68	238	Stylish Bandana
Wind Mage	157	57	90	Hat of Wind
Winged Devil	260	99	405	Demon Claw
Winged Snake	148	47	135	Steel Fang
Wizard	57	27	42	Iron Cane
Wyvern	123	65	103	Wing of the Wyvern

( X )

No monsters start with X

( Y )

No monsters start with Y

( Z )				
Monster	HP	Gold	Exp	Item
Zozogel	3500	0	1000	Strength Seed
Zuikaku	2500	338	3300	Small Medal
Zushio	400	90	534	Shield of Ruin

\*\*\*\*\*  
\* 13. - Recruitable Monster List \*

To be able to recruit these monsters you need a beastmaster in your current group, you won't be able to recruit a monster after every battle because it is only chance. The difficulty of catching a monster will also affect that chance of you recruiting it, another factor is how far you are in your beastmaster level, once you recruit a monster it acts pretty much like just another party member in your group, some will be able to equip certain weapons and armor as others will not be able to but all monsters can learn any class just like normal party members. Here are the stats on the monsters you can recruit:

- O: Very Easy
- OO: Easy
- OOO: Medium
- OOOO: Hard
- OOOOO: Very Hard

Battle Rex

Name: Drago  
Difficulty To Catch: N/A  
Max Level: 99

Drago is one of the secret monsters/characters in the game and can only be required when you add Terry to your current group, head back to Archolt prison and speak with Drago to join your group.

Natural Spells/Skills Learned:

- Level 5 - Flame Breath
- Level 5 - Double Slash
- Level 9 - Magiblade
- Level 15 - Fierce Blaze
- Level 20 - Metalcut
- Level 25 - Revive
- Level 30 - Scorching Breath

-----  
|  
Bomb crag
Name: Rocky
Difficulty To Catch: 000
Max Level: 30
Natural Spells/Skills Learned:
Level 5 - Sacrifice
Level 10 - Throwself
Level 15 - Magma
Level 20 - Defenses
Level 25 - Givelife
Level 30 - Meditate
-----

-----  
|  
Boss Troll
Name: Toby
Difficulty To Catch: 000
Max Level: 99
Natural Spells/Skills Learned:
Level 5 - Shove
Level 10 - Quake
Level 15 - Tremor
Level 20 - Protect
Level 25 - Throwself
Level 30 - Rockslide
-----

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|  
Dark Horn
Name: Unkel
Difficulty To Catch: 000
Max Level: 99
Natural Spells/Skills Learned:
Level 5 - Stopspell
Level 7 - Scream
Level 10 - Powerup
Level 15 - Dazzle
-----

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|  
Furrat

=====O  
|  
| Name: Mokomon  
| Difficulty To Catch: 00  
| Max Level: 99  
|  
| Natural Spells/Skills Learned:  
| Level 7 - Rockthrow  
| Level 10 - Firebal  
| Level 15 - Sleep  
| Level 18 - Firebane  
| Level 20 - Bounce  
| Level 25 - Absorb  
| Level 30 - Firevolt  
|  
O-----O

=====O  
| Healer  
O-----O  
|  
| Name: Healie  
| Difficulty To Catch: 00  
| Max Level: 99  
|  
| Natural Spells/Skills Learned:  
|  
| Level 4 - Heal  
| Level 9 - Healmore  
| Level 15 - Healall  
| Level 18 - Healus  
| Level 23 - Healusall  
|  
O-----O

=====O  
| Killer Machine 2  
O-----O  
|  
| Name: Robin  
| Difficulty To Catch: 0000  
| Max Level: 66  
|  
| Natural Spells/Skills Learned:  
|  
| Level 4 - Slowness  
| Level 4 - Spinning Sword  
|  
O-----O

=====O  
| King Slime  
O-----O  
|  
| Name: Kings  
| Difficulty To Catch: 000  
| Max Level: 99  
|

|  
| Natural Spells/Skills Learned:  
|  
| Level 3 - Heal  
| Level 3 - Healmore  
| Level 3 - Vivify  
| Level 4 - Flasher  
| Level 5 - Windup  
| Level 7 - Shove  
| Level 10 - Throwself  
| Level 15 - Revive  
| Level 20 - Chance  
|  
O-----O

O=====O  
| Lamp Demon |  
O=====O

|  
| Name: Kadaboo  
| Difficulty To Catch: 0000  
| Max Level: 99  
|  
| Natural Spells/Skills Learned:  
|  
| Level 10 - Increase  
| Level 10 - Bikill  
| Level 10 - Chance  
| Level 12 - Barrier  
| Level 15 - Recruit  
| Level 18 - Healusall  
| Level 20 - Absorb  
| Level 23 - Airwall  
|  
O-----O

O=====O  
| Lesser Demon |  
O=====O

|  
| Name: Ressa  
| Difficulty To Catch: 00  
| Max Level: 99  
|  
| Natural Spells/Skills Learned:  
|  
| Level 5 - Defense  
| Level 5 - Eerie Light  
| Level 8 - Firebal  
| Level 10 - Bang  
| Level 13 - Deflect  
| Level 15 - Bolt  
| Level 20 - Defeat  
|  
O-----O

O=====O

Lipps

Name: Marlon  
Difficulty To Catch: 00  
Max Level: 50

Natural Spells/Skills Learned:

- Level 2 - Spin Lick
- Level 7 - Dark Lick
- Level 10 - Sweet Breath
- Level 15 - Strange Jig

Metal Babble

Name: Babs  
Difficulty To Catch: 00000  
Max Level: 16

Natural Spells/Skills Learned

- Level 1 - Firebal
- Level 3 - Ironize
- Level 5 - Return
- Level 7 - Madante
- Level 14 - Bigbang

Mud Doll

Name: Jimmy  
Difficulty To Catch: 00  
Max Level: 99

Natural Spells/Skills Learned:

- Level 1 - Strange Jig
- Level 3 - Deflect
- Level 7 - Sweepkick
- Level 10 - Entice Dance
- Level 13 - Increase
- Level 17 - Repeat
- Level 20 - Hide
- Level 25 - Transform

Rotting Corpse



=====O  
|  
| Name: Smith |  
| Difficulty To Catch: 00 |  
| Max Level: 50 |  
|  
| Natural Spells/Skills Learned |  
|  
| Level 5 - Poison Breath |  
| Level 5 - Spin Lick |  
| Level 10 - Toxic Breath |  
| Level 13 - Defense |  
| Level 18 - Stun Breath |  
| Level 20 - Tossfiend |  
| Level 25 - Death Dance |  
|  
O-----O

=====O  
| Slime |  
O-----O  
|  
| Name: Rookie |  
| Difficulty To Catch: N/A |  
| Max Level: 99 |  
|  
| Rookie is the other secret monster/character in the game, Rookie is not |  
| recruited but is rather won at the slime arena. Once you defeat Champ, |  
| speak with Sludge to acquire Rookie. |  
|  
| Natural Spells/Skills Learned: |  
|  
| Level 20 - Healmore |  
| Level 20 - Blazemore |  
| Level 20 - Firebane |  
| Level 20 - Increase |  
| Level 20 - Sleep |  
| Level 90 - Scorching Breath |  
|  
O-----O

=====O  
| Slime |  
O-----O  
|  
| Name: Slalin |  
| Difficulty To Catch: 0 |  
| Max Level: 99 |  
|  
| Natural Spells/Skills Learned: |  
|  
| Level 90 - Scorching Breath |  
|  
O-----O

=====O  
| Slime Knight |

=====O  
|  
| Name: Pierre |  
| Difficulty To Catch: 00 |  
| Max Level: 99 |  
|  
| Natural Spells/Skills Learned: |  
|  
| Level 1 - Heal |  
| Level 3 - Robmagic |  
| Level 8 - Increase |  
| Level 13 - Powerup |  
| Level 18 - Hide |  
| Level 25 - Double Slash |  
|  
O-----O

=====O  
| Super Tensk |  
O-----O  
|  
| Name: Suun |  
| Difficult To Catch: 00 |  
| Max Level: 99 |  
|  
| Natural Spells/Skills Learned: |  
|  
| Level 2 - Entice Dance |  
| Level 2 - Strange Jig |  
| Level 5 - Chaos Dance |  
| Level 10 - Robmagic Dance |  
| Level 15 - Death Dance |  
| Level 20 - Stillness |  
| Level 23 - Givelife Dance |  
| Level 27 - Life Song |  
|  
O-----O

=====O  
| Wind Mage |  
O-----O  
|  
| Name: Melby |  
| Difficulty To Catch: 0000 |  
| Max Level: 99 |  
|  
| Natural Spells/Skills Learned: |  
|  
| Level 10 - Infernos |  
| Level 10 - Infermore |  
| Level 15 - Firebal |  
| Level 20 - Firebane |  
| Level 25 - Infermost |  
|  
O-----O

=====O

Wyvern

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|
O=====O
|
| Name: Mecky
| Difficulty To Catch: 000
| Max Level: 99
|
| Natural Spells/Skills Learned:
|
| Level 5 - Healmore
| Level 5 - Cold Breath
| Level 7 - Icebolt
| Level 12 - Snowblast
| Level 18 - Ice Breath
| Level 20 - Healall
| Level 23 - Blazemore
| Level 30 - Blizzard Breath
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O-----O

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* III. Credits & Thanks
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RPGclassics.com

- Most of the in-depth game information section was created by using the information from this site, the rest is just minor corrections that were made to a few incorrect pieces of information and anything extra I have discovered. Many thanks to Kagon for his hard work on the Dragon Quest VI shrine, a job well done and thanks for the information.

Joe Suarez

- Helped with a directional error I made while traveling from Monstoru to Zaxon.

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* IV. Disclaimer / Contact Information
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