Alundra FAQ/Walkthrough

by PhamtonPain

Updated to v1.1 on Feb 9, 2008

Alundra Guide
by
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This work is dedicated to all and every single | video game ever created. For they are, truly and uniquely, | magical.

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_Author's_Little_Reserved_Space_____[ALRS]

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

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

I'm so damn happy :)

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February 7, 2008

Revision History

[RVHY]

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Prologe [PRLG]

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

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

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

I think I've said enough.

Walkthrough	[WLKT]
Wainchioagh	*************************************

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

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

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Places of Particular Interest:

- Septimus' House: Septimus is an important character in this story. You will eventually have to stop by his place a several times during the game.
- Jess' House: a headquarters of sorts. You come here to save your game in your diary. Also, Jess will make several weapons during the game, you will have to come here to get them. This also happens to be the place where Alundra does his sleeping so keep it in mind.
- Naomi's Store: very important place. She sells basic and medium level healing items. She also sells one of the 40 Life Vessels.

 Interestingly enough she has in her posetion a special armor. However, it is not for sale(...).

 Let's run an inventory:

Herb - 5 Gilder Strength Tonic - 15 Gilder
Magic Elixyr - 30 Gilder Life Vessel - 500 Gilder
Armor - Not for Sale.

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

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

After you've explored the village enough, go to Wendell's (even though you probably already went there). See the event and then go fetch Septimus. Talk to Septius and he'll send you to Tarn's Manor. At this point you can venture out of Inoa into the wilderness known as Torla. I recommend you explore your surroundings first. In fact, exploring is so important that I've created whole sections devoted to it. I've uncreatively called these sections "Exploring #x." Let us dive into Exploring #1.

If you would rather not explore and go straight to Tarn's Manor, you are more than welcome to do so (although I doubt your motives...). Skip the next section and move on to the section titled "Dungeon #1: Tarn's Manor".

Exploring #1 Checklist:

10 Gilder \times 2 Herb \times 5 Strength Tonic \times 1 Strength Elixyr \times 1 Gilded Falcon \times 1

Leave Inoa through the south exit and head east. Once you've switched screens keep walking east until you get to a sign. A little to the north of that sign there is a chest with an herb inside. After you've obtained the herb head back to the sign and then walk south. You'll eventaully reach a pretty horizontal row of trees; these trees are hiding a path to the west. Walk through this path and you will switch screens again, in this new screen you'll find a Strength Elixyr. Go back east and then travel south until you get to a small pond. There is road north of this pond, take it and you'll reach a chest with a Gilded Falcon.

After you've obtained the Gilded Falcon, head east towards the swamp. You might want to be careful here since these enemies are a little strong at this point in the game. At any rate, walk along the western edge of the swamp and you'll get to a small cliff with a chest on top of it. Get to it and receive 30 Gilders. From this chest walk east (and a little to the south) and you'll reach a place on the easter side of the swamp that allows you to jump into one of the many small islands in the swamp. Once on this island jump north three times and you'll get to another chest with a strength tonic inside. After you're done here return to the first sign you ran across in this screen (the one that reads: "Tarn's Manor, Dark Swamp, Inoa Village") Head north towards the stairs from there.

In the new screen head north whenever you get the chance. Eventually you'll walk by Tarn's Manor, but do not go inside yet, keep walking north. In time you will get to the Water Mill. There is a small cave behind the water mill, walks towards it and go in to find a chest with an herb. Get out of the cave and head north again (walking along the side of the high cliff). When you see a cave entrance blocked by a stone wall, you'll also see a chest on top of a cliff a little to the south of said entrance. Go get it and you'll receive another herb. Once you have this herb head all the way south, and then west.

You'll walk by the Cementary and the Sancturary soon enough. Keep walking west and when you get to the big pond head north. To the right of Olen's House there are stairs that will take you up this cliff. Take them and go into the small cave directly above Olen's House. Inside you'll find an herb. Get out of the cave and head east, go up the stairs and then go north. Get to the sign with the directions and then go a little north west. There will be a chest with a

herb inside. From this chest head north east and go through the path a little north of the two chests on the cliff. When you get to another sign, go south and up the cliff towards where the withered trees are. By these trees there are two chest, and both chests have inside 10 Gilders. After getting the Gilders you have gotten everything that can be gotten in the big map at this point. Now head to Tarn's Manor.

After you've gotten everything in Exploring #1 you should head to Tarn's Manor and tackle your very first dungeon in the game.

Dungeon #1: Tarn's Manor

Tarn's Manor Overview

This dungeon is extremely simple and straightfoward, the enemies you will come across are not dangerous at all, and the puzzles are very easy too. All of this is expected, of course, since this is the first dungeon and all. There's not even a boss in here. But anyways, here's the rundown:

Items: 30 Gilders x 1

30 Gilders x 1 Herbs x 5 Strength Tonic x 1
Life Vessel x 1 Gilded Falcon x 1 Book of Elna (Unique)

Monsters: Murgg - (3 HP) Slime - (9 HP)

No Boss

Once inside and after Melzas is finished talking you will be attacked by 4 Murggs. They are not hard at all since they die in 2 hits from the dagger or in a single tackle. After you have dispatched them you'll find yourself in a room with two simple stories. There are three doors on the lower level and 2 sets of staricases on the upper level. Stay on the ground level and go through the big door in the middle, once inside you will be locked in with 4 more Murggs like just now. Once again kill them swiftly (throwing a box on their heads kills them instantly), and then grab the strength tonic from the chest than appeared. Go back to the main hall.

After you've reached the main hall, take the door inmediately to the left from the one you just came out of. You will find yourself in a small room with some boxes and a lever. Hit the lever to reveal a hidden door (and yes, the mechanism to open this hidden door is just in from of it, stupid I know). Go through this door and you'll be in a long corridor; get used to it because this corridor will take you all the way to the end of this dungeon. At any rate, after walking a while you'll come across a locked gate, kill the two slimes to open this gate (once again, a box to the head is a one hit kill). Run through the falling rocks and they will not hit you. Once you get to the pond hit the two levers to raise a bridge, be sure to activate the left lever first. Cross the bridge once you're done with the levers.

You are now on a corridor with water on both sides. Notice the shadows on the floor? You better because when you get near them a steel ball will fall on that spot and you can imagine what happens if you are standing there when the ball hits the ground. Just get near the shadows and the run back, the ball will fall to the ground harmlessly and you can continue. Don't forget to grab the herb inside the chest to your left. Notice the barrels hanging around the place? Yeah, grab one and go all the way south then throw it on top of the light panel on the floor. This will ensure that the gate the the left stays open and you can go through it. By the way, feel free to kill all the slimes

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

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

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

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

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

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

Before going to Wendell's House in Inoa, let us get into Exploring #2. This one is going to be short, but there are two new chests around, and I think that is worth mentioning.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<(EP02]
Exploring #2: After leaving Tarn's Manor with the Book of Elna.</pre>

Exploring #2 Checklist:

Herb x 1 Strength Tonic x 1

This is going to be very short but at any rate.. The mine workers have moved so now you have access to the outskirts of the Coal Mine, you can find two treasures here. The first one is behind an empty house to the east of the river in the lower part of the mine. (this chest is, of course, hidden from your view, but you can pretty much get it easily. The chest contains a Strength Tonic. Now head all the way to the top of this screen and then go west. You'll come across a deep pond (you can't jump into it... yet), and on the other side, right in front of a cave, there is another chest. This chest contains an herb. And that's all there is to exploring #2.

After doing the very short "Exploring #2" head to Wendell's House in Inoa. When you arrive Septimus will take the Book of Elna from you and will give it a quick glance as he talks. Believe it or not, now you will be forced to go into Wendell's dream. This happens to be the second dungeon in the game so allow me to give you an indepth description of it.

-----[DG02]

Dungeon #2: Wendell's Dream

I don't even know if you could call this a dungeon. I mean, there's basically one road that will take you all the way to the boss with almost no problem. Yes, there's a lot of lever hitting but it's nothing compared to what this game makes you do later on. Be mindful that sometimes the path is hidden by some stone columns. They are really conspicuous so you will know when you see them that they are hiding something (it's an old trick in this kind of games). At any rate, here's the skinny on this dungeon:

Items: Herb x 1 Gilded Falcon x 1

Monsters: Slime - (9 HP)

Boss Battle Gelatinoid - (43 HP Big Slime x 1)

(27 HP Medium Slimes x 4)

(9 HP Small Slimes x 16)

(Commulative HP Total = 295)

You'll start in a at the end of a small rock path of some sorts. Don't worry about the details for now. At any rate, head north until a short event interrupts you. You'll see Wendell getting attacke by 5 slimes. He'll ask for help and then you're in control again. Flip the switch and the big block will move granting you access to the frail looking wooden path. You simply cannot get lost in here because there is only one path so it'll be easy for me to give directions. Moving on, after hiting the first switch travel along the wooden

path until you get to another lever. Hit this lever and another block will move blocking the path you came from but opening another one.

Keep going through the only way you can and you will eventually get to a bifurcation in the path, take the road that leads right until you get to another lever. Hit it and continue walking east until you get to a chest (the path to the chest in covered by a tall stone column, but even though you can't see it, it's definitely there), grab the herb in the chest and then walk back through the wooden path but this time don't hit any levers. You'll eventually walk near the beginning of the dungeon, turn right here and keep walking east. You will get to a lever that you are going to hit so that you can keep advancing. Move along the newly opened path and you will eventually reach another lever (rest easy now, this is the last lever in here). Hit this lever and try to backtrack your steps. Instead of returning to the beginning of the level you will be led through a previously untraveled path to a chest containing a Gilded Falcon. After you've retrieved it, go back to the last lever you hit but this time take the north road that is hidden by the stone column (yes, it's there).

After you've reached the rather spacious plateau, you will be locked in and 8 slimes will fall down and attack you. They each fall to 5 strikes with the dagger or 3 tackles (or the appropriated combination of both). After you have cleared the room, the gates will disappear and a panel/switch will fall down to the left of the room in front of two rickety wooden roads. Look at the two wooden paths, notice how there are sections on these paths that appear to have holes in it. Well, what you want to do now is walk through the correct hole because if you don't, two huge blocks will fall down and block your way. Should you mess up, walk back to the panel/switch to reset the whole mechanism. There are evenly spaced bridges between the two roads so you can go from one to the other. There are a total of 5 pairs of holes and if we assume that the hole nearer the top of your t.v. screen is the noth hole, and the hole under it is the south hole (what else could I call them?) then the correct sequence would be: North, South, North, South, South.

After you are done with the two roads you will reach Wendell who will be very releived to see you (well, he woud have been releived to see anybody at that point, but let us not get into trifles). At this point the 5 slimes that were terrorizing Wendell will fuse into 1 huge slime and the first boss fight of the game will start.

Gelatinoid is a big slime and because of its size (and the fact that it's a slime) it's really slow. To deal with it just walk around slashing it whenever you get the change. Gelatinoid, unlike regular enemies, enjoys a brief period of invulnerability after each hit so after you hit it stand back until it stops pulsating. After it's become vulnerable again, run up to it and slash again. After 22 hits with your dagger, Gelatinoid will divide in 4 medium sized slimes; each of these 4 slimes is still bigger than a regular slime though.

Things get a little hectic now with 4 slimes running around this rather small space, and they still enjoy the same period of invulnerability as the big slime after they've been hit. On the bright side, they are weaker than the original and 14 slashes with the dagger will force them to divide into 4 regular slimes. These regular slimes are completely normal; they will die in 5 hits (or 3 tackles), and they do not have invulnerability periods, so hack away happily. I recommend to focus all your attention on one of the medium sized slimes until you have completely defeated it, but you might want to do it in another way. There is no reason to worry at all since all the slimes can do is cause 1 HP of

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

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

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

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

-----[DG03]

Dungeon #3: Olen's Nightmare

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

Items: Gilded Falcon x 1

Monsters: Murgg - (3 HP)

No Boss

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

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

After Olen dies (I was sad too, specially for Kisha), go to Jess' House and get the almighty Bomb. (*Note: learn to love the bomb and the bomb will love you back. This little tool will be able to dispatch almost all of the regular enemies in a single blast. Those Lizards don't seem that threatening anymore, do they?*) At this point your next stop should be the Coal Mine, but since you just acquired a new, and powerful, tool, it's time to do some exploring.

Exploring #3 Checklist:

10 Gilder \times 1 Herb \times 2 Wonder Essence \times 1 Gilded Falcon \times 2

Oh yes... the bomb. With bomb in hand you can go to places you couldn't before, so let us hunt down all those treasures (only 6 new ones). First of all head to Nava's Cabin. A little north of Nava's Cabin there are two tree trunks, one by a big rock and the other one blocking a path that goes west. Use a bomb to clear the tree trunk by the rock and then walk past it and a little north and there will be a chest with a Gilded Falcon. After opening this chest, bomb the other tree trunk and head west. When you get to the formation of rocks head south west and to another screen. You will eventually walk by a sign, turn north here and keep walking north until you eventually get to a chest containing an herb. Head towards the Coal Mine now.

Hopefully you didn't go into the Coal Mine because we're not done exploring yet. Go back to the deep pond to the north west of the mine entrance. There is a cave there. In this cave there is a single platform and 5 Pukus, get on the platform and use bombs to kill the Pukus (1 hit kill with bombs). After each Pukus dies, the platform will raise a little. Killing 4 of them will be enough for you to reach the top. Follow this corridor and eventually you'll get to a chest with 10 Gilders. You can leave now, head to Olen's House and since he's not here anymore (he's dead, remember?) you are free to go in and get a chest containing a Gilded Falcon (and you better do it, because Olen's House will be destroyed at some point and if you haven't gotten this Gilded Falcon by then, you'll lose it permanently).

From Olen's House head to the Water Mill. Once you get to it head north to the cave blocked by some stones. Use a bomb to clear the way and go in. There is a chest with an herb inside and some Pukus. Kill all the Pukus and another chest will fall from somewhere, this chest contains a Wonder Essence. You are now done with exploring #3.

When you're done with exploring #3 head to the Coal Mine and immerse yourself into dungeon #4.

-----[DG04]

Dungeon #4: Coal Mine

Coal Mine Overview

Easily the most complex dungeon so far, the Coal Mine can be a little tiring. That is not to say that it's very hard or anything, it's just a big step up from what the game has given us so far. It's pretty big and there's plenty of backtracking in here, but after you're done with it you'll realize that it's

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

Items: 30 Gilders \times 2 Herbs \times 4 Life Vessel \times 1

Gilded Falcon x 1

Monsters: Murgg - (3 HP) Slime - (9 HP)

Pukus - (9 HP) Turtles - (15 HP)

No Boss

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

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

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

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

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

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

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

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

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

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

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

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

game (he's the unnaturally big Murgg, and of course their boss). He'll talk some stuff and then he'll leave (spinning no less..) He'll cause yet another quake and some rocks will fall and block the path you used to get here. Walk south to where the Murggs are and they will, of course, attack you. There's only 4 of them and they still have 3 HP so 2 hits with the dagger will kill them. After you've cleaned up the place, yuo'll get to hear the funky music (let's call it, the Victory Sonata. And yes, I know it probably has a proprer name). You'll also get a message letting you know that you've killed all the Murgg and a chest will fall from the ceiling on top of that structure over there. Jump to where the chest is and open it to retreive a Life Vessel (HP +1). After that you're officially done with the Coal Mine. You can leave this place through an exit to the south of this room.

After exiting the Coal Mine, head west towards the domains of the Murgg. You can't get lost in here (basically follow the Murgg). After you've gone up the wooden mast and taken a look and the Tree of the Murgg, go back down an into the hut to your right. There's nothing there but I just thought you should come. After you've done this head back to the exit of the Mine. Watch the short even with some villagers and notice how the boulders that were blocking your way south are now gone. You are not free to explore around. There is nothing much but find but there is something worth mentioning so up next comes another exploring section.

Exploring #4 Checklist:

Gilded Falcon x 1

This one is super short. Only one treasure in fact, but it's an important treasure so I guess it deserves it's own exploring section. Anyways, directly south from the Coal Mine exit (now blocked) you'll find yourself on top of a rather tall cliff. On this cliff there is a small, round rock. Position yourself on the edge of this cliff directly to the south east of this rock and jump east. You'll reach another cliff, walk east on this cliff and you'll get to a chest with a Gilded Falcon inside. Yep, that's all there is to exploring #4.

Head back to Inoa, in particular Sybill's House. Watch the event and then head to Jess' House. Get the Bouquet from Jess and head to the Cementary. Inside the cementery you will see 4 tombstones, three of them have flowers in front of them but one doesn't. You're free to read the other 3 gravestones and then walk up to Olen's tombstone. Alundra will lay the flowers and pray a little. Things will go dark now and you'll hear a voice. The voice will instruct you to go to where the dead lays (or something like that) so walk east a little and you'll see a flashing stone. Walk near it and it'll open reveling an entrance, go in and get ready for another dungeon.

-----[DG05]

Dungeon #5: Lars' Crypt

Well, this is the first full-fledged dungeon in the game. Why do I say that it is the first full-fledged dungeon in the game? Well, because you'll find within

it a Gilded Falcon, a Life Vessel, and there is a boss fight... so there. This

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

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

Ruby Crest (unique)

Monsters: Slime - (9 HP) Reaper - (9 HP)

Zombie - (15 HP)

Boss Battle Ancient Guardian - (75 HP)

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

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

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

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

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

| 4 0 | Hopefully you noticed the numbers by each circle.
| This numbers represent the order in which you should
| 2 0 0 1 | activate these lamps. In case you were wondering, yes,
| you need to start by number 1 and work your way up to the
| 3 0 | number 4. After you've done this head east.

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

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

balls, stant right on the edge of the platform. You'll eventually get to a piece of floor with a barrel on it. Get to that place and grab the barrel. With the barrel on your head, and the help of the moving platform, get to the east side of this room. Once there go north all the way and use the barrel to get to that statue, which was previously out of reach. Examine the statue now to replenish your health; after examining the statue a platform far to the south will appear along with some more of those tiles with arrows. At this point, and to your surprise, you should jump right into the huge hole in the middle of this room (the room with the statue).

You'll land in a square pond with 5 island-like structures. There are also some slimes in here. At any rate, you can only get to the south and east islands at this point becuase they have stairs. Go to the south island and grab the rock, throw this rock in between the south island and the west island; then use it as a bridge to get to the west island. There is also a rock on this one, grab it and use it to make a bridge to the north island (the one with a sign on it). Once there pick up yet another rock and use it to get to the island to the north west (the one with the chest on it). Get there and open the chest to obtain another Gilded Falcon. You can leave this room after you've gotten the Gilded Falcon. If you haven't done so by now, you should kill all the slimes so that the gate will open and you can go up the stairs and out of here. Once you have gone up the stairs, head south to where the tiles with the arrows are.

When you get to the tiles, jump on the ones that run along the western wall. This tiles will take you to an idle platform, when you get there do not leave the platform because it'll move north a little, granting you access to a very small room with a sign in it. Go into this room and read the sign, you will be informaed that some gate opened somewhere (keep in mind what you just read too). Get on the platform again and once it's traveled back south get off it and go east. As soon as you enter you'll be locked in. This room contains 3 lamps, what you want to do now is activate the lamps so that the doors open. There's no particular order in which you must activate these lamps as long as you hit the one in the middle last. When the gates open head one screen east. You'll be locked in once again, but this time in a room with 3 slimes, kill them to open the gates. Now, after the gates have opened you should go back the way you came in; I repeat, when you are done with this room, head one screen west (the way you came into this room). You'll again in the room with the three lamps. Activate them again to open the doors; this time, however, keep going west. That is after you've opened the gates, head one screen west (left). Surprisingly you'll be locked in a room with 3 more slimes, kill them and then when the gates open, head one screen east (right. That is, go back the way you came into this room). You will be in front of a staircase leading to a big room. Get ready because the second boss battle of the game is coming up now.

To picture this boss, just imagine a big mummy. This thing is surprisingly fast too, although its speed is no match for Alundra's. At any rate, the Ancient Guardian attacks by shaking the ground, which causes big boulders to fall from the ceiling and onto your head. It's easy to see where the boulder are going to fall because their shadows give their position away before they hit the ground. Be mindful, though, that the Ancien Guardian will send whole formations of rock after you. Believe me, he won't be sending rocks one at a time. Regardless of how he attacks, his attacks do hit pretty hard so keep your guard up.

While fighting it, you'll notice that it likes to keep away from you and send its rock to do the job instead of going itself. He also likes to keep rocks falling very near of its postion, that means that when you go up to it, you'll

be dodging more rocks than usual. It's not hard to spot openings in the rock formations and get a hit in (he enjoys periods of invulnerability). As for how long it'll take you to kill him? Well, 38 hits with the dagger will be enough, or you could tackle him 25 times if you are feeling lucky. A bomb will inflict 5 HP of damage, so 15 blasts with bombs will destroy it too.

After the battle, proceed east and talk to Lars. He will talk about Melzas and stuff and then 3 chest will fall right in front of him. Open this chest to receive powerful items (from top to bottom: Magic Seed, Earth Scroll, and Life Vessel). The Earth Scroll will cause a rain of boulder around Alundra that hits very hard. After you've acquired the treasures Lars will talk some more and another chest will drop behind you. This one contains the Ruby Crest. After that and some more talking, Lars will materialize a transporter and he'll leave. Step on the transporter and you'll be taken to the beginning of the crypt. Walk out and you're done with the Lars' Crypt.

(*Note: from this point on, Merrick's shop will be available to you. You can't buy anything (everything is 10000 gilder and you can only carry 9999 gilders at a single time), and you can't exchange your Gilded Falcons either (you don't have enough anyways). I just thought I should mention this.*)

After leaving the crypt, head towards Inoa. You should go to Bonaire's House and see the event, after you're done there head next door to Nadia's place. Watch the other event here and then head back to Bonaire's. This time get ready, because you're about to go into somebody else's head again.

(*Note: from this point on, Olen's House will be destroyed. If you didn't get the Gilded Falcon inside of it by now, you've lost it permanently.*)

Dungeon #6: Bonaire's Dream

Bonaire's Dream Overview

Well, this is a rather small dungeon. Nothing to bad, actually. The whole deal with the red/blue blocks is not confusing at all, and the the layout of this dungeon makes it difficult to get lost in here. Even the boss is easy. People should not have troubles dealing with this. Enjoy the summary:

Items: Life Vessel x 1 Gilded Falcon x 1

Monsters: Pukus - (9 HP) Zombie - (15 HP)

Boss Battle Sara - (30 HP)

As soon as you arrive at Bonaire's Dream you'll see him talking to Sara. They will eventually disappear somewhere, but you in control again. From the starting point go all the way north past that blue block. At the end of the road there is a blue dragon holding an orb in its claws. Hit the orb and return to the blue block. The block is now transparent and you can go through. Do so and you'll walk by some stairs, the problem is that the stairs are blocked. Keep going east and you'll get to another transparent blue block. From here go south to where some Pukus are and, after killing them or no, go into the transporter. Save your game and replenish your health and magic if you need then go back to the dungeon.

Once back you'll notice that there are three rocks laying around. To get out of

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

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

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

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

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

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

bit now, and then the fight starts.

immediately.

Sara has only 3 attacks. First, she will materialize 3 little energy spheres that she sends after you. These spheres will lock onto your position before launching, but they will not deviate from their path after they start moving. Her other attack is similar to the previous one but this time all three spheres will materialize at the same time (and thus they will move towards your position at the same time too). You can easily dodge these two attacks by walking or running around. Sara has some physical attacks too. One of them is a tackle of sorts. She will move in straight lines leaving blue shadows in her wake. Obviously she will only hurt you if she runs into you. This attack is also easily dodged by walking around, and should she get too close to confort while she does this, a single hit with the dagger will be enough to knock her out of it. Her other physical attack is the one where she creates seven copies of herself and then she'll try to ram you with any of these copies. Touching a copy will damage you, but hiting a copy won't knock her out of the attack (unfair, I know). If you do hit the real one, she will stop the attack

Well, overall Sara is not very hard at all. It is worth noting that she does not, technically, have an invulnerability period after each hit. What happens is that after a successful hit, she'll immediately disappear to appear later somewhere else. Yes, it's impossible to hit her twice in a row, but that is not invulnerability in the same sense as the other bosses. She can't really take too much punishment either. 15 slashes with the dagger will kill her; the Earth Scroll will inflict an instant 12 HP of damage, so if you hit her with the Earth spell, 9 slashes will be all you need to end the fight. More importantly, a single bomb will kill her (yes, only one). The problem is that hitting her with a bomb is hard. However, if you think you are up to it (or you just have mad skills like I do..... or a lot of luck) then do it.

After the fight with Sara is over, head over to Bonaire and talk to him. Sara will appear and talk some more, then she'll finally leave. You will also leave the dude's dream and return to Inoa, thus ending this dungeon.

Everybody will be relieved that Bonaire is o.k. but then Septimus comes to totally kill the righteous mood we had by letting us know that Nadia has perished (that Sara bitch). Cue in the sad moment and the next thing you know you are in your bed at Jess' House resting. You wake up and you hear some loud noises. Head downstairs to talk to Jess and you'll receive the Iron Flail. It is time now to head to the clear bridge south east of Tarn's Manor. But before we go there, and since we hace a new weapon, it's time for more exploring.

(*Note: for whatever reason Merrick's shop is now closed again. I don't know if it is a glitch in my game or something but I'm sure it was open before going into Bonaire's Dream. Weird... I just thought I should mention this.*)

(*Note: The following "Exploring #x" section contains information all the way until Alundra gets the last chest in the desert before dungeon#6. If you for whatever reason do not feel like exploring but can't seem to find your way to the desert, then you're just going to have to read the exploring section that follows.... sorry about that.*)

Exploring #5 Checklist:

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30 Gilder x 11 Herb x 4 Strength Tonic x 1 Strength Elixyr x 1 Magic Elixyr x 1 Wonder Essence x 1 *Life Vessel x 2 Magic Seed x 1 Gilded Falcon x 4 Sand Cape (unique) Leather Vest (unique. Bought, not found)
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O.k. the exploring sections are coming back with a vengance after the very pathetic "Exploring #4." For this exploring section, there are 26 treasures chest waiting to be found (actually, there are 28 chest. What happens is that the last two are so out of the way that it's just ridiculous. I decided to save them for "Exploring #6" when it will be a lot easier to get). My point is that I even though those chests can be gotten now, it's better to wait until we're done with Dungeon #6. Good? Good, let's get to the meat of this section then.

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

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

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

^{*}One of the Life Vessel is bought, not found.

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

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

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

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

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

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

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

any rate, buy the Leather Vest now. After buying the Leathe Vest go out and then back inside, he will now have a Life Vessel for sale. Buy it for 400 Gilder and then go back to the sign that reads "Cliff of Madness" (if you are wondering, Wonder Essences can be bought here for 200 Gilder after buying the Leather Armor and the Life Vessel).

A detailed explanation on how to get all the way to the top of the Cliff of Madness would cause me madness, it will be enough to say that it's not complicated at all and that all the chests within the Cliff of Madness can be reached now. Here's what you'll find in these 7 chests: Wonder Essesce, Magic Elixyr, 30 Gilder, 30 Gilder, 30 Gilder, and a Herb (do not forget the chest that is right above Lurvy's chimney...hint?). After you've gathered all the treasures, go inside the cave at the very top of the Cliff of Madness. This cave will take you to the Desert of Despair.

Once in the Desert of Despair (notice how the sand has the same effect on you as the shallw water), head all the way to the north west corner of this screen and go into the cave that will be awaiting you. Inside that very simple cave you will find a chest south with the Sand Cape (!). Use the Sand Cape to get out of this cave through the opening in the wall. Directly from the exit of the cave that held the Sand Cape, head south and jump to a platform with a chest containing 30 Gilder. From this chest walk east until you walk by an skeleton, north of this skeleton there is a chest in a platform along with a rather big pyramid like structure. Open this chest to obtain a Gilded Falcon. North east of the chest with the Gilded Falcon you'll find another chest, use to Sand Cape to get to it and receive an Herb (or rather, receive the notice that you can not carry any more herbs...) This ends this Exploring section.

Now, head south west from this chest until you come across a big platform 3 pairs of stone columns and a big patch of firm ground in between these columns. Go there and walk between the two northern most columns to be transported by two tornadoes to another section of the desert. You'll be in a screen with some walls and some holes, use the Sand Cape tp head north (if you try to leave this screen in any other direction other than north you'll be taken back to where the platform with the stone pilars are). Once you've traveled north you'll be in a screen where the wind is blowing strongly, use those rocks to and this time leave this screen in the west direction (same as the wind). You will reach another screen with strong wind, this time blowing south. Use the pilars to reach the cliff to the south and then go south. You will reach the final portion of this section where there's no longer any wind, use to stairs and walk into the sparks to be taken into the seventh dungeon of the game.

-----[DG07]

Dungeon #7: Ancient Shrine

The longest dungeon so far. I'll be honest with you (again), I don't have fond memories of this place. The first time I played through Alundra I got stuck here for a good while (although I blame the language barrier, but whatever). This place also has one of the evilest things in the game: the levers + the 4 holes + randomness = frustration. Don't get the wrong idea, this is not the hardest dungeon in the game, but it's very annoying (at least to me). Since you are using a guide you will be o.k. Oh well... allow me to reminiscer no more and provide a summary:

Monsters: Bees - (1 HP) Sand Worms - (6 HP)

Mummy Guardians - (30 HP)

Boss Battle Shrine Protector - (75 HP)

O.k. from the starting point of the dungeon head north and into the shrine. You will be in a throne room with a skeleton in from of the throne. Examine the skeleton and once it's done talking, head north through either staircase. You will see one of those purple transporters, use it to get to the save room. Replenish your health and magic if you need to then return to the dungeon. Back in the dungeon, head back to the skeleton. Travel west from the skeleton past a locked door towards a room with a big square in the middle and a lot of sand around it (notice how you can't move very well in the sand.... yes, I know it's annoying). There is nothing of importance in this room se head north through an opening in the northwest corner of this room. You'll get to a room with a chest on the west platform, a fireball throwing machine on the middle platform, and nothing on the east platform. Since you can't jump very high in the sand, you are going to have to go all the way to the north east corner of this room, there you'll find a patch of firm ground. Use it to get to the east platform and then jump your way towards the chest. Inside you'll find an herb. After opening the chest head back to the skeleton near the beginning.

From the skeleton, head east all the way past another locked door until you get to a small panel on the floor. Step on it to activate it. Unfortunately, you are now trapped inside this room with 5 sand worms that you need to kill in order to get out of here. The sandworms only have 6 HP so make short work of them and head west. You should head north through the now open door through a sand corridor all the way to the room with the two fireball throwing bird heads. In this room walk east over the low walls until you get to the east wall. From there head south and you'll get to a room with a solitary chest in it. Open it to find another herb inside. Kill the sand worms if you like, and then head back to the skeleton by the throne.

From the skeleton head west again, but now that the door is open, head north through that corridor. You'll get to a spacious room with three chained steel balls, three levers, and a locked gate on the east side of this room. Activate the levers in any order to open then gate, and then go up the stairs. In this new room, witness the flashing panels with shapes on the floor. There are also some stones with these very same shapes around the room. Naturally, what you want to do is put the stones on their respective panel. First head to the west platform by using the very small elevator to the west of the stairs. Once there kill the mumm guard, grab the stones and throw them down to where the panels are. Be careful not to activate any panel yet because you can't grab a stone after it's corresponding panel has been activated. Use this stones to make a improvised stairs to get to the east platform where the two remaining stones are (to make the stair, throw one stone on top of the other one). Kill the two mummy guards and throw the stones towards the panels. Go down there and now put the stones where they belong. After you've accomplish this. a statue will suddenly appear, and a platform will start moving. Use this platform to get to that statue and examine it. This is the first of four statues that you need to examine. At any rate, your health is full again , so head back to the now famous skeleton by the throne.

Once you get to the skeleton, head north through either staircase and through either door (they both lead to the same place). You'll be in another room with more panels and their corresponding stones. Throw the stones in their matching panel and head east through the now gone gate. You'll find yourself in a big room with eyes drawn on the floor. Notice that there are two kind of eyes; open eyes, and closed eyes. The whole deal in this room is that if you step on any

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

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

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

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

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

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

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

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

I'd like to point out that this is a good moment to save your progess. Good, let us carry on. O.k. talk to the skeleton after you've examined the four statues. The skeleton will then disappear and it'll take along the throne, revealing a hole. Go into the hole. The floor of the room you're in now is full of spikes, there are four levers on these spikes, and let us not forget the levitating platform. Get on top of the platform and use bombs to activate all four levers. This will cause a block on the east side of the room to raise, and in doing so, revealing a path east.... of course you should go east now. The next room is full of sand; it also has a panel/switch in the middle of it. Step on it to actiave it. You are now being attacked by 8 sand worms, you need to kill them so that the gates will open and you can continue your journey (if I may, I'd like to suggest the Earth Spell, it'll clear the room in a flash). Head south once they're dead.

This room has the now familiar panels with shapes on it plus their respective stones. The only difference is that these panels are constantly switching their shapes. That's all there is to this room though, so all you have to do is time it correctly and throw the stones on top of the panels. Kill the mummy guards, they'll just keep annoying you while you try to concentrate on the timming of the panels. Once you're done, the block will disappear so head downstairs. Surprisingly, this following room only has a single panel, and there's no shape on it (I kid you not). At any rate, kill all the mummy guards and the four familiar stones will fall down by the panel. To solve this you should read the sign to the east, but if you couldn't figure it out I'll do it for you. Throw the water stone first onto the panel, then throw the sun stone on top of the water stone, then it's time to thrown the moon stone on top of the sun stone, and finally throw the star stone at the very top of the column (I repeat, make sure the stone are one on top of the other. Once you do this the door north will open and you can go through now; oh yeah, the boss of this place is on the next screen, but don't worry the fight won't start right away.

Notice the huge half buried mummy? That's the boss. You can't fight it yet though, since it's half buried and all. At any rate, jump into the whole in front of you to get to a small room with some more flashing panels that change their shapes and the stones. This is is trickier than the rest becase in addition to having the panels change their shapes, you need to throw certain stones in certain panels, or else the puzzle won't be solved. The clue is written in the wall to the north, but since I'm here already, I might as well tell you. The star stone goes in the south panel, the moon stone goes in the west panel, the water stone in the east panel, and finally the sun stone on the north panel (remember to time them so that they land on when the appropriated shape is displayed). When you're done, it'll start raining rocks so you better get out of here through the elevator to the south. Once back in the room with the boss (notice how the sand level went down?... good) head west and you'll see another hole, go inside and repeat what you did in the last hole, this time the positions are different though. The correct positions are: start -> north panel, water -> west panel, moon -> east panel, and sun -> south panel. Rocks will start to rain here too so go back to the boss room. The boss if free now so jump down to where it is and prepare to duke it out.

This guy is basically another Ancient Guardian. I mean, he has exactly the same attacks, and exactly the same HP. The only difference is that this time, and only due to the sand, he is faster than you are. It's also worth mentioning that you have less room to maneuver. In spite of these handicaps, this fight is actually easier than the first fight. Why you ask? Well, for starters you now have more health so you can endure more punishment, also the Iron Flail is in your hands and with it you can inflict 3 HP of dagame while keeping yourself at

a relatively safe distance. More importantly, you have access to magic this time. The Earth Attack will inflict a whopping 12 HP of damage, and if you have been following this guide, you should have two Magic Seeds by now; that translates to 24 HP of damage in less than 5 seconds.

After the demise of the Shrine Guardian, head west and through that door. This is the other place where you'll find the single lever with the four holes. Everything I said before applies to this one. I should mention that this time you have 6 chances to get 3 barrels (use Alundra to step on the last panel/switch). I will say nothing further, except godspeed, my friend, godspeed. After you've suffered enough and finally gotten it, head east. You have just entered the second to last room of this dungeon so rejoice. This room is also very straightfoward. Just walk along the trail, activating the panels and jumping over the holes all the way to the end(be mindful that the columns raised by the panels will only stay elevated for a short while, if you didn't make it in time, activate the panel and try again). Should you fall into one of the holes (shame on you) you'll land in a huge room with a lot of mummy quardians. The exit of this room is in the north west corner, this exit will take you back to the room with the holes so you can try again (and again and again). Once you're through this thing you'll reach the last room fo the dungeon.

In this, the final room, there is another throne. There is a guy in front of the throne and some guards (8 of them) in front of him. Talk to him and he'll test you're strength by having all the guards transform into mummy guards. I personally strongly suggest an Earth Attack now, it'll clear the room in a second and with a lot of style. Regardless of the method you used, when they are all vanquised go over to the skeleton and talk to him again. He'll reward you with three chest. These chest do have the goods (there are no herbs here). From theses chests you'll get a Sword, the Long Boots, and another Life Vessel. After you've acquired these items (and tried the charge attack of the swords on everything in the room), head west to a transporter tha will take you back to the Desert of Despair. You'll be back where you rode the two tornadoes a while ago. And with this, the Ancient Shrine is over.

Back to the Desert of Despair. Fortunarely, you now have the Long Boots so you can walk and jump normally on sand (and water too). You can't swim yet, but you your movements are no longer hindered by shallow water. Normally at this point in the game you would head over to the Coastal Cave directly east of Nava's Cabin, but before that let us go into Exploring #6. You always have the option of skipping the next section but I do not recommend it.

(*Note: after the Ancient Shrine dungeon a couple of things will chagen. Merrick's Shop "Medallion" will be open (again), the Pub is in business too, and to top it off Kohei has moved into the empty house south west of the entrance of the Coal Mine. Kohei will basically provide music test services, so go there if you want to listen to any piece of music in the game. Note that he doesn't have all the music samples yet. He will acquire them as the game progresses. O.k. that's all I had to say.*)

Exploring #6 Checklist:

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

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

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

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

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

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

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

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

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

is open the remaining megalith portals.

From this chest head west and cross the river (the one that is beyond the tree trunk that must be blown away with a bomb), after crossing the river head north until you get to the megalith. From here head to the Water Mill, west of it you will find yet another megalith. And the last thing you need to do now is open the last megalith portal of this section which is located directly west of the entrance to Magyscar. Once you've done all of this you will be officially done exploring for now.

Once you are done with "Exploring #6" you should stop by Inoa to talk to the villagers and watch a couple of events (and save... maybe). After this head to the Coastal Cave located directly east from Nava's Cabin.

-----[DG08]

Dungeon #8: Coastal Cave

I like this place, I really do. Nothing in particular really, but it just feels good. This dungeon is not very hard, and it's not very long. The enemies might give you some problems if you're not careful, and those chained steel balls might prove to be annoying, but overall this is a good dungeon. To top it all off, it's in here where you'll find the Merman Boots, which will allow you to swim. You have no idea how much I wanted to freaking swim before I got to this point (maybe you do). The boss is also very good, posing a challenge for the uninitiated (or careless). You'll acquired your second magic spell too, which is a healing spell. Nothing more to say about this place. Except the summary:

Items: 30 Gilder x 1 Herb x 4 Strength Elixyr x 1 Wonder Essence x 1 Life Vessel x 1 Gilded Falcon x 1 Water Scroll (unique) Merman Boots (unique)

Monsters: Sludge - (6 HP) Gragg - (9 HP)

Turtle - (15 HP)

Boss Battle Watcher in the Water - (120 HP)

From the entrance of the cave head north east, you'll be faced by some turtles along the way (I recommend bombs to deal with them). Far to the east you'll find a door, when you get there go inside. Once inside you'll notice two rocks by a vase north west of your position, be mindful that those two rocks are not of the same kind. One of them will not break when you thrown it (unless you hit an enemy). Grab the one that does not break and walk west. Destroy the stones there, while leaving enough so you can get to the high cliff. Once on the cliff you'll notice some stone columns north west of your position, destroy them and you'll reveal a chest with an Herb inside. East of this chest there is a block of stone, destroy it and use the sturdy rock to get to the cliff left of the recently destroyed stone. Once on the cliff stick to the northern wall and travel east until you get to another entrance, and yes you are supposed to go in there.

You just went in a big room with a huge hole in the middle and two moving platforms circling around. Use these platform to get to the northern section of this room (if you fall, don't worry, there will be an elevator on the lower lever that will bring you right back). Once in the northern section, kill the Gragg and head towards the lever to your right. Hit it and some cracked platforms will appear to the north, use this platforms to keep going north (do

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

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

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

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

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

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

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

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

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

the southest most point of its trajectory and then destroy the column (it should move north west, north and only a little to the west might also be acceptable). Once you've positioned this two balls in appropriated places, use them to get to the exit of this room (you're going to be walking very close to the wall, since it's the only way to get there). When you finally get to the exit of this room, head south.

From the entrance to this room keep walking south and jump into the water. Once in the water keep swimming south (careful with the steel balls). All the way in the south end of this room there will be a piece of firm ground with a piece of wood on it. Grab this piece of wood and return to the water, but do not jump into the water, jump on top of the small platforms as you move north. When you get to the last platform before the chest, thow the piece of wood you're carrying into the water and use it to get to the chest, which contains a Wonder Essence. Once you've done this, jump into the water and head east.

As soon as you enter the next room, you'll be attacked by three Graggs, kill them (do not use the vases to kill them) and then head over to the vases by the water. Jump onto these vases and from the top of the lot jump east towards a small platform. From this platform jump towards the one north east (with a piece of wood on it). Throw this piece of wood into the water between this platform and the platform with some stones on it. Once you've done this jump onto the piece of wood and then to the small, clear section of the last platform. Destroy the stones to reveal a chest with a key inside. After you've gotten this key, head all the way back to the sign by the bridge (the one I said you should remember).

From the sign head south past some more stones that you should destroy. The first thing you'll see is a trasporter, use it to get to the save room. Save and replenish your health then head back to the dungeon. Once back, keep walking south and you'll get to a locked door, open it and go through. Turn left towards the chests now, the northern chest has a Life Vessel and the other one a Strength Elixryr. After getting this items, head south past some more stones and down the steps. You will now be in very long corridor with a panel/switch near the entrance (by a platform with a boulder on it). Activate this panel/switch and the boulder will fall to the ground and start moving east, jump on top of it and ride it east. When the boulder falls into a hole another boulder will replace it, so don't forget to jump to the new boulder. And as for the moving steel ball hanging around, I recommend standing in front of the boulder so when you take the hit you don't fall off it (you could, instead, try to dodge it, but I think it's just easier to take the hit). Before this second boulder falls into anothe hole jump towars a panel/switch on top of a big block. Activate it to raise the block by the exit of this room and then go there (the puzzle of this room will not reset, so feel free to go back and save and then return). Once you're prepared head east and into the boss' lair.

I'll just come out and say it, the Watcher in the Water is the hardest boss so far (and by a large margin too). For starters it has an impressive 120 HP of health. Also, when it hits you, it hits you hard (3 HP of damage every time you get hit by a water arm, and 2 HP of damage if it gets you with a bubble). To make matters worst, it doesn't like to come out of the water much so this fight might take a while (or it might not take as long, it all depends on how often it raises up).

As for its attacks, well... it only has four. It will use two of them when underwater, and the other two when it raises out of the water. While underwater it will either attack you by raising water arms out of the water near or on

your position (3 HP) or by lauching a lot of water bubbles in a spiral pattern. To deal with the bubbles either dodge them or hit them with a weapon. And to deal with the water arms, just walk around (making sure not to run into them), or hit them with a weapon. Once it comes out of the water things get more interesting. It could either raise a lot (like 15) water arms at the same time (which is hard to dodge), or it could raise special homing arms that after raising all the way will home in on your position for a while. The homing water arms move very fast (faster than you), but will not travel a long distance. Should they get too close, a single hit with anything will disperse them.

As for how you'll be doing the killing, well I strongly recommend the Sword charge attack. This attack will deal 12 HP of damage, which means that 10 of these charged attacks will be enough to destory it. The Earth Scroll will also inflict 12 HP of damage, but the problem is that you can only perform it twice (well, you could do it more if you use items but I have a thing against the use of items... it's a principle thing). A bomb will do 5 HP, which means that it will take 24 bomb blasts to destroy it (not recommended at all, the bombs will prove too slow in this battle, and by the time they explode, the Watcher will have an army of water arms closing in on you). The Iron Flail will cause 3 HP while the normal Sword slash will do 4 HP. Any combination of these attacks equaling or surpasing 120 HP will destroy the Watcher, but I still recommend sticking to the Sword charge attack, and to the Earth Scroll.

After the fight another being like Lars named Vul will appear in front of you and will impart some wisdom. He'll reward you with two chests, one of which is already open. The other chest has the Water Scroll inside. This attack will provide you with a water shield and will replenish half your max health. Once you're done with this walk over the transporter and head out of the cave.

After coming out of the cave, the next stop for story purposes should be Septimus' House and then Myra's House in Inoa; but hold on, we can swim now, so it's time to do some more exploring. I just love exploring.

Explorating #7 Checklist:

30 Gilder \times 1 Herb \times 1 Strength Tonic \times 1 Wonder Essence \times 2 Life Vessel \times 1 Gilded Falcon \times 5

(*Note: you should have activated the 7th megalith portal by now. This means that there is only one portal left to activate. Special mention to the chest east of Merrick's Shop, it had a new item all of the sudden (Magic Elixyr)*).

From the exit of the Coastal Cave, head west towards Nava's Cabin, hopefully you've notice the chest behind it by now. To get there, jump into the water right in front of the cabin and swim there. Inside you'll find a Gilded Falcon (in case you're wondering, there's a total of 50 Gilded Falcons to be found). Now that you have this Gilded Falcon, head to the entrance of the Coal Mine. To the north east of the entrance to the Coal Mine will be a stone block, hit it with the Iron Flail and then head north. One the next screen head north west until you get to a small bridge (beyond this bridge are three pedestals where crests should be put when you get them). From this bridge jump into the water to the west and swim south a little. You'll get to some wooden stairs, use them to get out of the water and you'll find yourself on a very small island with another pedestal. North of this pedestal is a chest, open it to find a Gilded Falcon. From this chest swim south and you'll change screens.

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

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

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

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

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

Herb. After getting the Herb you will be done with this exploring section.

Once done exploring, head back to Inoa and talk to the villagers. Then go into Septimus' House, after talking to Septimus head over to Myra's House and meet Meia for the first time. Next thing you now you are sleeping in Jess house when Kline attacks you. Go out and help Septimus find Kline. All you need to do is try to go in the houses with open doors. There are only three houses with the doors open and they are Yustel's House, Septimus' House, and Wendell's House (Kline's House is open too, but you don't have to go there). After trying to go into Septimus', Wendell's, and Yustel's House (any order), Septimus will call it a night and you'll go to bed again.

Once you wake up had downstairs and talk to Jess, from there head over to Septimus' House, after talking to Septimus head over to Kline's House and get ready to go into another person's head, and thus another dungeon.

-----[DG09]

Dungeon #9: Kline's Nightmare

Kline's Nightmare... I got stuck here my first time too. This dungeon is not very long, but some of the puzzles are very tricky. It's here that you come across the first sliding ice pillar puzzle (you'll come to know them well). The ice pillar puzzles are hard to explain with words so I drew some very simple sketches that I hope you'll find useful. Do notice that these sketches are not 100% accurate, but they should give you a good idea of what you need to do to get through them. The enemies here might prove a little annoying (those Shadows...) but the bosses are a piece of cake (you read right, there are two bosses in here. Both of them are extremely easy so don't worry). Let's do the summary then:

Items: Herb x 1 Strength Tonic x 1 Life Vessel x 1 Gilded Falcon x 1

Monsters: Soul Eater - (9 HP) Shadow - (9 HP)

Pukus - (9 HP) Slime - (9 HP)

Boss Battle ??????? - (battle will end after 20 hits with anything)
Boss Battle Kline - (will die after 10 hits with any weapon)

As soon as you enter Kline's Nightmare, head north and into the cave with the form of a goat (or some somilar animal). Once inside head south until the path divided into three. Now, at the end of each of those three paths you'll find a switch by a closed gate; all you had to do is go into each of the three corridors and activate every switch. After doing this, the gate in the middle will disappear granting you access (that is why I recommend saying the middle switch for last). After you've gone past the three gates, exit this room through the southern exit.

You are now in a very big room with some bushes and some stones. Head south and you'll see a big steel ball. Just beyond this ball the path will split once again into three. At this point you can go east, south west, or south east. I recommend going south east towards a save transporter. Go into the special save room, save your game, replenish your health, and return to the dungeon.

Back in the dungeon, head north past some vases and rocks. You'll come across

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

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

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

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

Stair	S	wS	Sw	
		S	 S	
				1
C				1
			1 1	L
				1
		р1	 p2	
Ent			р3	

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

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

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

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

		p5		east, p3 noth, p3 west, p2 north,
p1			SI	p1 east, p1 south, p5 north.
S				After you have moved all the
	1			pillars in to their correct
	I			positions, step on the last one
				by the stairs and the gate will
p2S		p4		open. Go up the stairs now. And
S	р3			yes, there's more of this kind of
sta		S		puzzles further up so get ready.

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

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

	ent
S	
p4	p1
	1
	p2 p3
stair	1
	1
	1 1
	C
	 I I

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

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

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

east to land on some tiles going east, and finally east again to get to the northern section of this room. There you will be greeted by some Shadows, kill them and push the ice pillar onto the switch, then you step on the other switch and go up the stairs.

You are in another room with ice pillar puzzles, however, this one is very simple. Drop down to where the pillars and some Pukus are. Kill them pukus and push the pillars in this order (for our purpuses, let's say that the pillar closest to the entrance is p1, the one in the middle is p2, and the last one from the entrance is p3): push p3 west, push p3 north, push p2 south, push p2 east, push p1 east. That's all you need to do, now go up the ladder and head east jumping the gaps as you come across them. Eventually you'll get to the exit in the south west corner of this room.

The next room is kind of fun. You are in a room with 7 moving rolling steel balls, there are 3 holes, and some high plateaus, one of which has a chest, you can't get to. To the north east, near the locked gate, there will be a switch. Activate this switch and another one will appear, you now need to run there and activate that one, at which point another one will appear. This will continue to happen until you've stepped on 10 switches. It's very easy to do really, but you need to do it quickly because the switchs will disapper after a while if you haven't stepped on them. After activating all 10 switches, the gate will open, allowing you to go up the stairs.

You are now in the last room of this tower, and it's a very simple one. From the entrance, and after killing some Shadows, head west and push the ice pillar you'll see west too. Use it to get on top of that thing on the north west side of the room and then jump south. A little to the south you'll see another switch, step on it and a platform will appear in the middle of the room by the tiles with the arrows. There's a big difference between this tiles with arrows and the ones that came before them. That difference is that you can actually move while on this ones, so even though they do push you in a given direction, you can force your way through them. Use the narrow arrowed bridge to get onto the platform that just appeared, and once you get there jump south into the hole. You should land on top of the chest that you couldn't reach in the previous room. Open it to find a key (which would be your third key in this dungeon). And then head up again.

Once back into the room with the tiles with arrows, head south from the stairs and get out of this room using the door. Once out head east until you get to three gates. Open these gates with the three keys you have collected so far and go into the door beyond them. You are now in anotehr room with some more tiles with arrows, and these are the weak arrows, meaing that you can move while on them. Once you've gone up the first set of stairs, jump down to the small section with the chest and open it to find an Herb. With this Herb in the bag, keep going up all the way until you get to the door at the very top. Don't go into the door yet, instead jump east from it to get to a chest with a Strength Tonic inside. Now you can go into the door.

You will be back in the snow. Head north and you'll get to a statue, examine it and your health will be replenished; also the gate behind the statue will disappear. Beyond that gate are the two boss battles that you must now fight so get ready (but they are soo easy).

This boss looks intimidating but it's an actual push over when it comes to the battle. To picture it, think of some fat demon with a tail and a second mouth on its stomach. It only has a single attack (well, I guess you could say it

has two, but that's streching it). And to top it all off, it doesn't even move. Let's go over its attack(s), all this guy does is open the huge mouth on its stomach and tries to suck you in. If you get sucked in, you will be dealt 3 HP of damage and spitted out shortly. Its other attack (if you can call it that) is when he spits 5 or 6 Slimes into the screen; these Slimes well then go after you. It's worth noting that the Slimes are not immune to the sucking attack of the boss, and they will die upon contact with it. Conveniently enough, they may drop health or Gilders so feel free to get whatever they drop when you have a chance.

One thing to keep in mind is that Kline will be present during this fight and if the Boss manages to suck Kline in, you will be damaged as if you had been sucked in yourself. The only difference is that you will be dealt 2 HP of damage instead of the regular 3.

Notice how I don't have an HP value for its health. This is so because it does not actually have any health. This battle will finish as soon as you hit it 20 times with anything. That means that if you hit it with 20 bombs, the fight will end. 20 charged Sword attacks, the fight will end. 20 hits with the Iron Flail, the battle ends. And I presume that hitting it with 20 Earth spells would end the battle too but I couldn't actually test that (I did test all the others).

Another peculiar thing about this boss is that it doesn't have any period of invulnerability at all. The catch is that you can only hit it while its mouth is open, and it will only let you hit it twice in a row. Now, about the strategy to win this fight. The only thing you need to do is to go to either corner of the map by the boss. Once there and as soon as it opens its mouth, hit it quickly twice with something. Personally, I strongly recommend the Iron Flair for this fight as it provides you with the greates reach of all the weapons. Following this strategy, this fight will be over very, very, quickly and you should not have taken any damage.

After hitting this guy 20 times, Septimus will interrupt your fight and you will be pulled out from Kline's Nightmare. Once back in the real world, Kline will transform into a werewolf and attack Alundra, at this point the second boss battle starts. Don't worry, this one is just as easy as the previous one.

This one is even simpler that the one that came before it. Kline only has one attack, and it's a simple one. This attack is a sort of tackle which involves Kline rushing towards you and ramming into you. Do notice that you can't hit Kline while he's moving, you can only hit him while he's stationary. Just like the boss before it, Kline doesn't technically have any health, instead, he will die after 10 hits with anything. Yes, hitting him with 10 bombs, or 10 Sword charge attacks, will be no different that hitting him with the Iron Flail 10 times, or 10 regular attacks with the sword. Now that I mention the Sword, I strongly recommend it for this fight.

Follow this simple strategy and victory is guaranteed. Stand just outside of the range of Kline's tackle attack. He will try to get to yo but since you're too far he will stop right in front of you. Walk up to him and hit it with something then get away from him and wait until he goes to where you moved. This is like the easiest boss battle in the game.

And with the death of Kline, this section of this guide is over.

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

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

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

-----[DG10]

Dungeon #10: Reptile Lair

Reptile Lair's Overview

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

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

Monsters: Lizards - (12 HP)

Boss Battle Reptilicus Maximus - (around 180 HP)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

to the stone column, head south. You will go in a narrow corridor with lizard statues on both sides. As you walk through the corridor the statues will come to life and will attack you. Kill all the lizards and head down the stairs in the south section.

This next room has eight lizard statues. Three of them are spawning ones so destroy them and them kill the remaining lizards. Once you've done this use the pedestals to get to the stairs in the north east corner of this room, and go down the stairs. Down the stairs you'll be faced with three more lizards, you do not need to kill them, so walk east and and exit this room when you get the chance. The next room has a lot of spikes in the middle of it. Walk along the north wall towards a lever on the west side. Hit this lever and a floating platform will appear. Get on top of this platform and when it passes by another lever, use the Iron Flail to hit the second lever. Another floating platform will appear, so get on top of it and when you get the change jump to the south section of this room. Notice the sign to the east by the big lizard statue, and then head up the wooden ramp to the west.

Once up head north and jump into the water. Swim north being careful not to hit any of the steel balls in the water. Once you get to the shallow water, go up to the cliff using the stone columns (do not destroy any of them). When you get to the top of the cliff, head north and you'll find a chest with a Gilded Falcon. After opening the chest, head south again to where the stone columns are. Once you get to the edge of the cliff, use the stone columns on the left to jump towards a wooden square on the water with a switch on it. Activate this switch and then return to the cliff with the statues, this time head north up the stairs.

You just went into a room with seven lizard statues and behind then a big lizard statue. All seven of these statues will spawn one (and only one) lizard, so kill them all and then destroy the 4th lizard from the left. After you have destroyed it, go up to the big lizard statue and use bombs to blow it up. At this point you should go back to the room with the spikes, the sign, and the big lizard statue. When you get there you will be pleased to noticed that the statue has disappear and you can now walk east. Do so and replenish your health in the magic triangle and continue east. You'll get to a group of more stone lizard statues. Some of these will come to life and attack you, kill them and proceed east through them. In time you will go into a room where as soon as you enter you will be locked in. In the north part of this room there will be a big wall with a fissure on it. Use bombs to completely destroy the fissure and you will create a big hole. From this hole ten lizards will come out and attack you all at once (yes, 10). I strongly recommend a Earth Scroll here because these lizards get annoying... fast. After clearing the room, a chest will appear with a key inside. Get the key and then head all the way back to where the save transporter is.

Once you're back to the save transporter, save your game and return to the dungeon. Once back it's time to go to the only locked room you haven't been into yet. To get there I ususally take the other transporter, head north and jump onto the cliff, from the cliff head east until you see some more statues, from these statues head north and down the stairs, then head south west, past the circle of lizard statues and the wooden bridge, then down some more stairs, and then north to where the locked door is. Open this door and replenish your health on the magic triangle if you need to. Then go west into the boss room, and prepare to fight.

O.k. this guy is not actually hard, but it's extremely annoying to get his HP

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

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

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

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

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

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

-----[DG11]

Dungeon #11: Gile's Nightmare

Gile's Nightmare Overview

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

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

Gilded Falcon x 1

Monsters: Pukus - (9 HP) Shadows - (9 HP)

Soul Eaters - (9 HP) Fake Chests - (15 HP)

Bug Bags - (24 HP)

Boss Battle Soul Leech - (180 HP)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

appear further north, hurry there and activate it. This, in turn, will create another switch, go to that switch and jump on it to finish this short puzzle. After doing that a wall to the north east will disappear so head there now.

You will be in a narrow corridor (another one). Walk east and you'll get to some holes, and some platforms with spikes underneath them. Jump the first hole (careful not to touch the platforms with the spikes) and then jump into the second hole (the narrow one). You should land on top of an ice cube. Grab this cube and throw it down. As you do this, you will locked in this room with 4 Bug Bags. Kill all the enemies (but not with the ice cube), and then head south through yet another corridor with steel balls. In time you will get to another pedestal by a transporter. Throw the ice cube on the pedestal but not while you stand on the sqaure in front of it (what you want to do is open the hole, but not fall into it immediately). After you've created the hole, step on the transporter. You are now in a small room with 4 Bug Bags, kill them and a chest will appear. Open it to receive 30 Gilder. Then get on the transporter and back to the previous room. Now you can jump inside.

You'll land in a room with some monsters and two fire spitting bird heads. Kill the monsters and a door to the west will open. Go into this door to get to a very small room with a big bush in the middle of it (if you throw that bush, a Herb might appear). Then go out again to where you just were. This time, 5 Shadows will be your opponents. Kill them all and the big north in the north wall will open. Go in. You are now in a room with 8 Soul Eaters that appear to be sleeping. As soon as you get near the door to the north, 6 of them will awake. Now you need to kill them... but this is extremely annoying because they keep teleporting around. I mean, they won't even attack you, they will just teleport away from you. I really don't like this room. After killing them all (that ones that are moving that is), the door to the north will open, and that means you can go through it.

After you've gone through that door, keep walking north until you get to Giles, who is on his face on the floor. As soon as you talk to him the boss battle will start so get ready.

This guy is the same guy you fought in Kline's head, and it's still just as easy (if you know what you're doing). There are some differences though, so let us talk about them. For starters, if it manages to grab a hold of Giles, you will die on the spot (but if you have a Wonder Essence, you'll be brought back to life... on the spot too). It's sucking attack seems to be stronger too, because it'll drag you towards it rather quickly (although there's a way to hold you ground while it's trying to suck you). Another difference is that now it takes three hits to knock it out of it's sucking attack... and that's actually to our benefit.

So, how do we kill it? One word, magic. That's right, magic attacks absolutely own this guy (o.k. magic and bombs.... bombs are awesome here too). The Soul Leech has 180 HP, and each hit from a spell (Earth or Fire only, Water will not even hurt it) will inflict 16 HP of damage, and each time you cast a spell it will hit it three times.... that translates to 48 HP of damage per casting. There has never been a greater bang for your buck friend. By now you should have 2 Magic Seeds, that means two castings... and that means a awe inspiring 96 HP of damage right there. You read right, two spells will take more than half its health away. So, after casting the spells you will be looking to a 84 HP boss. You can deal that amount of damage with 21 slashes with the Sword, or 7 charge Sword attacks, or 28 hits with the Iron Flail, or the safest (and my preferred) way 17 bombs. And in case you're wondering after two spells you

still need 84 arrows to kill it.

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

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

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

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

-----[DG12]

Dungeon #12: Magyscar

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

Items: 30 Gilder x 4 Herb x 1 Strength Tonic x 1 Strength Elixyr x 1 Magic Elixyr x 1 Wonder Essence x 1 Life Vessel x 1 Gilded Falcon x 1 Wind Scroll (unique)

Monsters: Big Bug - (1 HP) Turtl e - (15 HP)

Bug Bag - (24 HP)

Boss Battle Corpse Worm - (150 HP)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

- South West Transporter: this transporter will take you to a room full of spikes on the middle. The will be one steel torch on each corner, and the torches you need to use to light them are all in the middle. All you need to do is jump over to the torches in the middle, grab one, and then go to a corner and light a steel torch. Obviously you need to do this four times. After lighting all four torcher (do not hit the spikes while carrying a torch, and careful with the water drops), go to the middle of the room and read the stone tablet. Now return to the room with the transporters.
- South East Transporter: this transporter will take you to a simple room. The four unlight torches are in the south section of the room together with the stone tables. The lit torches are around the room and you don't need to do any thing special here, just grab them and use them to light the other torches. The only problem might be the skeletons spawning Big Bugs. If they keep hitting you while you carry a torch, just destroy the skeletons and the bugs before trying to light the torches. When you're done, read the tablet and return to the transporter.
- North East Transporter: this one will take you to a room with 2 levels. You will enter this room on the high level, and there to your left will be all four torches. To the south, one level below, you'll see three unlit torches. Quickly grab the first three lit torches and throw them, from the cliff, onto the unlit torches you can see (jump and throw to reach the torches further to the south). After doing this grab the last one and jump down there, walk towards the last torch and light it with the torch you're carrying. When they are all lit climb the cliff south and read the tablet, then take the platform north and out of this room. The trick here is that you need to throw the first three torches, and grab the fourth one quickly, because drops of water will start falling on the spots they start in after a while and, if you haven't picked them up, they will be extinguished.
- North West Transporter: the trickiest of them all. This room has three levels of height. The highest level, where the entrance to this room is, has a single torch and a lot of thorny bushes to the west blocking your way to a lever. The middle level has two torches separated by a thorny bush, and left of these torches, there are some more bushes. The bottom level doesn't have any lit torches, but it has all four unlit ones, and the stone tablet. This is what you need to do here: drop to the middle level and grab the torch on the right; while carrying this torch, drop down to the bottom level and stand really close to the wall of the cliff you just dropped off from. Head west and use this torch to burn the bushes left of the remaining torch on the middle level (I know it sounds confusing, but if you're there on the room it should be a piece of cake to do this). After using the first torch, climb all the way to the top

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

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

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

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

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

choose to hit it and you'll destroy it sooner. I find it more beneficial just to forget about it and concentrate of the Worm. The other direct attack is when it stops in the middle of the map and it whips you with its whole body; this attack is easy to see coming, and if for some reason you got caught, just jump over it. Corpse Worm's main attack is just a ramming attack, it'll run you over as if you weren't even there if you are not careful. The Worm's last attack is when it places a cocoon in the battle field, if you touch this cocoon you will be damaged. You can hit it and destroy it (but once again, I just rather stick to the Worm). After a while, and if you didn't destroy it, it'll hatch and 3-4 small bees will appear. This bees are extremely weak, dying in a hit from anything; and they only inflict 1 HP of damage if they touch you. I suggest leaving them alone, and if they get in the way (they are hard to see sometimes), just kill them quickly and move on.

The Worm will only move in a straight line (know that diagonals are fair game), the only way it'll chage directions when it's not by a wall, is after being hit by an attack, or when it coils itself in order to regenerate the armored plates (that you will need to destroy). I mention this so you know that you, most of the time, can predict where it'll be. This is useful because the Worm moves faster than you can, and sometimes getting to it's head might be troublesome. After hitting the vulnerable head, the Worm will pause for a second, take this moment to get a little away from it (you can't hit it twice in a row... invulnerability, remember?).

Concerning the way you should fight this battle. Once again magic is a powerful tool, specially the Fire Scroll. One single flame from the Fire Scroll will cause 22 HP of damage, saddly you can not hit it more than once with a single casting of the spell. The Earth Scroll will deal only 12 HP of damage (down 4 from the 16 HP it did to the Soul Leech), and the Water Spell will not even hurt it. This means that you should stick to the Fire Scroll for all your magic attacks. After you have hit it with two Fire Scrolls, it will have 106 HP left. 9 charge Sword attacks will deal that amount of damage. If you feel daring, though, you could go the solo Sword way (after useing the Fire Spell, of course) and that means 27 hits with the Sword. The Iron Flail will require 36 hits, and the Bow will come in last (as always) with 106 arrows (and that is after you've reduced its health with the Fire Scroll). I do not list bombs because they are not useful in this fight. The Worm will be way out of the blast radious by the time they blow up. I did not get a damage reading for this fight, but if the previous fights are any indication, bombs should deal their usual boss damage of 5 HP.

After defeating the Corpse Worm you will appear in a room and another wise one will talk to you. This time it's Uma. She will give you some words of encouragement and the Wind Scroll. After you've obtained the Wind Scroll, she will teleport you back to Jess' House. And just like that this dungeon ends.

As soon as you get to Jess' House, Septimus will come to your room and talk to

As soon as you get to Jess' House, Septimus will come to your room and talk to you. After he leaves, head out of Jess' House. Right after leaving it, you will be intecepted by Sybill. After she leaves, go to Myra's and talk to Meia and then it is time to go to the Sanctuary. The Sanctuary is not an actualy dungeon since there are no enemies in there, but I will still count it as one because I counted Olen's Dream as a dungeon, and it's be unfair to the Sanctuary if I did not do the same now.

(*Note: this is extremely important. After speaking with Sybill, get on top of the Lutas' House and jump in through the chimney. You will land in room behind a locked door, open the chest there to find the Secret Pass. This pass will allow you to get to the basement of the Riverside Pub. I will have a section

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

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

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

-----[DG13]

Dungeon #13: The Sanctuary

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

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

Monsters: None

No Boss Battle (yet...ahem)

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

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

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

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

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

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

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

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

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

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

----[DG14]

Dungeon #14: Meia's Dream

Meia's Dream Overview

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

Items: Life Vessel x 1 Gilded Falcon x 1

Monsters: None

No Boss Battle

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

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

1st time = south east of the floating platform. Stand on this platform and head east, follow this trail until you get to her.

2nd time = directly west of the platform in the middle of the room. There is nothing else to be said about her position this time.

3rd time = near the north west corner of the room. A little to the south of the

- first puzzle door that was opened.
- 4th time = near the place where you first appear on this dream. Across the trees west of the save portal.
- 5th time = in the south west corner of the room. Near the two moving platforms.
- 6th time = south of the second to last unopened door, this door is the one further to the east. You cannot get to the door without getting to Meia first.

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

- 1st Puzzle Room = extremely simple. Hit the lever on the left with a wepon (but not the bow) and quickly get on the elevator by the other lever. Hit the other lever to lower the platform on front of Meia's statue and go there. Hit the statue three times and stand where the statue used to be. After watching the event head out of the room and look for Meia again.
- 2nd Puzzle Room = extremely simple too. Use the cracked platforms to get to the cliff where the switch is. Activate this switch and then use the new cracked platforms to get to Meia's statue. Break it and watch the even, then head out and look for her again.
- 3rd Puzzle Room = harder than the ones that came before it. Once inside jump into the water and head west, and then north towards a torch. Grab this torch and throw it over the east wall and onto some thorny bushes behind the wall. Head back to the entrance of this room and jump towards the two torches to the north, grab one and return to the entrance of this room, from the entrance jump north west on to a small section with a wall. Now, throw this torch over the north wall and onto some more thorny bushes. Then return to the last torch. Grab the last torch and use it to burn the last thorny bush to the north, get there by using the two small moving platforms on your right. After burning the last bush, swim towards the Meia statue, smash it and watch the event, then head back out and look for her again.
- 4th Puzzle Room = extremely simple. Just step on all the switches on the room, and after you've pressed them all a barrel will fall from the sky, use it to get where the Meia statue is and watch the event. After you're done head back out and look for Meia again.
- 5th Puzzle Room = simple yet extremely annoying. Hit the levers at the correct time to ensure that at least 3 floating stones fall in such a way that allows you to get to the switches on the cliffs. Activate these switches and then go over to Meia's statue and do what you normally do. The only way to pass this room is to get a feeling for it, so just keep trying. When you are done head back out and find Meia for the last time.
- 6th Puzzle Room = extremely simple. Grab the barrel on the northern part of this room and throw it exactly east of the thorny bushes on the middle (do not throw the barrel in the water). After putting the barrel east of the bushes grab the torch and stand on the barrel, from there jump west and throw the torch in midair towards the bushes. If you did it correctly, they will burn. Now get to the statue, break it, and watch the event.

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

After getting out of Meia's head, watch the events with the water mill and head out of Myra's House. Outside, talk to Septimus.... next thing you know you are in Jess' House sleeping. After waking up head down and talk to Jess and Lutas, from there head over to Nava's Cabin and after talking to him you'll receive the Spring Bean. This tool allows you to grow spring plants on those brown pots you've been seeing all game long. From Nava's Cabin, the next stop for story purposes is the cave behind the water mill (the one that used to have rocks blocking your way). But before we do that, it's time to do some serious exploring.

(*Note: at this point you will have access, again, to the room on the second floor of Lutas' house. To go there you must use the chimney. This is your last chance, get the Secret Passage now, or loss it forever.*)

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Exploring #8: After obtaining the Spring Bean from Nava.</pre>

Explorating #8 Checklist:

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30 Gilder x 3 Herb x 4 Strength Tonic x 1 Strength Elixyr x 4 Magic Elixyr x 2 Life Vessel x 5 Magic Seed x 1 Gilded Falcon x 10 Fire Wand (unique) Water Book (unique) Ice Wand (unique) Nava's Charm (unique)
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There are an astonishing 34 chest to be found in here, and that's a whole lot (even if you take the 6 you could have gotten with only the Power Glove. 28 chests are nothing to sneeze at). There are two subsections in here, one for the Fire Manor, and one for the Ice Manor. We start exploring inside Nava's Cabin immediately after he gives you the Spring Bean.

Inside Nava's Cabin, use the Spring Bean on the small pot and a plant will grow out of there. Stand on this plant until it's gone all the way down and then jump. If you did it correctly you'll jump really high in the air, land by the chest and open it to find a Gilded Falcon. Now, head out of Nava's Cabin and go west into the beach. Walk all the way to the entrance of the Coastal Cave, to the right of it you'll see another pot, use the Spring Bean again to get to a chest on a high ledge. Open this chest to obtain another Gilded Falcon. Go back to Nava's House and walk a little north, use a bomb to clear the tree trunk blocking the bridge to the west. Cross this bridge and head one screen west.

You should now be east of the Fire Manor, on the south east corner of this screen you'll see a big stone with some writing on it, lift it and throw it somewhere, then walk east until you get to a chest. Open this chest to obtain a Gilded Falcon. Now head west again and stand on the bridge east of the Fire Manor, jump into the water and swim north. Get out of the water on the first set of staircases you see, then head over to the bridge west of the Fire Manor. Once again jump into the water and swim north. Get out of the water on the first set of stairs you see (again) and head south all the way until you get to another big stone with writing on it. Lift it and throw it out of the way, then head into the cave beyond it.

Inside this cave, dodge the small fireball and go down the stairs. On the next room read the sign, and then stand in the middle of the 8 Killers in the water, kill them all and a chest will appear by the sign, this chest contais a Strength Elixyr. Once you've done this, head south and out of this room. You'll be on the beach again, head east and go into the second cave you can (not the first one, in there you will only encounter enemies. The one you want is the one by the wooden platform). Once inside destroy the stones with the Iron Flail and jump into the water to get to the lever to the north east. Activate this

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

Subsection: The Fire Manor

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

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

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

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

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

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

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

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

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

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

get to another thorny bush. Before going down to where that bush is, climb a ladder directly north east of it. Once you've climbed the ladder, head east until you see a chest, open that chest to obtain a Strength Elixyr. Now, go back to the last thorny bush you saw, burn it, and enter the weird building behind it. You have just entered the Ice Manor.

Subsection: The Ice Manor

Wow, this place is a major pain. The sliding ice puzzles here are nightmarish (well, it's not like you have something to be afraid of because you are reading this. Figuring them out on your own is so much more rewarding. In fact, and I know I shouldn't say this since I have put a lot of work on this guide and I'd like it to be read a lot, I recommend you give the puzzles here some hours of thought and see if you can solve it yourself. You'll feel much better than simply reading the solution on a webpage). Ahem... as I was saying, the Ice Manor is composed of three rooms, two with sliding ice puzzles, and one with a simple lever puzzle. Read on to learn how to get the Ice Wand.

The first room has an sliding ice puzzle. Just like I did for Kline's puzzles, I decided to draw some primitive sketches to better ilustrate the answer. I apoligize for my rough drawings in advance. And here's my rendition of the first room:

----- The 'S' are switches, the 'W' are locked exit | actually the weird looking statues, | and the 'p#' are the actual ice switch | pillars. | Do note that pillars 3 and 4 have | W p2 W| switches under them, and if you IS S| move them, you will need to replace | them with another ice pillar. To | solve this puzzle, push the the | W р4 W| pillars indicated in the direction рЗ | indicated: p1 east, p5 east, p5 | north, p5 west, p2 south, p1 east, | p4 east, p4 north, p4 east, p6 | north. After you've pushed all the р5 р6 ----- ice pillars like I mentioned, go

and stand on the raised switch nead the locked gate to complete this puzzle (note that this room is perfectly simmetrical in the left-right sense. If you make some slight changes, you could accomplish the same thing but using the left side of the room, instead of the right side like I did here).

After solving the first room, head north and into a small corridor. Walk north along this corridor until you get to three doors, go into the door on the left first. There you will see a circular lever, put the lever on its south position then head out and into the door on the right. Not surprisingly, you'll see there another lever, this one put on its west position; this will couse all the gates in the middle corridor to disappear. Go out and into the door in the middle. Head north until you get to the last room of the manor.

| the pillars, the chest is the

1

1	1			ı		chest, and the log row of ' ' is a
i	_					stone table that sits exactly on
i						that position on the game. This
i	S	р1		р2	S	if what you need to do to get to
i		_		1		the chest with the Ice Wand
i I						inside: p6 west, p5 north, p3 east
1						p3 south, p2 east, p1 east, p6
						east, p6 north, p1 south, p5 east.
		р3		p4		After pushing the pillars in the
	S				S	way I indicated, jump on the stone
						table and from there onto the ice
1						columns that are forming a make
1						shift bridge of sorts. Some of the
1	S	р5		р6	S	jumps are a little difficult, but
1						all of them can be made. Jump your
						way to the chest and open it to
	_					_
get th	e Ic	e wa	ant (this room is	sımm	etrical	in the left-right sense too, so what
I said the last time applies here as well).						

The Ice Wand behaves exactly like the Fire Wand. They cause the same damage, in the same time, in the same way. The only difference I can think of (besides the obvious elemental one), is that the charged ice attack will stay on the ground longer, potentially damaging enemies more). The Ice Wand is useful to put out torches, and to freeze certain fiery columns you encountered a good

put out torches, and to freeze certain fiery columns you encountered a good while ago (and will encounter again later on). Just like the Fire Wand, the Ice Wand will be outclassed in the damage department later on the game (I mean, a single hit with the Holy Sword is stronger than a single hit with the charged attack of either wand). Once you have the wand, head out of the Ice Manor.

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

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

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

really hard jump) jump your way to the top, there you will see the fiery columns I mentioned a while ago. Freeze them with the Ice Wand and then shatter them with the Iron Flail. Behind them will be a chest, open it to find a Life Vessel. With this life Vessel, head back to the portal in front of Nirude's Lair. From the portal head north east all the way until you see a pot. Use the Spring Bean to get to the high cliff and open the chest there to find another Gilded Falcon. This is an excellent time to destroy the stone head east of the chest so do it now.

After getting that Gilded Falcon by the stone head, you will have gotten every chest in the Torla map outside of the Murgg's Woods and the Great Tree.

After finishing the extremely important "Exploring #8" section above (just look at the unique items), head to the Water Mill and into the big cave behind it to enter dungeon #14.

-----[DG15]

Dungeon #15: Underground Waterway

This is a rather small dungeon with no boss battles and simple puzzles. There are some tricky jumps in here though (specially if you intend to get the Life Vessel). Aside from that, consider this a prelude to Nirude's Lair. Here is the summary:

Items: Herb x 2 Wonder Essense x 1 Life Vessel x 1

Gilded Falcon \times 1

Monsters: Nirude Follower - (6 HP) Fake Stone - (around 30 HP)

No Boss Battle

Once you are inside, swim north until you see a pot on solid ground on the right side of the screen. Use a Spring Bean to jump to the platforms high up and then jump west over the two whirlpools and then head north until you see a small ledge standing directly west of a waterfall. Jump over to that ledge now. Here, you will notice how logs fall down the waterfalls every now and then, you need to use these logs to jump over the water towards another small edge on the east side of this water body. From the place you are on, jump east from log to log until you get to a chest; open this chest to find a Life Vessel (you will have to jump 5 times very quickly and accurately. This series of jumps is the hardest series of jumps in the game but after you've tried it enough you'll come to notice that it's not that hard). From the chest, wait until two new logs pass by and jump into either one.

At this point you should be standing on either of two logs and they are dragged downstream towards a high waterfall. Just before the logs fall, make sure that you are standing on right log, after falling down the waterfall and clearing the first steel ball (the big one), jump onto the other log to avoid the other steel ball (the small one). After you've cleared both steel balls, make sure that you are standing on the log closest to the waterfalls (that is, the northern most log). Ride this log until it gets to a strip of solid ground all the way to the east, and jump on this piece of land before that logs goes into the whilpool. If you, for some reason or other, couldn't make it all the way here, just go into one of the whirlpools, that will take you back to the start of this dungeon.

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

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

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

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

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

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

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

-----[DG16]

Dungeon #16: Nirude's Lair

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Optional Dungeon: Fairy Pond

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

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

Monsters: Lizard - (12 HP)

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

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

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

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

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

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

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

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

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

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

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

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

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

-----[DG17]

Dungeon #17: Elene'Dream

Elene's Dream Overview

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

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

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

Monsters: Gragg - (9 HP) Sand Worm - (6 HP)

Turtle - (15 HP) Tentacles - (36 HP)

Boss Battle Hidden Eye - (135 HP each)

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

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

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

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

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

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

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

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

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

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

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

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

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

switches.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

----- The capital 'R's are the unbreakable, unliftable rocks; rr | | | rr | the lower case 'r's are the liftable rocks; the 'S' is | the sign, the 'T' is the teleporter you used to get \mid here; and the row of ' $\mid \mid \mid \mid$ ' is te big stone column R5 R6 | blocking something. There are also numerous flame | spitting holes around but there are to many to draw (and if I did it would be too cluttered to be useful). R3 R4 | At any rate, the four holes that need to be plugged | are: the hole closest to the north east corner of this 1 | room, the hole directly north east of the sign, the | hole directly west of R1, and the hole directly south R1 R2 | west of R5. After you've put a rock on top of each of | these holes all the flames should stop from coming out | and the big stone column by the north wall should go ----- into the ground and grant you access to the locked foor behind it. Open this door with the key and step inside.

If this is your last crystal then after Elene finishes talking you will be taken out of this dungeon. If this isn't your last crystal then you will face a Hidden Eye and after defeating it you will have to break the crystal by the entrance to this room and return to the room with the save teleporter.

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

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

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

able to kill any of the Hidden Eyes by simply casting the water spell (with the book, if you simply have the scroll you will need more than that) three times; or two castins and a hit with the Fiend Blade.

As for the other spells, the Earth Book is also a good tool since it will hit for 24 HP of damage and will hit twice per casting too. The fire and wind scrolls are not that good this time, the Fire Scroll will deal a measly 12 HP of damage and will only hit once while the Wind Scroll will do a not too impresive 16 HP of damage and will also hit once. I highly recommend you try not to use bombs for this battle as the meager 5 HP of damage they cause is way more trouble than it's worth, considering how hard to hit the eye with a bomb is. By the nature of the boss, charged attacks are not possible, so don't even try them. If you have a thing against using magic (some people might) then I must recommend the use of the elemental wands to kill these things since they will make the process of hitting the eyes much easier (specially the ice wand). The Iron Flail is also good for hitting the eye but it's power is lacking by now (the elemental wands are stronger). And that's basically it for these guys. I didn't want to mention this because I recommended you not to take the Legend Sword, but if you did it'll cause a staggering 51 HP of damage per hit to each Hidden Eye, and that means that three hits will destroy any of them.

As a last note, there are some special conditions to these fights depending on where you fight them. If you are fighting in the Purple Crystal section (ice), the floor will be covered with ice and movement will be difficult. If you are fighting in the Orange Crystal section (fire) then the floor will have gaps with lava pools in them so you must be careful not to fall in them and hurt yourself, also, the room is very small. On the Blue Crystal section (water) and the Yellow Crysal section (desert) you will have to face two Hidden Eyes at the same time. And with that said, I have to said everything I have to say about them.

And with that the dungeon is over.

After coming out of Elene's Dream you will automatically go to your house to rest. In the middle of the night Kisha will come and wake you up begging you to go and help Giles, who has fallen to a nightmare (again). Septimus will also show up and talk to you. Leave your house and head over to Giles' place. Once there you'll talk a little (important stuff) and suddenly you will be attacked by Murggs. Go outside and kill them all (only 4 of them, die in 1 hit of most of everything you have by now) and then return to Gile's house. Go to the second floor to get Septimus and Kisha back but while you're doing this Giles will transfor into a wolf (like Kline) however, he won't fight you because he will fight the nightmare on his own. Sadly, he dies at the end. You return to your room and rest some more.

When you wake up feel free to save your game. This would be a good time to walk around and talk to some of the people of Inoa to see how they are doing (and Bonaire has a rather funny line during this part). When you are ready walk over to Giles' house and you will find Meia there. Talk to her and she will hand you the Tree Gem, which will grant you access to the Murgg Woods. To find the Murgg Woods head over to the Fire Manor. Once there walk east until you get to the western wall of the Torla map (across the bridge) walk north from it. Ater climbing some cliffs, and throwing a huge boulder out of the way you will get to a big stone gate with simians on both sides that is locked. This is the entrance to the Murgg Woods. Open the big stone gate with the Tree Gem and walk past it, you are officially in Murgg territory now.

(*Note: if you haven't gotten the Fire Wand by now then you will have to get it

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

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

-----[DG18]

Dungeon #18: Murgg Woods

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

Items: 30 Gilder x 1 Herb x 3 Strength Tonic x 1 Streght Elixyr x 1 Wonder Essence x 1 Life Vessel x 1

Gilded Falcon x 1 Willow Bow (unique)

Monsters: Super Murgg - (15 HP) Archer Murgg - (15 HP)

Boomerand Murgg - (15 HP) Evil Mushroom - (18 HP)

Boss Battle Stone Golem - (75 HP)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

-----[DG19]

Dungeon #19: The Great Tree Tower

The Great Tree Tower Overview

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

Monsters: Super Murgg - (15 HP) Archer Murgg - (15 HP) Boomerand Murgg - (15 HP) Fake Chest - (15 HP)

Boss Battle Zazan - (255 HP)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

-----[DG20]

Dungeon #20: Torla Mountain

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

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

Monsters: Firebird - (35 HP. one hit kill with Ice Wand).

Lava Turtle - (60 HP. Willow Bow charged attack causes 4 HP instead of 5 HP. Ice Wand normal attack causes 14 HP instead of 4 HP. Its charged attack does 46 HP instead of 12 HP. And the bomb will inflict 18 HP instead of

killing it outright).

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

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

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

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

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

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

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

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

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

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

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

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

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

the path across the flamethrowers and the Firebirds and eventually you will reach a room with a single statue in the middle, a locked gate north of the statue, and a set of staircases to either side of the statue. Each of these stairs lead to a puzzle room, so take either one:

Left stairs puzzle: you are in a small room with 4 tall cliffs with unlit torches on their top; there is also a fiery pillar in the middle of the room that you will want to freeze. After freezing the pillar you need to push it near the 4 cliffs so you can reach their top and light the torches. To accomplish this push the pillar in this order. From its starting position push it west, south, and then east. At this point you should climb and light that torch. Jump back down and push it north, then climb and light the torch before moving on. Afterwards jump down and push it west, climb the cliff and light the torch. And finally push it south, then climb the last cliff and light the last torch. After lighting all 4 torches, return to the room with the statue.

Right stairs puzzle: 4 tall cliffs with torches at their top, this time there are two fiery pillars that you have to freeze. Your goal is to push the pillars close to the cliffs so you can climb them and light their respective torches. To do this (and after freezing the pillars) simply do this (for this explanation the left pillar will be referred to as p1 and the right pillar will be referred to as p2): p1 east, p1 south (at this point, use p1 to reach the top of the lower left and lower right cliffs and light their torches), p2 east, p2 north (and light the torch using p2 to reach the top), p2 west, p1 west, p1 north (and climb the last cliff to light the last torch). After lighting all 4 torches, return to the room with the statue.

After completing both puzzles, examine the statue to replenish your health and unlock the gate to the north, then walk north to the next room. You will reach the last room before the boss. Once there head east and make sure you step on all the flamethrowers you come across to deactivate them (only 3). After turning off all the flamethrowers continue east until you get to a chest; open that chest to receive the Fire Book. Then walk a little further east and step on the teleporter to be taken to the boss room, where Wilda awaits you.

Wilda, the fiery dragon that apparently lives with half its body immersed in molten lava. This boss battle is notorious for the fact that only one of your weapons can hurt Wilda, that weapon being the Ice Wand. Thruthfully speaking, that makes things easier for me since I don't have to go and measure how much damage each spell does but it's kind of boring that you have to use the Ice Wand.... maybe they should have made it so that the other weapons can only do minimun damage or something. Oh well, the Ice Wand it is.

Wilda only has 4 attacks, one of which is indirect and not that dangerous. Its attacks can be broken down in two stages, when standing upright, and when it lowers its neck to the same height as Alundra. When standing upright Wilda will either spit three series of fireballs or cause a massive quake that shakes the screen and makes Alundra move involuntarily (do note that the ruble that falls when Wilda does this attack cannot harm you). The fireballs will come in three series, one series will go all the way to the back of the screen, one will stay by the middle, and one will fall close to Wilda. Wilda will always shot one of each kind (so basically, if it starts by spitting the long range one, then it will not shot another series that far, meaning that if you stay far from Wilda you will be safe). When the fireballs hit the ground they will burn there for a couple of seconds, if you touch them you will get hurt.

When Wilda lowers its neck, it can do one of two things. It will either spit flames flamethrower style, or it will shot 6 fast moving fireballs that cover the whole length of the western wall. It's easy to dodge the flamethrower, just don't stand directly in front of Wilda's mouth. The six fireballs are harder to dodge, but if you stand directly above or below Wilda's head (whichever is more convenient at any given moment) then you should be fine. All of Wilda's attacks are rather damaging, the fireballs doing 7 HP (even after they hit the ground) and the flamethrower doing a respectable 14 HP of damage (but then again, you should never get hit by the flamethrower). Talking about damage, if you have in your possession Nava's Charm (and you should, I meantioned how to get it in the Exploring section where we obtained the Fire Wand - Exploring #8 to be precise) then equip it. If you do Wilda will have no means to damage you, guaranteeing your victory (kind of cheap but whatever).

As I mentioned above, only the Ice Wand can hurt Wilda. Wilda has a lot of HP and the Ice Wand is starting to show its lack of power, so this promises to be a long fight. The only oportunity to hit Wilda comes when it lowers its neck, at that point you should hit it with the Ice Wand (preferibly a charged attack); if Wilda does the 6 fireballs then you can only hit it once, if it does the flamethrower then you can hit it twice before it stands up again). You will need 60 normal hits with the Ice Wand or 20 charged attacks. Personally I find it very easy to dodge all of Wilda's attacks so I equip Olga's Ring to kill Wilda quicker (16 charged attacks or 35 normal attacks). In case somebody forgot, normal attacks with the Ice Wand do 4 HP of damage and charged attacks cause 12 HP of damage (without Olga's Ring).

After the fight Wilda will talk a little and a chest will appear. Open it to receive the Emerald Crest. Wilda will utter its last words and then teleport you back to Inoa as it explodes into nothingness. And with that cool scene this dungeon is over.

Next thing you know you are sleeping in your room when Meia comes in to ask for you help. Apparently Bergun has been kidnapped. Head out of your house and into Wendell's house. Once there Meade will talk to you, after he finishes talking follow him upstairs. Once there talk to everybody and Septimus will show up. After Septimus finishes talking examine Nestus and you'll be pulled into his dream.

-----[DG21]

Dungeon #21: Nestus' Dream

Nestual Droom Oromiau

Nestus' Dream Overview

The last dream dungeon, and a very interesting dungeon too, I should say. The puzzles in this place were a mayor pain in the ass back when I was 14, but now that I've gone through them recently, I've come to realize that they are rather simple... even logical. The fights are all against Super Murggs and Boomerang Murrgs, and I guess that is fine, but I wish there was more variety. And the boss is really easy too. I've been saying bad things about this place, but it's a fairly nice dungeon, so dig in people, dig in.

Items: Life Vessel x 1 Gilded Falcon x 1

Monsters: Super Murgg - (15 HP) Boomerang Murgg - (15 HP)

Boss Battle Twin Terror - (300 HP)

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

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

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

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

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

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

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

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

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

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

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

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

not) and continue your way north. Now climb the stairs and exit at the top. You will find yourself in yet another glass floor. Head south until you see some torches by a glass wall. Watch the sequence across the glass and a fireball will appear. Now, when you move Alundra, the fireball will move too. All you need to do is light the torches in the correct sequence. The sequence is: 3, 5, 2, 4, 1. After you're done the glass will shatter and you will be allowed to continue your way south. Exit this room and then you'll be in another room with stairs and a switch. Activate the switch (and witness the last cutscene with the disappearing and reappearing statue), then continue down the stairs and onto the next room. Fight your way across the bridge (5 B. Murgg). then continue walking south across the wooden bridge, and then across the stone bridge, and finally you will get to a room with a fire spitting mechanism and 4 B. Murgg. Kill them all and the gate to the south will diappear allowing you to continue on your trek south. The next roomis the room where all the statues had gone to.

There will be two chests in this room along with a teleporter. Open the chests to find a Life Vessel, and a Gilded Falcon, and then step on the teleporter to fight the boss of this dungeon, the Terror Twins.

Yes, there are two of them, however, that does not make this battle any difficult at all. In fact, this is one easy boss fight. Also, although there are two of them, they share the same HP pool, so it doesn't matter which one you hit because hitting either one will be the same as hitting the same one all the time.

First let me cover their attacks. First of all, they will try to ram you with their bodies, either by sheer luck (normal movement), or when they actually do it on purpose (when they leave behind a blue trail). If they do manage to get you, it won't be too painful, with only a 4 HP loss. Another one of their attacks is when they shoot a white laser-like beam from their stomachs, they tend to do this only after being hit against eaither wall and if you stand inbetween them (4 HP too). Their last attack is their most dangerous, hitting for 7 HP and being almost impossible to dodge (though they should never get a change to do it). It's when they both send out a green gass from their stomachs that meet in the middle of the screen while they move up and down chasing you. If they do manage to pull this one off, expect to get hit. Now, in order for them to never attempt this one, all you need to do is stay close to a wall (I like the west wall, don't ask why, I just do).

Now for your damage dealing methods. The most damaging thing you can do to these fellows is use the Fire Book. I know you just go it, but this book kicks unaccountable amounts of ass. A single hit with the Fire Book causes a jaw dropping 64 HP of damage, and if you're crafty, you can hit them twice with a single casting of the Fire Book for a game breaking 128 HP of damage. After the Fire Book comes the Water Book, with which each shield will do a very respectable 32 HP of damage, and if you get them with 4 shields (not that hard) then you will deal the same game breaking 128 HP of damage that the Fire Book deals. The Earth Book is no pushover, hitting for 32 HP each hit and being able (though unlikely) to hit three times for a total of 96 HP of damage. The Wind Scrool is severely lacking, hittnig only once per casting for a measly 16 HP of damage.

The weapons behave as you'd expect, except the Willow Bow and the Steel Flail. These numbers are not set to stone by any means, but if you do decide to go the Willow Bow way against the boss, expect to hit it 225 times to defeat it. 3 hits with the Willow Bow equals 4 HP of damage (the Willow Bow charged attack

does 4 HP too). The Steel Flail also behaves weirdly, with the damage of a single hit adding up to 100 HP per every 19 strikes (weird numbers, I know). 57 hits with the Steel Flail will bring them down. The Steel Flail's charged attack behaves normally, hitting for 12 HP. All the other weapons behave as they should (maximum attack would be a charged Fiend Blade attack, which is = to 24 HP, more than the Wind Scroll....). For those interested, the Legend Sword will cause its regular 51 HP of damage, bringing them down in a mere 6 hits.

No real strategy necessary, just stand by either wall and keep hitting the boss, it won't be able to scape your trap. Also, the other twin will mimic whatever the other one does, so if you hit one the other will go into a hit stun animation too, which means you will be safe as long as you keep on hitting either of them. A piece of cake, I should say.

After defeating the Terror Twins, Bergus will come down surrounded by light. Touch him to finally exit this dungeon.

After exiting the dream, you will be alongside Bergus. He will wake up and talk a little with Alundra, then he will draw your attention to th big Melzas statue in the back. After you regain control, bash the statue with the Steel Flail until you've brought it down, at which point an earthquake will occur and big boulders will start to fall from the celing. Move towards the wooden gate that blocks your way out and a boulder should fall right on the lever that opens the door to yuor cell. At this point head outside. Once outside, Bergus will talk some more and then he will leave. At this point, make your way towards Inoa, you will be greeted by an unplesant surprise.

Inoa is up in flames, all because of the Murgg. They assaulted the village while Alundra was busy saving Bergus. Oh well, talk to Bergun in front of what used to be his house and he'll ask you to kill all the Murgg. Now, seek out and destroy 4 Murgg around Inoa, after you've killed them all you will do the little victory dance. When that's done head to the Mayor's house and talk to Bergus and Beaumont.

Once inside, talk to everyone and when you're ready, talk to Beaumont to start the meeting. After the meeting, Alundra will be in his room. When you wake up, you should head over to the Sanctuary for the much awaited show down with Ronan, but before you do that, an extremely short exploring section.

Explorating #9 Checklist:

Silver Armor (unique)

This is going to be very short but very important. After waking up, make sure you stop by Naomi's store. She will have lowered the prices of her wares, and more importantly, she will give Alundra the Silver Armor, the strongest armor in the game. Believe me, you will want to have this armor for the upcoming boss battles, where the bosses start hitting very hard. By the way, here are the new prices in Naomi's store:

Herb - 4 Gilder Strength Tonic - 12 Gilder Magic Elixyr - 24 Gilder

Silver Armor - free (get it now).

When you are done exploring (which should have taken you what? 2 minutes?), feel free to walk around Inoa and talk to everybody if you want. When you are ready, walk into the Sanctuaty. Get ready for the long awaited boss fight with Ronan. He's finally going to get the ass kicking he's been looking for during the whole game.

Ronan, the deceiving little priest with really bad intentions. This little bastard is directly responsible for Jess' and Sybill's death, something that really didn't go over very well with Alundra. Hell, at this point in the game, Ronan has pissed off Alundra so much that Alundra is willing to get his virtuous ass over to the Sanctuary and deliver the righteous smack down he should have gotten several dungeons ago. Ronan may look old and feeble but he can put up a surprisingly good fight. But enough of my boring introductions, let's get to what matters.

People should be wondering what is up with the very unexpected HP reading for this fight. The thing that is up, as it happnens for this boss fights (and surprisingly other boss fights to come), is that every weapon deals the same amount of damage to the boss. Yes, you read right. Roan takes the same amount of damage from the Fiend Blade, the Steel Flail, the elemental wands, bombs, and even the lowly Willow Bow. Further still, the charged attacks from these weapons deal the same amount of damage that their non-charged counterparts do. Thus, what I meant by 48 HP is that Ronan will take 48 hits with any weapon before going doing. Needless to say, all these weapons deal 1 HP of damage to the boss. And before I forget, equiping Olga's Ring will have no effect on the damage you deal out during this fight.

There are exception to these rules, however. These exceptions are the Legend Sword, and the magic spells. The Legend Sword, being the ultimate physical tool of destruction in the game, will hit for 3 HP of damage, three times as much compared to the other weapons (surprisingly little damage though. Normally, a hit of the Legend Sword is equivalent to 25 and a half hits from the Willow Bow). Magic, on the other hand, deals damage depending on the spell. Not surprisingly, the Fire Book comes first, with each hit from the Fire Book dealing 8 HP of damage. The Earth Book comes second, hitting for 4 HP of damage per hit (though it is possible to hit Ronan twice with each casting, equaling the same amount of damage the Fire Book deals). The Water Book and Wind Scroll tie for last place, being unable to harm to boss at all.

Let's go over now the attacks of the boss. First of all, the first thing Ronan will always do is to create a shield of 8 spiked balls that float around him all the time (24 HP each). He does this by crossing his arms in front of him and hunching. While he is doing that, he is invulnerable. Every time that these spiked balls disappear (either by being destroyed, or by being thrown at you), Ronan will immediately create a new set of 8 to replace the old ones. Do note, however, that as long as he as 1 or more spiked balls going around, he will not create new ones. Which means that the best situation to be in is to destroy 7 of the balls and leave a lonely one circling about him. Not only do these spiked balls act as shields absorbing attacks meant for the boss, they also attack on their own, and hit fairly hard (7 HP with the Silver Armor, 14 without). If you get close to them, they will start to spin farther away from Ronan in an attempt to hit you. Remember that. Also, the less spiked balls around Ronan, the more they are able to increase the radious at which they circle ROnan (they can reach unexpectedly far). Lastly, if you stay too far away from Ronan for too long, he will launch the whole set of spiked balls at you. Dodging this attack when he has more than 5 spike balls is almost

impossible.

The second attack of Ronan is the blue enegy bolts. He does this by crossing his arms and hunching (invulnerable while doing this). This time, however, 6 blue energy blots will shoot out from the holes in Ronan's back. These bolts will proceed to slowly hover over to wherever Alundra is standing. These bolts do possess limited homing capabilities, meaning that they will track Alundra a little. It's easy to see where they are by looking at their shadows. Once they are on top of Alundra, they will suddenly fall to the ground with great speed hoping to land on Alundra. Before falling, their shadows will stand still briefly, do not forget this and you should not be hit. Be mindful, though, that they create a small splash effect when they hit the ground, this splash effect can and will damage Alundra if he comes in contact with it.

The last attack Ronan is capable of is the big laser attack. Using his huge arm cannon, Ronan takes aim and shoots a very wide white beam of energy that really can put the hurt on Alundra (10 HP with Silver Armor, 21 without). He can only aim the laser in three directions, though: straight ahead, slightly to the right, and slightly to the left. It is very obvious when he's going to use the laser, so try your hardest to evade this attack, even if it means getting hit by something else in the process.

He is the strategy for this fight (very simple). The Willow Bow really shines in this battle because of the piercing ability of its charged attack. This means that you need not concern yourself with the spike balls because your Willow Bow charged attacks will go right through them and will hit Ronan. So, stand a little away from the moving spike balls and shot Ronan with charged shots from the Willow Bow when he's vulnerable. Remember to dodge the attacks while you look for openings. You should never be close enough to Ronan so that his spike balls start to react to you, but you should never be too far away from him, or else he'll launch them towards you. Before engaging with the Willow Bow, equip the Fire Book and use it three times (you do have 3 Magic Seeds by now, don't you?) to cause 24 HP of damage. That means that 24 charged hits from the Willow Bow is all you will need afterwards. Finally, equip the Silver Armlet if you have it, that way, if you do get hit, you won't suffer as much.

After Ronan has fallen, Alundra will step outside of the Sanctuary and will meet with the 4 people outside. After talking to them you will be taken to the basement of the Sanctuary where they have a town meeting (well, what's left of the inhabitants of the town). After they discuss some things, Alundra will obtain the Holy Sword, a sword which puts the Fiend Blade to shame... it's very powerful (though the Legend Sword is even stronger, so if you have the Legend Sword by now, you will never get a chance to wield the Holy Sword). After the meeting ends, feel free to talk to everybody one last time, and when you are done, make your way outside of the Sanctuary.

After exiting the Sanctuary, Meia will come out and will have her last talk with Alundra. After saying what she needs to say, she will go back inside the Sanctuary and will lock the door, meaning you won't be able to ever get back to the Sanctuary for the remainder of the game. After Meia leaves, Cephas comes out and talks to Alundra some more. He instructs you to go to Nava's. Before going there, however, is the last exploring section of the game.

Explorating #10 Checklist:

Also very short and not that important but still a part of the game. After Cephas finishes talking, head back to Inoa and go into Naomi's store. She's not there anymore, of course, but her wares are. Don't look at me like that, it's not stealing, it's.... borrowing for the common good. At any rate, feel free to loot (not loot, borrow) the store and obtain a free Herb, a free Strength Tonic, and a free Magic Elixyr (also, if there is anything in the store that you haven't bought for whatever reason, then you'll get it for free now). Unfortunately you are only able to do this once, but better once than never I say.

After looting (damn it) Inoa, make your way over to Nava's Cabin and head inside. Once inside you will notice that Nava is not there, which grants you access to the stairs behind the place he usually stands at. Walk down the stairs to get to another dungeon.

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

-----[DG22]

Dungeon #22: Nava's Keep

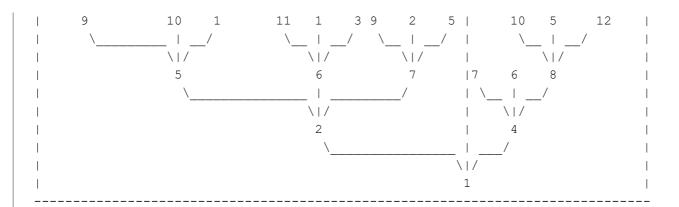
Nava's Keep Overview

A rather short dungeon, but a very interesting one nonethless. Basically this dungeon consists of a labyrinth formed by 13 rooms. Each of these rooms has 3 exits leading to another arbitrary room of the labyrinth. It is easy to get lost in here so I have created a map of sort. I went ahead and gave a number to each room and recorded where each exit in e ach room leads to. WIth this information in hand, players can easily transverse the whole thing in a flash. The only bad thing about this place is that it is boring looking, but a good thing is that the boss is rather challenging. Let's get to it then.

Monsters: Killers - (1 HP) Big Bug - (1 HP)
Slimes - (9 HP) Bug Bag - (24 HP)

Boss Battle Zorgia - (Special Value - 90 HP)

After descendign the stairs you will be in a narrow corridor. Walk along this corridor and eventually you'll get to a shallow pond of water. Keep following the corridor (killing the Slimes if they get in the way), and after getting back to solid ground and walking a little more, you'll get to an entrance. Walk inside to reach the labyrinth I mentioned in the overview. Like I mention above, I have created a rough map of the labyrinth with hopes that it will help people get through it.



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

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

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

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

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

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

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

small island with many cliff and a chest on a cliff north of your position that you can't get to as of now. Walk south west and you'll come across a save teleporter. Don't go in yet, instead walk north west of these save teleporter and chop the grass by the tall cliff there. You'll uncover one of those pots where you can put Sping Beans. Do so and use the Spring plant to jump your way on top of the tall cliff. Once there jump your way towards the chest and open it to find a Life Vessel.

With the 39th Live Vessel in your possetion (if you've been following this guide and gotten the three in the Casino), head back to the save teleporter. Still, do not go inside yet, this time head directly west of it and you'll come across a house. Do not go in the house. Go ahead and walk over to the suspicious stone pillar by the left side of the house. Once there walk north of this pillar and you'll fall into a hidden path that allows you to walk behind the house. When you get to this path walk west behind the house and you'll get to another chest. Jump your way to the chest and open it to find the last magic book in the game, the Wind Book. With the Wind Book in hand, head back to the save teleporter and this time do go in. Replenish your magic/health and save, then head back out and into the house I told you not to go in a while ago.

Inside the house you'll find Nava fallen on the floor hurt. Talk to him and he will give you the Zolist's Stone, when you regain control, walk north pass Nava and put the Zolist's Stone on the hole in the wall you'll find. This causes the Diamond Crest (the last one) to magically fall from the ceiling. Alundra automatically grabs it. At this point a long monologue by Nava will follow, and then a long monologue by Zorgia (which I guess couldn't help it but crash the party. By the way, I really wish Alundra would say something, but that's neither here nor there). Once everything has been said, Zorgia challenges Alundra to battle, and it's not like Alundra is going to say no (he does not talk).

Zorgia is just a demon who seems to be really evil. I mean, he did kill Nirude and was responsible for Nava's ultimate passing, but he just didn't interact enough with Alundra to be really memorable. At least he puts up the fiercest battle of any boss yet.

Zorgia is another one of those special cases. Just like with Ronan, Zorgia takes the same amount of damage from all the regular weapons, their charged attacks, and the bombs (1 HP). However, just like ROnan, there are certain exceptions to these rules. First of all, the Legend Sword causes 3 HP of damage, and the Holy Sword charged attack causes 2 HP of damage (if you wear Olga's Ring, the Holy Sword charged attack will inflict 3 HP of damage. It is the only attack affected by Olga's Ring in this fight). The magics, of course, have their own damage dealing properties. The Wind Book makes its debut with style, hitting for 8 HP per hit and being able to hit twice per casting (the tornado will actually suck the flying Zorgia towards it). The Fire Book ties the Wind Book for damage, also hitting for 8 HP of damage, and also being able to hit Zorgia twice per casting. Then comes the Water Book, hitting for 4 HP of damage, though you should be able to easily hit Zorgia three times per casting for a total of 12 HP. The Earth Book behaves similarly to the Water Book, hitting for 4 HP of damage and also being able to hit Zorgia three times per casting (however, you have to be very lucky in order to hit Zorgia three times with a single Earth Book casting).

Zorgia has 4 attacks in his repertoire. Only one of those is direct and physical, for the rest he just shoots stuff at you. Zorgia's simples attack is his physical attack, while flying Zorgia will attemp to quickly land on Alundra

and deal a measly 2 HP of damage. Expect to suffer these 2 HP of damage every time you touch Zorgia, be it because you accidentally did it, or because he did it on purpose. The first of Zorgia's ranged attacks is his most annoying attack. Spinning discs will materialize around the battle field and they will chase you around. They stand still while locking to your possition, at which point they move with great speed towards Alundra. These spinning discs are fairly weak, hitting only for 2 HP of damage, however, they are rather hard to avoid. On top of that, they are indestructible, and the only way to get rid of them is to have them crash into the border of the battle field. Interestingly enough, they are not that stupid either, if you are constantly on the move while the discs are trying to lock onto you, they will actually anticipate your movements and move towards they spot in the map that you will be in, not the spot that you are at. Very impressive for mindless moving discs. On a side note, I would recommend you practice the running mechanisms before you go into this battle, they make dodging Zorgia's attack much easier.

Zorgia's last two attacks are his deadliest. For both of these attacks Zorgia will have to land in order to pull them off. The first one is the famous energy skulls that raise from the ground (as seen in the introductory movie no less). After landing, Zorgia extends his arm and 5 energy skulls quickly raise from the ground right underneath Alundra's position. There are two patters to this attack, the first is a straight cross shape (like this '+'), the other is a slanted cross shape (like this 'X'). Getting hit by this attack deals 3 HP of damage, but it's not difficult to get out of the way (although it's not rare to have a spinning disc tracking you while trying to dodge this attack). More importantly, however, is the fact that hitting Zorgia right after he lands but before the attacks is executed will knock him out of it, preventing the emergence of the energy skulls alltogether.

Zorgia's last, and deadliest attack, could be considered an imitation of Alundra's own level two earth spell. Zorgia will land, and after landing he will brace himself while glowing white, if left alone and very distinctive sound will be heard, and many huge meteor-like boulders will fall from the sky. These meteors fall around Zorgia, but they keep falling for a while which means that Zorgia is able to fly around and have the meteors fall all over the map. The way to dodge this attack is to run away from Zorgia if he manages to pull this one off. If it does hit you, it hits for 7 HP of damage. However, just like the energy skulls, you can hit him out of the attack if you get to him quickly enough.

After defeating Zorgia, Nava will utter his last words as a living being and will die shortly. After a while he comes back as a enlighted being, just like Lars and some others. After he has said his piece he will teleport you back to his house by the beach. You will notice that the cave uder the house caves in after you get back, which means there is no going back to the labyrinth. And with this, this dungeon is over.

Well, we are back to Nava's hut by the beach. You now have in your possetion all the crests, so I guess its time to put them to good use. Head over to the entrance to the coal mine, once there walk east and you'll get to some steps,

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

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

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

-----[FDG1]

Final Dungeon First Section: Lake Shrine

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

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

Monsters: Reapers - (9 HP) Fake Chest - (15 HP) Soul Devourer - (48 HP) Metal Tentacle - (72 HP)

No Boss Battle

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

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

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

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

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

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

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

will get to a room with two chests behind energy walls. There is nothing you can do about them now so keep going west across another narrow outdoors corridor and you'll get to a familiar-looking room with more Reapers and Soul Eaters. Not surprisingly, you need to kill every monster in the room so that the obstacle blocking the stairs is cleared. However, after killing all the monsters in the room, do no head downstairs, instead exit this room through the north exit. Back to another narrow corridor, keep walking north to get to another room. This is a small room with several spiked steel balls, a Fake Chest, a lever by the south east corner of the room, and another chest by the north west corner (which you can't get to from where you are). At any rate, make your way to the lever (careful with the Fake Chest) and hit it. When you are done with the lever, head back to the room with the stairs, and this time do go down.

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

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

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

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

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

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

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

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

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

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

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

-----[FDG2]

Final Dungeon Section 2: Lake Shrine Interior

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

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

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

Monsters: Soul Devourer - (48 HP) Metal Tentacle - (72 HP)

Palace Guardian - (75 HP. Takes 10 HP from the Bomb)

Boss Battle Black Dragon - (Special Value - 75 HP)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

		Each number represents a switch, and the number in
04	1	each switch is the order you should activate them
1	1	in. There is more than one possible order but the
05	03	one provided here works and is the one I use when I
	1	have to do this.
12 11 10	06 02 01	After completing this puzzle, the door by the south
1	1	east corner will open, so head over there and exit
1 09	07	this room. This leads to another corridor. Head
	1	west until you get to a locked door. Open it and
1	08	walk inside .
12 11 10	06 02 01 07	have to do this. After completing this puzzle, the door by the south east corner will open, so head over there and exit this room. This leads to another corridor. Head west until you get to a locked door. Open it and

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

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

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

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

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

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

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

-								O.k. get ready for some frustration. This
-		04		06	07	09		jumping challenge can get annoying. First,
-								my way is not the only way, but it is the way
	03						10	that I like to do it, and it works so let me
			05	P		08		explain. Each number represents a switch,
	02						11	obviously they are organized so that you can
- 1					- 1			see in which order you need to activate them
- 1		01		14	13x	12		in. The P is the white pillar that you need

------ to move. I place this pillar directly east of switch number 13 (where the x is) because you'll need it to make that jump between 12 and 13. There is no trick to this room, you just need some skill controling Alundra. Some tips, don't get overexited, don't panic, get as close as you can to the edges of the switches, you have some time to position Alundra correctly before the platforms starts to descend so take advantage of that, and keep your cool. Anyways, when you finally do it, the door by the south west corner will open, so walk there and exit this room.

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

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

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

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

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

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

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

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

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

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

a chest that you can't get to (I'll deal with this room later). Assuming you made it, then use the Steel Flail to destroy the remaining stones which reveals a chest, open said chest to receive a Strength Tonic. Once that is done jump back to the main section of the room. Now, walk over to the hole by the south west corner and jump down through it.

You will land by a chest in a room with 4 suits of armor lined up nicely by the north wall. Open the chest to receive a Wonder Essence then jump down and smash the suits of armor. Under each suit of armor is a Palace Guardian. Kill them all and the door by the south east corner of the room will open. Go through it and you'll reach a corridor with three Metal Tentacles. Head west towards the library, and when you get to the library keep going west and you'll get to the attrium, where now all the torches are off and the door to Melza's room has opened. Now, you are basically done with the dungeon, if you walk through the door you will trigger the last part of the game, three consecutive boss battles. Before going there head outside to replenish your health and save. Let me say that again, save. Unless you want to go through the whole Lake Shrine interior again if you get killed by the bosses, or if you want to fight them again after beating the game. I am assuming that you did go out to save and get charged up for the final fight. When you get back to the attrium, walk through the middle door and get ready for the last showdown.

Well, I guess Melzas doesn't get tired of sending underling after underling after underling to kill Alundra when it's painfully obvious that none of them are going to get the job done. The last of such underlings is the Dark Dragon, which apparently lives under Melzas room. The Dark Dragon has no plot relevance and it is kind of annoying to fight because it stays airborne most of the fight and only magic will reach it there but it is not a bad fight, just kind of boring.

The Dark Dragon, much like Zorgia and Ronan before it, doesn't have regular health like other monsters. Instead it uses the same system of a set number of hits to go down like the couple of guys I just mentioned. There are some exceptions to the one hit with anything = 1 HP of damage, however, so let's go over them. The Holy Sword charge attack will deal 2 HP of damage, and this same charged attack with Olga's Ring equiped will deal 3 HP of damage. Interestingly enough, 3 HP of damage is what the Legend Sword will deal with each hit. Magic, once again, proves to be the best way to deal damage to the boss. The Fire Book shines bright again delivering 8 HP of damage per hit (sadly, the boss can only be hit once per Fire Book use); next on the damage ladder is the Earth Book dealing 4 HP of damage per hit and being able to hit the boss easily twice with each casting and in extremely rare circumstances even three times (you have to be very lucky to hit it three times with a single casting however). The Wind Book and the Water Book tie in last place being unable to harm the Dark Dragon at all.

Now that we've discussed how Alundra deals damage we'll go over how the Dark Dragon does the same. There are two different states the Dark Dragon can be in, the one where it flies (the annoying one) and the one where it kind of hovers close to the ground (the one we want it to be in all the time). When it's flying the dragon will have a choice of three attacks. First, it will attemp a quick body slam (if you stay under him for a while) which deals 5 HP of damage; second, it will breath fire on Alundra's head flamethrower style for a hefty 8 HP of damage; third, it will fly high into the air and then perform a very quick body slam from up high, this is the most dangerous attack, not because it hits hard, only 5 HP of damage, but because it is hard to dodge. Once the dragon hits the ground then it can either run into you for 5 HP of

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

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

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

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

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

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

Finally, after so long Alundra finally reaches Melzas and gets to fight him. This is the first of two fight against Melzas, and by far, the easier one. I guess Melzas isn't really trying yet, but sill, it's kind of sad that the first fight against him is so easy. Oh well, let's just get to it.

The rules of this fight are very similar to the last few boss battles, that is, Melzas takes the same amount of damage from every weapon with some interesting exceptions. The usual exceptions apply: the Holy Sword charged attack deals 2 HP of damage, and that charged attack will deal 3 HP of damage if Olga's Ring is equipped, and the Legend Sword will deal 3 HP of damage with every hit. A more interesting exception to the rule is the Fire Wand. It appears that Melzas is really weak against fire so the Fire Wand becomes the best weapon to use against Melzas, surpassing even the Legend Sword in terms of raw damage. The Fire Wand normal attack still hits 1 HP of damage, however, with Olga's Ring the normal attack will deal 2 HP of damage; the Fire Wand's charged attack will deal 3 HP of damage and a charged attack with the Fire Wand and Olga's Ring equipped will deal a very impressive 4 HP of damage. However impressive the damage the Fire Wand can cause is, it still pales in comparison with the magic. The Fire Book will totally destroy Melzas hitting for 16 HP per hit, and the Earth Book will do 4 HP per hit which is no worse than the Fire Wand under the best circumstances.

For his first fight Melzas shows little with his limited array of attacks since he's only got three. O.k. Melzas attacks by creating copies of himself and appearing on the battlefield in two different patterns. Pattern one is when he creates two copies (for a total of three Melzas) and appears at the top of the battlefield in a line formation. After all three of them have materialized he will charge a huge laser and then shot you hopefully to hell. Only the real Melzas will shoot anything but the other two will mimic his movements. This is his strongest attack hitting for 15 HP of damage and being rather difficult to dodge if he pulls it off (the lower left and lower right corners of the battle field are totally safe for this attack). To prevent him from performing this attack just smack the last Melzas to materialize to stop the attack. For his second materialization pattern Melzas will create 3 copies of himself (for a total of four) and will appear at the vertices of a square centered on the middle of the battlefield. Once again the last Melzas to appear is the real one. When he goes for pattern two he has access to two different attacks. Both of them share the same animation in Melza's part but the outcomes are different. Attack one: after the circle of light appears in the middle of all the Melzas, a ring of fire will appear and start to rotate for some seconds and them the fireballs will shoot quickly outwards from the center of the circle. This one attack hits for 7 HP of damage but can be nulled with Nava's Charm; attack two: after the circle of light appears, three glowing, slow-moving energy balls will appear and will home in on Alundra. These energy balls hit for 8 HP of damage and will harass Alundra until he destroys them by hitting them four times with anything. The only good thing about these energy balls is that after you destroy them they have a chance of leaving behind Life Drops which helps if you have gotten hit a coupe of times.

The strategy to win this fight is simple. The way I do it is to I stand in the middle of the room and wait for Melzas to appear, just pay attention and make sure you figure out which Melzas appeared last because that one will always be the real one. After you have identified the real one quickly go and use your weapon of choice to inflict damage. If you do it properly Melzas will never even get to attack you since after being hit he will retreat. Because it is easy to stop Melzas from attacking, I recommend equipping Olga's Ring and using charged attacks with the Fire Wand. I don't recommend using magic in this

fight, not because it is weak (the Fire Book owns Melzas, it really does), but because you probably want to save it for the next battle against him. Not a hard fight at all.

Melzas is mad now, I guess he finally understands that he either gives it his all or he is going to end up lossing. I mean, we know he's going to end up lossing no matter what, but what's a bad guy going to do but try his best, right? It's got to suck to be a bad guy in a videogame, poor bastard... At any rate, Melzas is coming after you with everything he's got now so get ready.

Well, this is the end, the final battle, the ultimate goal of this long adventure, you've finally reached the place you've been trying to reach for such a long time, and let me tell you, it doesn't disappoint. Melzas is mad now and he wants you dead. To achieve this goal he has transformed into a skinless head, two apparently independent eyes, and two very evil floating hands. He really looks ugly as sin but he's very powerful too. Do not take this battle lightly because it can be the most difficult fight in the entire game.

Like every boos since Ronan, Melzas takes the same amount of damage from every weapon's normal attack and the only weapons capable of hitting him with a charged attack are the magical wands, which is worthless anyways because even though the are charged attacks, they still deal only 1 HP of damage. The only exception to this rule is the Legend Sword, hitting for 3 HP like usual. And before I forget, Olga's Ring is useless for this fight. Magic follows the same rules as in previous boss fights with the Fire Book coming in first place again hitting for 8 HP and being able to hit twice per use for a total of 16 HP of damage. The Earth Book comes in second hiting for 4 HP per hit and being able to hit three times for each use for a total of 12 HP of damage per use. The Water and Wind Book are last being unable to hurt Melzas at all.

Now, this fight is hard because Melzas has a bunch of attacks and they hit hard as hell. Let's go over them now. The most dangerous attack in his arsenal is the annoyingly powerful hand grad that each hand is capable of doing. If either hand gets close enough to Alundra it'll stop briefly and then quickly it'll attemp to grab Alundra. If successful it will raise Alundra high in the air and just drop him like a hot potato dealing a massive 22 HP of damage (15 HP with the Silver Armlet on). Make sure you dodge this attack because you cannot knock the hand away before it grabs you (unless you use magic, which makes you invulnerable). Another one of Melzas' attack is when the eyes shot a bunch of ...things. They can either shot these things high into the air and then have them land randomly around the small battelfield, or they can shot them straight at Alundra if he is close enough to them. These things hit for 2 HP of damage (1 HP with the silver armlet) which is pitiful at this point; however, expect to get hit by these things a bunch of times, so I guess the damage adds up. The last of Melzas' attacks is what I like to call the eye smash. This involves one of the eyes standing perfectly straight before trying to smash Alundra under its apparently great weigth. This one hits for a decent 8 HP of damage (6 HP with the Silver Armlet) but it is not hard to see coming and thus dodge.

Before I get into any kind of strategy that might see you leave this fight in one piece let me just say that this is the last fight in the entire game and because of that it doesn't make much sense to save anything for later since there is no later. Basically, what I'm getting at is that since you know this is the end you can just spam the Fire Book 5 times, using items to restore your magic to get to that fifth casting, to quickly end the game. There is no shame in using the Fire Book and a Wonder Essence or Magic Elixyr to beat

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

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

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

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

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

_Item_List____[ITEM]

Enjoy the movie and congratulations on beating the game.

Description: in-game description.

Obtained: when/how this item is obtained.

Damage: how much pain this thing dishes out per hit. Some items will not

have this field since they cannot harm the enemies.

Comments: just some personal comments on this item.

-Weapons-----[WPNS]

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

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

- Name: Dagger.

Description: Small dagger.

Obtained: Alundra has it from the beginnig of the game.

Damage: 2 HP normal hit. No charged attack.

Comments: Weak weapon with nothing particularly good about it. This thing

is so weak that tackling monster with the running attack will

cause one more HP of damage. Oh well, you have to start

somewhere.

- Name: Sword.

Description: Traditionally crafted sword. Charge by holding 'squre'.

Obtained: In one of the chests after defeating the 8 Mummy Guardians at

the end of the Ancient Shrine.

Damage: 4 HP normal hit. 12 HP charged attack.

Comments: Now this is a real weapon. Twice as strong as the Dagger and

with a charged attack that is three times as powerful as its regular attack. The charge attack is very cool, with the spirit blades raising from the ground to attack. Once again, a good

weapon.

- Name: Fiend Blade.

Description:(seems to have lost it, will add it when I find it)

Obtained: From Stenia at the end of the optional Fairy Pond dungeon.

Damage: 8 HP normat hit. 24 HP charged attack.

Comments: Third strongest weapon in the game. Insane damage when you get

it and the charged attack will seriously destroy things. I know it is optional but damn it, get it since its twice as powerful as the Sword. The animation for the charged attack changes

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

- Name: Holy Sword.

Description: Crafted from dreams. Charge by holding 'square'.

Obtained: After defeating Ronan the surviving villagers will basically

create it with their thoughts and then they will give it to Alundra before he sets off for the last sections of the game.

Damage: 16 HP normal hit. 46 HP charged attack.

Comments: Second strongest weapon in the game. Puts everything that is not

a special reward item to shame in raw power being roughly twice as strong as the already powerful Fiend Blade. The animation for the charged attack not only has shockwaves now, it is also accompanied by lighting bursts of pure energy. Amazing weapon.

- Name: Legend Sword (Legendary Sword, Broad Sword)

Description: Sword forged for King's Snow. Impressive destructive power.

Obtained: Obtained from King Snow's statue north of the casino after you

get the Power Glove. What actually allows you to get the sword is rather controversial. I know for a fact that King Snow will give it to you if you die and use the retry command a bunch of times (in the 16-25 range). I wonder if there is another way to

receive the Legend Sword other than dying a bunch of times.

Damage: 51 HP normal hit. Yes, 51 HP. No charged attack.

Comments: The ultimate tool of physical destruction, no other weapon comes

close to the carnage this thing deals out. I guess King Snow was truly legendary at everything. The Legend Sword practically breaks the game since you can trade hits with almost anything and still come out on top. No charged attack, but with something so badass, who really needs it. An important note: you can get the Legend Sword before the Fiend Blade and the Holy Sword, if you do, you will never be able to use neither of those weapons since the Legend Sword is stronger thus it takes precedence.

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

- Name: Iron Flail.

Description: Excellent attack power. Can pulverize stone.

Obtained: Jess creates it for you after Nadia dies.

Damage: 3 HP normal hit. No charged attack.

Comments: When you get it you'll use it since it will be the most powerful

weapon in your inventory. Also, since its range is greater than the swords it provides a tactical advantage over the sword. Good

weapon when you get it, gets ouclassed fairly soon however.

- Name: Steel Flail.

Description: Fantastic attack power. Charge by holding 'square'.

Obtained: Obtained from Gustav after finishing Elene's dream.

Damage: 6 HP normal hit. 12 HP charged attack.

Comments: Too weak by the time you get it to be really useful. I mean, you

should already have the Fiend Blade which is stronger than this thing. The charged attack is very cool though, and it is capable

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

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

- Name: Hunter's Bow.

Description: Contains Kline's soul. Good range but weak atatck.

Obtained: Jess makes it for you after Kline dies. Damage: 1 HP normal attack. No charged attack.

Comments: The base of my scale and the weakest weapon in the game. This truly is the less useful thing you can bring to a fight in this

game. I mean, it doesn't even have the charged attack of the

Willow Bow. The range is nice though.

- Name: Willow Bow.

Description: Long range but weak. Charge by holding 'square'.

Obtained: Chest in the Murgg Woods. You have to walk by it but you can

choose not to open it (but why would you?).

Damage: 2 HP normal hit. 5 HP charged attack.

Comments: Much better than the Hunter's Bow, still weak, but the charged

attack really makes it stand out. Not because the amaizing damage (2 HP for a normal hit, which is the same as the Dagger, and 5 HP for the charged attack at the point you get it is not a lot), but because it just goes through enemies and continues to cause damage until it leaves the screen. Extremely useful in the fight against Ronan. Good weapon for selected occasions.

-Magic Wands------

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

- Name: Fire Wand.

Description: Bellows bullets of fire. Charge by holding 'square'.

Obtained: Inside the Fire Manor after you get the Spring Bean from Nava.

Damage: 4 HP normal hit. 12 HP charged attack.

Comments: Not too powerful but of critical importance for puzzles and the

plot. Use it to burn down thorny bushes and to light unlit lamps. It gets massive points for being extremely powerful

against Melzas in the first fight against him.

- Name: Ice Wand.

Description: Blasts sheets of ice. Charge by holding 'square'.

Obtained: From the Ice Manor after you get the Spring Bean from Nava.

Damage: 4 HP normal hit. 12 HP charged attack.

Comments: Extremely similar to the Fire Wand except that it shoots ice, it

owns everything inside Torla Mountain, you can use to freeze things like fiery pillars and jumping fireballs, also puts out the fire in a lit lamp, and its charged attack stays on the ground longer than the Fire Wand's. I think it looks cooler too

but that's subjective.

- Name: Spirit Wand.

Description: Creates magic energy. Prevents direct attacks.

Obtained: From Merrick's shop if you give him all 50 Gilded Falcons.

Damage: 0 HP. You can't attack with it.

Comments: God mode anyone? Seriously, the fights in Alundra are not very

difficult at all and after you get the Spirit Wand there is nothing that will be able to beat you. If you die when you have the Spirit Wand it will be because you wanted to die not because you couldn't survive. Provides infinite magic which allows you to cast magic forever. Magic Seeds will not be used when the wand is equiped and if you don't have any more Magic Seeds you will still be able to cast magic. The best attack item in the

game by far.

Armoro

Nothing to special to talk about here, you always want to have the latest

model, and when you do yo, you won't be able to go back to the older ones. Considering how much damage the last bosses do, you will want to be wearing the best armor at all times.

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

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

- Name: Cloth Armor.

Description: Comfortable cloth protector.

Obtained: Alundra is wearing it from the very beginning.

Comments: Of course it exudes manliness to go off into battle bare

chested, but deep inside we all know we wouldn't do it either.

Basic set of clothes.

- Name: Leather Armor.

Description: Trendy vest of Chamois leather.

Obtained: Buy it from Lurvy's store for 120 Gilders.

Comments: Hey! At least it's not made of soft cloth anymore. Get it before

going to the Desert of Despair.

- Name: Ancient Armor.

Description: Heavy vest made of copper.

Obtained: Take the Broken Armor to Lurvy so he'll fix it.

Comments: This is more like it, now that you're using metal to protect

yourself. Also, you should get it to honor Jess and so that it is the last thing Ronan sees before he fades to nothingness. By the way, you are going to want to get into Lurvy's house through the chimney or else he'll charge you quite a bit for the job.

- Name: Silver Armor.

Description: Holy vest of silver.

Obtained: Get it from Naomi's store after most of Inoa is burned down. Or

wait for Naomi to seek refuge in the Sanctuary and steal it (borrow damn it, borrow) form the shop when it's unattended.

Comments: The best armor in the game. You will want to have it for the

final fights in the game, though I will understand if you want to wait until Ronan is defeated to get it. Of course you want to

wear the Ancient Armor against Ronan. Why? For justice!

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

- Name: Short Boots.

Description: Regular leather walking boots.

Obtained: Alundra comes equiped with them.

Comments: I wouldn't be surprised if these things allowed Alundra to jump

or something. Sure, we don't know since he always has them, but that makes about as much sense as being able to swim by getting

new shoes, doesn't it?

- Name: Long Boots.

Description: Makes walking in sand easier. Obtained: Chest in the Ancient Shrine.

Comments: Good stuff, these things allow you to walk normally in sand and

(the description forgot to mention) shallow water. You can't swim yet but at least you can run around the water in hot days

with ease.

- Name: Merman Boots.

Description: Allows one to swim in deep water.

Obtained: Chest in the Coastal Cave.

Commets: Can I get a "Hell yeah?" Seriously, after I got these things for

the very first time I just swam back and forth through the beach

as if I had nothing better to do. Opens up a bunch of stuff

around Torla.

- Name: Charm Boots.

Description: Protects wearer from damage. Obtained: Chest in the Torla Mountain.

Comments: The best boots in the game. They do everything all the previous

ones do and now they protect Alundra from environmental damage as well. Feel free to walk on fire, lava, spikes, whatever, with impunity. Torla Mountain is one of thsoe dungeons that after they are over you can't ever go back inside, make sure you get

the Charm Boots before you deal with Wilda.

-Tools-----[TOOL]

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

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

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

- Name: Herbs.

Description: Refreshes physical strength. Minimum HP 5, maximun 9.

Comments: Recovers a small amount of HP. You can almost use one of these

things after every hit and you'll still have trouble fitting

all the Herbs you'll come across into your backpack.

- Name: Strength Tonic.

Description: Recovers up to half max HP. Minimum HP recovery is 10.

Comments: I guess it's useful, but really, by most people's nature they

will always use their supply of Herbs first, and then realize that they didn't need to use the Strength Tonic. This basically means that the first Strength Tonic you get might as well be the

same one you'll have when you beat the game.

- Name: Strength Elixyr.

Description: Restores HP to max.

Comments: Has a greater chance to be used than the Strength Tonic since

you will likely use it when you are really low on health instead

of using a bunch of Herbs.

- Name: Magic Elixyr.

Description: Replenishes MP.

Comments: Very useful since magic is mostly overpowered. Keep one on you

at all times.

- Name: Wonder Essence.

Description: Restores HP and MP. Resurrects instantly upon death.

Comments: Amazing item. It's like being able to restart after death in

the same spot you died instead of the last save point. And since it triggers itself when you die you don't even have to worry about it. It restores you magic too! It even seems... cheap.

Also keep one on you at all times.

The magical items and the bombs. Everything here rules.

- Name: Bomb.

Description: 'circle' sets the bomb. Once lit throw it immediately!

Obtained: Jess makes it for you after Olen dies.

Damage: One hit kill against most regular enemies (except two). 5 HP for

most bosses. 1 HP for last string of bosses.

Comments: I said it once, I'll say it again. This thing rules so hard it

is not even funny. Only two regular enemies in the game can take a bomb blast and survive it, everything else just dies in one hit. Also useful for puzzles and just to mess around. Careful,

though, Alundra is vulnerable to his own bombs.

- Name: Fire Scroll.

Description: Level 1 Fire Magic. Attacks with fire missiles.

Obtained: Obtained after beating the Reptile's Lair.

Damage: Effectively an instant death on every regular enemy you'll use

it against (might take more than 1 fire missile though).

Variable against bosses.

Comments: Fire missiles (!!) raise from the ground and then rain down on

the enemy's head. Not my favorite level 1 spell since it seems very random where the fire 'missiles' (missiles? really? More like torches or something) land. Do notice that the missiles can

hit enemies on their way up.

- Name: Fire Book.

Description: Level 2 Fire Magic. Attacks with burning magma.

Obtaiend: Chest right before the fight with Wilda. You can chose to ignore

it but you'd be crazy to do so.

Damage: No regular enemy can withstand it. Bosses take variable damage

but the Fire Book will never be weaker than any other magical

attack.

Comments: A dome of molten lava erupts around Alundra and burns everything

to nothingness. Awesome attack. Let me say that again, awesome attack. Easily the best magical attack in the game, it's even kind of cheap for those boss fights where the boss can be hit twice with the same use of this item. As if the Fire Book were not awesome enough, Melzas is particularly susceptible to it.

- Name: Water Scroll.

Description: Level 1 Water Magic. Water shield + HP recovery.

Obtained: Obtained after completing the Coastal Cave.

Damage: One hit kill for regular enemies (might take more than one

shield, but you get three). Variable for bosses.

Comments: Three water shields will surround Alundra for a while and then

they will disperse in random directions. Each one can only hit an enemy once. Also heals Alundra like a Strength Tonic would.

Good magic, and the healing doesn't hurt at all.

- Name: Water Book.

Description: Level 2 Water Magic.

Obtained: Chest between two stone columns north east of the Fire Manor.

See Exploring #8([EP08]) for details.

Damage: One hit kill for regular enemies (strong enemies will take a

couple of shields to go down). Variable for bosses.

Comments: This time six water shields will surround Alundra and all his

health will be restored. Extremely good magic since it works like a Strength Elixyr and it hurts things at the same time. All is not well, though, since plenty of bosses will be inmune to the Water Book, but those that arent' usually take a big damage

from it.

- Name: Earth Scroll.

Description: Level 1 Earth Magic. Rains huge boulders.

Obtained: Obtained from a chest at the end of Lars' Crypt.

Damage: Effectively a one hit kill for regular enemies. Variable for

bosses.

Comment: My favorite level 1 magic attack. A big number of boulders burst

forth from Alundra's position and basically smash eveything to dust, it really looks cool. Not only that, it can hit some bosses more than once and it covers a big area of the screen.

Use it often and don't feel guilty about it.

- Name: Earth Book.

Description: Level 2 Earth Magic. Rains huge meteorites.

Obtained: Chest inside Nirude's Lair. Get it before you complete the

dungeon.

Damage: Effectively a one hit kill for regular enemies. Variable for

bosses.

Comments: Seriously, huge meteorites fall around the screen causing

massive explosions. Very cool magic attack and the second strongest in the game after the Fire Book. It is also easy to hit most bosses twice (sometimes even three times). It kind of

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

- Name: Wind Scroll.

Description: Level 1 Wind Magic. Generates deadly lighting.

Obtained: Obtained at the end of Magyscar.

Damage: Not a long. Some regular enemies will survive it. Variable on

bosses.

Comments: Lighting bolts rain down around the screen. Can only hit once,

it is by far the weakest magical attack in the game. I never use

it.

- Name: Wind Book.

Description: Level 2 Wind Magic. Generates a huge tornado.

Obtained: North west of Nava's hidden hut where the battle with Zorgia

takes place. Get it before you fight Zorgia or miss it forever.

Damage: One hit kill on regular enemies. Variable on bosses.

Comments: A huge tornado forms around Alundra and messes up things very

badly. Much better than the Wind Scroll since it hits hard, very

hard. The problem is that most bosses after you get it are inmune to it which makes it probably the least useful spell in the game. Zorgia, however, is afraid, very afraid, of it.

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

- Name: Nava's Charm.

Description: Increases defensive power.

Obtained: Solve the puzzle in the basement of Cepha's house. See Exploring

#8 for details ([EP08]).

Comments: Well, the description is wrong, it does not increase your

defensive power, it just makes you invulnerable to any and all fire attacks, which makes certain portions of the game trivial. Awesome accesory for some fights. Get it, cherish it, use it.

- Name: Olga's Ring.

Description: Increases attack power. Fashionable as a pinky ring.

Obtained: Obtained from Merrick as a reward for giving him 20 Gilded

Falcons.

Comments: Generally speaking it adds 3 HP of damage to every attack you

do. However, its behavior varies depending on the boss from Ronan on. I hold it in high regard though, and it's not

difficult to get it.

- Name: Silver Armlet.

Description: Increases defensive power.

Obtained: Obtained from Merrick as a reward for giving him 30 Gilded

Falcons.

Comments: I couldn't figure out exactly how the Silver Armlet works, for

all I know it depends on the attack Alundra receives and not on set numbers. Might prove useful for later boss fights where the damage you get is ridiculous (I'm looking at you two hands in

the last fight).

- Name: Recovery Ring.

Description: Recovers HP if equipped. Recovers 1 HP every 3 seconds.

Obtained: Obtained from Merrick as a reward for giving him 40 Gilded

Falcons.

Comments: Nearly useless since standing still for 3 seconds is usually a

dumb thing to do. I can be useful in the last fight in the game

where there is a safe zone where no attack can reach you.

However, while you won't die while you wait to regain your

health from any attack, you might just die of boredom.

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

- Name: Sand Cape.

Description: Enables wearer to dive under sand. 'circle' controls diving /

rising.

Obtained: Cave in the Desert of Despair. See Exploring #5 ([EP05]) for

details.

Comments: Cool item but only usable on sand. Alundra really dives under

the sand (which makes him invulnerable) and is able to move around the sand and to pass under holes in walls. Not used a lot after completing the Desert of Despair and the Ancient Shrine.

- Name: Power Glove.

Description: Allows heavy items to be lifted.

Obtained: Jess creates it for you after Sybill dies.

Comments: Another passive item that grants you its ability as soon as you

get it without having to equip it. It allows you to lift those huge rocks with what appears to be some sort of writing in front of them. Needed to get the Legend Sword and some other stuff.

- Name: Spring Bean.

Description: Seed of the mystic tree. If planted properly they grow.

Obtained: Gift from Nava before setting off to Nirude's Lair.

Comments: Use them like you would use the bomb, however, they only do

anything when you drop them in those brown pots that you've seen scattered around at which point a spring plant grows in the pot

and allows Alundra to jump very high. Cool stuff.

- Name: Aqua Cape.

Description: Allows movement in whirlpools. Possession activates this.

Obtained: Obtained from Miming after Nirude disappears.

Comments: Item with a single use, to be able to enter the Fairy Pond.

Enter the Fairy Pond by going into to big whirlpool west of the King Snow's statue with the Aqua Cape in your possession, you

don't even have to have it equipped.

-Plot Items-----[IPLT]

Sorted by the order in which you get them.

- Name: Book of Elna.

Description: Guidebook found in Tarn's Manor.

Obtained: In Tarn's Manor. The reason why you went there in the first

place.

Comments: Take it to Septimus.

- Name: Bouquet.

Description: Jess' bouquet.

Obtained: Jess gives it to you after the mine disaster.

Comments: Take it to the graveyard.

- Name: Ruby Crest.

Description: Blood Colored crest.

Obtained: Lars provides it to you at the end of Lars' Crypt.

Comments: First of seven.

- Name: Sluice Key.

Description: Key from the Desert Shrine.

Obtained: Inside the cavern on the north western corner of the Desert of

Despair.

Comments: Unlocks the big stone gate that blocks your way in another cave

in the Desert of Despair. Needed to activate the Megalith

Portals.

- Name: Sapphire Crest.

Description: Blue-green crest.

Obtained: Obtained at the end of the Reptile's Lair.

Comments: Second of seven.

- Name: Secret Pass.

Description: Opens door to opportuity.

Obtained: Inside Lutas' house. Go in through the chimney when there is no

smoke coming out it. This happens a couple of times throughout

the game, the first one is after Magyscar but before the Sanctuary. Do note that you can permanently miss this item if

you don't get it before Inoa gets burnt down.

Comments: Take it to the casino and open the door to opportunity (and

frustation).

- Name: Book of Runes.

Description: Strange book from the Sanctuary.

Obtained: In the Sanctuary. Needed to get to Ronan.

Comments: Used to unlock the way to Ronan's little hiding place.

- Name: Book of Verses.

Description: Strange book from the Sanctuary.

Obtained: In the Sanctuary. Needed to get to Ronan.

Comments: Used to unlock the way to Ronan's little hiding place.

- Name: Curious Key.

Description: Ronan held this key.

Obtained: Found in the Sanctuary. Needed to get to Ronan.

Comments: Used to unlock the way to Ronan's little hiding place.

- Name: Topaz Crest.

Description: Yellow Crest.

Obtained: Obtained at the end of Nirude's Lair.

Comments: Third of seven.

- Name: Small Key.

Description: Key Jess was clutching.

Obtained: Obtained from Septimus after Jess' burial.

Comments: Why Jess, why!!!?? Use it to open the strange blue chest in the

first floor of Jess' house.

- Name: Jess's Letter.

Description: Touching good bye note.

Obtained: Inside the blue chest in Jess' house.

Comments: ...

- Name: Broken Armor.

Description: Stored in Jess' special chest.
Obtained: The description says it all.

Comments: Jess's inheritance, I guess. Take it to Lurvy and then shove it

down Ronan's throat. I'm kidding, though you shoud wear it in

the fight against him, just to spite him.

- Name: Tree Gem.

Description: Captured from the attacking Murgg.

Obtained: Obtained from Meia after Gile's death.

Comments: Use it to go inside the Murgg Woods.

- Name: Agate Crest.

Description: Deep brown crest.

Obtained: Inside chest after defeating Zazan.

Comments: Fourth of seven.

- Name: Garnet Crest.

Description: Scarlet colored creat.

Obtained: Inside chest after defeating Zazan.

Comments: Fifth of seven.

- Name: Elevator Key.

Description: Allows access to the tree elevator.

Obtained: Inside the locked cabin in the Tree Tower.

Comments: Use it to get to Zazan.

- Name: Emerald Crest.

Description: Olive-Green Crest.

Obtained: Obtained at the end of Torla Mountain.

Comments: Sixth of seven.

- Name: Zolist's Stone.

Description: Nava wanted you to take this.

Obtained: Obtained from Nava before the fight with zorgia.

Comments: Put in in the pedestal on the north wall of Nava's hidden hut.

- Name: Diamond Crest.

Description: Shimmering clear crest.

Obtained: Appears after placing the Zolist's Stone in the pedestal.

Comments: Seventh of seven.

[MONS]

The format for all the monsters is the following:

- Name: name of the monster.

Description: just a basic description.

HP: self explanatory.

Comments: whatever comes to mind when I think about this monster.

- Name: Bee.

Monster List

Description: Pretty much a regular bee. Somewhat hard to see.

HP: 1 HP.

Comments: Yeah, this thing dies if you look at it wrong. You might get hit

because you didn't see it though, very small bee.

- Name: Killer.

Description: A fish. You mostly see its shadow unless it jumps out of the

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

HP: 1 HP.

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

harmed when they are airborne.

- Name: Big Bug.

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

HP: 1 HP.

Comments: Squash it like the bug it is. Expect to get hit if there are a

bunch of them since they move around a lot.

- Name: Murgg.

Description: White monkey, jumps a lot.

HP: 3 HP.

Comments: Seriously, they jump a lot. Do not mind an ambush or two either.

Get close and personal with these guys.

- Name: Sludge.

Description: Slow mudmen. May spit mud on you.

HP: 6 HP.

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

- Name: Sand Worm.

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

HP: 6 HP.

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

speedy either.

- Name: Nirude Follower.

Description: Small gnome-like being.

HP: 6 HP.

Comments: Moves and jumps a lot which might get them some hits in. They do

not last long in a fight though.

- Name: Slime.

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

HP: 9 HP.

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

around Torla.

- Name: Pukus.

Description: A purple slime looking monster.

HP: 9 HP.

Comments: The coward cousin of the slime. Can spit parts of itself on you.

They are everywhere too.

- Name: Gragg.

Description: Brutish looking ogre with a variety of weapons.

HP: 9 HP.

Comments: They come in different flavors, none of them very difficult.

Careful with the ones with the chain and ball and those with

shields.

- Name: Reapers.

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

weapons.

HP: 9 HP.

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

- Name: Soul Eater.

Description: Insect looking monster that loves to teleport.

HP: 9 HP.

Comments: Annoying little bastards. They might prove dificult to hit since

they teleport a lot. Not a lot of HP though so take advantage of

that and hit them with charged attacks.

- Name: Lizards.

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

HP: 12 HP.

Comments: One of the more difficult enemies in the game since they block

almost everything and can only be hurt while they are in their attack animation. Magic wands' attack go right through the

shield though, keep that in mind.

- Name: Turtle.

Description: A turtle with retractable spikes on its shell.

HP: 15 HP.

Comments: Slow and like to breathe fire on Alundra. Interestingly enough,

their fire breath will set off you bombs immediately. Can only

be hurt when their heads are exposed.

- Name: Zombie.

Description: A zombie like those you've seen everywhere. Oh yeah, the can

move quickly, very quickly.

HP: 15 HP.

Comments: Seriously quick movements sometimes makes it hard to dodge.

Nothing more to say.

- Name: Fake Chest.

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

get close.

HP: 15 HP.

Comments: They might drop Gilders after each hit they take. use weak

weapons on them to maximize profit.

- Name: Super Murgg.

Description: Looks like a Murgg, moves like a Murgg, last way longer than the

their inferior brethren.

HP: 15 HP.

Comments: You'll see a lot of these guys and you'll get hit a lot by these

guys since they jump a lot and are somewhat hard to hit.

- Name: Archer Murgg.

Description: Looks just like the Super Murgg.

HP: 15 HP.

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

- Name: Boomerang Murgg.

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

HP: 15 HP.

Comments: They live in a tree, it was bound to happen they would get

boomerangs. Careful with boomerangs on their way back, and they

still like to jump a lot.

- Name: Evil Mushroom.

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

HP: 18 HP.

Comments: It's main attack is a toxic cloud of gas or spores or something.

You are safe from afar.

- Name: Bug Bag.

Description: Looks like a mudman but has a bunch of bugs inside which somehow

makes it more powerful.

HP: 24 HP.

Comments: Everytime they are hit they drop four small bugs, expect to take

hits from these small bugs. You'll them see often too.

- Name: Mummy Guardian.

Description: Like a mummy with a hook replacing one of its hand. Wooden leg

too.

HP: 30 HP.

Comments: Slow but resilient. Should not pose a threat but it takes some

time to get rid of them.

- Name: Fake Stone.

Description: Monster that disguises itself like a stone.

HP: Around 30 HP.

Comments: Rolls around and smashes into Alundra. Will self destruct when

they feel like it.

- Name: Firebird.

Description: Bird made of fire. Flies around rather quickly.

HP: 35 HP

Comments: They might prove difficult to hit since they fly high. Use the

Ice Wand to kill them in one hit.

- Name: Tentacle Monster.

Description: A thin, tall monster with many tentacles.

HP: 36 HP.

Comments: The pacifist of the bunch. Will keep to themselves until Alundra

attacks them (or something else near them) at which point they

will rush Alundra. One of the longer lasting monsters.

- Name: Evil Tree.

Description: As seen in fairy tales everywhere.

HP: 45 HP.

Comments: Can take a massive amount of hits when you first encounter them.

Not damgerous since you can keep them in the stun animation until they die fairly easily since they tend to be alone.

- Name: Soul Devourer.

Description: Exactly like the Soul Eater.

HP: 48 HP.

Comments: Upgraded Soul Eater. Save annoying behavior. HIt them with

charged attacks to maximize the window of opportunity.

- Name: Fire Turtle.

Description: Color swap of the turtle.

HP: 60 HP.

Comments: Behaves just like the Turtle. Worthy of mention is the fact that

they do not die in one bomb blasts, instead they take 18 HP of

damage from it. Use the Ice Wand for massive damage.

- Name: Metal Tentacle.

Description: Upgraded Tentacle Monster.

HP: 72 HP.

Comments: Stronger than the Tentacle Monsters yet still pacifists. Do not

bother them and they will not bother you.

- Name: Palace Guardian.

Description: Upgraded Mummy Guardian.

HP: 75 HP.

Comments: Strongest regular enemy in the game. They are still slow though.

They also can take more than one bomb blast since the bomb does

10 HP of damage to them instead of the usual one hit kill.

Miscelaneous[MISC]
~Life Vessels~~~~~~[LVSS]
[Where it is found][look here for details]
01. Naomi's Store for 500 Gilders[OTST]
02. Tarn's Manor[DG01]
03. Coal Mine[DG04]
04. Lars' Crypt[DG05]
05. Bonaire's Dream[DG06]
06. Chest north east of Water Mill[EP05]
07. Lurvy's Store for 400 Gilders[EP05]
08. Ancient Shrine
09. West of the Swamp[EP06]
10. Coastal Cave[DG08]
11. Island south east from Tarn's Manor[EP07]
12. Kline's Nightmare[DG09]
13. Reptile's Lair[DG10]
14. Gile's Nightmare[DG11]
15. Magyscar[DG12]
16. Casino's Slime Buster minigame[]
17. Casino's Monster Shooting
18. Casino's Wheel of Fortune
19. Sanctuary
20. Meia's Dream
21. North west corner of the screen where the Swamp is[EP08]
22. Circular platform inside cave hidden by huge rock[EP08]
23. North east (mostly east) of King Snow's statue[EP08] 24. Cliff south of Magyscar's entrance[EP08]
25. Behind fiery pillars in room where the Sluice Key was[EP08]
26. Underground Waterway[DG15]
27. Nirude's Lair
28. Fairy Pond
29. Elene's Dream
30. Murgg Woods
31. Great Tree Tower
32. Great Tree Tower (yes, two here)
33. Merrick's Shop for 15 Gilded Falcons
34. Merrick's Shop for 25 Gilded Falcons[MSRH]
35. Merrick's Shop for 35 Gilded Falcons[MRSH]
36. Merrick's Shop for 45 Gilded Falcons[MRSH]
37. Torla Mountain[DG20]
38. Nestus' Dream[DG21]
39. Nava's Keep[DG22]
40. Lake Shrine Interior
[Where it is found][look here for details]
01. Outlook point west of the Swamp[EP01]
02. Tarn's Manor
03. Wendell's Dream[DG02]

Obe Sehind tree trunk north of Nava's Cabin Caci Mine Caci	04.	Olen's House before it is destroyed	[EP03]
Ocal Mine		-	
07. Coal Mine. [DGG 08. Cliff south of the Coal Mine exit. [FFC 09. Lars' Crypt. [DGG 10. Bonaire's Dream [DGG 11. House east of Coal Mine entrance. [EFC 12. Cliff south of Maysycar's entrance. [EFC 13. Chest north east of Water Mill [EFC 14. Chest alongside pyramid in the Desert of Despair [EFC 15. Ancient Shrine. [DGG 16. Desert of Despair [EFC 17. Nirude's Lair [EFC 18. On the Swamp [EFC 19. Coastal Cave [DGG 20. Behind Nava's Cabin [EFC 21. Chest north west of south west Megalith Portal [EFC 22. Cave north west from Water Mill [EFC 23. Cliff east of Lurvy's store [EFC 24. Kline's Nightmare [DGG 25. Reptile's Lair [DGG 26. Gile's Nightmare [DGG 27. Near one of the Crest pedestals [EFC 28. Magyscar [DGG 29. Casino's Slime Buster [DGG 20. Casino's Moster Skooting [——		-	
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48. Nestus' Dream			
49. Nava's Keep			
50. Lake Shrine			
<pre>~Magic Seeds~~~~~~[MGS] [Where it is found]</pre>			
[Where it is found]			
01. At the end of Lars' Crypt	~Mag	jic Seeds	[MGSD]
01. At the end of Lars' Crypt			
02. North of Nava's Cabin[EPC	[Whe	ere it is found][look here for de	etails]
02. North of Nava's Cabin[EPC			
03 South of Tarn's Manor	02.	North of Nava's Cabin	[EP05]
US. SOUCH OF TAIN S MANOE[BPC	03.	South of Tarn's Manor	.[EP08]
04. Lake Shrine[FDG	04.	Lake Shrine	[FDG1]
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~Merrick's Shop~~~~~~[MRS	~Mer	rick's Shop~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	[MRSH]

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

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

This is what you get for your trouble:

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

- Spirit Wand = 50 Gilded Falcons.

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

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

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- Phonograph 1: Field of Dreams (available after the Ancient Shrine)
```

```
- Track 1 = Opening Theme.
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- Track 2 = Stormy Seas.
- Track 3 = Wandering the Field.
- Track 4 = A Holy Place.
- Track 5 = In The Village.
- Track 6 = Tower of the Great Tree.
- Track 7 = Shifting Desert Sands.
- Track 8 = Sail Away.

## - Phonograph 2: Serenade of Souls (available after Magyscar)

- Track 1 = Jess Arrives.
- Track 2 = Underground Tomb.
- Track 3 = Dust to Dust.
- Track 4 = Tarn's Manor.
- Track 5 = Workin' In A Coal Mine.
- Track 6 = Dream Dungeon.
- Track 7 = Boss Battle Part I.
- Track 8 = Boss Battle Part II.

## - Phonograph 2: Dungeon Adventure (available after Elene's Dream)

- Track 1 = Lizardman Cave.
- Track 2 = Nirude, The Giant God.
- Track 3 = Man vs the gods.

```
- Track 4 = Kline's Nightmare.
      - Track 5 = Gambling Fever.
      - Track 6 = Coastal Cave.
      - Track 7 = Inside Nirude.
      - Track 8 = Meia's Dream.
   - Phonograph 2: Dungeon Adventure II (available after Ronan's last bow)
      - Track 1 = Flaming Assault.
      - Track 2 = Torla Mountain.
      - Track 3 = Ronan Attacks!
      - Track 4 = All Hail King Zazan.
      - Track 5 = Lake Shrine.
      - Track 6 = Fairly Pond.
      - Track 7 = Nestus' Dream.
      - Track 8 = Coming Soon!
~The Casino~~~~~[CSNO]
                          !Coming up soon!
This deserves an indepth discussion. Well, not the whole thing, but certainly
the damned Wheel of Fortune. I say that I'll do it soon but DMC4 just came out
so....I'll try.
Epilogue
For those reading this, I want to explicitly thank you for reading thus far. It
was hard work and just the thought that people will read it is enough to
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For those reading this, I want to explicitly thank you for reading thus far. It was hard work and just the thought that people will read it is enough to satisfy me. Now, if you read it and enjoyed it, thought it was useful, were entertained by it, maybe you chuckled once or twice, then I have no words to express my happiness.

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

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

Happy gaming and take care.