

# Elminage Original Walkthrough

by Equis\_Beta

Updated to v0.5 on Feb 24, 2013

```
===== ==      ==      == ===== ==      ==      ==      ===== =====
===== ==      ==      == ===== ==      ==      ==      ===== =====
==      ==      ===== ===== ==      ==      ==      ==      ==      ==
===== ==      ==      ==      ==      ==      ==      ==      ==      ==      =====
===== ==      ==      ==      ==      ==      ==      ==      ==      ==      =====
==      ==      ==      ==      ==      ==      ==      ==      ==      ==      ==
===== ===== ==      ==      ===== ==      ==      ==      ===== =====
===== ===== ==      ==      ===== ==      ==      ==      ===== =====
```

```
===== ===== ===== ===== ===== ==      ==      ==      ==
===== ===== ===== ===== ===== ==      ==      ==      ==
==      ==      ==      ==      ==      ==      ==      ==      ==      ==      ==
==      ==      ==      ==      ==      ==      ==      ==      ==      ==      ==
==      ==      ===== ==      ==      ==      ==      ==      ==      =====
==      ==      ===== ==      ==      ==      ==      ==      ==      =====
===== ==      ==      ===== ===== ===== ==      ==      ==      =====
===== ==      ==      ===== ===== ===== ==      ==      ==      =====
```

-----

ELMINAGE ORIGINAL

Walkthrough

Copyright (c)2012-2013 Equis Beta

-----

Author: Equis Beta  
E-mail: [equisbeta\[at\]gmail\[dot\]com](mailto:equisbeta[at]gmail[dot]com)  
Updated: 1/21/2013  
Version: 0.5

NOTE: I know many of the Quests are missing or incomplete. I'll try to finish them as quickly as possible.

---

## TABLE OF CONTENTS

---

- [1] VERSION HISTORY
  - [2] WALKTHROUGH
  
  - [E] THANKS/CREDITS
- 

- [1] VERSION HISTORY
- 

1/15/2013 v.0.1: Started walkthrough.  
1/16/2013 v.0.2: Added more Quests and fixed errors/typos.  
1/18/2013 v.0.3: Added more Quests.  
1/19/2013 v.0.4: Added more Quests and fixed errors/typos.

[2] WALKTHROUGH

---

- Author's Note

For some of the Quests, a few of the NPCs and items have alternative names.

1. Testing the Adventures.

Story related Quest. Dedicate the Fame acquired from King Dane to the compass and then search for the Jewel Ring.

2. The Ring of Creation.

Story related Quest. Dedicate 7 Fame to the compass and search any of the 12 dungeons. Then return to King Dane to turn in the Quest.

3. The Ring of Change.

Story related Quest. You automatically complete this after completing Quest 20. Then return to King Dane to turn in the Quest.

4. The Ring of Destruction.

Story related Quest. Dedicate 7 Fame to the compass and search any of the 12 dungeons. Then return to King Dane to turn in the Quest.

5. The Ring of Space.

Story related Quest. Dedicate 7 Fame to the compass and search any of the 12 dungeons. Then return to King Dane to turn in the Quest.

6. The Ring of Time.

Story related Quest. Dedicate 7 Fame to the compass and search any of the 12 dungeons. Then return to King Dane to turn in the Quest.

7. The Dark Socceresses.

Story related Quest.

8. TBA.

TBA.

9. Marsha's Missing Father.

Speak with Marcia at the bar in Trangelda and she'll tell you about her missing father. Then go to Mirror Marsh and dive in to the Back Map. You'll find him at "X:12, Y: 16". Then return to Marcia to turn in the Quest.

(Reward: You can now mix good and evil characters.)

10. Meermark's Woes.

Speak with Meermark at the inn in Trangelda and he'll tell you he needs headache medicine, which you can buy at Meow Meow Mart in Heim. Then return to Meermark to turn in the Quest

(Reward: You can now use the Alchemy Lab for free.)

11. Navi Opens Up Shop.

Speak with Navie at Orlando's Shop in Trangelda once Orlando dies. Just continue talking to her until she cheers up.

12. The Bounty Hunters.

Go to the Ildorah's Temple in Trangelda and speak with Sister Miseh. After that, go to Kraidia Caverns and you'll find the enemy at 2BF "X:1, Y:19".

You will need a summoner to be able to Contract him. Then return to the Temple to turn in the Quest.

(Reward: You can now buy more medicine at the shop.)

- Author's Note

You have to have at least 5 other Quests under your belt before you can accept this Quest.

13. Sabia's Dream.

Speak with Sabia at the Training School in Trangelda and she will tell that she wants a Hellmaster Whip, you can steal these from the Hellmaster. Then return to Sabia to turn in the Quest.

(Reward: You can now use any race portrait when creating new characters.)

- Author's Note 1

Hellmaster occasionally appear in Niveneh Temple at 3BF after the timer hits the 6 minute mark while using a basic Air Seed.

- Author's Note 2

First have your Thief remove the item from the enemy before you attempt to steal it.

- Author's Note 3

Make sure to make a Air Seed by combining an Elvish Iron with a Vectorium or a Vectorium with a Sensolite at the Alchemy Lab, so you can have more time in the lower floors.

- Author's Note 4

It's also possible to find the Hellmaster whip from random treasure chests.

14. The Magic Doll's Gossip.

Speak with Giore, the Left person at Blue Crystal Plaza in Nova Kallis. Then head to Sheba Ruin and go to 1F North Side "X:3, Y:4" to find a head. She demand for you to find her missing body parts. You'll find the first three are at 1F North Side "X:4, Y:15", "X:14, Y:6", and "X:16, Y:8". The rest can be found on 1F South Side "X:3, Y:11" and "X:15, Y:1". Once you find the parts, return to the head and hand them to her. Then return to Giore to turn in the Quest.

(Reward: Magic Doll available as a race.)

- Author's Note

Make sure you have an empty slot in your party so you can escort the doll.

15. The Alluring Rollfan.

Speak with Fleena, the Middle person at Blue Crystal Plaza in Nova Kallis. Then go to Mauria Forest and you'll find the Rollfan at Southeast Map "X:6, Y:16". Be prepared because you will be attacked by a somewhat strong enemy. Then return to Fleena to turn in the Quest.

16. Offerings for Parthenes.

After delivering the Rollfan, Fleena will tell you to offer the it at Parthenes. To pass the puzzle on the 1st Floor you must first turn over the Fool, Priestess, Death, Emperor, Tower, Lovers, Moon, Sun, and Judgement tarot cards and then speak to the Fire Elemental at "X:1, Y:18". Lastly, turn them over again, while turning the rest over. Then speak to the Water Elemental "X:18, Y:18". On the 2nd Floor just play the "board game". To beat the 3rd Floor you need a character with the Servant Class and "Black Tea". After you have both head to 3F "X:9, Y:11" and take one step south. Press triangle to hear The Legend of the Flying Princess story, then face right to hear the Gentleman of the West, then face right twice again to hear the Gentleman of the East. Then face left to hear about the stars and take 8 steps forward. Lasty, choose your Servant and have him/her use the "Black Tea". At the 4th Floor, speak to the Sphinx and solve his

riddles.

Some of the Questions and Answers are:

Q: I am without form. I fall from the heavens, wander the earth, and rule the oceans. What am I?

A: Water

Q: I hold half of the world in my gaze. My shape changes as the days pass, but eventually I return to how i was before. What am I?

A: Moon

Q: I have a limitless number of faces. People look into my face, then turn and leave. What am I?

A: Mirrir

Q: I am youngest of three brothers. The eldest is already gone, thou art with the middle now, and I shall meet thee hence. What am I?

A: Future

Q: I never stop growing but the longer I get the closer I am to the ground. What am I?

A: Hair

Q: I am everywhere. I can torment, entertain or simply be useful. I can be sensed even when thine eyes are shut. What am I?

A: Sound

Q: I am a hunter. As long as there is light, thou shalt never escape me. What am I?

A: Shadow

Q: I am the child of water and light. I bridge heaven and earth in colorful radiance, yet none can ever touch me. What am I?

A: Rainbow

Q: I am something thou hast. if thou art alone I mean nothing. Thou didst not choose me, I am seldom shared by two people. What am I?

A: Name

Q: Men made me. I may not be much when gathered one by one but with enough of me one can change the world. What am I?

A: Money

Finally, head to the pedestal and offer the Rollfan. Then return to Fleena to turn in the Quest.

- Author's Note

Thanks goes to various board members for answers to the Sphinx questions.

17. The Researcher's Diary.

Speak with the Royal Page Harris, the Right person at Blue Crystal Plaza in Nova Kallis. Then go to the Shop at Karatego and buy Leviathan Meat Armor. Equip it on one of your characters and head out of town. Don't forget to re-equip your character's armor. Once you exit the giant bird at "X: 9, Y:16", you'll be on The Jessabella. Continue to "X:9, Y:7" on the Middle Level and collect the Journal. Then return to Royal Page Harris to turn in the Quest.

- Author's Note

I really hope the exit was out of the bird's beak.

18. Harris and the Airship.

After delivering the Journal, Royal Page Harris will ask you to take him to The Jessabella. You need to press the two buttons at "X:3, Y:10" on the Upper Level and "X:4, Y:7" on the Lower Level to open the door at "X:10, Y:10" on the Middle Level. Then go to the pedestal at "X: 9, Y:12".

#### 19. The Immortal Flame.

To receive this Quest you must speak to Yula at Yula's Art Gallery in Nova Kallis with no humans in your party. Then head to Nicoreth Volcano and go to B2F "X:9, Y:10". After you grab the Sacred Flame from the pedestal, go to the character that is carrying the Sacred Flame item bag and Drop it. Finally, head to Mauria Forest and go to the Goblin in the Southwest "X:0, Y:7" and pay to get the Sacred Flame back. Then return to Yula to turn in the Quest. (Reward: You can buy +1 Elven Chainmail at Yula's Art Gallery.)

##### - Author's Note 1

To reach B2F, you must drop from 1F North Side "X:12, Y:13". Then go down the ladder at B1F "X:13, Y:13".

##### - Author's Note 2

Make sure you appraise the item before you turn it in.

#### 20. The Elf King's Disaster.

Story related Quest. After speaking with King Dane, go to Nova Kallis and speak with Fernius at the Central Baless. Then go to the Garden of Light and you'll find the item at 2F "X:11, Y:7". Then return to Fernius to turn in the Quest.

##### - Author's Note

Make sure one of your characters has enough space in their item bag to take the item.

#### 21. The Magical Party.

Speak with Harmony, the Right person at the Stage Front in Mega Bazaar. She wants to enter The Magical Party, a tournament of magic and asks you to take her. Go to the Garden of Light and head to 3F "X:14, Y:16" and speak to the figure. After Harmony loses the fight she will leave the party; however, to complete the Quest, you must participate in the tournament yourself and do over 1000+ magical damage in 5 turns. (Reward: You will receive the Rabbit Wand and High Ascetic Crown Treasure.)

##### - Author's Note

You need a Samurai or Mage to use, Sosareo a Level 4 Mage skill which grants you the ability float on the clouds.

#### 22. The Phoenix Flower.

Speak to Head Merchant Bilkie at the Official's Tent in Mega Bazaar and she will ask for Phoenix Feathers. Head to Nicoreth Volcano and enter the volcano. Then search around for the Phoenix enemies. After that return to the Bilkie to turn in the Quest.

##### - Author's Note 1

You must complete Quest 49 to get this Quest.

##### - Author's Note 2

First have your Thief remove the item from the enemy before you attempt to steal it.

##### - Author's Note 3

The Phoenix are usually found at the B2F of the Volcano.

#### 23. The Old Man's Gift.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. Just head to 1F South Side "X:3, Y:14" of Nicoreth Volcano with the party's

item bag empty and accept the 50 items from the Generous Old Man. Then return to the Advisory Bureau to turn in the Quest.

(Reward: You will receive the High Ascetic Ring Treasure.)

#### 24. The Emperor Bird Egg.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. You can steal one off an Emperor Bird, which can be found in the "heart" of Mauria Forest, or find one in the Nivenah Temple at B2F "X:11, Y:4". Then return to the Advisory Bureau to turn in the Quest.

##### - Author's Note

Make sure to make a Air Seed by combining an Elvish Iron with a Vectorium or a Vectorium with a Sensolite at the Alchemy Lab, so you can have more time in the lower floors.

#### 25. The Phoenix Flower II.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. Head to Nicoreth Volcano and enter the volcano. Then search around for the Phoenix enemies. After that return to the Advisory Bureau to turn in the Quest.

##### - Author's Note 1

First have your Thief remove the item from the enemy before you attempt to steal it.

##### - Author's Note 2

The Phoenix are usually found at the B2F of the Volcano.

#### 26. The Old Man's Sword.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. You can get the sword at 3F Garden of Light. So start hunting enemies and opening treasure chests until your party's item bags are full. Appraise the items acquired and if you don't find it, just rinse and repeat. After getting the sword return to the Advisory Bureau to turn in the Quest.

##### - Author's Note

While the Advisory Bureau requests the Old Man's Sword, what they actually want is the Ancient Sword.

#### 27. The Pure Power.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. Equip one of your characters whose class is: Fighter, Cleric, Thief, Bishop, Hunter, Entertainer, Valkyrie, or Lord with the Innocent Cloak, the Innocent Sword, and the Innocent Shield. After that return to the Advisory Bureau to turn in the Quest.

##### - Author's Note

The Innocent Set are found in random treasure chests.

#### 28. Armor of Ice and Flame.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. You need to find the Ice Mail and the Flame Mail. After you acquire them both, give them to one of your characters and equip any of the two. Make sure you choose yes on the option of unleashing it's hidden power. One of the items turns into the Iceflame Mail and the other one turns into Junk. After that just return to the Advisory Bureau to turn in the Quest.

##### - Author's Note

I found the Flame Mail at Hadaar Valley, the Ice Mail at Nicoreth Volcano, and both at Dragon Fang.

#### 29. The True Shield of Truth.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. Then return to the Advisory Bureau to turn in the Quest.

### 30. A Corrupt Ending.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. The Quest requires you to fuse a Succubus with a Cloak of Corruption. Then return to the Advisory Bureau to turn in the Quest.

#### - Author's Note

You must have a Succubus contracted to complete this Quest. I encountered the Succubus at random in Nicoreth Volcano, the last area of Wayne Ruins, Hadaar Valley, the 3F of Parthenes, and Dragon Fang.

### 31. The King's Sword.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. Then return to the Advisory Bureau to turn in the Quest.

### 32. The Friend's Oath.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. Then return to the Advisory Bureau to turn in the Quest.

### 33. Halt! Imperial Police!

You can find this Quest from the Advice List at the Advisory Bureau in Heim. The Quest requires you to fuse a Shogun with a Wooden Medicinal Box. First, have your Summoner summon the Shogun. Then equip the Wooden Medicinal Box to any of your characters and choose yes on the option of unleashing it's hidden power. After that, the Wooden Medicinal Box will turn into an Inroh, the Quest's required item, and you will lose the Shogun summon. Lastly, return to the Advisory Bureau to turn in the Quest.

#### - Author's Note 1

You must have a Shogun contracted to complete this Quest. I've encountered the Shogun at random in the 5F of Dragon Fang.

#### - Author's Note 2

The Wooden Medicinal Box can be found in random treasure chests at Wayne Ruins, Parthenes, Nicoreth Volcano, and Dragon Fang.

#### - Author's Note 3

While the Advisory Bureau requests the Seal Case, what they actually want is an Inroh.

### 34. The Philosopher's Stone.

You can find this Quest from the Advice List at the Advisory Bureau in Heim. Combine any 2 items at the Alchemy Lab. The AP value has to be 50+. Then return to the Advisory Bureau to turn in the Quest.

#### - Author's Note

Use items that have a high AP value. Also, the higher your alchemist levels is, the higher his/her AP Rate will be, which helps with the creation process. CWCheats FTW! :)

### 35. The Gracious Cat.

Talk to Nepaula at Meow Meow Mart in Heim and she'll ask you for an Ankh of Wisdom. To complete the Quest you will need to give her 10. You can sometimes find them from appraising ? Ankh, or steal them off Priest enemies. Then just keep giving Nepaula the Ankhs until she's satisfied and you will complete the Quest.

#### - Author's Note 1

Apparently you can steal many different Ankhs off the Priests, so just continue robbing the Priests until your thief's item bag is full or the game states that there no more items to steal.

#### - Author's Note 2

After completing the Quest, if you talk with Nepaula again she'll ask about turning the shop into a OGP Shop. Choose yes and now you'll be able to sell

off OGP items.

### 36. The Tournament of Heim.

After solving 3 quests at the Advisory Bureau in Heim. Speak to Ratbie the advisor and he'll take you to the Secretary room. Then speak with Trinklet and accept the challenge. To complete the Quest, you must participate in the tournament and do over 1000+ physical damage in 5 turns.

(Reward: You will receive the High Ascetic Cloak Treasure.)

### 37. Rondel Gaius's 1st Trial.

Speak to Rondel Gaius at the Chapel Rest Area in Karatego and he will ask to get him water from Sheba Ruins. Head to B1F in Sheba Ruins and then go to "X:6, Y:3" to disable the moving floors so you can draw the water from the fountain at B1F "X: 17, Y:7", as the floors prevent you from proceeding. After that return to Rondel to turn in the Quest.

### 38. Rondel Gaius's 2nd Trial.

After completeing Quest 37, Rondel will tell you to defeat the Ancient's Knight's Ghost at Nivenah Temple. Head to B3F "X:16, Y:17" and defeat the ghost. After that return to Rondel to turn in the Quest.

#### - Author's Note

Remember to use Harias, a Level 1 Cleric skill which allows you to defeat ghost enemies.

### 39. Rondel Gaius's 3rd Trial.

After completeing Quest 38, Rondel will tell you to give blood at the pedestal at "X:4, Y:7" Northwest Map in Hadaar Valley. Give blood from a character of the Elf, Dragonewt, Dwarf, Fairy, Goblin, Gnome, Hotlet, Orge, and Werebeast races into the grails. Then return to Rondel to turn in the Quest.

#### - Author's Note 1

You must complete Quest 50 before you can successfully complete this Quest.

#### - Author's Note 2

If you drink from the Grails, you can change your character's race at random. Just remember to re-equip your equipment since they get removed when you change races.

#### - Author's Note 3

I get why the Magic Doll race is not required, but why not the Devilish?

### 40. Disaster at Hadaar.

After completeing Quest 39, Rondel will tell you to about a great evil that awoke after the Blood Grails was filled. Go to "X:17, Y:16" Northeast Map in Hadaar Valley and take three steps forward to defeat the evil. However, there can only be two characters in your party as you will be kicked out if you enter with a full party. So make sure to put the four in standby at the Bar in Trangelda. Then return to Rondel to turn in the Quest.

#### - Author's Note

Equip one of your characters with the Dragon Killer sword as the enemy heals himself each turn.

### 41. The Woggle Bird.

Automatically completed while doing Quest 17.

### 42. The Stuffed Water Kitty.

Speak to Zorah at the Shop in Karatego with a female only party and



she will ask for a Stuffed Water Kitty. Head to Wayne Ruins North Map "X:13, Y:18" and check the fountain. You will be attacked; however, choose the choice to not fight back and you will be rewarded with the Treasure. After that return to Zorah to turn in the Quest.

#### 43. History of the Gods.

Go to the Cathedral in Karatego and choose About the Gods. Just continue listening to Albacious until he's finish.

#### 44. TBA.

TBA.

#### 45. Orge Grapes.

Go to "X:12, Y:11" Northwest map in Mauria Forest and speak to the Orge. He will ask for Orge Grapes from the Last Court. Go to "X:3, Y:16" on the 1F East Side at the Last Court. Then speak to the groundskeeper and he tells you that you need to speak to Master Diares before you can get any grapes. Go 3F "X:9, Y:16" and speak to Diares. He will then challenge you to a duel. Defeat him and he will let you to take the grapes. So return to the groundskeeper and take the grapes. Then return to the Orge at Mauria Forest and give them to him.

#### 46. The Elf and the Tree.

Go to Mauria Forest at the Northeast map "X:5, Y:1" and check the tree. Then go to Mirror Marsh and dive in to the Back Map and go to "X:5, Y:0". Check the figure and you'll face a battle. After defeating the enemy you'll receive the item. Then return to the tree and give it to the kid.

#### 47. Three Royal Treasures.

To obtain this Quest just go to the 3rd Floor "X:3, Y:16" of Wayne Ruins and speak to the Priest. He will ask your help to find the three treasures, which you get by completing Quests 21, 23, and 36. Once you complete the other Quests, return to the Priest and give him the treasures.

(Reward: You will receive the King Sword.)

#### 48. The Heir of Last Court.

After you give the grapes to the orge in Quest 45, return to the 3F "X:9, Y:16" in the Last Court and speak to the figure at the throne. They will begin arguing with each other, then challenge you. Defeat them and they will cease their bickering.

#### 49. Capello Seeks the Ore.

Go to "X:9, Y:4" Northeast at Hadaar Valley and speak to the figure. He will ask from you help on retrieving ores. Say yes and head to "X:16, Y:4" of the Southeast map and check the figure. He'll grab the ores and then ask you to escort him Mega Bazaar. Once you reach Mega Bazaar a argument will ensue. Choose no about chasing them away to clear the Quest.

(Rewardish: You can shop at Capello's Shop.)

#### 50. Unreachable Grapes.

After completing Quest 48, head to Nicoreth Volcano and go to B1F "X:19, Y:17". Speak to the figure and buy the item from him for 19,800GP. Then return to the groundskeeper at "X:3, Y:16" on the 1F East Side at the Last Court and continue talking to him until he asks for the item. Then just give him the item.

(Reward: Yawgma and Valmore can now join your party and you can use the Orge and Goblin Races when creating new characters.)

#### 51. TBA.

TBA.

52. The Dark Rival.

Automatically completed after your first battle with Fendel.

---

[E] THANKS/CREDITS

---

-----

LEGAL

-----

This document is copyright (c) Equis Beta 2012-2013

Authorized websites:

GameFAQS

Neoseeker

If you have any questions, comments, or anything that you would like to add to this guide, then feel free to email me. My email address is found at the top of this guide. Lastly, thanks for reading and using this Walkthrough.

---

END OF DOCUMENT

This document is copyright Equis\_Beta and hosted by VGM with permission.