

- 7b. Map
- 7c. Terrain and Vehicles
- 8. Immigrant Town
 - 8a. Immigrant Occupations
 - 8b. Town Forms
 - 8c. Immigrant Locations
 - 8d. Immigrant Detail
- 9. Mini-Game Information
- 10. Prologue - Invitation to Adventure
- 11. Chapter 1 - The Warriors of the Royal Palace
- 12. Chapter 2 - Adventures of the Tomboy Princess
- 13. Chapter 3 - Toruneko, the Weapons Dealer
- 14. Chapter 4 - Sisters of Monbarbara
- 15. Chapter 5 - The Guided Ones
 - 15a. Beginning to Aneil Town
 - 15b. Aneil Town to Arena Joining
 - 15c. Arena Joining to Getting the Sky Helmet
 - 15d. Sky Helmet to Getting the Balloon
 - 15e. Getting the Balloon to Reaching the Shrine of Hope
 - 15f. Shrine of Hope to the End
- 16. Chapter 6 - Pisaro and Happy Friends
 - 16a. Star of Endoll to the Hidden Dungeon
 - 16b. Hidden Dungeon
 - 16c. The 9th Guided One
- 17. Additional Information
 - 17a. Small Medal List
 - 17b. Titles
 - 17c. Title Detail
- xx. Version History

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´ðÁÄÄÎ±;Ú±±±±Á±·±;Û

1. Basic Knowledge

+-----+

1a. Overview

- Recommended Environment for Viewing.

JWPce Version 1.42

Fonts = ;ÖÉÍÉÓ¥´¥·¥Ä¥¯;×±«;ÖÉÍÉÓÌÄÄ«;×

Font Size = 16 pixels

Line Width = Fixed, Size 37

- Dragon Quest IV is a role-playing game. It consists of four main chapters, each with a different story and main character. Then the real story begins in chapter five where each of the main characters from the past chapters gather together. Oh, and now this game is part of the new Square-Enix merger.

- This game is a remake of the old Famicom game, but the system and such closely resembles Dragon Quest 7 (DQ7). Things like the Small Medals, and the Immigrant Town are similar as well. Monsters have lively animations with a picture book to showcase them. There are a few arrangements that differ from the original, like the addition of the bag, the Monster Notebook, and some tweaking to the computer AI to perform better. On the other hand, some things haven't changed, like Kliff going Zarakhi happy on monsters.

1b. Controls

- Directional Key: Moves the character in eight directions. Yes, that means the character can walk in diagonals. That useful when you want to cut across a field in a shorter period of time. Get used to the new feeling. This key also moves the cursor in four directions, and pressing left or right key while there is a right arrow on the bottom right corner will turn the page.

- Square Button: Pulls out the vantage point. In certain areas, like towns and castles, this button will give a view from above. You can see the whole town from this angle. Spinning the map around is allowed in this point of view. Other uses of this button are viewing the map (once the Treasure Map Item is obtained) on the field, and closing all open windows in the Command Menu. I frequently use this button to close the Command window when done with using the bag. Instead of having to press X button several times, just one push of this button is much faster. Also known as All Cancel. Furthermore, it acts like the X button in battle mode.

- Triangle Button: The useful button. If you are in front of a person, it will be the talk button. If you are in front of a drawer, treasure box, or water well, then this will become the search button. If you are in front of a pot, barrel, or flower, then this will become the pick-up-and-throw button. You will probably use this button a lot throughout the game.

- Circle Button: This button will open the command window, and acts as the confirmation button. Whatever the cursor is pointing to, this button will execute that command.

- X Button: The cancel button. This will close the current open window, and cancels an executed command. It will also act as the "no" button in yes or no situations.

- Select Button: Battle Curriculum System. Pressing this button will open the menu that will show your battle history. The game will give you a title based on your behavior.

- Start Button: Pushing this button will move the camera back to it's default position if the top FOUR L and R buttons has rotated the map.

- L1 Button: Rotates the camera toward the left as long as it is held down. Also acts like the Circle Button in battle.

- L2 Button: Each push will rotate the camera toward the left at a 45-degree angle. This also acts like the Circle Button in battle. I tend to use this button more than the L1 and R1, since this gives a nice and straight rotation.

- R1 Button: Rotate the camera toward the right.

- R2 Button: Rotate the camera toward the right at a 45-degree angle.

- L1+R1: Move the camera back to default position.

- L2+R2: Move the camera back to default position. Same as the Start Button.

1c. Creating an User File

- First off, you will need to create an Adventure Writings (that's your save file). You can watch the demo that runs after the title screen to get a feel

you cannot unequip the item. This choice will allow you to remove the item from the equip status (you get to keep the item in question). This service requires a fee.

End: When you're done with business here, choose this or press the X button for the same effect.

When buying: You will see a list of goods, the quantity, and the cost in gold in that order from left to right. Press left or right to increase or decrease the quantity. This way, you can buy in bundles, not just one by one.

When selling: Pick your character and a list of the selling price will appear on the right side of the list. Some items cannot be sold.

Deposit and Withdraw: The bank holds gold in 1000 Gold increments, meaning you must have at least 1000 Gold to begin using this service. Money kept inside here is safe. When the party gets wiped out, then you lose half your gold in possession, not counting the money in the bank, and start at the last point saved at. By using the bank, it will keep losses to a minimum, should this happen. You can store up to 10000000 gold.

1e. Regular Moment Commands

- When you are on the field map, pressing the circle button will open the Command Window.

```
īĀñ;ŪñīñĒñ;Ū;:::Talk
Æ»Ŧñ;ŪñĒñ;ñ°;Ū;:::Item
``S»Ēñ;ŪñĀñ«ñ;Ū;:::- Use
``SĀĪñ;Ūñīñ;ñ;Ū;:::- Hand over
``SĀōĒ;Ūññ;ñó;Ū;:::- Equip
``SñīñÆñ;ŪññÆñ;Ū;:::- Throw away
``S»βñáñ;Ūñáñáñ;Ū;:::- End
``S,«ñ;Ūñβñ;Ū;:::;- Look
``|,«ñ»ñ;Ūñβñ»ñ;Ū;:::- Show
Ŧñµ;ŪñĀñèñµ;Ū;:::Strength
``|Á°;Ūñ»ñóññó;Ū;:::- All members
ñōĒ;Ūñ,ñáñáñó;Ū;:::Spell
Āñµñ;Ūñ,ñéñŪñ;Ū;:::Search
°īĀñ;Ūñµññ»ñó;Ū;:::Tactics
``SĒβñ;ñó;Ūñβñóñ;ñó;Ū;:::;- Fill to max
``SĀōĒ;Ūññ;ñó;Ū;:::;- Equip
``S°īĀñĀñ;Ūñµññ»ñóññ;Ū;:::;- Change tactics
``SĒĀñóĀñ;ŪñĒñéñóñ«ñ;Ū;:::;- Change line-up
``SÆ»ŦñĀ°íý;ŪñĒñ;ñ°ñ»ñññ;Ū;:::;- Sort items
``ç``|Á°;Ūññóñññó;Ū;:::;- All members
``SĀβĀ°íý;Ūñōññíñ»ñññ;Ū;:::;- Sort the bag
``ç``SñīñĒñ;Ūñ,ñáñŪñĀñ,ñáñó;Ū;:::;- Order by assortment
``ç``|ñçññññññññ;Ūñ,ñáñó;Ū;:::;- Order by aiueo
``|Āñîð;Ūñ»ñóññ;Ū;:::;- Battle Curriculum
```

Talk: Stand in front of someone to speak to him or her. In this re-make, now you can talk to your comrades. Just choose this command when there is no one else nearby, and sometimes your friends will make some comments about the current situation. Try talking to them after a major event to see what they have to say. If you talk to them too much, they eventually become speechless "....."

Use: Use the item. This is mainly for consumable items.

Hand over: Gives the item to another member, or gives it to the bag. If you point to an item someone else is holding, then a trade of items will occur.

Item -> Equip: Equips the item right away, without having to go to Tactics.

Throw away: Removes the item permanently. You can't throw away important items that are vital to progressing the story.

Look and Show: Only if Toruneko is in the party. This will make him examine the item more carefully. He will tell who can equip the item, or the effects of the item, and he will know the selling price of that item.

Strength -> All Members: Show the total amount of time played. Pressing O button will show a list of all the member's ability values (Max HP/Current HP and Max MP/Current MP).

Change Tactics: Allows you to change the tactic on certain members or you can change the tactics for the entire group. It is only available once you reach Chapter 5.

Sort items: Pick a person or all members in order to clean up their item list. This will put all non-equipped items into the bag. Special items, like the ones that have an effect in battle will not go into the bag by using this command.

Order by assortment: Sorts items into groups like use items, important items, weapons and so forth.

Order by aiueo: Sorts items in the Japanese syllabary order, going a, ka, sa ta, na, ha, ma, ra, ya, n', wa.

- Strength and Ability Value listings

ì¾Á°;ÚªÊªÐª;Û;Name
¿;¶Ê;Úª·ªçªªªªª;Û;Occupation
ÀÊÏ;Úªªªªªªª;Û;Gender
¥ì¥Û¥ë;Level
ÁðÈ÷ÈÊ;Úªªª;ªªªªªª;Û;Equipment Goods

¥´;¼¥è¥É;Gold
îï;ÚªÁªªªª;Û;Power (Strength)
ÁÇÁªª;Úªªªªªª;Û;Agility (Quickness)
Âîî;Úªªªªªªª;Û;Stamina (Physical)
ªª;Úªªªªªªª;Û;Wisdom (Intelligence)
±¿ªîîªª;Úªªªªªªª;Û;Virtue of Luck (Luck)
ªª·âîî;Úªªªªªªªªªª;Û;Attack Power
¼éÈ÷îî;Úªªªªªªªªªª;Û;Defensive Power
°ÇÂçÈÈÈÈ;Úªªªªªªª;Û;Maximum Hit Point
°ÇÂçÈÈÈÈ;Úªªªªªªªªªª;Û;Maximum Magic Power
·Ðªªî;Úªªªªªªªªªª;Û;Experience Value (EXP)

Name: Character name from section 2.
Occupation: Also from section 2.
Gender: Only certain items are restricted to a certain gender.
Level: The character's current level. Goes up to 99.
Equipment Goods: The character's current equipment, shown by an E mark.
Gold: The current amount of gold the party is carrying, maximum of 999,999.
Power: The character's unarmed power. When this value is added to the character's equipped weapon, then that is the Attack Power. Maximum Value =

255. Also known as Strength.

Agility: This is the character's speed rating. This determines the battle order. The higher the number, the better chance of that character going first in battle. Also, this value is related to Defensive Power. Maximum Value = 255. Also known as Quickness.

Stamina: The character's life force. In this version of the game, it seems like it has no relation to HP. Maximum Value = 255. Also known as Physical.

Wisdom: This value is the intelligence required in learning Spells. The higher the value, the better chance of that character to learn spells quicker. It is also related to Maximum Magic Power. Maximum Value = 255. Also known as Intelligence.

Virtue of Luck: This value may be related in avoiding monster attacks, other than that, it seems to have no real purpose. Maximum Value = 255.

Attack Power: This value affects damage done by weapon attacks. It is the sum of Power and the attack power of the equipped weapon. Maximum Value = 999.

Defensive Power: This value affects the damage done by enemy physical attacks. It is the sum of half the Agility and the defensive power of the protectors that is equipped. Maximum Value = 999.

Maximum Hit Point: The amount of HP that character has for the current level. This value will increase after a level up. Staying at an inn will restore this value to full along with Maximum MP. Maximum Value = 999.

Maximum Magic Power: The amount of MP that character has for the current level. Fighter type characters will have a value of zero, since those type of people won't use spells. Maximum Value = 999.

Experience Value: The total amount of experience earned by that character. The main method of increasing this value is by defeating monsters. The greater this value, the higher the level the character achieves. This value counter stops at 16777215.

+-----+

¥¥ã¥é¥¯¥¿;¼¾°²ð;Ú¤·¤ç¤|¤«¤¤;Û

2. Character Introduction

+-----+

- This section has character information.

2a. Main Characters

¼¾°²ð;Ú¤¤¤¤¤;Û;Name

¿;¼¾;Ú¤·¤ç¤¯¤@¤ç¤;Û;Occupation

¥é¥¤¥¿¥ó;Ryan

À»¼;Ú¤¤¤¤¤;Û;Soldier

- Ryan is an expert in using heavy weapons and armor. He is a soldier from the Castle of Bautland. Lately, he has heard about the mysterious disappearance of the children of Imuru Village. He sets off to investigate the matter. His Power, Stamina, and Maximum HP are second to none, which makes him suited to be at the front of the battle array. The only weakness he has is his low Agility rating. Being a fighter, he won't learn any spells.

¥¿¥ê;¼¾;Arena

É;Ú¤ò¤á;Û;Princess

- The Princess of Saintheim Castle. She has dreams of becoming the number 1 Martial Artist in the world. Because of her ambitions, the King of Saintheim is worried. He forbids Arena to leave the castle. However, she will not give

iiii.µ;S4
±zµîîÉµ;S1
; ;¹¶ ·âîî;S12
; ;⁴éÈ÷îî;S13
°ÇÂÇÉÈÉD;S16
°ÇÂÇÉÉÉD;S0
; ; ·D. ³ĂÍ;S0

Υ⁻ΥεΥŌΥÈ

zÀ[˘]±; zÀÈÌ; SĂÈ; zYìYŪYè; S1
ÁōÈ÷; SŪpÈÀ; zî¹zîµîÉp
iiii; îî; S3
; ; ÁÇÁáµ; S5
; ; Âîîî; S9
; ; ; µ; S7
±zµîîÉµ; S2
; ;¹¶ ·âîî; S10
; ;⁴éÈ÷îî; S9
°ÇÂÇÉÈÉD; S18
°ÇÂÇÉÉÉD; S7
; ; ·D. ³ĂÍ; S0

ΥŌΥéΥµ

ÈāÈ; »Èµµ; zÀÈÌ; SĂÈ; zYìYŪYè; S1
ÁōÈ÷; SŪøµîîÈÀ; zÉŪµîÉp
iiii; îî; S3
; ; ÁÇÁáµ; S5
; ; Âîîî; S7
; ; ; µ; S8
±zµîîÉµ; S2
; ;¹¶ ·âîî; S5
; ;⁴éÈ÷îî; S6
°ÇÂÇÉÈÉD; S16
°ÇÂÇÉÉÉD; S10
; ; ·D. ³ĂÍ; S0

ΥÈΥéΥíΥ³

Éō[˘]î²°; zÀÈÌ; SĂÈ; zYìYŪYè; S1
ÁōÈ÷; SÈŪµîîÉp
iiii; îî; S4
; ; ÁÇÁáµ; S5
; ; Âîîî; S10
; ; ; µ; S5
±zµîîÉµ; S3
; ;¹¶ ·âîî; S4
; ;⁴éÈ÷îî; S6
°ÇÂÇÉÈÉD; S20
°ÇÂÇÉÉÉD; S0
; ; ·D. ³ĂÍ; S0

ΥBΥíΥç

Àèµµ»ō; zÀÈÌ; S^{1/2}; zYìYŪYè; S1
ÁōÈ÷; SÈ⁴µîî ·ō; z. " µîî¹; ⁴YŌ
iiii; îî; S4
; ; ÁÇÁáµ; S4
; ; Âîîî; S9
; ; ; µ; S6
±zµîîÉµ; S6
; ;¹¶ ·âîî; S16

;;¼éÈ÷îî;§12
°ÇÂÇŁÈÈĐ;§18
°ÇÂÇŁÍŁĐ;§7
;;·Đ,³ĀÍ;§0

¥Đ;¼¥È¥ā

íŪæ»Ō;¿ĀĒî;§¼÷;¿¥ì¥Ū¥è;§1
ĀōÈ÷;§íŪæ»ŌæîÉþ
iiiiîî;§3
;;ÁÇÁáµ;§5
iii;Āîîî;§12
iiii.µ;§4
±¿æîîÉµ;§6
;;¹Ŧ·âîî;§3
;;¼éÈ÷îî;§10
°ÇÂÇŁÈÈĐ;§16
°ÇÂÇŁÍŁĐ;§9
;;·Đ,³ĀÍ;§0

¥Ō¥µ¥í

ĒāĀ²æî²;¿ĀĒî;§ĀĒ;¿¥ì¥Ū¥è;§35
ĀōÈ÷;§Ē»æî·ō;¿¥³¥Ō¥Ō¥á¥æ;¿Ā'æî¼ā
iiiiîî;§154
;;ÁÇÁáµ;§131
iii;Āîîî;§144
iiii.µ;§102
±¿æîîÉµ;§41
;;¹Ŧ·âîî;§221
;;¼éÈ÷îî;§126
°ÇÂÇŁÈÈĐ;§359
°ÇÂÇŁÍŁĐ;§276
;;·Đ,³ĀÍ;§1156493

- The Non-Playing Characters.

¥Ū¥æ¥ß¥ó

¥Ū¥æ¥ß¥¹¥é¥æ¥à;¿ĀĒî;§ĀĒ;¿¥ì¥Ū¥è;§?
ĀōÈ÷;§æĒ·
iiiiîî;§9
;;ÁÇÁáµ;§56
iii;Āîîî;§20
iiii.µ;§12
±¿æîîÉµ;§30
;;¹Ŧ·âîî;§9
;;¼éÈ÷îî;§28
°ÇÂÇŁÈÈĐ;§35
°ÇÂÇŁÍŁĐ;§30
;;·Đ,³ĀÍ;§?
¹ŌÈ°;§¥Ū¥æ¥ß;¿¹Ŧ·â;¿ĒÉ,æ

¥í¥ì¥Ō¥¹

î¹æî»í¿í;¿ĀĒî;§ĀĒ;¿¥ì¥Ū¥è;§?
ĀōÈ÷;§ĒÇ²èæîîÉµ¥Ō;¿Ēéæî³»;¿Ēéæî¼ā
iiiiîî;§4
;;ÁÇÁáµ;§18
iii;Āîîî;§26
iiii.µ;§35
±¿æîîÉµ;§16
;;¹Ŧ·âîî;§28
;;¼éÈ÷îî;§25

Lv	St	Qu	Ph	In	Lu	HP	MP	Exp	Lv	St	Qu	Ph	In	Lu	HP	MP	Exp
1	12	7	8	4	1	16	0	0	1	3	5	9	7	2	18	7	0
5	20	15	16	6	5	32	0	180	5	11	10	16	15	8	32	23	208
10	36	25	31	11	20	62	0	1892	10	21	20	26	25	23	52	43	1905
15	56	45	49	16	40	98	0	11311	15	31	30	41	35	38	82	63	12293
20	86	73	69	21	60	138	0	34579	20	40	45	56	45	53	112	83	42091
25	116	108	89	26	80	178	0	76495	25	45	60	73	55	68	147	103	93527
30	146	143	109	31	100	218	0	152012	30	50	75	91	65	83	182	123	174021
35	176	183	129	36	120	258	0	288086	35	55	95	111	75	101	222	143	311916
40	206	223	149	41	140	298	0	533287	40	60	115	131	85	120	262	163	560402
45	223	234	169	46	170	338	0	975135	45	65	135	143	95	135	303	189	1008168
50	240	246	189	51	200	378	0	1526665	50	70	155	156	105	151	344	215	1567083
99	255	255	255	95	255	687	0	6931659	99	144	255	170	255	240	655	629	7044450

5:Burai

Lv	St	Qu	Ph	In	Lu	HP	MP	Exp
1	3	5	7	8	2	16	10	0
5	3	9	12	16	10	24	30	213
10	8	14	22	30	25	44	65	2081
15	13	29	37	50	43	74	115	12928
20	18	44	52	70	63	104	165	40558
25	23	59	67	91	83	134	195	90336
30	28	74	82	112	103	164	225	180023
35	33	102	97	122	123	194	250	341623
40	38	131	112	132	143	224	275	632816
45	40	161	127	142	164	277	300	1157538
50	43	191	142	152	185	331	325	1812513
99	109	255	175	215	255	598	495	8231268

6:Toruneko

Lv	St	Qu	Ph	In	Lu	HP	MP	Exp
1	4	5	10	5	3	20	0	0
5	8	13	22	9	7	44	0	133
10	19	23	37	14	12	74	0	1356
15	34	33	52	20	17	104	0	7898
20	49	43	67	30	22	143	0	27191
25	64	53	82	40	31	186	0	65316
30	79	63	97	50	40	230	0	134004
35	84	73	113	60	50	280	0	257769
40	89	83	130	70	60	330	0	480783
45	107	93	150	80	70	383	0	882648
50	126	103	170	90	80	436	0	1384268
99	244	125	255	140	115	784	0	6300144

7:Minea

Lv	St	Qu	Ph	In	Lu	HP	MP	Exp
1	4	4	9	6	6	18	7	0
5	12	12	17	14	18	34	23	227
10	26	22	27	24	33	54	43	2078
15	32	32	37	34	48	74	63	13415
20	48	42	47	44	63	107	83	45931
25	57	51	57	56	78	135	103	102065
30	66	60	67	69	93	164	123	189906
35	75	71	77	84	108	198	143	340374
40	84	83	87	99	123	233	163	611508
45	99	111	98	114	128	288	196	1100083
50	114	140	110	129	133	344	230	1709938
99	190	202	125	245	210	622	447	7686517

8:Manya

Lv	St	Qu	Ph	In	Lu	HP	MP	Exp
1	3	5	12	4	6	16	9	0
5	3	9	17	12	14	34	25	197
10	8	14	27	26	29	54	53	2032
15	13	19	42	46	47	84	93	11845
20	18	34	57	66	67	114	133	38344
25	23	49	72	87	87	144	173	88411
30	28	64	87	108	107	174	213	178620
35	33	92	102	118	127	204	253	341167
40	38	121	117	128	147	234	293	634064
45	49	151	132	138	168	276	343	1161859
50	60	181	147	148	189	319	393	1820669
99	222	250	165	220	255	748	856	8277007

9:Pisaro

Lv	St	Qu	Ph	In	Lu	HP	MP	Exp
35	154	131	144	102	41	359	276	1156493
40	190	170	164	109	55	458	353	1620467
45	193	177	180	119	56	498	366	2161598
50	196	185	197	129	58	538	379	2736528
55	202	192	202	135	68	564	414	3311458
60	208	199	208	142	78	590	449	3886388
65	214	206	214	148	89	616	484	4461318
70	220	213	220	155	99	642	519	5036248
75	226	220	226	162	110	668	554	5611178
80	232	227	232	168	120	694	589	6186108
85	238	235	238	175	130	720	624	6761038
90	244	242	244	182	141	746	659	7335968
95	250	249	250	188	151	772	694	7910898
99	255	255	255	194	160	793	723	8370842

·|E"²æ;ÚæĒ²æ;Ū;iiii;- Escape
°iÀi;Úæµæ"æ»ó;Ū;iiii;Tactics
ÆpæiÀØæ";Úææææ«æ";Ū;iii;Replace
"SÆpæiÀØæ";Úææææ«æ";Ū;ii;- Replace
"SÁiÀØæ";Úæ½æ|æ«æ";Ū;iii;- All Change
·|,ææ;Úæβæ;Ū;iiii;- See
E"²æ;ÚæĒ²æ;Ū;iiii;Escape

Attack: A physical attack with the weapon equipped.

Spell: Gives you a list of learned spells to cast. Most require MP (Magic Power)

Defend: For that round, damage received is halved, including spells.

Item: This will make the character use a item. Some items don't have any effect in battle.

Equip: This allows changing of equipment while in battle. It will open that character's item list and allow you to equip that item if they can equip that item in the first place. This command won't consume a turn in battle, so use it if you have equipment ready for certain enemies. However, if a piece of equipment is inside the bag, it cannot be accessed while in battle, so give it to someone if you plan to use this command.

Escape: This will make the party attempt to flee from battle. Doesn't always work. It seems the higher the party level is, the easier it is to escape.

Replace: Allows you to switch one party member for another, without taking a turn in battle. The only condition is that the wagon is present. In certain places, the wagon is not accessible, so during that time, you cannot switch party members.

All Change: Similar to Replace, but allows you to totally replace the party. Pick the four character you want to participate in battle. This is useful if you want to switch out more than two members. This is only available in places the wagon can enter.

See: Pick a character, and you can see what spells they have learned. This may help in deciding whom to bring to battle.

- For the Tactics, here are the six different one you can give other party members. You can assign different tactics to each individual. Note that the male and female hero have slightly different names to the tactics, but they are basically the same.

Υ-ΥóΥ-Υó¹Ôæ|Υ¼;ŪΥ-ΥóΥ-Υóæææ³æ|æ¼;Ū;iii;Attack relentlessly (masculine)

Υ-ΥóΥ-Υó¹Ôæ-æiæè;ŪΥ-ΥóΥ-Υóæææ-æiæè;Ū;ii;Attack relentlessly (feminine)

- This tactic will try to kill off the enemies as quick as possible, with no regard to remaining MP. Use against strong foes if there is a recovery spring nearby.

²¶æĒÇææ»æi;ŪæªæiæĒæĒæ«æ»æi;Ū;iiii;- Let me handle it (masculine)

»ææĒÇææ»æÆ;Ūæiæ½ææĒæĒæ«æ»æÆ;Ū;iiii;- Let me handle it (feminine)

- People under this tactic won't attack directly. They will provide back up using support or healing spells. They will leave the attacking for you to do. Sometimes the person just defends instead of doing anything.

İ;ÂÇ»òæĒ;ŪæææiæÁæÀæææ,æĒ;Ū;iiii;- Life is important

- This tactic will make the person aware of current HP. They will make HP

recovery the highest priority. When at full HP, they will usually join the attacking force.

ΥΦΥΆΥΆΥέ´έΆΥαί;ÚΥΦΥΆΥΆΥέα-αόαΦαί;Ū;:::Surely do the best

- A balanced tactic, in terms of offense and defense. I use this tactic the most. All characters start with this tactic when they join the party. The characters will use spells that are just enough to defeat the monsters without wasting too much MP.

¼ŌÊ.»Èα;αÊ;Ūα·αâααóαΆα«α!αÊ;Ū;:::;Stop using spells (masculine)

¼ŌÊ.αĪ»ΒάααÆ;Ūα·αâααóαĪαάααÆ;Ū;:::;Stop using spells (feminine)

- Use this one to conserve MP when going through a deep dungeon with a boss at the end. Characters will not use any spells that cost MP under this tactic. Most of the time, the person will just fight with their weapons.

Ī;Īáαμ»αί;Ūαάαααίαααμ»αί;Ū;:::;I will order you (masculine)

Ī;Īáα¹αέαίαέ;Ūαάαααίααα¹αέαίαέ;Ū;:::;I will order you (feminine)

- This allows you to give direct commands just as you would the hero. Just be careful of certain enemies that have spell resistance. If they have full resistance, certain spells will never work on them, resulting in a waste of turns. The AI knows the monster resistance, and will never waste a turn using spells that don't work. So sometimes it is better to leave it to the AI for monsters that you are unfamiliar with. This tactic allows manual control for the character, while the other 5 tactics are for the computer AI to utilize. Use whatever you like the best.

- These three tactics were in the original Famicom game but were removed in the Playstation re-make version.

³§´έΆΥαί;ŪαβαóαÊα-αóαΦαί;Ū;:::;Everyone do your best

- Same as "Surely do the best" just a different name for it. The only difference is, in the original, everyone had to follow one tactic. In the re-make version, each individual can have separate tactics for the better.

¼ŌÊ.αŌÁáĪŌ;Ūα·αâααóαŌα»αΆααα-;Ū;Conserve spells

- Characters would use spells in moderation in a effort to save some MP, but since there is the "Stop using spells" tactic, this one is almost useless.

ζ§;¹αάαία;α¼;Ūαααίαααίαααία!α¼;Ū;Try different things

- Characters would use items in their inventory, and try spells they don't normally use. Since there was no way to directly give orders to your comrades in the original version, this was the way to make them use items. It had unpredictable results, so I think that's why it was removed.

3c. Monster Notebook

- This item will appear in the fifth chapter. This keeps tracks of all your battles. It is improved from DQ 7 in that there is a index of monsters, with a list of 16 monsters on one page. This allows quick search of the monster you want. If you complete the notebook (by at least meeting all 210 monsters) then the reward is 300,000 Casino Coins. This is for buying a certain item (Gospel Ring) that can negate random encounters. You do have to build the Grand Slum Immigrant Town before you can buy this item, however.

α;αªα·α;Êα;Ō;ŪαŌαα¹α!;Ū;How many of this monster you defeated

£Á£Ō££;The amount of experience this monster has

·×;Ūα±αα;Ū;Total amount of experience or gold received up to this point

¥´;¼¥é¥É;The amount of gold this monster has

¥¢¥α¥E¥à;How many times you got an item from this monster

αâα-α¼α;Name of item the monster has, in this case, Medical Herb

ãÏã,ãáãÆã;ãªã·ã¿ËËÖ;¥ì¥Ù¥ë£±;The level you first beat this monster

- Press the O button to see the monster's animation pattern.
- Defeat the same monster at least 20 times to see what item they have.

3d. Other techniques

- About experience. Whether you fight the monsters alone, or with all four members, then the experience gained is the same. Experience is gained for all members that are alive, including the ones sitting inside the wagon. However, there are some places that the wagon cannot enter, like small caves and towers. In that situation, experience is awarded only to the members outside the wagon.

- If you have the wagon and during battle, the four people outside the wagon perish, then the remaining members will jump out and participate in the battle. If the new people perish also, then it is game over. The wagon cannot be brought into small caves and towers, so beware.

- Paralysis status is not as fatal as in other games in the series. In this remake version, the numbness on a character in battle will last about 5 turns. After that, the character will shake it off, so don't panic. After battle, the paralysis status will be cured, but poison and death will not be cured.

3e. Battle Damage

- All variables use $x/256$. Any decimals that result are rounded down.

+ = Addition (4th)

- = Subtraction (5th)

* = Multiplication (2nd)

/ = Division (3rd)

() = Do whatever inside first (1st)

$a > b$ = a is greater than b

$a < b$ = a is less than b

$a \geq b$: a is greater than or equal to b

$a \leq b$: a is less than or equal to b

$a \leq x \leq b$: x is between a and b including a and b.

$5 \sim 20$ = an integer between 5 and 20.

- Physical Attack calculations

BP = Basic Point

D = Final damage

AP = Attack Power = (Strength + AP of equipped weapon)

DP = Defensive Power = (Quickness/2) + DP of equipped protectors

$$BP = (AP - DP/2) / 2$$

If $AP - DP/2 \geq 0$ and $AP < DP/2 * 8/7$, then $0 \leq D \leq AP/16 - 1$

If $AP - DP/2 \geq 0$ and $AP > DP/2 * 8/7$, then $BP + x \cdot (BP/16)$; a and b
= -1or0or1, x = random number

If $AP - DP/2 < 0$ and $AP < 16$, then $0 \leq D \leq 1$

- Group Attack Damage

Damage = $D * a$

= Number of monsters

a = variable

```
# a
1 256/256
2 204/256
3 179/256
4 128/256
5 76/256
6 51/256
7 51/256
8 51/256
```

This affects group attack weapons and weapons that hit all monsters, mainly Gringam Whip and Iron Ball of Destruction. These type of weapons will never deliver a critical blow. If under the influence of the Bikiruto spell or Power Accumulate skill, then only the first monster is calculated.

- Evasion

If under the influence of the Manusa spell, then Hit Rate is 96/256
If under the influence of the Dazzling Light skill, then Hit Rate is 160/256
If Evasion Clothes is equipped, then Evasion Rate is 64/256
Some monsters have their own evasion rate, so Hit Rate may vary on those monsters.

- Critical Blow

Damage = AP*a
a = 64/64, 65/64, 66,/64, 67/64, 68,/64, 69/64, 70/64, 71/64, 72,64, 73/64 and 74/64. Pick any one of the 11 choices.
For anyone (non-monster) other than Arena, Critical Blow chance = 4/256
For Arena, If Arena's Level <= 64, then Critical Blow chance = 64/256.
If Arena's Level > 64, then Critical Blow chance = Arena's Level/256. Maximum Level is 99, so at that level, Arena equipped with Killer Pierce becomes the one of the strongest weapons around.
If under the influence of the Bikiruto spell, then Critical Blow chance is 0/256.
If under the influence of the Power Accumulate skill, then Damage is not affected.
If equipped with the Poison Needle, then Critical Blow damage is 1.
If equipped with a group attack weapon, then Critical Blow chance is 0/256.

- Pisaro's Demon Murderer Skill

Damage = AP*a
a = 243/256 ~268/256
Hit Rate = 96/256
Unaffected by Manusa spell

- Pisaro's Dragon Murderer Skill

Damage = D*384/256, only against dragon type monsters.

- Pisaro's Metal Murderer Skill

Damage = D*384/256 + 1, only against metal type monsters.

- Pisaro's Moonsault Skill

Damage = D*3/(a+1), a = current number of monsters.

- Falcon Sword

Damage = D*192/256
Hits twice.

- Bikiruto Spell

Inpasu = Treasure Chest Judgment Spell
ΥέΥÉΥέ; 4ΥΖ; ; ÆËÏèμÖÅ³4öÊ, ; ÚαÁαα! αάα@αãα αÆαóα, αάαâαó; Û
Ranaru-ta = Day and Night Reversal Spell

ΥìΥßΥέ; 4ΥÐ; ; ΕϞñÃμ° ÷4öÊ, ; ÚαÉα! α°αζαόαμμ α, αάαâαó; Û
Remira-ma = Item Search Spell
ΥΥέΥ; 4ΥÐ; ; ϞË, Å³°Å 4öÊ, ; Úααζα α²αόα ·αζα! αÆαóα, αάαâαó; Û
Zaraki-ma = Extreme Death Spell

ΥάΥ-ΥóΥΕ; ; ; 1Ϟ·â4«; Êμ³À 4öÊ, ; Úα³α! α²αα, α³α@α»ααα, αάαâαó; Û
Megante = Attack Self Sacrifice Spell
ΥάΥαΥέΥ¹ΥÉΥìΥà; ; ¹âζ·μ4öÊ, ; Úα³α! α¹αααααα, αάαâαó; Û
Meirusutoromu = High Water Pressure Spell (Maelstrom)

ÆÃμ»; ÛαÈα α@; Û; Special Skill
Á´£±£μ4ìîà; ; 15 In All

Υ@Υ-Υ½; 4ΥÉ; ; Giga Sword

Ç; αóÅ; Úα·αîαóαα; Û; Stealth Feet
ÃèαîîÛ; Úαζα«αîαá; Û; Eye of the Hawk
ÊðαîÆ÷; Úαζα«αéαîαÈαªαα; Û; Scent of Treasure
, γÅ«; Úα αÅαóα; Û; Whistle
´ÅααÅ@; Úααααααααα; Û; Sweet Breath
Ãαα´αéζáÃã; Úα³α´α´αèαðαó; Û; Chilly Snow Storm

ΥÉΥέΥ´Υó»Ãαé; ÛΥÉΥέΥ´Υóα@αé; Û; Dragon Murder
ÈâζÃ»Ãαé; ÛαÐα, αόα@αé; Û; Devil Murder
Υà; 4ΥóΥμΥέΥÈ; ; Moonsault
ΥάΥ; Υè»Ãαé; ÛΥάΥ; Υèααé; Û; Metal Murder
ζ; ϞóÇÈ; Úα·αóα α; αî; Û; Vacuum Wave
ÃàαÈÈÖα ÇÈÈ°; ÚαααÆαÅα αîαÉα; Û; Freezing Wave Motion
Υ, Υ´Υ¹Υñ; 4Υ¬; ; Jigosupa-ku (Jigo Spark)
ΥÐΥÃΥóΥΕ; ; Madante (All Magic Power Release Technique)

ΥâΥóΥ¹Υζ; 4ÆÃμ»; ÛαÈα α@; Û; Monster Special Skill
Á´£³£±4ìîà; ; 31 Types in all

Ãç´òαò, Æαó; ÛαÈα«αÐαòαèαö; Û; Call Out For Friends
í°Ϟ«αó; Úαªαζα±αó; Û; War Cry
²øα·ααÆ·; Úαααα·αααòαÈαß; Û; Suspicious Pupil
ÃÐãª; Úααα·αÅαóαÆ; Û; Stone Throw
ãÃα·αα, ÷; ÚαÐαóα·αααòα«αé; Û; Dazzling Light
²ÐαîϞî; ÚαòαîαζαÐ; Û; Ball of Fire
íÃα·αα, ÷; Úαααα·αααòα«αé; Û; Suspicious Light
¹ãÇ@αîΥ-Υ¹; Úα³α! αîα; Û; Highly Heated Gas
°ð°Ê; ÚαααÈαÅαÐ; Û; Lightning
ÃîϞÁα; Úα, αòαóα; Û; Tremors
³ùòì; Úα«αααααα; αÁ; Û; Whirlwind Cutter
ÃÃÇÈ; ÚαÅαÈαß; Û; Tidal Wave
¾Æα±ÈÖα Å@; Úαãα±αÅα ααα; Û; Burning Breath
·ãα·αα±é; Úαîα²α·αααòαîαª; Û; Violent Flames
4ÐÇ@±é; Úα·αãα αîαÅαòαîαª; Û; Red Hot Flames
îãα; ααÅ@; ÚαÅαáαααααα; Û; Icy Breath
μ±α Å@; Úα«α-αãα ααα; Û; Shining Breath
ãôÁÛ; Úαáααα½α; Û; Meditate
ΥάΥâΥñΥÈΥÃΥóΥ¹; ; Medapani Dance
îîî αá; ÚαÅα«αéαα; Û; Power Accumulate

Àµ·ýÉÍα;Úα»ααα±αóαÁα;Û;Justice Fist Stab
 ´āÄĐíαÈα·;Úα-αóα»ααªαÈα·;Û;Rock Drop
 ÂÇÉÉ,æ;ÚαΑαααÛα|α@αÇ;Û;Big Guard
 ºóα·½ªαê;ÚαÐαíα·α²αê;Û;Spin Kick
 Çúîö·ý;ÚαÐα¬αíαÄα±αó;Û;Exploding Fists
 ÂîÄóαê;Úα;ααααζαê;Û;Body Ram
 ºóα±@αò»µα»¶αéα¹;Úα¬αíαααíαíαòαÐααÁαéα¹;Û;Scatter the Black Feathers
 ºÇαÇ³úαβ°Öα¬;ÚααÐαÇα«αβα¬αÀα¬;Û;Fang Cruncher
 ÂαÇÈSαβαÄα±;Úααα·αÇαÖαβαÄα±;Û;Feet Trample
 ¼Û°αÈµSαê;Úα,αāααα¬αÈαααíαê;Û;Wicked Prayer
 ζ;µ±α¬Ã@;Úα·αóα«α¬αāα¬ααα;Û;The True Shining Breath

4b. Character's Spell List

Key:

SPELL NAME = The name listed in part 4a.

RG = Range; E1 = One Enemy; EG = Enemy Group; EA = All Enemies
 ; F1 = One Friend; FA = All Friends; SF = Self
 ; VR = Varies

TI = Time the spell can be used; BT = In battle only; FT = On the field,
 outside battle only; AT = Anytime in or out of battle

MP = Magic Power this spell consumes. F = All 4 Friends need MP to use.
 All = Consumes all Magic Power.

SO = Main Character, the Hero

KU = Klift

BU = Burai

TO = Toruneko

MI = Minea

MY = Manya

PI = Pisaro

DAMAGE/EFFECT = Estimated maximum damage and spell effect.

- The number under the character name is the average level that spell is
 learned. There may be some variance in level, so your game may be a little
 different. "-" means that character can't learn that spell.

SPELL NAME	RG	TI	MP	SO	KU	BU	TO	MI	MY	PI	DAMAGE/EFFECT
Mera	E1	BT	2	3	-	-	-	-	1	-	15
Merami	E1	BT	4	-	-	-	-	-	19	-	90
Merazo-ma	E1	BT	10	-	-	-	-	-	33	-	200
Gira	EG	BT	4	9	-	-	-	-	7	-	25
Begirama	EG	BT	6	-	-	-	-	-	14	-	40
Begiragon	EG	BT	10	-	-	-	-	-	27	-	100
Io	EA	BT	5	-	-	-	-	-	11	-	25
Iora	EA	BT	8	23	-	-	-	-	23	-	70
Ionazun	EA	BT	15	-	-	-	-	-	36	35	160
Hyado	E1	BT	2	-	-	1	-	-	-	-	15
SPELL NAME	RG	TI	MP	SO	KU	BU	TO	MI	MY	PI	DAMAGE/EFFECT
Hyadaruko	EG	BT	5	-	-	11	-	-	-	-	60
Hyadain	EA	BT	8	-	-	27	-	-	-	-	80
Mahyado	EG	BT	11	-	-	32	-	-	-	35	110
Bagi	EG	BT	2	-	-	-	-	8	-	-	25
Bagima	EG	BT	4	-	-	-	-	23	-	-	55
Bagikurosu	EG	BT	8	-	-	-	-	32	-	-	120
Raidein	E1	BT	4	25	-	-	-	-	-	-	90
Gigadein	EA	BT	15	34	-	-	-	-	-	-	220
Minadein	E1	BT	F15	37	-	-	-	-	-	-	360
Zaki	E1	BT	4	-	18	-	-	-	-	-	Instant death
SPELL NAME	RG	TI	MP	SO	KU	BU	TO	MI	MY	PI	DAMAGE/EFFECT

Jigosupa-ku EA BT 25 - - - - - 53 270

Madante EA BT All - - - - - 61 Damage= Used MP x 3

- Behomazun costs 20 MP in the remake version, but that spell cost 36 MP in the original version. Also Hoimi spell costs 2 MP in the remake version, while in the original, it cost 3 MP.

- In the original version of the game, the Hero learned the Moshasu spell at Level 30. In this remake version, the Hero doesn't learn that spell. Only the Imitator (monster number 138) monster uses that spell now.

- For Doragoramu, the caster transforms into a flame breathing dragon, but sometimes the users will use their claws to attack the enemy. This does about 60 damage, ignoring enemy defense power. This can be useful in defeating the metal slime family of monster, but the flame won't damage the metals.

- Pisaro's Special Skills come directly from part 7 of the series. The listed level learned says 35, since he already has those spells when he first joins the party. Note that if an enemy casts Mahoto-n and Pisaro's spell is sealed, he can still use the Special Skills that cost zero MP (!!). Sweet!

- Moonsault's actual damage = Attack Power $(3/a + 1)$, where a = number of monsters there are. This would explain why Moonsault does high damage when there is only one monster as the target.

- If the enemy casts Mahoto-n and seals the Hero's spells, then the Hero can still use the Giga Sword technique. That is more of a Special Skill rather than a spell. The Giga Sword looks like a reduced version of the Ultima Sword skill from DQ7.

- For Megante, only Bomb Rock (monster number 90) uses it. For Meirusutoromu, only Frog King (monster number 167) uses it.

- Parupunte's 28 effects.

01 All enemies and friends fall asleep 100% chance.

02 All enemies and have their hit percentage reduced like Manusa Spell.

03 All enemies and friends are confused 100% chance.

04 All friends' defensive power increased 150% including wagon members.

05 All friends change into an uncontrollable ice and flame-breathing dragon.

06 All friends recover HP to full, including wagon members.

07 All enemies and friends recover HP to full, 999.

08 All enemies and friends have their MP reduced to zero.

09 All enemies get hit by a demon about 120 damage, ignores defense.

10 All enemies die by a quake, and they leave experience and gold behind.

11 All enemies and friends have their direct (physical) attack power doubled.

This only lasts for one turn.

12 All friends get double experience and gold after winning the battle.

13 All enemies transform into Metal Slimes.

14 All enemies get taken away by a white dragon. No EX or GD awarded.

15 All enemies run away from the dreadful thing the party calls forth.

16 All enemies and friends can't use magic due to a strange mist. The Freezing Wave Motion can remove this effect.

17 The Hero gets hit by a bright light. Damage is Current HP*a. a = $224/256 \sim 512/256$. If you survive this damage, then the Hero transforms into the White Dragon. This special dragon uses the Mahyado spell, the Chilly Snowstorm, and the Shining Breath randomly.

18 Time stops for 3 turns for all enemies and friends except for the Hero.

19 All enemies get smashed into pieces. No Experience or Gold awarded.

20 All friends get their power to swell up. Afterwards, all attacks become Critical Blow. This is true for all members, including wagon members.

- 21 All friends lose a turn due to a wailing voice.
 - 22 All enemies have their MP reduced to zero.
 - 23 All friends have their Agility increased by 50%, including wagon members.
This lasts for 6 turns.
 - 24 Time returns to the beginning of the battle like using the Sand of Time.
 - 25 A violent earthquake hits all enemies for about 50 damage, ignoring resistance.
 - 26 All enemies become confused. (FC)
 - 27 Instantly warp out of battle to some town on the Ru-ra list. (FC)
 - 28 Voice echoes about, nothing happens. This happens if there is no one dead.
If there is someone dead, then this will revive them to full HP and recover HP of alive members.
- Numbers 03, 08, 10, 13, 14, 15, 16, 19, 20, 21, 22, 24 and 27 will not appear during boss battles. (FC) only happens in the Famicom version of the game, so the PSX version really only has 26 effects.

- Toruneko's Random Effects in Battle

- 01 Calls an Army = Range: All enemies; Hits 3 times, damage = AP of Toruneko
 - 02 Sand Blower = Range: Enemy group; Reduce hit percentage like Manusa spell
 - 03 Feet Tripping = Range: 1 enemy; Stops the enemy's movement for 1 turn
 - 04 War Cry = Range: All enemies; Stops the enemy's movement for 1 turn
 - 05 Funny Pun = Range: All enemies; Stops the enemy's movement for 1 turn
 - 06 Lullaby = Range: All enemies; Makes the enemy sleep up to 3 turns
 - 07 Mysterious Dance = Range: 1 enemy; Drains the target's Magic Power
 - 08 Spin the Finger = Range: 1 enemy; Can cause confusion if successful
 - 09 Accumulate Power = Range: Self; Next turn, attack power is doubled
 - 10 Trip on a Stone = Range: 1 enemy; Always Critical Blow
 - 11 Soothe the Enemy = Range: All enemies; Monster leave behind Gold and Items
 - 12 Steal Treasure = Range: 1 enemy; Steal the monster's dropped item; rare
 - 13 Shut the Mouth = Range: 1 enemy; Stops the monster's spell use
 - 14 Protect a friend = Range: 1 friend; Takes damage in place of a friend; rare
 - 15 Stare in Space = Does nothing for that round
- Number 12 rarely ever happens. I had it happen only one time. If he does steal something from the enemy, it will appear in the Monster Notebook.
- Number 13 can happen while betting on the Monster Fighting Area in the Casino if you bring Toruneko along. This can be good or bad, since he could shut the mouth of the monster you are betting on.

Monster Special Skills

TG = Target; E1 = One Enemy; EG = Enemy Group; EA = All Enemies
 ; F1 = One Friend; FA = All Friends; SF = Self
 ; VR = Varies

SKILL NAME	TG	DAMAGE/EFFECT
Call Out For Friends	SF	The same enemy or a different enemy appears
War Cry	FA	Scared people get stunned for one turn
Suspicious Pupil	F1	100% success rate of falling asleep
Stone Throw	FA	25
Dazzling Light	F1	Decreases the character's hit percentage
Ball of Fire	FA	10
Suspicious Light	FA	50
Highly Heated Gas	FA	40
Lightning	FA	40
Tremors	FA	60
SKILL NAME	TG	DAMAGE/EFFECT
Whirlwind Cutter	F1	80
Tidal Wave	FA	35
Burning Breath	FA	If it connects, then the target is paralyzed

Violent Flames	FA	100
Red Hot Flames	FA	170
Icy Breath	FA	13
Shining Breath	FA	140
Meditate	SF	Recovers 500 HP
Medapani Dance	FA	If it connects, then the target is confused
Power Accumulate	SF	Charges up power for the next attack
SKILL NAME	TG	DAMAGE/EFFECT
Justice Fist Stab	F1	Does about 1.5 x attack power damage
Rock Drop	FA	130
Big Guard	SF	All damage does 1/10 the normal damage
Spin Kick	FA	100
Exploding Fists	FA	Attacks four times in a row, random target
Body Ram	F1	Does near death damage
Scatter the Black Feathers	FA	All physical attacks one turn will always miss
Fang Cruncher	F1	250
Feet Trampler	F1	200
Wicked Prayer	SF	Recovers MP
SKILL NAME	TG	DAMAGE/EFFECT
The True Shining Breath	FA	230
Madante	FA	200

4c. Additional Spell Information

- All support spells, like Bikiruto will wear off after about 6 turns in battle. Keep that in mind when using Mahoto-n to seal monster spells. It would be wise to re-casts those type of spells in the 5th turn or so to keep the effect going, especially if you are expecting a long battle.

- If an enemy uses a strange mist to nullify all spells, than the Freezing Wave Motion can be used restore everything back to normal (since that is more of a Special Skill rather than a Spell). It's useful if you absolutely need to use a spell. Also, while in spell nullify mode, items which have spell effects while in battle can be used, so take advantage of that.

- Some information concerning spell resistance.
Ever wonder why sometimes spells would connect, while other times the spell would miss? Are you puzzled at why some spells never work on certain enemies? The answer lies in spell resistance. Most spells fall into some category, like the Mera class, or Gira class. The resistance level to these spells determines the chance of that spell hitting the target.

Mera Class = Mera, Merami, Merazo-ma

Gira Class = Gira, Begirama, Begiragon

Io Class = Io, Iora, Ionazun, Lightning

Hyado Class = Hyado, Hyadaruko, Hyadain, Mahyado

Bagi Class = Bagi, Bagima, Bagikurosu, Vacuum Wave, Whirlwind Cutter, Tremors, Tidal Wave, Maelstrom

Dein Class = Raidein, Gigadein, Minadein, Giga Sword, Jigosupa-ku

Zaki Class = Zaki, Zarak, Zarak-ma

Nifuramu Class = Nifuramu

Rariho- Class = Rariho-, Rariho-ma, Toruneko's Lullaby

Manusa Class = Manusa, Toruneko's Sand Blower

Medapani Class = Medapani, Toruneko's Spin the Finger, Medapani Dance

Mahoto-n Class = Mahoto-n

Mahotora Class = Mahotora, Toruneko's Mysterious Dance

Rukani Class = Rukani, Rukanan

Rest Class = Toruneko's Feet Tripping, War Cry, and Funny Pun

Flame Class = Ball of Fire, Highly Heated Gas, Violent Flames, Red Hot Flames, Madante

Snowstorm Class = Icy Breath, Chilly Snow Storm, Shining Breath, The True Shining Breath

Strike Class = Stone Throw, Rock Drop, Justice Fist Stab

There are four spell resistance levels. These apply to monsters only.

0 = No resistance. The spell will hit all the time.

1 = Partial resistance. The spell will hit about 75% of the time.

2 = High resistance. The spell will hit only about 25% of the time.

3 = Full resistance. The spell will never hit the target no matter what.

So if an enemy has a level 2 resistance to the Mera class spells, and you try to cast Merami, that spell will hit about 25% of the time. If the spell hits, it will do damage appropriate for that spell, If the spell misses, then the enemy will take no damage. This phenomenon can be seen easily when you cast a group-hitting spell like Begirama against a group of monsters. If it sometimes hits and sometimes misses, then you know that monster must have some resistance to that class of spell.

- All of the Metal Slime family of monsters have a resistance level 3 for most all spells. That is why spells won't work on them.

- Madante looks like a special case spell. The resistance level doesn't determine the chance of this spell hitting. Instead, the level determines how much damage Madante will do.

Madante (flame) resistance levels.

0 = No resistance. Madante will do full damage (used MP x 3).

1 = Partial resistance. Madante will do (used MP x 2.39) damage.

2 = High resistance. Madante will do (used MP x 1.5) damage.

3 = Full resistance. Madante will do no damage to the target.

This is the reason why Madante won't do full damage to some enemies, and the reason Madante won't work on the Metal Slime family (since those monsters have a resistance level of 3). For more on this, go to the monster section.

- Spell Resistance can help explain why your party takes less damage from spells from enemies even with no equipment. Party member resistance level determines how much damage is taken similar to Madante resistance. Equipment can help reduce damage from fire and ice. Sometimes it is better to choose equipment with spell and breath resistance rather than the one with the highest defensive power. Since you can change equipment in battle without taking a turn, keep some different equipment on hand to change at a moment's notice.

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AR = Arena

KU = Klift

BU = Burai

TO = Toruneko

MI = Minea

MY = Manya

PI = Pisaro

- = cannot equip it

o = can equip it

x = only female hero can equip it

ATK = Attack Power of the weapon

DEF = Defensive Power of that protector

FEATURE = Characteristics of the item. B: = use that item in battle for some kind of effect.

Weapons

NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	ATK	FEATURE
Cypress Stick	o	o	-	o	o	-	o	o	-	2	Standard weapon
Club	o	o	o	o	-	o	o	-	-	7	
Copper Sword	o	o	-	o	-	o	o	-	o	12	
Iron Claw	-	-	o	-	-	-	-	-	o	38	
Chain Sickel	o	o	o	o	-	o	o	-	o	20	
Iron Lance	o	o	-	o	-	o	-	-	o	28	
Steel Sword	o	o	-	-	-	-	-	-	o	40	
Battle Ax	o	o	-	-	-	-	-	-	o	50	
Silver Tarrot	-	-	-	-	-	-	o	-	-	21	B: Various
Holy Knife	o	o	o	o	-	o	o	o	-	14	

NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	ATK	FEATURE
Holy Lance	-	o	-	o	-	-	o	-	-	33	
Cross Bow	o	o	o	o	o	o	o	o	-	18	
Abacus of Justice	-	-	-	-	-	o	-	-	-	35	B: Nifuramu
Iron Fan	-	-	-	-	-	-	-	o	-	22	
Astray Metal Sword	o	o	-	o	-	o	o	-	o	130	2 dmg to metal
Poison Needle	-	-	-	-	o	-	-	o	-	0	1 dmg or kill
Logic Power Cane	-	-	-	o	o	-	o	o	-	55	3 MP used
Thunder Staff	-	-	-	-	o	-	-	o	-	29	B: Begirama
Devil Hammer	o	o	-	-	-	-	-	-	o	70	Cursed
Double-Edged Sword	o	o	-	-	-	-	-	-	-	99	Cursed

NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	ATK	FEATURE
Dragon Killer	o	o	-	-	-	-	-	-	o	90	1.5x dmg dragon
Killer Pierce	-	-	o	-	-	-	o	-	-	5	2x attack
Staff of Divine Punishment	-	-	-	o	-	-	o	-	-	35	B: Bagima
Sword of Slumber	o	o	-	-	-	-	-	-	-	60	B: Rariho-ma
Poison Moth Knife	-	-	-	-	o	o	o	o	-	24	Paralysis
Blazing Talons	-	-	o	-	-	-	-	-	o	60	B: Begirama 1
Icicle Blade	o	o	-	-	-	-	-	-	o	75	B: Hyadaruko
Marvel Sword	o	o	-	o	-	o	-	-	-	100	*
Magic Sealing Staff	-	-	-	o	o	-	o	o	-	50	B: Mahoto-n
Magma Staff	-	-	-	o	o	-	o	o	-	63	B: Io

NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	ATK	FEATURE
Massacre Sword	-	o	-	-	-	o	-	-	o	120	Cursed
Staff of Blessings	-	-	-	o	o	-	o	-	-	5	B: Behoimi
Sky Sword	o	-	-	-	-	-	-	-	-	65	
Staff of Smiles	-	-	-	o	o	-	o	o	-	33	Give smiles
Wicked Breaking Sword	o	o	-	-	-	o	-	-	o	45	B: Gira
Falcon Sword	o	o	-	-	-	-	-	-	o	67	2x attack
Demon Spear	-	o	-	-	-	-	-	-	o	90	Can instant kill
Whip of Gringam	-	-	o	-	-	-	o	o	-	135	Group attack
Iron Ball of Destruction	-	o	-	-	-	o	-	-	-	115	Attacks all

Fiendish Claws	-	-	o	-	-	-	-	-	o	o	80 Can poison
NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	ATK	FEATURE
Sword of the Devil World	-	-	-	-	-	-	-	-	-	o	150 *

* = HP is recovered with each strike of the weapon. HP amount recovered is 1/4 the damage dealt.

- If Minea is in the active party, she can use the Silver Tarrot Cards outside of battle to make her do a fortunetelling for the day. If you sleep at a inn, then she can do another one. She will give a reading of a positive or negative sign, plus she will say your lucky number and lucky color. I don't know what effect that has on the game. During battle, using the Silver Tarrot will produce 9 different effects, depending on what card she draws.

- In battle Silver Tarrot effects.

Devil's Card = Range: All enemies; Reduces Defense Power like Rukanan Spell

Sun Card = Range: All friends; Recovers all HP like Behomazun Spell

Tower Card = Range: All enemies; Does damage depending on level

Justice Card = Range: All enemies; Removes enemies like Nifuramu Spell

Death God's Card = Range: One enemy; Attempts to kill like Zaki Spell

Moon Card = Range: All enemies; Lowers hit rate by enemies like Manusa Spell

Might Card = Range: One friend; Doubles attack power like Bikiruto Spell

Star Card = Range: All friends; Gold and Experience x2 after winning battle

Forbidden Card = Range: All friends; Attempts to kill like Zaraki Spell

- For the Devil Hammer, it is either hit or miss. If it hits, the damage is great plus it ignores monster defense. It is pretty much a metal killer.

- For the Double-Edged Sword, HP is lost with each strike. HP lost is 1/4 the damage dealt.

- For the Massacre Sword, equipping it will bring defensive power down to zero (not counting Pisaro). Use in battle for Rukanan effect.

- For the Sky Sword, 65 is the Attack Power is when you first find it. Once it gets powered up from the Master Dragon, it will have an Attack Power of 110. Furthermore, when used in battle it will produce the Freezing Wave Motion effect (remove support spells from all the enemies). This will remove Sukara, Sukuruto, Rukani, Rukanan, Bikiruto, Mahoto-n, Mahosute, Piorimu, Doragoramu, Manu-sa, Medapani, Fuba-ha, and Moshasu spells all in one shot. Real useful to say the least.

Armor

NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	DEF	FEATURE
Clothes	o	o	o	o	o	o	o	o	-	4	
Traveler's Clothes	o	o	o	o	o	o	o	o	-	7	
Leather Armor	o	o	o	o	o	o	-	-	o	12	
Chain Mail	o	o	o	o	-	o	-	-	o	18	
Iron Armor	o	o	-	o	-	-	o	-	o	30	
Iron Apron	-	-	-	-	-	o	-	-	-	32	
Steel Armor	o	o	-	-	-	-	-	-	o	35	
Silk Robe	x	-	o	-	-	-	o	o	-	10	
Dancer's Clothes	-	-	-	-	-	-	o	o	-	8	
Bronze Armor	o	o	-	o	-	o	o	-	o	25	
NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	DEF	FEATURE
Astray Metal Armor	o	o	-	o	-	o	o	-	o	95	Reduce spell dmg
Fur Coat	o	o	o	o	-	o	o	o	-	22	
Pink Leotard	x	-	o	-	-	-	o	o	-	38	
Dragon Mail	o	o	-	-	-	-	-	-	o	45	Reduce fire&ice

Avoidance Clothes	-	-	o	-	o	-	-	o	-	28	Avoid attacks
Cleric's Magic Robe	-	-	o	-	-	o	-	-	-	35	Reduce spell dmg
Water Feather Garment	-	-	-	-	o	-	o	o	-	43	Reduce fire&ice
Wonderful Bolero	-	-	-	o	o	-	o	o	-	47	Absorb spell MP
Sky Armor	o	-	-	-	-	-	-	-	-	70	Reduce spell dmg
Bladed Armor	o	o	-	-	-	o	-	-	o	50	1/4 dmg reflect
NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	DEF	FEATURE
Spangle Dress	-	-	o	-	-	-	o	o	-	40	
Angel Leotard	x	-	o	-	-	-	o	o	-	60	Reduce fire&ice
Magical Skirt	x	-	o	-	-	-	o	o	-	45	Reduce spell dmg
Robe of Relaxation	-	-	o	o	o	o	o	-	-	33	*
Zombie Mail	o	o	-	-	-	-	-	-	o	49	Cursed
Luminous Dress	x	-	o	-	-	-	o	o	-	50	Reflect spells
Demon's Armor	o	o	-	-	-	-	-	-	o	60	Cursed
Men's Underwear	-	o	-	-	o	o	-	-	-	8	
Armor of the Devil World	-	-	-	-	-	-	-	-	o	100	Reduce spell dmg

* If the wearer is paralyzed or sleeping, damage taken is 1/2.

- For the Bladed Armor, the reflected damage ignores the monster's defense, so it can be a useful 'weapon' against the metal slime family of monsters.

- For Zombie Mail, every step taken reduces some HP.

- For Demon's Armor, putting it on will reduce speed to zero, but will provide some resistance to fire, ice, and spell damage.

Shields

NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	DEF	FEATURE
Leather Shield	o	o	-	o	o	o	o	-	-	4	
Shield of Scales	o	o	-	o	o	o	o	-	-	7	
Iron Shield	o	o	-	o	-	o	o	-	o	12	Reduce fire&ice
Shield of Power	o	o	-	o	-	o	-	-	-	40	B: Self Behoimi
Mirror Shield	o	o	-	o	-	-	-	-	o	45	Reduce spell dmg
Wind God's Shield	o	o	-	-	-	-	-	-	-	50	B: Nifuramu
Dragon Shield	o	o	-	-	-	-	-	-	o	30	Reduce fire&ice
Sky Shield	o	-	-	-	-	-	-	-	-	55	Reduce fire&ice
Astray Metal Shield	-	o	-	o	o	-	o	o	o	60	Reduce fire&ice
Escutcheon of the Devil World	-	-	-	-	-	-	-	-	o	55	Reduce fire&ice

- For Mirror Shield, sometimes 1/4 the spell damage is reflected back at the caster, but not always.

- For Sky Shield, use in battle for Mahokanta effect (reflect spells).

- For Astray Metal Shield, use in battle for Mahosute effect (spell interception).

Helmets

NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	DEF	FEATURE
Leather Hat	o	o	o	o	o	o	o	o	-	2	
Hair Band	-	-	o	-	-	-	o	o	-	5	
Wooden Hat	o	o	-	o	-	o	-	-	-	6	
Iron Helmet	o	o	-	o	-	o	-	-	o	16	
Iron Mask	o	o	-	-	-	-	-	-	o	25	
Feather Hat	-	-	o	-	-	-	o	o	-	8	
Sky Helm	o	-	-	-	-	-	-	-	-	30	Status Resist

Masque of the Evil God	o	o	o	o	o	o	o	o	o	- 200 Cursed
Golden Barrette	x	-	o	-	-	-	o	o	-	12 Confuse Resist
Hat of Happiness	-	-	-	o	o	-	o	o	-	15 Recover MP/step
NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	DEF FEATURE
Astray Metal Helm	o	o	-	o	-	o	o	-	o	50 Status Resist
Head-Piece of the Devil World	-	-	-	-	-	-	-	-	o	40 Status Resist

- For Masque of the Evil God, wearing it will make the user fall into a state of permanent confusion.

- Status Resist is protection from sleep, paralysis, and death spells. It is only partial protection, so it won't protect 100%, but it's better than nothing.

Ornaments

NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	FEATURE
Falling Star Bracelet	o	o	o	o	o	o	o	o	o	Agility x2
Star Fragments	o	o	o	o	o	o	o	o	o	Luck +5
Megante Bracelet	o	o	o	o	o	o	o	o	-	Defense +15
Megazaru Bracelet	o	o	o	o	o	o	o	o	-	Defense +15
Gold Bracelet	o	o	o	o	o	o	o	o	-	Defense +5
Netted Tights	x	-	o	-	-	-	o	o	-	Defense +8
Safeguard Ruby	o	o	o	o	o	o	o	o	o	Defense +15
Ring of Prayer	o	o	o	o	o	o	o	o	o	Defense +5
Goddess Ring	o	-	o	o	-	-	o	o	-	Intelligence +33
Gospel Ring	o	o	o	o	o	o	o	o	o	Luck +50
NAME	SO	RY	AR	KU	BU	TO	MI	MY	PI	FEATURE
Shoes of Happiness	o	o	o	o	o	o	o	o	o	Luck +50
Ring of Life	o	o	o	o	o	o	o	o	o	Defense +15
Force Ring	o	o	o	o	o	o	o	o	o	Power +8
Rabbit's Tail	o	o	o	o	o	o	o	o	-	Luck +8
Gale Bandana	o	o	o	o	o	o	o	o	o	Agility +15
Bangle of Greatness	o	o	o	o	o	o	o	o	o	Power +25

- Use the Star Fragments in battle to heal one person of confuse status.

- For Megante and Megazaru Bracelet, if you die, then the said spell will activate and the bracelet will break.

- For Ring of Prayer, using it will recover about 30 MP, but it has a chance of breaking if overused.

- Goddess Ring has Status Resistance, plus it will recover MP just by walking around. It is about 1 MP per 4 steps.

- Equipping the Gospel Ring will make it so that there are no random battles.

- For Shoes of Happiness, experience will be gained just by walking around. However, this is only true in areas where monsters appear.

- Ring of Life will recover HP just by walking around. It's about 1 HP per 2 steps.

Use Items - One use and they are gone

NAME	FEATURE
Medical Herb	Recover HP about 15 to 30

Antidote Herb	Cures Poison Status
Holy Water	B: Does about 15 damage, wards off weak monsters
Chimera's Wing	Instant warp to towns already visited like Ru-ra
Full Moon Herb	Recovery from paralysis status
Scented Pouch	Increases encounter rate with monsters
Seed of Strength	Raises Power about 1-3 points
Seed of Quickness	Raises Agility about 1-2 points
Seed of Wisdom	Raises Intelligence about 1-3 points
Seed of Luck	Raises Luck about 1-3 points
NAME	FEATURE
Nut of Life	Raises Max HP about 4-6 points
Nut of Enchantment	Raises Max MP about 3-6 points

Rare Items

NAME	FEATURE
Thief's Key	Opens the blue color doors
Magic Key	Opens the red color doors
Last Key	Opens the sliding jail doors
Magical Holy Water	Recover MP 25-35, after one use, it is gone
Mirror of Rah	B: Removes Moshasu spell on one enemy
Boxed Lunch	Recover HP 15-30, after one use, it is gone
Horse Feces	None, or so it seems...
World Tree Leaf	Recover 1 dead person to max, gone in one use
World Tree Drops	Recover all HP to all members, gone in one use
Small Medal	A certain king is looking for these
NAME	FEATURE
Sky-Flying Shoes	Warp to Lakeside Tower. Chapter 1 use.
Golden Bracelet	Trade bait for hostages in Chapter 2, mystery item
Chirping Nectar	Used to recover the voice of the king of Saintheim
Flute of Seeing	Opens secret passage in Rosary Hill
Iron Vault	When defeated, keep money in possession. Chapter 3
Letter of the Prince	Letter from Prince Rick to Princess Monica
Letter of the King	From King of Endoll to the King of Bonmole
Goddess Statue of Silver	Someone in Endoll will buy it for 25000 Gold
Lamp of Darkness	Changes daytime to nighttime
Jewel of Silence	Seals magic like Mahoto-n spell
NAME	FEATURE
Gunpowder Pot	Explosion can scare a certain cabinet minister
Boarding Ticket	Ticket for a ship to Endoll Castle
Heart of Trust	Gives trust to a deceived person
Saint Pilot-Light	Holy fire for the Great Lighthouse
Treasure Map	Shows where the Sky Sword is roughly located
Padekia Seeds	It can grow into Roots if cultivated
Padekia Roots	Can heal sickness
Parching Stone	Dries up water
Sand of Time	B: Return time to the beginning, unlimited use
Cane of Change	Change into various things, including monsters
NAME	FEATURE
Sage's Stone	B: Recover all members about 50-70 HP, unlimited use
Jar of Gas	Powers the hot-air balloon
Baron's Horn	Brings the wagon to the party if stranded
Flower of the World Tree	Blooms only once every 1000 years
Monster Notebook	Records all your encounters with monsters

- If you didn't get the Iron Vault in Chapter 3 and wait until Chapter 5, then the Vault will still be there. However, it has lost it's abilities, so if you die with it, then you will still lose half your gold.

- Use the Baron's Horn in battle for a 3 or 4 hit attack. The damage depends on the Hero's Lv.

Strange Items

NAME	FEATURE
Mimic's Death Strangle	Kill all enemies like Zaraki-ma, ignoring resistance
Wipe-Out Stone	Kill all party members, ignoring resistance

5c. Item Price

- Price listings of buying and selling price, and where to buy them.

Key:

NAME = Name of item listed in 5a.

BPRICE = The value in gold of the said item when shopping. Items bought in the Casino by coins are suffixed by 'c' like 250000c. Items that cannot be bought are shown by '-'.
SPRICE = The value in gold of the said item when selling. Items that cannot be sold are shown by '-'.
WHERE = The most common place to find the said item. Some monsters can drop items, but it will be omitted since it is listed in the monster section. Tr = Treasure Box

NAME	BPRICE	SPRICE	WHERE
Cypress Stick	10	7	Chapter 3 Fox Prairie Village
Club	30	22	Branka
Copper Sword	100	75	Branka
Iron Claw	1500	1125	Chapter 2 Endoll
Chain Sickle	550	412	Endoll
Iron Lance	880	660	Endoll
Steel Sword	2000	1500	Bonmole
Battle Ax	5500	4125	Kohmiz
Silver Tarrot	-	375	Attemtoh Mine Tr
Holy Knife	200	150	Branka
NAME	BPRICE	SPRICE	WHERE
Holy Lance	1250	937	Endoll
Cross Bow	350	262	Branka
Abacus of Justice	1600	1200	Endoll
Iron Fan	625	465	Aneil
Astray Metal Sword	-	-	Waterfall Rapids Tr
Poison Needle	1300	975	Salan (need Magic Key)
Logic Power Cane	2500	1875	Salan (need Magic Key)
Thunder Staff	-	15000	Cave South of Freynoll Tr
Devil Hammer	8500	850	Grand Slum Immigrant Town
Double-Edged Sword	-	2475	Endoll Tr (need Magic Key)
NAME	BPRICE	SPRICE	WHERE
Dragon Killer	15000	11250	Rosary Hill
Killer Pierce	7500	5625	Rosary Hill
Staff of Divine Punishment	-	3225	30 Small Medals prize
Sword of Slumber	8000	6000	Stanciara
Poison Moth Knife	750	562	Endoll
Blazing Talons	7300	730	Ladies Town Immigrant Town
Icicle Blade	-	600	Lakenaba Tr (need Last Key)
Marvel Sword	31000	3100	Royal Castle Immigrant Town
Magic Sealing Staff	-	3000	Grave of the Royal Family Tr
Magma Staff	-	-	Saintheim Tr (need Magic Key)
NAME	BPRICE	SPRICE	WHERE
Massacre Sword	-	150	Konanberry Tr (need Last Key)
Staff of Blessings	-	4500	World Tree Tr

Sky Sword	-	-	World Tree
Staff of Smiles	3000c	67	Grand Slum Casino
Wicked Breaking Sword	3500	2625	Mintos
Falcon Sword	65000c	18750	Endoll Casino
Demon Spear	-	18750	Grand Slum Tr
Whip of Gringam	-	7500	60 Small Medals prize
Iron Ball of Destruction	65000	6500	Royal Castle Immigrant Town
Fiendish Claws	13500	1350	Premium Bazaar Immigrant Town
NAME	BPRICE	SPRICE	WHERE
Sword of the Devil World	-	-	Crater of Enigma Prize
Clothes	10	7	Salan
Traveler's Clothes	70	52	Monbarbara
Leather Armor	180	135	Branka
Chain Mail	350	262	Branka
Iron Armor	1200	900	Endoll
Iron Apron	1500	1125	Endoll
Steel Armor	2300	1725	Mintos
Silk Robe	110	82	Monbarbara
Dancer's Clothes	400	300	Gardenburg
NAME	BPRICE	SPRICE	WHERE
Bronze Armor	700	525	Endoll
Astray Metal Armor	35000	26250	Endoll (need Magic Key)
Fur Coat	600	450	Bonmole
Pink Leotard	6300	4725	Gardenburg
Dragon Mail	5200	3900	Stanciara
Avoidance Clothes	3000	2250	Endoll (need Magic Key)
Cleric's Magic Robe	4400	3300	Ocean-Side Village
Water Feather Garment	15000	11250	Home of the Elves
Wonderful Bolero	-	5625	Premium Bazaar Tr
Sky Armor	-	-	Shrine of the Ocean Roar Tr
NAME	BPRICE	SPRICE	WHERE
Bladed Armor	9800	7350	Endoll (need Magic Key)
Spangle Dress	2000	1500	Ladies Town Immigrant Town
Angel Leotard	13000	9750	Ladies Town Immigrant Town
Magical Skirt	9800	7350	Ladies Town Immigrant Town
Robe of Relaxation	-	4500	Padekia Cave Tr
Zombie Mail	-	652	Upper Right Devil World Tr
Luminous Dress	-	6600	Devil World Cave Tr
Demon's Armor	-	750	Devil World Cave Tr
Men's Underwear	100	75	Great Farm Immigrant Town
Armor of the Devil World	-	-	Crater of Enigma Prize
NAME	BPRICE	SPRICE	WHERE
Leather Shield	90	67	Branka
Shield of Scales	180	135	Branka
Iron Shield	650	487	Endoll
Shield of Power	13000	9750	Home of the Elves
Mirror Shield	-	6750	Immigrant Town Final Form Tr
Wind God's Shield	20000	2000	Grand Slum Immigrant Town
Dragon Shield	7100	5325	River-Side
Sky Shield	-	-	Gardenburg Tr (need Last Key)
Astray Metal Shield	-	-	52 Small Medals prize
Escutcheon of the Devil World	-	-	Crater of Enigma Prize
NAME	BPRICE	SPRICE	WHERE
Leather Hat	65	48	Branka
Hair Band	110	82	Monbarbara
Wooden Hat	120	90	Branka
Iron Helmet	1100	825	Mintos
Iron Mask	3500	2625	Kohmiz
Feather Hat	280	210	Bonmole
Sky Helm	-	-	Stanciara King has it

Masque of the Evil God	-	6	Monster Tower Immigrant Town Tr
Golden Barrette	540	405	Konanberry
Hat of Happiness	-	11	43 Small Medals prize
NAME	BPRICE	SPRICE	WHERE
Astray Metal Helm	100000c	-	Grand Slum Casino
Head-Piece of the Devil World	-	-	Crater of Enigma Prize
Falling Star Bracelet	10000c	-	Endoll Casino
Star Fragments	500	375	Premium Bazaar Immigrant Town
Megante Bracelet	5000	500	Premium Bazaar Immigrant Town
Megazaru Bracelet	10000	1000	Premium Bazaar Immigrant Town
Gold Bracelet	1000c	262	Endoll Casino
Netted Tights	1200	900	Ladies Town Immigrant Town
Safeguard Ruby	2700	2025	Immigrant Town Final Form
Ring of Prayer	3000	2250	Premium Bazaar Immigrant Town
NAME	BPRICE	SPRICE	WHERE
Goddess Ring	-	-	Small Shrine of the Horn Tr
Gospel Ring	250000c	-	Grand Slum Casino
Shoes of Happiness	-	-	Cave of Coral B3-2 Tr
Ring of Life	-	-	Secret Dungeon Tr
Force Ring	800	660	Premium Bazaar Immigrant Town
Rabbit's Tail	230	172	Premium Bazaar Immigrant Town
Gale Bandana	650	487	Grand Slum Immigrant Town
Bangle of Greatness	37000	3700	Royal Castle Immigrant Town
Medical Herb	8	6	Majority of item shops, Endoll
Antidote Herb	10	7	Majority of item shops
NAME	BPRICE	SPRICE	WHERE
Holy Water	20	15	Majority of item shops
Chimera's Wing	25	18	Majority of item shops
Full Moon Herb	30	22	Majority of item shops
Scented Pouch	150	112	Gottside
Seed of Strength	-	90	Various Tr
Seed of Quickness	-	67	Various Tr
Seed of Wisdom	-	60	Various Tr
Seed of Luck	-	52	Various Tr
Nut of Life	-	187	Various Tr
Nut of Enchantment	-	412	Various Tr
NAME	BPRICE	SPRICE	WHERE
Thief's Key	-	-	Freynoll Gift
Magic Key	-	-	Cave West of Kohmiz Tr
Last Key	-	-	Gardenburg Gift
Magical Holy Water	30c	22	Endoll Casino
Mirror of Rah	10000c	-	Grand Slum Casino
Boxed Lunch	-	7	Lakenaba, from Nene
Horse Feces	-	1	Bonmole Tr
World Tree Leaf	-	-	World Tree branches
World Tree Drops	-	-	Sky Castle Gift
Small Medal	-	-	Lots of places
NAME	BPRICE	SPRICE	WHERE
Sky-Flying Shoes	-	-	Well on the Village Outskirts Tr
Golden Bracelet	-	-	Cave South of Freynoll Tr
Chirping Nectar	-	-	Top floor of the Chirping Tower
Flute of Seeing	-	-	Saintheim Tr (need Magic Key)
Iron Vault	-	-	Cave North of Lakenaba
Letter of the Prince	-	-	Bonmole
Letter of the King	-	-	Endoll
Goddess Statue of Silver	-	-	Goddess Statue Cave Tr
Lamp of Darkness	-	-	Cave West of Kohmiz Tr
Jewel of Silence	-	-	Cave West of Kohmiz Tr
NAME	BPRICE	SPRICE	WHERE
Gunpowder Pot	-	-	Attemtoh Mine Tr

α²½±Áû;Úα²αβ±ααîα³;Û; ;Monster Mushroom
È½αιιιÁ»;Úααββββ;α·αέαέ;Û; ;Raging Buffalo
ζÍ;©ααÁδ;ÚαòαÈα-αααα;Û; ;Man Eating Plant
¥á¥é¥´;¼¥¹¥È; ;Flame Magic Ghost
¥E¥Û¥í; ;Tebero
¥μ¥ó¥É¥D¥¹¥ζ;¼; ;Sand Master
¥é¥è¥Û;¼¥Ó;¼¥È¥é; ;Hypnosis Beetle
¥´¥È¥é; ;Kodora
μ´¾@Áî;Úα²αÈα³α¼α;Û; ;Demon Youngster
αÈαμα«¼Ø;ÚαÈαμα«αØαó;Û; ;Crested Snake
è·¥ç;¼¥D;¼;Úαμ½αé¥ç;¼¥D;¼;Û; ;Scorpion Armor
μÛ·iépéò;Úααáα|α±αÁα³α|αâαê;Û; ;Blood-Sucking Bat
³ùòì;Úα«αβαααα;Á;Û; ;Whirlwind Cutter
¥Ý¥α¥°¥ó¥è¥¶;¼¥È; ;Poison Lizard
ÇèÁÈ;Úαîα·α²αÈα³;Û; ;Fly Man
ζÍ;©αα¥μ;¼¥Û¥è;ÚαòαÈα-αα¥μ;¼¥Û¥è;Û; ;Biting Sabre
¥×¥E¥é¥î¥É¥ó; ;Puteranodon
¥É¥é¥´¥ó¥D¥ζ¥Ö¥é¥α; ;Dragon Butterfly
¥¹¥Û¥¯¥E¥Á¥È; ;Spectate
³¼¹ü·ò»î;Úα-ααα³αÁα±αóα·;Û; ;Skeleton Swordsman
×Ç×Óα|³»;Úαμββββ|αèαíαα;Û; ;Prowling Armor
¥á¥ζ¥è¥¹¥é¥α¥à; ;Metal Slime

¥´¥ì¥Û¥í;¼¥Ñ;¼; ;Ele-Floper

αâαâαóα,αã; ;Momonja
Àíαóα-αèα-;ÚαÈαóα-αèαçα;αβ;Û; ;Pointed Head
ÀDζÍ·Á;Úααα·αÈαóα©αçα;Û; ;Stone Puppet
»ÈααÈâ;ÚαÁα«αααβ;Û; ;Familiar Spirit
¥á¥α¥,αâαâαóα,αã; ;Mage Momonja
¥Ø¥è¥Ó;¼¥È¥é; ;Hell Beetle
¹çÁî¥¹¥é¥α¥à;Úα-αÁα;αα¥¹¥é¥α¥à;Û; ;Unite Slime
¥¥ó¥°¥¹¥é¥α¥à; ;King Slime
¥´¥ó¥è¥î¥à¥¹¥ζ;¼; ;Evil Hamster
¥Û¥í¥Û¥í; ;Tongue Licker
¥À;¼¥¯¥É¥é¥ç;¼¥È; ;Dark Dyriad
·×ÁÈ;ÚαÈαéα²αÈα³;Û; ;Tiger Man
°iαÀîÛ¥Û¥´¥í;ÚαòαÈαÁαá¥Û¥´¥í;Û; ;One-Eyed Pierrot
áãαiÁÈÈζ;Úα·αóαiαÁαóαóαé;Û; ;Paralysis Sword
×Ç×Óα|°²;Úαμββββ|α;αββ·αα;Û; ;Wandering Soul
¥D¥ó¥×¥É¥Á¥°; ;Vamp-Dog
¥á¥ζ¥è¥¹¥³;¼¥Û¥¹¥ó; ;Metal Scorpion
¥É;¼¥È;¼Á»;Ú¥È;¼¥È;¼αéαé;Û; ;Dodo Bird
¥Û¥Ó;¼¥μ¥é¥D¥ó¥À; ;Baby Salamander
¥Ç¥Ó¥è¥×¥é¥ó¥È; ;Devil Plant

ÈÇìØÈ-¶Ò;ÚαÈα-αâα°αóα;Û; ;Poison Arrow Hood
¥D¥ó¥É¥ì¥α¥¯; ;Mandrake
¥ç¥í;¼¥α¥ó¥×; ;Arrow Imp
¥Ç¥¶;¼¥È¥´;¼¥¹¥È; ;Desert Ghost
±èαîÁi»î;Úαòαîα²αîα»αóα·;Û; ;Flame Warrior
¥β;¼¥,¥D¥ζ¥ó¥´; ;Mage Matango
¥Û¥è¥Û;¼¥¯; ;Bull Hawk
¥Û¥Ó;¼¥μ¥ζ¥ó; ;Baby Satan
¥³¥ó¥,¥ã¥é;¼; ;Conjurer
Áî¹òαî³»;Úα,α´α-αîαèαíαα;Û; ;Hell's Armor
¥α¥´¥E¥£; ;Yeti
»âîiαîμ³»î;Úα·αéαçα|αîαα·;Û; ;Dead Spirit Knight
¥B¥¹¥E¥è¥È;¼¥è; ;Mystery Doll
¥ª¥Á¥¯¥¹¥Û¥ç; ;Ox Bear

Ά'μαÊαζί;ÚαÊαãαααα|αÊα,αó;Û;;Iron Ball Demi-Human
ΥιΥΆΥÉΥÉΥÉΥ'Υó;;Red Dragon
ΥÓΥΆΥ°Υ'Υι;¼Υ¹;;Big Sloth
ΥÓ;¼Υ¹ΥÊ;;Beast
ΆÇÊαÊ»;ÚαãαααÊαÊα;Û;;Great Heresy
ΥÇΥÓΥέΥ×ΥέΥóΥ¹;;Devil Prince
Υ¬;¼ΥÇΥΛΥÇΥó;;Guardian
ΥέΥαΥÐ;¼ΥóΥι;¼ΥÉ;;Wyvern Lord
ΥÇ;¼ΥâΥóΥ¹ΥóΥéΥΆΥÊ;;Demon Spirit
Υ°Υι;¼ΥÈΥέΥαΥÉΥó;;Great Ridon
μ'ÛÊα;ÚαααÊα³αóαÛα;Û;;Demon Cudgel

ΥÀ;¼Υ⁻ΥÇ;¼ΥÐ;¼;;Dark Armor
Υ³ΥóΥóΥ¼ΥέΥ,Υã;¼;;Zombie Soldier
ΥÓΥέΥΆΥÉΥíΥóΥÉ;;Blood Hand
ΥμΥóΥΆ;¼ΥμΥζΥó;;Thunder Satan
Υ²ΥέΥâΥªΥó;;Geryuon
ΥÇ;¼ΥâΥóΥιΥ¹Υέ;¼;;Demon Wrestler
Άí¹òαíÊÖ,α;Úα,α'α⁻αíÊαóα±αó;Û;;Hell's Watchdog
Υì;¼ΥÇΥóΥέ;;New Devil
ΥέΥóΥ¬;¼;;Ranga
Êú¹;ζý;ÚαÊα,α⁻α,αãα⁻;Û;;Rainbow Peacock
Υª;¼Υ⁻ΥΥóΥ°;;Ogre King
Υ©Υ⁻ΥóΥÈΥÉΥéΥ'Υó;;Gigantic Dragon
ΥíΥ⁻ΥíΥÐΥέΥμ;;Necro-Balser
ΥέΥóΥ×αíÊâ²;ÛΥέΥóΥ×αíÊαªα;Û;;Devil Lamp
°Á¹òαÃααê;Úαααóα³α⁻αÃααê;Û;;Darkness Snail
ΥΥέΥ²;¼Υζ;;Kill Gator
ΥÕΥíΥΆΥ°ΥΥóΥ°;;Frog King
Υ©ΥãΥª;¼Υ¹;;Gyaos
Υ×ΥέΥΆΥÈΥΥóΥ°;;Platinum King

ζí;©ααÊÇ;ÚαòαÊα⁻αααÐα³;Û;;Cannibal Box
ΥΒΥΒΥΆΥ⁻;;Mimic
ΥÑΥóΥÉΥέΥÛΥΆΥ⁻Υ¹;;Pandora Box
°α,í¼·α;ÚαααÊαÊαíα;Û;;Well Invitor
°α,íÊαζÀ;ÚαααÊαÊα,αó;Û;;Well Devil

áãαι;âÊι;Úα·αóαια⁻αέα²;Û;;Numbing Jellyfish
ΥÐΥέΥóΥι;¼Υà;;Marine Worm
ΥÓΥέΥÈΥÇΥó;;Piranha
ΥÐΥΆΥÉΥέ;¼ΥÑ;¼;;Mad Looper
»;ζíα⁻αα;;Murdering Ray-Fish
Êí·âμû;ÚαÊαÃα²αα|αª;Û;;Assault Fish
Άí¹òαíαÊαêα⁻αÊ;Úα,α'α⁻αíαÊαêα⁻αÊ;Û;;Hellish Crayfish
ΆýÊαζÀ;Úααα³αÊα,αó;Û;;Octopus Devil
áãαιò¼óá;Úα·αóαιαααα³α;Û;;Paralysis Anglerfish
Υ·;¼ΥέΥαΥªΥó;;Sea Lion
¼óÀ¹í¶;Úα⁻αóαÊα⁻αêαãα;Û;;Long-Necked Dragon
ΥÕΥέΥ¹ΥíΥαΥ«;¼;;Full Snaker
Υ·Υã;¼Υ⁻ΥÐΥóΥζ;;Shark Manter
ΥÕΥέΥαΥóΥ°ΥÇΥ¹;;Flying Death
±²À⁻ΥΥóΥ°;Úα|α°α·αªΥΥóΥ°;Û;;Vortex Tide King
ΥÐΥέΥ⁻;¼ΥÀ;;Barracuda
Υ⁻ΥóΥέΥÇΥóΥ°Υέ;¼;;Evil Angler
ΥΆΥ'Υó;;Dagon
ΥιΥαΥ©Υ⁻;¼Υ¹;;Ray Gigas
ΥÈΥÉΥÐΥó;;Sea Lion Man

ΥÕΥμΥιαíÊêÀê;ÚΥóΥμΥιαíÊαμμ;Û;;Fingers of Pisaro

¥«¥á¥ì¥ª¥ó¥Ð¥ó;;Chameleon Man
 ¥Û¥í¥ê¥ó¥Ð¥ó;;Tongue Licker Man
 ¥Ð¥è¥¶¥Á¥¯;;Balzack
 îçÀúªè³ªÁî;úª;ªéªªªèª³ªªª;û;;Betrayal Youngster
 ÅðÃæ¥ç¥ª¥¬;¼;úªÈª;ªÀªª¥ç¥ª¥¬;¼;û;;Lighthouse Tiger
 ¥¥ó¥°¥ì¥ª;;King Leo
 ¥Ð¥è¥¶¥Á¥¯;û;;Balzack Plus
 ¥Ô¥µ¥í¥È¥ª¥È;;Pisaro Knight
 ¥ç¥ó¥È¥ì¥ç¥è;;Andreal
 ¥©¥¬¥ç;¼¥á¥ó;;Giga Demon
 ¥Ø¥è¥Ð¥È¥é;¼;;Hell Battler
 ¥¨¥ó¥è¥×¥è;¼¥¹¥È;;Evil Priest
 ¥¨¥¹¥ç;¼¥¯;;Estark
 ¥¨¥Ã¥°¥é;;Eggler
 ¥Ã¥;¼¥é;;Chickler

¥ß¥¹¥ç;¼¥Ï¥ó;;Mister Han
 ¥é¥´¥¹;;Ragos
 ¥Ó¥Ó¥ç¥ó;;Vivian
 ¥µ¥ª¥â¥ó;;Simon
 ÅðÃ±¥Ð¥³¥ç;úªÈª;ªªª¯¥Ð¥³¥ç;û;;Bakota the Robber
 ¥ç¥¹¥Ô¥µ¥í;;Death Pisaro
 ¥¨¥ó¥è¥×¥è;¼¥¹¥È;û;;Evil Priest Plus
 î¹ªîª;ç;î;úªçªóªîª·ªçª;ªÈªó;û;;Travel Merchant
 »îçî;úª·ªªó;û;;Poet
 ¥È¥é¥´¥é¥à;;Dorgoramu
 ¥Û¥ì¥ª¥È¥È¥é¥´¥ó;;White Dragon

6b. Monster Parameter

Key:

= Monster Identification Number. Used in the Monster Notebook. Entries marked --- are monsters that don't appear inside the Monster Notebook.
 Monster Name = The name shown in section 6a. May be abbreviated for space.
 Dropped Item = Item that can be obtained from this monster after battle. Uses the name shown in section 5a. May be abbreviated for space.
 None = That monster doesn't have an item.

P = Item drop percentage.

0 = 1/1
 1 = 1/8
 2 = 1/16
 3 = 1/32
 4 = 1/64
 5 = 1/128
 6 = 1/256
 7 = 1/4096

A = Monster attribute.

0 = Normal
 1 = Dragon Type
 2 = Metal Type

R = Natural recovery per turn.

0 = 0 HP per turn
 1 = 20 HP per turn
 2 = 50 HP per turn
 3 = 100 HP per turn

S = Status at the beginning of battle.

0 = Normal

1 = 128/256 chance to begin the battle with Mahokan'ta

2 = 256/256 chance to begin the battle with Mahokan'ta

HP = Monster's Hit Point. Reduce to zero to defeat them.

MP = Monster's Magic Power. Entries marked 255 are ones that have infinite Magic Power.

AP = Monster's Attack Power.

DP = Monster's Defensive Power. 1k = 1023

Qu = Monster's Quickness. This determines the battle order.

EXP = Amount of Experience Points earned for defeating this monster.

G = Amount of Gold earned for defeating this monster.

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
001	Slime	Medical Herb	5	0	0	0	8	0	9	5	3	1	2
002	Big Earthworm	Medical Herb	2	0	0	0	11	0	10	6	2	3	6
003	Air Rat	Medical Herb	3	0	0	0	14	0	11	2	7	3	7
004	Scissor Pincer	Medical Herb	3	0	0	0	9	0	9	5	3	1	4
005	Bubble Slime	Antidote Herb	2	0	0	0	12	0	11	9	8	6	8
006	Mischief Mole	Medical Herb	3	0	0	0	10	0	10	6	5	2	4
007	Stubble Goblin	Medical Herb	3	0	0	0	21	0	18	8	1	7	13
008	Heal Slime	Medical Herb	5	0	0	0	16	255	13	8	12	7	11
009	Killer Shovel	Strength Seed	5	0	0	0	16	0	19	15	10	9	10
010	Apprentice Fiend	Cypress Stick	3	0	0	0	17	2	16	10	7	11	13
011	Lily Pat	Clothes	4	0	0	0	21	3	26	20	20	13	15
012	Ducks Bill	Leather Shield	5	0	0	0	22	3	25	18	12	14	10
013	Baby Magician	Medical Herb	4	0	0	0	33	2	17	24	14	18	20
014	Pixie	Quick Seed	5	0	0	0	29	3	26	22	15	16	20
015	Big Chicken	Medical Herb	3	0	0	0	31	0	28	22	18	20	9
016	Great Eyeball	Medical Herb	4	0	0	0	42	0	29	32	20	27	40
017	Quick Grasshopper	Medical Herb	4	0	0	0	8	0	8	5	8	1	2
018	Slime Bess	Medical Herb	5	0	0	0	10	0	9	5	3	2	5
019	Earth Laugher	Medical Herb	4	0	0	0	13	0	13	8	5	4	10
020	Ear-Flying Mouse	Leather Hat	3	0	0	0	11	0	11	6	9	3	5

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
021	Riotous Lion-Dog	Chimera Wing	1	0	0	0	23	0	19	18	7	7	20
022	Minoun	Chimera Wing	2	0	0	0	16	0	8	22	8	5	18
023	Monster Mushroom	Medical Herb	5	0	0	0	19	0	19	15	10	6	15
024	Raging Buffalo	Strength Seed	5	0	0	0	20	0	22	12	10	7	17
025	Man Eating Plant	Medical Herb	2	0	0	0	17	0	21	16	4	7	18
026	Flame Magic Ghost	Holy Water	3	0	0	0	12	2	11	12	8	6	16
027	Tebero	Leather Shield	4	0	0	0	25	0	21	20	15	15	25
028	Sand Master	Clothes	5	0	0	0	30	0	30	3	24	22	27
029	Hypnosis Beetle	Magic Holy Water	4	0	0	0	23	6	22	18	10	12	15
030	Kodora	Holy Lance	5	0	0	0	32	0	30	33	25	25	39
031	Demon Youngster	Holy Water	4	0	0	0	25	3	30	26	24	18	36
032	Crested Snake	Feather Hat	3	0	0	0	31	4	31	28	18	18	25
033	Scorpion Armor	Leather Armor	6	0	0	0	40	0	33	42	9	38	44
034	Blood-Sucking Bat	Quick Seed	5	0	0	0	25	3	25	22	14	11	23
035	Whirlwind Cutter	Cross Bow	3	0	0	0	41	4	29	31	40	32	34
036	Poison Lizard	Antidote Herb	3	0	0	0	34	0	35	32	15	18	21
037	Fly Man	Magic Holy Water	4	0	0	0	34	3	31	34	17	35	47
038	Biting Sabre	Copper Sword	3	0	0	0	29	0	35	30	17	30	46
039	Puteranodon	Quick Seed	5	0	0	0	41	8	28	24	19	36	50
040	Dragon Butterfly	Chimera Wing	4	1	0	0	47	3	36	20	25	38	60

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
041	Spectate	Leather Hat	6	0	0	0	35	6	30	30	21	31	62

042	Skeleton Swordsman	Iron Claw	5	0	0	0	52	8	49	45	27	53	54
043	Prowling Armor	Chain Mail	5	0	0	0	54	0	45	43	25	55	49
044	Metal Slime	Golden Barrette	4	2	0	0	4	12	20	1k	50	1350	5
045	Ele-Floper	Dancer Clothes	4	0	0	0	28	0	22	16	10	14	18
046	Momonja	Medical Herb	5	0	0	0	10	0	10	6	5	3	8
047	Pointed Head	Antidote Herb	4	0	0	0	14	0	13	13	7	7	11
048	Stone Puppet	Magic Holy Water	4	0	0	0	15	3	17	15	5	12	17
049	Familiar Spirit	Wooden Hat	4	0	0	0	20	3	20	17	12	15	28
050	Mage Momonja	Leather Hat	6	0	0	0	25	3	30	30	17	18	30
051	Hell Beetle	Club	3	0	0	0	20	0	27	29	10	16	21
052	Unite Slime	Medical Herb	3	0	0	0	40	0	0	30	15	3	1
053	King Slime	Enchant Nut	5	0	0	0	150	2	40	24	17	100	150
054	Evil Hamster	Medical Herb	5	0	0	0	35	0	38	28	30	43	18
055	Tongue Licker	Cypress Stick	4	0	0	0	43	4	32	30	15	28	61
056	Dark Dyriad	Wooden Hat	4	0	0	0	28	5	28	38	18	25	30
057	Tiger Man	Travel Clothes	5	0	0	0	50	0	54	32	20	30	50
058	One-Eyed Pierrot	Nut of Life	6	0	0	0	36	3	31	30	16	27	52
059	Paralysis Sword	Full Moon Herb	4	0	0	0	30	0	40	30	16	25	18
060	Wandering Soul	Holy Water	6	0	0	0	40	0	20	35	1	20	28

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
061	Vamp-Dog	Holy Knife	4	0	0	0	38	6	40	29	28	36	24
062	Metal Scorpion	Scale Shield	4	0	0	0	42	0	50	50	25	59	38
063	Dodo Bird	Feather Hat	5	0	0	0	52	0	47	40	26	50	51
064	Baby Salamander	Medical Herb	4	0	0	0	40	0	42	26	27	59	58
065	Devil Plant	Seed of Luck	5	0	0	0	37	3	39	40	15	40	34
066	Poison Arrow Hood	Antidote Herb	4	0	0	0	17	0	21	18	10	18	16
067	Mandrake	Enchant Nut	5	0	0	0	30	0	44	34	15	26	17
068	Arrow Imp	Travel Clothes	5	0	0	0	27	0	46	36	21	47	16
069	Desert Ghost	Fur Coat	4	0	0	0	55	0	45	30	25	70	68
070	Flame Warrior	Holy Lance	5	0	0	0	75	8	65	60	36	110	52
071	Mage Matango	Magic Holy Water	5	0	0	0	43	10	40	53	20	45	30
072	Bull Hawk	Iron Lance	5	0	0	0	52	6	43	55	26	49	39
073	Baby Satan	Luck Seed	5	0	0	0	40	0	55	33	23	80	75
074	Conjurer	Luck Seed	5	0	0	0	38	8	40	49	30	70	31
075	Hell's Armor	Iron Armor	5	0	0	0	58	0	63	63	24	77	76
076	Yeti	Fur Coat	4	0	0	0	75	0	65	35	25	85	38
077	Dead Spirit Knight	Steel Sword	5	0	0	0	80	10	82	59	40	106	47
078	Mystery Doll	Gold Barrette	5	0	0	0	40	255	42	40	30	37	300
079	Ox Bear	Iron Apron	5	0	0	0	80	0	60	45	33	89	49
080	Dragon Puppy	Chain Sickle	4	0	0	0	67	0	64	40	34	96	50

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
081	Ghost Tamer	Iron Claw	5	0	0	0	100	10	54	30	55	200	54
082	Devil's Den	Chain Mail	3	0	0	0	25	5	60	130	5	80	10
083	Complete Heal Slime	Enchant Nut	5	0	0	0	60	255	60	50	28	68	43
084	Sub-Knuck	Antidote Herb	3	0	0	0	80	8	80	55	38	125	81
085	Bengal	Fur Coat	4	0	0	0	100	4	73	32	36	115	62
086	Rhinoceros Man	Battle Ax	4	0	0	0	70	0	88	100	22	126	39
087	Mini Demon	Evil God Mask	6	0	0	0	95	24	103	62	54	193	43
088	Ice Condor	Strength Seed	5	1	0	0	85	0	66	40	37	104	33
089	Killer Armor	Steel Armor	5	0	0	0	64	5	80	75	30	120	58
090	Bomb Rock	Life Nut	5	0	0	0	300	1	0	0	0	150	40
091	Teranozahs	Bronze Armor	4	1	0	0	90	10	85	75	40	116	45
092	Beles	Logic Staff	5	0	0	0	125	20	90	80	57	132	70
093	Bone Knight	Iron Lance	4	0	0	0	180	8	110	65	40	216	82
094	Arch Buffalo	Strength Seed	5	0	0	0	90	0	95	85	39	121	72
095	Man Rooster	Chimera Wing	4	0	0	0	85	0	81	80	61	108	40
096	Great Walrus	Justice Abacus	5	0	0	0	120	0	112	75	40	128	54
097	Astray Metal	Happiness Hat	5	2	0	0	5	255	65	1k	150	10k	10

098	Hanbaba	Full Moon Herb	3	0	0	0	90	0	109	79	30	144	76
099	Dragonit	Avoid Clothes	4	1	0	0	105	0	84	110	41	180	100
100	Pleciodon	Silk Robe	4	0	0	0	380	0	125	50	30	135	57

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
101	Death God	Zombie Mail	5	0	0	0	130	0	140	85	53	315	50
102	Gaon	Killer Pierce	5	0	0	0	91	14	84	79	50	290	102
103	Running Lizard	Quick Seed	4	1	0	0	114	36	98	40	74	270	81
104	Dragon Rider	Strength Seed	5	1	0	0	141	0	115	87	70	351	108
105	Blizzard Fly	Horse Feces	4	0	0	0	90	12	70	78	35	261	151
106	Kalon	Ring of Prayer	5	0	0	0	110	36	83	75	50	234	91
107	Face Ball	Full Moon Herb	4	0	0	0	130	0	108	76	67	225	186
108	Blood Sword	Steel Sword	4	0	0	0	114	3	89	68	49	180	80
109	Terano-Bat	Chimera Wing	4	0	0	0	98	0	115	72	43	187	74
110	Bibinbah	Blessing Staff	5	0	0	0	100	6	120	70	57	211	88
111	Big Heal Slime	Life Nut	5	0	0	0	140	30	90	80	47	162	55
112	Rhino-Soldier	Devil Hammer	6	0	0	0	142	17	120	150	35	245	68
113	Giant Bat	Relax Robe	5	0	0	0	113	3	92	82	38	172	84
114	Arm Lion	Leather Dress	3	0	0	0	150	0	94	80	45	224	119
115	Blizzard Man	Enchant Nut	5	0	0	0	85	11	50	40	47	286	100
116	Wyvern	Poison Needle	5	0	0	0	120	0	134	90	82	393	116
117	Confuse Grasshopper	Scented Pouch	4	0	0	0	90	10	109	40	59	261	99
118	Uncle Horn	Life Nut	5	0	0	0	250	12	123	98	78	387	122
119	Slime Ultimate Heal	Copper Sword	5	0	0	0	150	255	90	25	30	384	300
120	Rhinos King	Steel Armor	4	0	1	0	220	7	200	160	70	655	150

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
121	Black Mage	Wonder Bolero	5	0	0	0	130	48	132	83	58	477	146
122	Hell's Gate Keeper	Chain Sickle	4	0	0	0	250	26	130	116	61	585	73
123	Ogre	Blazing Talons	6	0	2	0	210	0	143	40	47	391	65
124	Eight Tear Animal	Silver Tarrot	6	0	0	0	200	0	110	90	57	447	92
125	Emperor of Night	Pink Leotard	6	0	1	0	220	24	143	127	60	495	144
126	Metal King	Stray Metal Helm	7	2	0	0	7	255	140	1k	165	30k	20
127	Green Dragon	Dragon Shield	6	1	0	0	143	0	136	90	55	405	132
128	Red Cyclone	Cross Bow	4	0	0	0	80	30	152	55	79	403	128
129	Noble Death God	Life Nut	5	0	0	0	146	14	127	95	65	543	139
130	Small Ghoul	Zombie Mail	5	0	0	0	134	0	155	35	66	448	63
131	Totem Killer	Iron Mask	4	0	0	0	150	0	142	60	75	485	52
132	Barack	Ring of Prayer	6	0	0	0	140	0	162	130	70	573	172
133	Pit Viper	Full Moon Herb	4	0	0	0	200	0	147	80	60	563	95
134	Fairy Dragon	Enchant Nut	5	1	0	0	123	5	127	145	110	615	390
135	Bull Devil	Dragon Mail	6	0	1	0	250	24	178	132	88	670	205
136	Flame Dog	Life Nut	4	0	0	0	165	0	170	90	61	515	205
137	Beezelbub	2-Edge Sword	5	0	0	0	250	23	8	0	68	570	123
138	Imitator	Mirror of Rah	4	0	0	0	153	105	104	122	120	582	316
139	Clay Soldier	Life Nut	5	0	0	0	400	255	142	140	120	693	15
140	Iron Ball DemiHuman	Demon Armor	6	0	3	0	380	0	220	90	55	1094	53

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
141	Red Dragon	Luck Seed	4	1	2	0	167	28	183	90	78	603	215
142	Big Sloth	Smile Staff	6	0	0	0	250	8	135	40	37	589	99
143	Beast	Quick Seed	4	0	0	0	178	0	125	73	54	480	81
144	Great Heresy	Luminous Dress	6	0	0	0	900	255	162	160	220	1232	112
145	Devil Prince	Magic Seal Staff	5	0	0	0	200	38	172	95	70	684	226
146	Guardian	Dragon Killer	5	1	0	0	300	35	175	90	75	740	169
147	Wyvern Lord	Quick Seed	4	1	0	0	400	0	195	90	67	786	254
148	Demon Spirit	Avoid Clothes	6	0	0	1	180	28	135	170	80	586	247
149	Great Ridon	2-Edge Sword	6	0	1	0	300	0	200	170	71	1678	20
150	Demon Cudgel	Club	5	0	0	0	300	0	19	43	22	1023	137
151	Dark Armor	Evil Break Sword	5	0	0	0	200	20	132	130	78	450	92

152	Zombie Soldier	Zombie Mail	4	0	0	0	350	20	125	75	70	563	72
153	Blood Hand	Gold Bracelet	7	0	0	0	185	50	125	60	112	347	50
154	Thunder Satan	Luck Seed	5	0	0	0	259	0	142	100	91	480	95
155	Geryuon	Quick Seed	6	0	0	0	352	27	165	110	102	543	102
156	Demon Wrestler	Great Bracelet	6	0	0	0	375	70	188	120	105	680	142
157	Hell's Watchdog	Scented Pouch	4	0	0	0	300	0	175	130	123	435	95
158	New Devil	Evil God Mask	4	0	0	0	360	50	180	135	83	685	121
159	Ranga	Quick Seed	5	0	0	0	380	20	180	160	125	712	160
160	Rainbow Peacock	Enchant Nut	4	0	0	0	456	120	200	150	95	885	155

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
161	Ogre King	Demon Armor	6	0	0	0	360	0	195	135	115	750	200
162	Gigantic Dragon	Life Armor	5	0	0	0	520	50	220	130	82	935	130
163	Necro-Balser	Bladed Armor	4	0	0	0	440	65	203	135	102	525	142
164	Devil Lamp	Men's Underwear	5	0	0	0	350	0	170	105	88	710	117
165	Darkness Snail	Wisdom Seed	4	0	0	0	190	8	133	180	62	356	83
166	Kill Gator	Demon Spear	6	0	0	0	170	0	165	140	106	415	77
167	Frog King	Ring of Prayer	5	0	0	0	400	38	190	93	88	740	110
168	Gyaos	Strength Seed	6	0	0	0	450	0	240	92	90	640	150
169	Platinum King	Megazaru Bangle	5	2	0	2	200	100	210	800	255	65k	700
170	Cannibal Box	Chain Mail	4	0	0	0	100	0	140	55	62	150	25
171	Mimic	Dancer Clothes	4	0	0	0	190	7	120	72	70	350	48
172	Pandora Box	Pink Leotard	5	0	0	0	900	10	240	200	131	1250	280
173	Well Invitor	Safeguard Ruby	6	0	0	0	120	0	75	70	65	350	100
174	Well Devil	Strength Seed	5	0	0	0	210	20	120	75	61	574	67
175	Numbing Jellyfish	Full Moon Herb	4	0	0	0	40	0	35	15	20	35	12
176	Marine Worm	Medical Herb	4	0	0	0	90	0	65	30	41	94	29
177	Piranha	Chain Sickle	4	0	0	0	55	3	58	30	50	80	43
178	Mad Looper	Cypress Stick	4	0	0	0	64	6	73	40	25	113	60
179	Murdering Ray-Fish	Life Nut	4	0	0	0	40	0	50	45	23	70	24
180	Assault Fish	Iron Helmet	4	0	0	0	47	0	6	20	10	75	33

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
181	Hellish Crayfish	Iron Mask	6	0	0	0	44	6	52	115	40	95	25
182	Octopus Devil	Cross Bow	5	0	0	0	120	0	53	12	29	120	72
183	Paralysis Angler	Full Moon Herb	4	0	0	0	90	6	81	42	51	155	72
184	Sea Lion	Icicle Blade	6	0	1	0	150	0	98	50	30	140	80
185	Long-Necked Dragon	Killer Pierce	7	0	0	0	48	0	42	33	26	65	38
186	Full Snaker	Gold Barrette	5	0	0	0	130	3	85	63	38	170	124
187	Shark Manter	Quick Seed	5	0	0	0	72	0	72	35	39	103	48
188	Flying Death	Enchant Nut	5	0	0	0	105	7	115	105	60	187	70
189	Vortex Tide King	Avoid Clothes	6	0	0	0	100	6	74	120	42	180	84
190	Barracuda	Iron Fan	5	0	0	0	120	10	88	77	47	165	69
191	Evil Angler	Magic Holy Water	5	0	0	0	35	7	39	30	25	48	30
192	Dagon	Life Nut	4	0	0	0	300	0	75	30	30	208	98
193	Ray Gigas	Iron Shield	4	0	0	0	98	0	110	70	62	221	100
194	Sea Lion Man	Chimera Wing	4	0	0	0	150	0	55	25	25	98	55
195	Fingers of Pisaro	None	7	0	0	0	250	255	52	36	16	73	60
196	Chameleon Man	Life Nut	0	0	0	0	40	6	28	28	50	136	60
197	Tongue Licker Man	None	7	0	0	0	55	255	40	60	75	0	0
198	Balzack	None	7	0	0	0	300	255	52	38	22	500	0
199	Betrayal Youngster	None	0	0	0	0	35	0	37	30	3	450	20
200	Lighthouse Tiger	None	7	0	0	0	230	9	78	73	20	2000	350

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
201	King Leo	Steel Armor	0	0	0	0	950	255	123	80	18	5100	0
202	Balzack Plus	None	7	0	2	0	500	255	150	100	28	6500	0
203	Pisaro Knight	Silence Jewel	0	0	0	0	1200	0	175	155	77	6800	0
204	Andreall	Dragon Shield	0	1	0	0	450	0	193	150	60	1020	300
205	Giga Demon	Club	0	0	0	0	2300	8	230	40	5	4100	250

206	Hell Battler	Marvel Sword	0	0	0	3300	255	190	180	72	5500	0	
207	Evil Priest	None	0	0	2	2	1600	255	165	190	99	6300	0
208	Estartk	None	0	0	0	0	2700	255	210	140	63	15k	0
209	Egglar (A)	Enchant Nut	0	0	0	0	2800	254	240	250	95	12k	850
209	Egglar (B)	Enchant Nut	0	0	0	0	2800	254	240	250	95	12k	850
210	Chickler (A)	Life Nut	0	0	0	0	3200	254	310	200	195	9800	560
210	Chickler (B)	Life Nut	0	0	0	0	3200	254	310	200	116	9800	560
---	Mister Han	None	0	0	0	0	70	0	45	68	20	0	0
---	Ragos	Medical Herb	0	0	0	0	90	0	50	80	45	0	0
---	Vivian	Medical Herb	0	0	0	0	90	12	35	62	68	0	0
---	Simon	Medical Herb	0	0	0	0	90	0	58	104	15	0	0
---	Bakota the Robber	Quick Seed	0	0	0	0	1000	255	138	125	79	7400	0
---	Death Pisaro 1	None	0	0	0	0	1600	0	340	220	110	0	0
---	Death Pisaro 2	None	0	0	0	0	1600	255	230	200	90	0	0
---	Death Pisaro 3	None	0	0	0	0	1800	0	210	200	90	0	0

###	MONSTER NAME	DROPPED ITEM	P	A	R	S	HP	MP	AP	DP	Qu	EXP	G
---	Death Pisaro 4	None	0	0	0	0	1600	0	260	220	85	0	0
---	Death Pisaro 5	None	0	0	0	0	1700	0	290	230	80	0	0
---	Death Pisaro 6	None	0	0	0	0	2100	255	320	230	80	0	0
---	Death Pisaro 7	None	0	0	0	0	2300	255	290	230	85	0	0
---	Evil Priest + 1	None	0	0	0	0	1800	254	320	150	80	0	0
---	Evil Priest + 2	None	0	0	0	0	2000	255	340	150	135	0	0
---	Evil Priest + 3A	None	0	0	0	0	2000	254	380	170	116	0	0
---	Evil Priest + 3B	None	0	0	0	0	2000	254	380	170	85	0	0
---	Evil Priest + 4A	None	0	0	0	0	3800	254	400	200	110	0	0
---	Evil Priest + 4B	None	0	0	0	0	3800	254	400	200	110	0	0
---	Evil Priest +	None	0	0	0	0	3300	255	300	150	135	0	0
---	King Leo (C4)	None	0	0	3	0	999	255	150	120	30	0	0
---	Travel Merchant	None	0	0	0	0	0	0	0	0	0	0	0
---	Death Pisaro	None	0	0	0	0	2000	0	250	250	70	0	0
---	Poet	Cypress Stick	0	0	0	0	0	0	0	0	0	0	0
---	Doragoramu	None	0	0	0	0	0	0	130	100	55	0	0
---	White Dragon	None	0	0	0	0	0	0	250	200	0	0	0
---	Big Eye (Red)	Medical Herb	0	0	0	0	30	0	3	15	10	35	40
---	Big Sloth (Red)	Smile Staff	0	0	0	0	180	8	120	90	62	1033	99
---	Uncle Horn (Red)	Life Nut	0	0	0	0	180	0	90	98	10	550	205

- Monster ID number 151 to 169, 172 to 174 are all new monsters for the remake version. Note that all of these monsters are from Dragon Quest 7 (!!) with near identical statistics other than EX and GD.

- Monster ID number 048 (Stone Puppet) and 049 (Familiar Spirit) appear only inside the Cave West of Kohmiz in Chapter 4. Looks like the programmers missed the fact they don't appear at all in Chapter 5. Make sure you get them while you can.

- Monster ID number 203 (Pisaro Knight) won't appear if you defeat Estartk first. Make sure you meet Pisaro Knight in Rosary Hill Village before taking on Estartk, otherwise there will be a blank space in the Monster Notebook.

- Monster ID number 202 (Balzack Plus) has natural recovery of 50 HP per turn. If you don't damage at least 50 points every turn, you won't win, so beware of playing defensively. Also monster number 198 (Balzack, chapter 4) has a natural recovery of 20 HP per turn.

6c. Monster Distribution

- This section has information on where to find these monsters.

C = Chapter Number that monster generally appears in. Chapter 6 is the same as Chapter 5 plus some extra areas.

Ar = Area on the world map. The ones without an area are names of caves or towers and such. The names are from section 7a.

### MONSTER NAME	APPEARANCE LOCATION
001 Slime	C1 - Bautland Area; C5 - Mountain Deep Village Area
002 Big Earthworm	C1 - Bautland Area; C5 - Cave North of Lakenaba
003 Air Rat	C1 - Bautland Area; C5 - Endoll Area
004 Scissor Pincer	C1 - Bautland Area; C5 - Mountain Deep Village Area
005 Bubble Slime	C1 - Bautland Area; C5 - Endoll Area
006 Mischief Mole	C2 - Saintheim Area; C5 - Cave North of Lakenaba
007 Stubble Goblin	C1 - Outskirts Well; C5 - Cave North of Lakenaba
008 Heal Slime	C1 - Outskirts Well; C5 - Konanberry Area
009 Killer Shovel	C1 - Outskirts Well; C5 - Bonmole Area
010 Apprentice Fiend	C1 - Outskirts Well; C5 - Bonmole Area
### MONSTER NAME	APPEARANCE LOCATION
011 Lily Pat	C1 - Lakeshore Tower; C5 - Cave of Betrayal Area
012 Ducks Bill	C1 - Lakeshore Tower; C5 - Bonmole Area
013 Baby Magician	C1 - Lakeshore Tower; C5 - Lakenaba Area
014 Pixie	C1 - Lakeshore Tower; C5 - Cave of Betrayal Area
015 Big Chicken	C1 - Lakeshore Tower; C5 - Cave of Betrayal Area
016 Great Eyeball	C1 - Lakeshore Tower; C5 - Cave of Betrayal Area
017 Quick Grasshopper	C2 - Saintheim Area; C5 - Mountain Deep Village Area
018 Slime Bess	C2 - Saintheim Area; C5 - Outskirts Well
019 Earth Laugher	C2 - Saintheim Area; C5 - Endoll Area
020 Ear-Flying Mouse	C2 - Saintheim Area; C5 - Mountain Deep Village Area
### MONSTER NAME	APPEARANCE LOCATION
021 Riotous Lion-Dog	C2 - Tenpe Area; C5 - Bonmole Area
022 Minoun	C2 - Tenpe Area; C5 - Outskirts Well
023 Monster Mushroom	C2 - Freynoll Area; C5 - Cave South of Freynoll
024 Raging Buffalo	C2 - Freynoll Area; C5 - Cave South of Freynoll
025 Man Eating Plant	C2 - Freynoll Area; C5 - Bonmole Area
026 Flame Magic Ghost	C2 - Freynoll Area; C5 - Endoll Area
027 Tebero	C2 - Cave South of Freynoll; C5 - Cave of Betrayal Ar
028 Sand Master	C2 - Desert Bazaar Area; C5 - Lakenaba Area
029 Hypnosis Beetle	C2 - Cave South of Freynoll; C5 - Kohmiz Area
030 Kodora	C2 - Desert Bazaar Area; C5 - Great Lighthouse
### MONSTER NAME	APPEARANCE LOCATION
031 Demon Youngster	C2 - Cave South of Freynoll; C5 - Cave S. of Freynoll
032 Crested Snake	C2 - Cave South of Freynoll; C5 - Aneil Area
033 Scorpion Armor	C2 - Desert Bazaar Area; C5 - Desert Inn Area
034 Blood-Sucking Bat	C2 - Cave South of Freynoll; C5 - Goddess Statue Cave
035 Whirlwind Cutter	C2 - Chirping Tower; C5 - Konanberry Area
036 Poison Lizard	C2 - Chirping Tower; C5 - Goddess Statue Cave
037 Fly Man	C2 - Chirping Tower; C5 - Konanberry Area
038 Biting Sabre	C2 - Chirping Tower; C5 - Chirping Tower
039 Puteranodon	C2 - Chirping Tower; C5 - Konanberry Area
040 Dragon Butterfly	C2 - Chirping Tower; C5 - Chirping Tower
### MONSTER NAME	APPEARANCE LOCATION
041 Spectate	C2 - Chirping Tower; C5 - Chirping Tower
042 Skeleton Swordsman	C2 - Endoll Area; C5 - Mintos Area
043 Prowling Armor	C2 - Endoll Area; C5 - South of Desert Inn Area
044 Metal Slime	C2 - Endoll Area; C5 - Lakenaba Area
045 Ele-Floper	C3 - Goddess Statue Cave; C5 - Same as C3
046 Momonja	C4 - Monbarbara Area; C5 - Endoll Area
047 Pointed Head	C4 - Kohmiz Area; C5 - Outskirts Well
048 Stone Puppet	C4 - Cave West of Kohmiz; C5 - Doesn't appear!
049 Familiar Spirit	C4 - Cave West of Kohmiz; C5 - Doesn't appear!

050 Mage Momonja	C4 - Cave West of Kohmiz; C5 - Lakenaba Area
### MONSTER NAME	APPEARANCE LOCATION
051 Hell Beetle	C4 - Kingleo Area; C5 - Outskirts Well
052 Unite Slime	C4 - Kingleo Area; C5 - Outskirts Well
053 King Slime	C4 - Kingleo Area; C5 - Outskirts Well
054 Evil Hamster	C4 - Kingleo Area; C5 - Mintos Area
055 Tongue Licker	C4 - Kingleo Area; C5 - Attemtoh Mine
056 Dark Dyriad	C4 - Attemtoh Area; C5 - South of Desert Inn Ar
057 Tiger Man	C4 - Attemtoh Mine; C5 - Konanberry Area
058 One-Eyed Pierrot	C4 - Attemtoh Mine; C5 - Cave of Betrayal Area
059 Paralysis Sword	C4 - Kingleo Area; C5 - Outskirts Well
060 Wandering Soul	C4 - Attemtoh Mine; C5 - Great Lighthouse
### MONSTER NAME	APPEARANCE LOCATION
061 Vamp-Dog	C4 - Attemtoh Mine; C5 - Mintos Area
062 Metal Scorpion	C4 - Attemtoh Mine; C5 - Mintos Area
063 Dodo Bird	C4 - Attemtoh Mine; C5 - Konanberry Area
064 Baby Salamander	C4 - Attemtoh Mine; C5 - Soletta Area
065 Devil Plant	C4 - Attemtoh Mine; C5 - Great Lighthouse
066 Poison Arrow Hood	C5 - Lakenaba Area
067 Mandrake	C5 - Cave of Betrayal Area
068 Arrow Imp	C5 - Aneil Area
069 Desert Ghost	C5 - South of Desert Inn Area
070 Flame Warrior	C5 - Great Lighthouse; Cave West of Kohmiz
### MONSTER NAME	APPEARANCE LOCATION
071 Mage Matango	C5 - Mintos Area
072 Bull Hawk	C5 - Soletta Area
073 Baby Satan	C5 - Cave West of Kohmiz
074 Conjuror	C5 - Padekia Cave
075 Hell's Armor	C5 - Padekia Cave
076 Yeti	C5 - Padekia Cave
077 Dead Spirit Knight	C5 - Cave West of Kohmiz
078 Mystery Doll	C5 - Cave West of Kohmiz, Saintheim Castle
079 Ox Bear	C5 - Kingleo Area
080 Dragon Puppy	C5 - Cave West of Kohmiz
### MONSTER NAME	APPEARANCE LOCATION
081 Ghost Tamer	C5 - Cave West of Kohmiz
082 Devil's Den	C5 - Tenpe Area
083 Complete Heal Slime	C5 - Saintheim Area
084 Sub-Knuck	C5 - Tenpe Area
085 Bengal	C5 - Saintheim Area
086 Rhinoceros Man	C5 - Freynoll Area
087 Mini Demon	C5 - Cave of the Waterfall Rapids
088 Ice Condor	C5 - Stanciara Area
089 Killer Armor	C5 - Stanciara Area
090 Bomb Rock	C5 - Stanciara Area
### MONSTER NAME	APPEARANCE LOCATION
091 Teranozahs	C5 - Cave Southeast of Gardenburg
092 Beles	C5 - Gardenburg Area; Imuru Area
093 Bone Knight	C5 - Gardenburg Area
094 Arch Buffalo	C5 - Gardenburg Area
095 Man Rooster	C5 - Gardenburg Area
096 Great Walrus	C5 - Cave Southeast of Gardenburg
097 Astray Metal	C5 - Gardenburg Area; Grave of the Royal Family
098 Hanbaba	C5 - Cave Southeast of Gardenburg
099 Dragonit	C5 - Cave Southeast of Gardenburg
100 Pleciodon	C5 - Shrine of the Ocean Roar
### MONSTER NAME	APPEARANCE LOCATION
101 Death God	C5 - Shrine of the Ocean Roar
102 Gaon	C5 - Shrine of the Ocean Roar
103 Running Lizard	C5 - Shrine of the Ocean Roar; Devil God Statue

104	Dragon Rider	C5 - Shrine of the Ocean Roar; Estark Temple
105	Blizzard Fly	C5 - Shrine of the Ocean Roar; World Tree
106	Kalon	C5 - Shrine of the Ocean Roar
107	Face Ball	C5 - Shrine of the Ocean Roar
108	Blood Sword	C5 - Grave of the Royal Family
109	Terano-Bat	C5 - Grave of the Royal Family
110	Bibinbah	C5 - Grave of the Royal Family
###	MONSTER NAME	APPEARANCE LOCATION
111	Big Heal Slime	C5 - River-Side Area
112	Rhino-Soldier	C5 - River-Side Area
113	Giant Bat	C5 - River-Side Area; Devil God Statue
114	Arm Lion	C5 - Devil God Statue
115	Blizzard Man	C5 - Devil God Statue
116	Wyvern	C5 - Estark Temple
117	Confuse Grasshopper	C5 - Estark Temple; Death Palace Area
118	Uncle Horn	C5 - Estark Temple
119	Slime Ultimate Heal	C5 - Estark Temple; Top floor of the World Tree
120	Rhinos King	C5 - Estark Temple; Tower to the Sky
###	MONSTER NAME	APPEARANCE LOCATION
121	Black Mage	C5 - Gottside Area
122	Hell's Gate Keeper	C5 - Gottside Area
123	Ogre	C5 - Gottside Area
124	Eight Tear Animal	C5 - Gottside Area
125	Emperor of Night	C5 - Gottside Area; Tower to the Sky
126	Metal King	C5 - Gottside Area; Tower to the Sky
127	Green Dragon	C5 - World Tree
128	Red Cyclone	C5 - World Tree
129	Noble Death God	C5 - Tower to the Sky
130	Small Ghoul	C5 - Tower to the Sky
###	MONSTER NAME	APPEARANCE LOCATION
131	Totem Killer	C5 - Tower to the Sky
132	Barack	C5 - Tower to the Sky
133	Pit Viper	C5 - Tower to the Sky
134	Fairy Dragon	C5 - Tower to the Sky; Cave to the Devil World
135	Bull Devil	C5 - Cave to the Devil World
136	Flame Dog	C5 - Tower to the Sky
137	Beezelbub	C5 - Cave to the Devil World
138	Imitator	C5 - Death Palace; Shrine of Hope Area
139	Clay Soldier	C5 - Death Castle Entrance
140	Iron Ball DemiHuman	C5 - Shrine of Hope Area
###	MONSTER NAME	APPEARANCE LOCATION
141	Red Dragon	C5 - Cave to the Devil World
142	Big Sloth	C5 - Cave to the Devil World
143	Beast	C5 - Tower to the Sky
144	Great Heresy	C5 - Cave to the Devil World
145	Devil Prince	C5 - Death Castle
146	Guardian	C5 - Death Castle
147	Wyvern Lord	C5 - Death Castle
148	Demon Spirit	C5 - Cave to the Devil World
149	Great Ridon	C5 - Death Castle
150	Demon Cudgel	C5 - Cave to the Devil World
###	MONSTER NAME	APPEARANCE LOCATION
151	Dark Armor	C6 - Secret Dungeon, Great Lighthouse Room
152	Zombie Soldier	C6 - Secret Dungeon, Hobbit Tribe Cave Room
153	Blood Hand	C6 - Secret Dungeon, Monster's Rocky Mountain Room
154	Thunder Satan	C6 - Secret Dungeon, Hobbit Tribe Cave Room
155	Geryuon	C6 - Secret Dungeon, Monster's Rocky Mountain Room
156	Demon Wrestler	C6 - Secret Dungeon, World's Tallest Tower Room
157	Hell's Watchdog	C6 - Secret Dungeon, Mountain of Flame Room
158	New Devil	C6 - Secret Dungeon, Provina Mountain Cave Room

159 Ranga	C6 - Secret Dungeon, Waterfall Rapids Cave Room
160 Rainbow Peacock	C6 - Secret Dungeon, Mountain of Flame Room
### MONSTER NAME	APPEARANCE LOCATION
161 Ogre King	C6 - Secret Dungeon, Waterfall Basin Cave Room
162 Gigantic Dragon	C6 - Secret Dungeon, Devil Airspace Temple Room
163 Necro-Balser	C6 - Secret Dungeon, Devil Airspace Temple Room
164 Devil Lamp	C6 - Secret Dungeon, Devil Airspace Temple Room
165 Darkness Snail	C6 - Secret Dungeon, Goddess Statue Cave Room
166 Kill Gator	C6 - Secret Dungeon, Goddess Statue Cave Room
167 Frog King	C6 - Secret Dungeon, Cave of Coral Room
168 Gyaos	C6 - Secret Dungeon, Cave of Coral Room
169 Platinum King	C6 - Secret Dungeon, World's Tallest Tower Room
170 Cannibal Box	C5 - Outskirts Well
### MONSTER NAME	APPEARANCE LOCATION
171 Mimic	C6 - Secret Dungeon, Waterfall Rapids Cave Room
172 Pandora Box	C6 - Secret Dungeon, Devil Airspace Temple Room
173 Well Invitor	C5 - Outskirts Well
174 Well Devil	C6 - Secret Dungeon, Waterfall Rapids Cave Room
175 Numbing Jellyfish	C5 - Ocean Area, near Konanberry
176 Marine Worm	C5 - Ocean Area, near River-Side
177 Piranha	C5 - Ocean Area, near Endoll
178 Mad Looper	C5 - Ocean Area, near Stanciara
179 Murdering Ray-Fish	C5 - Ocean Area, near Konanberry
180 Assault Fish	C5 - Ocean Area, near Konanberry
### MONSTER NAME	APPEARANCE LOCATION
181 Hellish Crayfish	C5 - Ocean Area, near Gottside
182 Octopus Devil	C5 - Ocean Area, near Gottside
183 Paralysis Angler	C5 - Ocean Area, near Stanciara
184 Sea Lion	C5 - Ocean Area, near Stanciara
185 Long-Necked Dragon	C5 - Ocean Area, near Konanberry
186 Full Snaker	C5 - Ocean Area, near River-Side
187 Shark Manter	C5 - Ocean Area, near Endoll
188 Flying Death	C5 - Ocean Area, near River-Side
189 Vortex Tide King	C5 - Ocean Area, near Saintheim
190 Barracuda	C5 - Ocean Area, near River-Side
### MONSTER NAME	APPEARANCE LOCATION
191 Evil Angler	C5 - Ocean Area, near Konanberry
192 Dagon	C5 - Ocean Area, near Rosary Hill
193 Ray Gigas	C5 - Ocean Area, near Rosary Hill
194 Sea Lion Man	C5 - Ocean Area, near Mintos
195 Fingers of Pisaro	C1 - Lakeshore Tower Boss
196 Chameleon Man	C2 - Tenpe Village Boss
197 Tongue Licker Man	C2 - Endoll Coliseum Boss
198 Balzack	C4 - Kingleo Castle Boss
199 Betrayal Youngster	C5 - Cave of Betrayal Boss
200 Lighthouse Tiger	C5 - Great Lighthouse Boss
### MONSTER NAME	APPEARANCE LOCATION
201 King Leo	C5 - Kingleo Castle Boss
202 Balzack Plus	C5 - Saintheim Castle Boss
203 Pisaro Knight	C5 - Rosary Hill Tower Boss
204 Andreal	C5 - Barrier Guardian
205 Giga Demon	C5 - Barrier Guardian
206 Hell Battler	C5 - Barrier Guardian
207 Evil Priest	C5 - Barrier Guardian
208 Estark	C5 - Estark Temple Boss
209 Egglar	C6 - Secret Dungeon, Crater of Enigma Boss
210 Chickler	C6 - Secret Dungeon, Crater of Enigma Boss
### MONSTER NAME	APPEARANCE LOCATION
--- Mister Han	C2 - Endoll Coliseum Challenger
--- Ragos	C2 - Endoll Coliseum Challenger

°¼Çùàííê² °;ÚàµàÐàííààÉàä;Û; Desert Inn
íçÀÚàèàíÆ¶ ·ç;Úà;àéà@àéàíÉà;àí;Û; Cave of Betrayal
¥ç¥í¥à¥èàíÀ@;Ú¥ç¥í¥à¥èàíàà;Û; Aneil Town
¥³¥È¥ó¥Ù¥è;¼àíÀ@;Ú¥³¥È¥ó¥Ù¥è;¼àíàà;Û; Konanberry Town
ÂçÀðÀæ;ÚàÀàààÈà;àÀà;Û; Great Lighthouse
¥ß¥ó¥È¥¹àíÀ@;Ú¥ß¥ó¥È¥¹àíàà;Û; Mintos Town
¥ß¥ó¥È¥¹Ààíà-;Ú¥ß¥ó¥È¥¹àòà-à·àíàÙà³àé;Û; Shrine East of Mintos
¥¼¥í¥Á¥ç;àí²ñ;Ú¥¼¥í¥Á¥ç;àíà-àè;Û; Country of Soletta
¥Ñ¥Ç¥¥çàíÆ¶ ·ç;Ú¥Ñ¥Ç¥¥çàíÉà;àí;Û; Padekia Cave
Âçàíí ·ç;íàí²È;Úà·àààíàíà;à,àóàíààà;Û; Island of the Old Man's Home
³àÈÒàíÀ¼;Úà;àààÙàíàààé;Û; Ocean-Side Village
¥¹¥ç;¥ó¥·¥ç¥èè²¼À@;Ú¥¹¥ç;¥ó¥·¥ç¥èè,àçà;à«ààà;Û; Stanciara Castle Town
¥-;¼¥Ç¥ó¥Ö¥èè²¼è;Ú¥-;¼¥Ç¥ó¥Ö¥èè²¼è,àçà;Û; Gardenburg Castle
ÆíÀàíÆ¶ ·ç;ÚàÈàóàÈà;àíàÉà;àí;Û; Cave Southeast of Gardenburg
¥á¥Á¥è²;àí³è;Ú¥á¥ç;¥èàà;àíà·àí;Û; Medal King's Castle
³àíÀàèàíà-;Úà;àààÈàèàíàÙà³àé;Û; Shrine of the Ocean Roar
Ààíí@àíàèÆ¶ ·ç;Úàç;ààíàÈà-àíàèàÉà;àí;Û; Cave of the Waterfall Rapids
¥í¥¶¥è;¼¥Ò¥èàíÀ¼;Ú¥í¥¶¥è;¼¥Ò¥èàíààé;Û; Rosary Hill Village
²;²ÈàíÈè;Úààà;à±àíàíà«;Û; Grave of the Royal Family
¥è¥Ð;¼¥µ¥à¥ÈàíÀ¼;Ú¥è¥Ð;¼¥µ¥à¥Èàíààé;Û; River-Side Village
Èàç;ÀÀù;Úààà,àóààà;Û; Devil God Statue
¥Ç¥¹¥Ñ¥í¥¹; Death Palace
¥¹¥¹¥ç;¼¥¹ç;ÀÀÀ;Ú¥¹¥¹¥ç;¼¥¹à·àóàçàó;Û; Estark Temple
¥¹¥Á¥È¥µ¥à¥ÈàíÀ@;Ú¥¹¥Á¥È¥µ¥à¥Èàíàà;Û; Gottside Town
³ÑÀ«àíà-;ÚàÀàíàòà·àíàÙà³àé;Û; Small Shrine of the Horn
¥¹¥è¥Òàíà;Ú¥¹¥è¥Òàíàµàè;Û; Home of the Elves
Àà³;¼ù;Úà»à«ààà,àà;Û; World Tree
À·¶àðàíÀä;Úàààóààíà;àðàíàèà;Û; Tower to the Sky
À·¶àðàé;Úàààóààíà,à,àçà;Û; Sky Castle
Èà³;àðàíÆ¶ ·ç;Úààà«àààðàíàÉà;àí;Û; Cave to the Devil World
²íà±¶¶àíÀä;Úà«à±àíà·àíàÈà;Û; Bridge Building Tower
´ðÈààíà-;Úààà;àíàÙà³àé;Û; Shrine of Hope
¥Ç¥¹¥Ñ¥á¥Á¥¹¥è; Death Castle

Æààí°Ùàà³;ÚàÈàààíààà»à«àà;Û; The Strange World of Enigma
··S¥à¥è¥,¥È¥è¥Ò¥í¥ç; Original Floor
··S¼ÀÀíàíÆ¶ ·ç;ÀÆ´;¼è²;ÚàíàààÀàíàÉà;àí;Û; Marsh Land Cave, B4-2 (DQ7)
··Sì¹òàðÀ³àíÆ¶ ·ç;ÀÆ±è;Úàíà;àíàààààà;Û; Cave Leading to Prison, 1F (DQ7)
··S¼;ç;ÀÀùàíÆ¶ ·ç;ÀÆ³;Úàáà-ààààà;Û; Goddess Statue Cave, B3
··SÈàÈààí²à»³è,èè;Úàààààíàíàààíààà;Û; Monster's Rocky Mountain, 8F (DQ7)
··S¥Ò¥í¥í;¼¥èèàíÆ¶ ·ç;ÀÆ±;ÚàààÈàààíàÉà;àí;Û; Cave South of Freynoll, B1
··SÂçÀðÀæ²èè;ÚàÀàààÈà;àÀà;Û; Great Lighthouse, 2F
··S¥í¥à¥¹¥È¥ÐÈàíÆ¶ ·ç;ÀÆ³;Úààç;àíàÉà;àí;Û; Cave North of Lakenaba, B3
··S¥Ù¥ó¥Á¥ÈÀ²àíÆ¶ ·ç;ÀÆ²;Úààà-;Û; Hobbit Tribe Cave, B2 (DQ7)
··S¥Ù¥ó¥Á¥ÈÀ²àíÆ¶ ·ç;ÀÆ±è;Úààà-;Û; Hobbit Tribe Cave, 1F (DQ7)
··SÂìÒààíÆ¶ ·ç;ÀÆ±è;¼è±;Úàç;ààÀàÜ;Û; Waterfall Basin Cave, 1F-1 (DQ7)
··S¥µ¥è¥óàí²È;Úààà;Û; House From Salan
··SÂàíí@àíàèÆ¶ ·ç;ÀÆ³;Úàç;ààíàÈà-àíàèàÉà;àí;Û; Waterfall Rapids Cave, B3
··S»¹,èàíÆ¶ ·ç;ÀÆ²;Úàààóàà;Û; Cave of Coral, B2 (DQ7)
··S»¹,èàíÆ¶ ·ç;ÀÆ³;¼è±;Úàààóàà;Û; Cave of Coral, B3-2 (DQ7)
··S»¹,èàíÆ¶ ·ç;ÀÆ³;¼è±;Úàààóàà;Û; Cave of Coral, B3-1 (DQ7)
··SÈà³;àðàíÆ¶ ·ç;àíÉò²°;Úààà;Û; Room From Cave to the Devil World
··S¥×¥í¥ó¥È»³¶²ñ;Úàààààààà;à«àà;Û; Provina Mountain Church (DQ7)
··Sì¹àíà¹òà²èàíÉò²°;Úààà;Û; Room From Promontory Inform Place
··S²;²ÈàíÈèèèèè;Úààà;à±àíàíà«;Û; Grave of the Royal Family, 1F
··S±èàí»³èèµ;ÚàÙàíàààíààà;Û; Mountain of Flame, B5 (DQ7)
··S¥à;¼¥Ç¥¥è¥¹Àç;ÀÀÀàíÈè;ÚàÀààà·àóàçàó;Û; Mardilas Temple's Grave (DQ7)
··S»³Àààí¥ç¥,¥È;Úàààóàààà;Û; Bandit's Hideout (DQ7)
··S¥×¥í¥ó¥È»³Æ¶ ·ç;ÀÆ³èè;Úàààààààà;àí;Û; Provina Mountain Cave, 3F (DQ7)
··SÂà³;°í¹àààÀàè´èè;Úà»à«àààààààààààààààà;Û; World's Tallest Tower, 4F (DQ7)

mÆE¶; á»³±ùmîĀ¼; çĪŪm³mēnî²È
 m±E·; áYÆYÓYŪmîĀ¼
 m·E·; áYŌYiYĪ; ¼YēÆi mîĀ¶·ç
 mŌE·; áY¬; ¼YÇYóYŌYēY°ÆiĀi mîĀ¶·ç
 m½E·; áYŪYóYā; ¼Yē¾ē
 mĀE·; á½÷; ĀĀū mîĀ¶·ç
 mÈE·; áYŌYēYóY«¾ē
 mŌE·; áĪçĀŪmē mîĀ¶·ç
 mªE¹; áYµYēYó mîĀ®
 m«E¹; áYµYóYÈYĪYmYà¾ē
 m±E¹; á°¼Çù mîĀ¶Y¶¶; ¼; ç°ŪĪ± mîĀ®
 mµE¹; áYµYóYÈYĪYmYà´Ō¾ē
 mĪE¹; á°¼Çù mîĀ¶È²°
 mªE±E°; áŌó mē mîĀā
 mµE±E°; áY´YóYÈ; ¼Yē´Ō¾ē
 mŌE±E°; áĀi mîĀĪ® mî mēÆ¶·ç
 mçE±E±; áYŌYēYóY«YŌ mîĀYÈYóYĪYē
 mĀE±E±; áY´YóYÈ; ¼YēYŌ mîĀYÈYóYĪYē
 m¹E±E²; áY´YóYÈ; ¼Yē¾ē
 mĪE±E²; áYçYĪYmYē mîĀ®
 m|E±E³; á³ mĒŌ mîĀ¼
 mĪE±E³; áYĪY¶Yē; ¼YŌYē mîĀ¼
 m·E±Eµ; á²; ²È mîĀÈ
 m±E±E¶; áĀç mîĪ·çĪ mîĀ²È
 mĪE±E¶; áĀçĀŌĀæ
 mĀE±E·; áY´YĀYÈYµYmYÈ mîĀ®; çĀ·¶Ō mŌ mîĀā; çĀ¾
 mÈE±E·; áY³YÈYóYŪYē; ¼ mîĀ®
 m´E±E·; áYçYĀYÆYāYÈ mîĀ®; çY´Y¹Yç; ¼Y¬·çĀĀĀ
 YŌE±E·; áY´YēYŌ mîĀĪ; çĀm³; ¼ù
 m±E±E¹; áYĪY¶YēYç mîĀ®
 mE²E°; áĪ´ mîĀª¹Ō m²¾ē
 m±E²E°; áYŌY°YiYª¾ē
 mŌE²E°; áYßYóYÈY¹Āi mîĀ¬
 mĪE²E±; áYßYóYÈY¹ mîĀ®
 m´E²E³; áY³; ¼YßY°Ā¾ mîĀ¶·ç
 mE²E³; áY³; ¼YßY° mîĀ¼
 mĀE²E´; áYēYŌ; ¼YµYmYē mîĀ¬
 mĀE²Eµ; áYēYŌ; ¼YµYmYē mîĀ¼
 mÈE²Eµ; áYÇY¹YŃYiY¹
 mŪE²Eµ; áY¾YiYĀYç mîĀñ
 mÆE²E¶; áÈāçĀĀū
 mŌE²E¶; áYŃYÇY¶ç mîĀ¶·ç
 m¯E²E·; áYāYóYŌ; ¼YŌYē mîĀ®

Ī¹ mîĀÈā°ÆEā

mµE¹; Ō; ŌmµE±E°
 mĀE²E´; Ō; ŌmŌE²E°; Ō; ŌmŪE´
 mÆE²E¶; ŌmĀE²E´; ĩ; °iÈYĀĪ¹Ō

7c. Terrain and Vehicles

- When traveling in the adventure, you will surely come across a variety of terrain that make up the world.

These are the terrain you can walk on.

Èç·¶; ŪmŌm m²mó; Ū; ; Grassy Plains
 ĪĐmß; Ūm·m²mß; Ū; ; Thicket

ç¹;Úªâªê;Û;;Forest
»³;ÚªâªÐ;Û;;Mountains
°¼Çù;ÚªµªÐª¯;Û;;Desert
¶¶;Úª¶ª·;Û;;Bridge
ÆÇªî¾ÃÃî;ÚªÉª¯ªîªîªÐªÁ;Û;;Poison Marsh Land
¥Ð¥ê¥ç;;Barrier

Grassy Plains = This terrain is common. It has the least encounter possibility of monsters.
Thicket = It is displayed as a group of bushes.
Forest = This place has a higher encounter rate with monsters than the plains.
Mountains = This place looks like a bunch of hills. The encounter rate with monsters here is high.
Desert = Sandy terrain. Pretty high monster encounter rate.
Bridge = Use this to cross to another continent.
Poison Marsh Land = The party will receive damage if stepped on. The Toramana spell can nullify this damage. Monsters can appear here too.
Barrier = This terrain can appear inside buildings. It looks like a strange flashing, purple zone. The damage received by stepping on this terrain is greater than the Poison Marsh Land. Once again, the Toramana spell can nullify this damage.

These terrain can be passed through only by ship.

Àî;Úª«ªî;Û;;River
³ª;Úª|ªß;Û;;Ocean

Only the hot-air balloon can pass through these terrain.

´ä»³;ÚªªªîªâªÐ;Û;;Rocky Mountains
ÀðÃ¥;Úªçªµª»;;Shallows

- Caves come in two sizes, big and small. The big size caves allow the wagon to pass through, while the small size will not allow the wagon to enter. Towers are just like small caves in that the wagon can't enter there. When exploring these places, choose four people that you want to participate in battle. The other people will have to sit in wagon, so be careful about dying without the wagon.

- Once all the party members are gathered, then you can put that character in the lead spot to hear their theme music while out on the field. You can put Minea and Manya in the first two spots to hear the Chapter 4 battle music. You can also put the Hero/Heroine alone to hear the Chapter 5 theme music, the one that plays before getting all the members.

- In Chapter 5, at the cave between Branka and Endoll, sometimes you will be the 1000th person to pass through the cave. If that happens, (this happens only when the Hero/Heroine is at Level 3) then you can get the Lucky Boy or Girl title.

+-----+
°Ûî±ªîÃ®;ÚªªªßªóªîªÐªÁ;Û
8. Immigrant Town
+-----+

- This side quest is available in Chapter 5. It is really not necessary to

¼üçÍ;Úª·ªâª|ª,ªó;Û;;Prisoner
 »íçÍ;Úª·ª,ªó;Û;;Poet
 ¥·¥¹¥ç;¼; ;Sister
 Ê¼»Í;ÚªØªªª·;Û;;Soldier
 ÇÀÉ×;ÚªÎª|ªÖ;Û;;Farmer
 Ài»Í;Úªªªóª·;Û;;Warrior
 º|ªµªÐ;Úªªª|ªµªÐ;Û;;King
 É±;ÚªÒªá;Û;;Princess
 µ@ÉØçÍ;ÚªªÖª,ªó;Û;;Lady
 ¥Ð¥Ë;¼; ;Bunny Girl
 ¥¹¥é¥ª¥à; ;Slime
 ¥Û¥Ó¥Ã¥Ë; ;Hobbit
 Å·¶ÖçÍ;ÚªÆªóªªª|ª,ªó;Û;;Sky People
 º¼¹ü;Úªªªªªªª;Û;;Skeleton
 ¥°¥ì;¼¥Ë¥Ç;¼¥â¥ó; ;Great Demon
 ¥ç;¼¥Ð;¼; ;Armor
 ÂçÌÛ¶Ì;Úªªªªªªªªª;Û;;Big Eyeball
 ¥ß¥Ë¥Ç;¼¥â¥ó; ;Mini Demon

 ¥ª¥§¥Æ¥£; ;Yeti
 çÀÉã;Úª·ªóªª;Û;;Priest
 ÈÚ;ÚªÖªç;Û;;Pig
 ·Û;ÚªËªªªªª;Û;;Chicken
 ¥"¥é¥Ö; ;Elf
 ªªª,ªãÆª;Úªªª,ªãªçªçªª;Û;;Kuja-Head
 ¥Û¥Û¥ª¥ß¥¹¥é¥ª¥à; ;Behoimi Slime
 ¥é¥ª¥ª¥ó¥Û;¼¥Ë; ;Lion Ball
 ÅÖÀª¥ç¥ª¥ª;¼;ÚªËª|ªÀªª¥ç¥ª¥ª;¼;Û;;Lighthouse Tiger
 Ç;ÚªÍªª;Û;;Cat
 ,ª;Úªªªª;Û;;Dog
 ÇÏ;Úª|ªª;Û;;Horse
 µí;Úª|ª·;Û;;Cow
 Ïµ;Úªªªªªªª;Û;;Wolf
 ,Ñ;Úªªªª;Û;;Fox
 ¥Û¥ª¥ß¥¹¥é¥ª¥à; ;Hoimi Slime
 ¥Ñ¥Ï¥ó; ;Panon
 °¼Çùªªªªªªªªªªªª;Û;;Grandfather of the Desert
 ¥°¥é¥ó¥Û¥µ¥í; ;Grand Pisaro
 ¥ª¥ª¥ó¥í;¼¥¶; ;Queen Roza

- Sky People and the monsters don't appear often. It seems like they have a better chance of appearing near the end of chapter 5. They do appear more frequently during Chapter 6. The exact trigger is after you talk to the Master Dragon in the Sky Castle. Once the Sky Sword is powered up, then the monster immigrants will start to appear.

8b. Town Forms

- The immigrant town will change form depending on how many people are currently residing in town. Think of it as the town changing after every few new people that come in. There are some small medals within these various forms, and these medals must be gotten before you move on to the next phase of the town. Once you reach the 7th Form of the immigrant town, you can't go back to the previous forms. Make sure to check the town frequently to get all the treasure before inviting too many people inside.

Lv 0

Population: 0

Before Arena joins the party = A woman of the desert resides here.

- 2 Grand Slum
- 3 Premium Bazaar
- 4 Cathedral
- 5 Great Farm
- 6 King Castle
- 7 Mystery Tower
- 8 Ladies Town

¥ì¥Ç¥£;¼¥°¥¿;¥!¥ó;;Ladies Town

- Conditions = 35 people total, 30 or more of them female. More precisely: sister, bunny, dancer, princess, lady, woman, maid, little girl, old lady, elf, sky person female.

- Features = Looks like the plain Final Form of the town, except it has reddish (pinkish?) colored walls. The protector shop sells the Angel Leotard for 13,000 Gold. This is the only place to buy that armor.

- If you gotten the treasures from the plain Final Form town, then you won't be able to get them here.

¥°¥é¥ó¥É¥!¥é¥à;;Grand Slum

- Conditions = 35 people, 19 or more misfits. Those are Rowdy People, Prisoners, Bunny Girls, Dancers, and Sailors. You need at least one of each. Bar Tenders are optional.

- Features = This place looks exactly like the one used in part 7 of the series. The only difference is the Casino Prizes. There is the Astray Metal Helm here for 100,000 Casino Coins, as well as the Gospel Ring for 250,000 Casino Coins. This is the only place to get the Gospel Ring. If you complete the Monster Notebook, then you will receive 300,000 Casino Coins, which is enough to buy this ring. Equipping this ring will cause no random battles to appear.

- One Small Medal inside a pot

- Items = 50 Gold, Seed of Strength, Seed of Quickness, Nut of Enchantment, Horse Feces, Nut of Life, Magical Holy Water, Prayer Ring, Megante Bracelet, Well Devil Monster, Demon Spear

¥×¥ì¥ß¥Ç¥à¥Ð¥¶;¼;;Premium Bazaar

- Conditions = 35 people, 16 or more Traders or Traveling Traders. Elf, sky people, fox, wolf, monsters less than or equal to 14

- Features = The bazaar looks a little different than in DQ7. It has an item, weapon, and protector shop, two of each. You can buy the Megante Bracelet for 5,000 Gold, the Megazaru Bracelet for 10,000 Gold, and the Fiendish Claws for 13,500 Gold. This place also has a Gold Bank, just like the one in Endoll.

- There is one Small Medal inside a barrel.

- Items = Magical Holy Water, Wonderful Bolero, Boxed Lunch, Full Moon Herb, Falling Star Bracelet

ÂçÀ»E²;Ú«À«««»«««É«!;Û;Big Cathedral

- Conditions = 35 people, 17 or more Priests and Sisters.
Elf, sky people, fox, wolf, monsters less than or equal to 11

- Features = This place looks exactly like the one from part 7, except that there doesn't seem to be any store to buy something from. You can find some interesting books here. One is titled, "From Bonmole, With Love". You are about to read it, but the handwriting is so bad that it is illegible. You can barely make out the words, Author: Rick. You can also find another writing inside the pages of the Bible. It reveals the confessions of a man.

- One Small Medal inside a barrel.

- Items = Magical Holy Water, Magical Skirt

¥°¥ì;¼¥È¥Õ¥;¼¥à;Great Farm

- Conditions = 7 or more Farmers, plus 9 or more Animals (Horse, Cow, Pig, and chicken) and Hobbits. Of course there needs to be 35 or more citizens total.
Elf, sky people, fox, wolf, monsters less than or equal to 15.

- Features = Once again, this place is reused from DQ7. There is an item shop that sells the Force Ring for 880 Gold. It has one big farmhouse in the center, with rice fields in the front side.

- There is a Small Medal inside a pot.

- Items = Men's Underwear, Force Ring, Horse Feces, Nut of Life, Boxed Lunch, Megazaru Bracelet

²|¾è;Ú«««|«|«ç«!;Û;Royal Castle (also known as the King Castle)

- Conditions =
A: Kings = 3, plus kings >= 2 or princess = 4 or brown soldiers >= 8
B: Kings = 3, plus kings >= 1 plus princess >= 3
Elf, sky people, fox, wolf, monsters less than or equal to 20
Meeting condition A or B is fine.

- Features = This looks to be a new form of the immigrant town. This place is a huge and elegant castle, complete with a moat surrounding it. The shop sells the Bangle of Greatness for 37,000 Gold, the Marvel Sword for 31,000 Gold, and the Iron Ball of Destruction for 65,000 Gold. This is the only place to buy these great items.

- There is one Small Medal in a barrel, and another one inside a treasure box.

- Items = Seed of Intelligence, Megazaru Bracelet, Magical Holy Water, 50 Gold, Silk Robe, Steel Armor, Staff of Smiles, Seed of Quickness, Falling Star Bracelet, Mirror Shield, Safeguard Ruby, Marvel Sword (the last three and the Small Medal in the treasure box require the Last Key, since they are behind a jail door).

¥â¥ó¥¹¥ç;¼¥ç¥ì;¼;É÷«îÃã;Ú«««¼«î«È«!;Û;Monster Tower - (Tower of Wind)
(also known as the Mystery Tower)

- Conditions = 30 or more Sky People, Elf, Fox, Wolf and Monsters. The monsters are slime, hoimi slime, big eye, armor, yeti, mini demon, kuja head, skeleton, great demon, lion ball, lighthouse tiger and behoimi slime. You need 35 or more total citizens.
- Features = The map looks exactly like the Tower of Wind (up to the 4th floor) from Dragon Quest 7! This place is crawling with monster immigrants. There doesn't seem to be any shop, plus I couldn't find any Small Medals here.
- Items = Nut of Enchantment, Marvel Sword, Mask of the Evil God
- To get the monster immigrants to appear, you must meet a condition. That is to meet the Master Dragon in the Sky Castle, and get the Sky Sword powered up. After that, the monster immigrants will start to appear. The same is true for the Sky People and the Elves.

8c. Immigrant Locations

- Here are all the known spots where immigrants can appear. You can tell it is an immigrant spawning spot if the screen takes over two to load. Once you get an immigrant to join, that same spot will be empty until you invite another immigrant from other locations at total of five or more times.

If you are looking for Human immigrants, look at these places. 26 in all.

(30) = Once the population of the immigrant town reaches over 30 people, then no more immigrants will appear in that location, so look elsewhere)

- 1:Branka W Inn, 2F
- 2:Endoll SW Inn, 2F (30)
- 3:Endoll Church (30)
- 4:Endoll Check Point, Inn
- 5:Lakenaba Church
- 6:Desert Inn, by the counter (30)
- 7:Aneil N Inn
- 8:Konanberry Church
- 9:Mintos Inn, 2F
- 10:Havalialia Inn, 2F
- 11:Havalialia Church
- 12:Promontory Inform Place
- 13:Monbarbara Inn
- 14:Monbarbara Theater, 1F
- 15:Ocean-Side Village Inn
- 16:Salan Inn, 2F
- 17:Tenpe Inn
- 18:Freynoll Inn, 2F
- 19:Saintheim Check Point
- 20:Stanciara Inn
- 21:Bautland Church (30)
- 22:Imuru Church
- 23:Gardenburg, In front of Castle Gates
- 24:River-Side Inn
- 25:Attemtoh Church
- 26:Gottside Inn

If you are looking for Monster immigrants, look here. 8 in all.

Branka = Pit (Soldier) (S)
Endoll = Heintz (Soldier) (S), Serusia (Maid) (S)
Bonmole = Tanatosu (Skeleton) (S), Rigubeida (Kuja Head) (S)
Fox Prairie = Runmenige (Lion Ball) (S)
Lakenaba = Clovis (Man) (Linda will follow)
Aneil = Kiman (Poet)
Konanberry = Kabu (Sailor)
Seaside Village = Rodeo (Rowdy Person)
Saran = Kuberu (Rowdy Person)
Tenpe = Paguru (Farmer)
Imuru = Cecil (Girl), Goruei (Middle Aged Man)
Outskirts Well = Uriel (Skeleton) (S)
Lakeside Tower = Nurusuke (Sailor)
River-side = Chimin (Traveling Merchant)
Gottside = Reiche (Sister), Kuwatt (Farmer)
Imuru Jail = Behoimin (Behoimi Slime)
Enigma Crater = G. Pisaro (Grand Pisaro)

- One immigrant appears only at night.

Mesamucho (King)

- Some immigrants will not appear unless you invite someone related to them. You must invite the person on the left before the one on the right will appear.

Kyle (Man) -> Claire (Woman) -> Makaru (Poet)
Dorris (Bunny) -> Miron (Poet)
Fuboku (Rowdy Person) -> Udon'ge (Warrior)
Korogoro (Rowdy Person) -> Walk (Sailor) -> Piana (Dancer)
Ari (Prisoner) -> Noel (Girl)
Kiguni (Merchant) -> Cody (Traveling Merchant)
Aine (Princess) -> Kuraine (Middle Aged Woman)
Koni (Girl) -> Sam (Boy)
Elza (Old Woman) -> Robin (Boy)
Goruei (Middle Aged Man) -> Cecil (Girl)
Dosuton (Old Man) -> Shunku (Poet)
Poruto (King) -> Bourbon (Soldier)

- When inviting certain immigrants, they bring an extra person with them.

Rurumi (Dancer) brings Peraosu (Soldier)
Paguru (Farmer) brings Marin (Dancer)
Buran (Soldier) brings Gyaran (Old Man)
Uhan (Warrior) brings Ginta (Rowdy Person)
Clovis (Man) brings Linda (Woman)

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9. Mini-Game Information
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- These are the games to play in the casino. The casino is located in Endoll Town, in the basement of the inn. There is a second casino if you build the Immigrant Town into the Grand Slum. They both play the same, but the prizes are better in the Grand Slum, naturally.

ŸŸ;ŸŸ«;Ÿ; ;Poker

- First choose how much you want to bet. The range is from 1 coin to 10 coins. The more coins you bet, the higher the payoff chances are. However, if you don't create a winning hand, then you get nothing in return. The suits are Slimes, Swords, Shields, and Crowns. The values are 2 through 10, J = 11, Q = 12, K = 13, A = 14, and the Joker card.

ÅãŸ`æë;ŸŸ«ã`æë;Ÿ; ;Exchange Card

»ÅŸ¹;ŸŸîŸ³Ÿ¹;Ÿ; ;Leave Behind Card

ÇŸŸæë;ŸŸ`æĐæë;Ÿ; ;Deal Card

Exchange Card = This will be the card(s) that you don't want. It will be replaced by a new card after Deal Card.

Leave Behind Card = This will be the card(s) that you want to keep to create a winning hand. These cards won't change after Deal Card.

Deal Card = This command can be done only once. It will replace any card that you ordered to Exchange. Afterwards, if there is a winning hand, then you will gain some coins. If there is no winning hand, then you lose.

£²ŸŸŸç; ;2 Pair

£³ŸŸ«;ŸŸÉ; ;3 Card

Ÿ¹ŸÉŸî;ŸŸÉ; ;Straight

ŸŸŸéŸŸŸ·Ÿâ; ;Flush

ŸŸŸéŸŸŸŸ;Ÿ¹; ;Full House

£´ŸŸ«;ŸŸÉ; ;4 Card

Ÿ¹ŸÉŸŸŸŸé; ;Straight Flush

£µŸŸ«;ŸŸÉ; ;5 Card

ŸîŸŸŸâŸŸé; ;Royal Straight Flush

£µŸ¹ŸéŸŸŸâ; ;5 Slime

2 Pair = Rate: x1; A pair of same numbers, like 2 2 4 4 8

3 Card = Rate: x2; 3 cards with the same number, like 5 5 5 J K

Straight = Rate: x4; 5 cards in numerical order, like 5 6 7 8 9

Flush = Rate: x5; 5 of the same type of cards, like 5 Sword cards

Full House = Rate: x8; 3 Card + 1 pair, like 3 3 3 8 8

4 Card = Rate: x10; 4 cards with the same number, like 10 10 10 10 Q

Straight Flush = Rate: x20; 5 same type cards, in numerical order

5 Card = Rate: x100; 4 Card + 1 Joker

Royal = Rate: x250; 10 J Q K A, Straight + Flush

5 Slime = Rate: x500; Card type is Slime in Royal Straight Flush

- Example: If you bet 10 coins, then you get a 5 Slime winning hand, then you will receive 5000 coins (the rate x amount of coins placed on the bet). I have never gotten a 5 Slime hand, let alone a R.S.F (Royal Straight Flush) however.

Double up

- If you get a winning hand, you have a chance to double up. In double up mode, you must pick which card is stronger than the one that is shown out of 4 cards. Stronger meaning which card has the higher numerical value. The cards to choose from are face down, so take a guess. If you are successful, then you will earn twice as much coins that you bet on, and you have a choice to double up again. If you fail, then you lose all coins that you bet, and the double up mode ends. If you pick the Joker card, then it is an automatic win for you. If you pick a 2, then you will almost surely lose, unless you get a draw by going against another 2.

Ÿ¹ŸîŸŸŸÉ; ;Slots

- Press up to insert coins, up to five at once. Press down to reduce the amount of coins put in. Press O button to start the reels. The reels will stop spinning automatically if you don't press anything. You will have to match the same type of pictures in a horizontal in order to win coins. If you put in 4 or 5 coins, then you can win by matching in a diagonal.

- 1 coin = Middle Row
- 2 coins = Middle + Top Row
- 3 coins = Middle + Top + Bottom Row
- 4 coins = Middle + Top + Bottom + Diagonal Down Right
- 5 coins = Middle + Top + Bottom + Diagonal Down Right + Diagonal Up Right

Here are the payoffs.

- 2 Cherries = Rate: x5
- 3 Cherries = Rate: x10
- 3 Pots = Rate: x20
- 3 Swords = Rate: x50
- 3 Rings = Rate: x100
- 3 Crowns = Rate: x200
- 3 Bars = Rate: x500
- 3 Sevens = Rate: x1000

- It looks like there is no Bonus Game (free spin rounds) like part 7...

Monster Fighting Area

- Here you will bet on which monster you think will win a battle. You will see a list of monster names, and their payoff rate. You can bet up to 50 coins at once. If the monster you bet on wins, then you have a chance of double up, similar to Poker. If you win again, the reward is double amount of the coins that you won. If you lose, then all coins betted on will be lost. You can cancel the list by hitting X button if you don't like the choices given to you. You can't cancel the selection during double up mode.

Here are some of the best choices to bet on. Some require a high level of your character, since some of these choices won't appear during low levels.

- Uncle Horn x10
- Slime Ultimate Heal x200

- Bet all 50 coins on Uncle Horn. This is a sure win, since the outcome is either Uncle Horn wins, or a Draw Game (if the slime keeps healing). If the outcome is a Draw Game, then all money betted on will return to you. This should get you 500 coins almost every time. The Uncle Horn should win in three turns, if the slime doesn't heal with Behomazun.

- Red Dragon x2
- Bull Devil x4

- Bull Devil has a good chance of winning, and the payoff is pretty good at x4.

- Great Eyeball A x100
- Spectate A x100
- Spectate B x100
- Great Eyeball B x100

- This combination is most likely a Draw Game, but sometimes a winner will emerge. Bet all 50 coins on Great Eyeball B. The chances of winning this one is real small, but if you do, you will get 5000 coins.

at it, it can't be helped. Being a frog does have it's advantages. Because of that, everyday she is living freely. There is just one problem, that is... "Oh someone is coming, I must hide!" The frog runs off to the stairs that you came out of.

- Follow the frog right to the place that you began. When you arrive, there is no sight of the frog. Talk to the lady you see there. Cynthia will notice that your sword training time is over. "What? Something about a frog? What are you talking about? I was here the entire time. I've never seen a frog... You didn't see... Ha ha ha, I can't hold back anymore! You must have seen this frog." Cynthia casts the Moshasu spell (transformation). She changes into the frog you say earlier. She continues her conversation from earlier. Her problem is... She changes back to human form. She is sorry that she can't remember anymore than this. She planned to create more of the story, but the Hero showed up earlier than expected.

- Cynthia asks you if you are surprised she learned the Moshasu spell. With it, she can change into just about anything. Now Cynthia changes into a rabbit via the Moshasu spell. Afterwards, she leaves. Before she completely leaves, she relays a message to you from the Hero's mother. Mother is calling for the Hero since it is dusk already. "See you tomorrow!" she says. When you gain control of the Hero, go back up the stairs. Cross the bridge, and you can explore the small village. Don't enter the house on the bottom left corner just yet, since that's your house. Talk to a farmer nearby and he will say it is almost night. He might go home too, for a nice little meal. The guy in front of the well will mention how the sword training from today was kind of rough. It is for your benefit. A soldier will be blocking the way at the southern part of town, so you can't exit the village. When you are finished exploring the place, go to your house.

- Search the pot for a [Medical Herb]. Talk to your father and he will order some food. Sit down and eat. He will say that you have only known this village since you were young. However, the outer world is huge, full of different kinds of people. Soon, you will grow and eventually leave this small village. The mother will scold him for talking in such a lonely tone. The mother believes the Hero will stay here, no matter what happens. The father laughs and agrees. Now the real story begins. End of Prologue.

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11. Chapter 1 - The Warriors of the Royal Palace
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Chapter 1 Walkthrough

Bautland Castle

- This is the land of Bautland, the story of soldiers of a small kingdom. A soldier, named Ryan, was one of these soldiers. One morning, the King assembled all the warriors into the castle. The minister then goes to call the King. Ryan is the red soldier among the blue soldiers. The King has called the soldiers because of the recent events. All of you must have heard of the children that have mysteriously disappeared without a trace. This morning, the King got sued by the mothers of Imuru Village. The mothers are worried about the safety of their kids. Being the King, he can't leave this matter alone. He wants all the soldiers here to investigate. After that, a lady flies in from the right and asks Ryan to find her child. She feels if

you don't hurry, it could be too late.

- Now that you have control of Ryan, walk around and explore the castle. There is a blue door that you cannot open just yet, so the six treasure boxes you see will have to wait. A drawer here contains a [Medical Herb]. You can find a book that is titled, "The History of Bautland" it reads, "The origins of the name come from Batorea, a person who guarded this land long ago. It is said that a shield from the Heavens was given to Batorea that would protect from all kinds of attacks." This book gives hints about the Sky Shield, but that is for later on in the game.

- Now walk out the castle. Explore Bautland Town. A barrel contains [3 Gold]. The house on the bottom right has [5 Gold], while another barrel has a [Medical Herb]. Talk to a lady wandering in front of the house on the bottom left corner of town. Her name is Flair. Her husband, Alex, went on a trip and hasn't returned. She says, if you see Alex, let her know. Inside Flair's house, there is a treasure box containing [Seed of Strength]. When you are ready, go outside of town to fight some monsters. After walking outside for a while, you may notice that the time is passing by. When it turns to night, go inside to Bautland Town to see what has changed. On the second floor of the protector shop, inside the drawer has a [Leather Shield]. Equip this immediately to give a defensive boost for Ryan. When Ryan reaches Level 4 or so, you can safely move on. Just watch out for the Bubble Slime enemy that appears at nighttime. They can poison you with their attacks, so carry some Antidote Herbs just in case.

- Walk northwest of Bautland until you reach a large cave. Inside the cave, walk up until you reach a pond. The soldier nearby says that he is heading toward Imuru Village. That is your next objective also. Now head to the depression on the bottom right. Open the treasure box for a [Medical Herb]. Go back to the pond, and go to the left. Move a little up, and open the box for [40 Gold]. Go up, then take the stairs to exit the cave. Back on the world map, you see a tower surrounded by a lake, but ignore it for now. Walk to the northeast to reach Imuru Village.

Imuru Village

- Treasures: A barrel has [3 Gold]. Inside the well, right of the puddle [25 Gold]. The inn's drawer has [Clothes][Medical Herb]. Once you are done exploring, go to the stairs to the left of the church. Talk to the man behind the jail door. The strange thing is that he talks like a little kid, saying that he is sorry for stealing some bread. He calls himself Alex. On the left side of town, there is a school. Search the drawers here to find a [Medical Herb]. In the school, you can search the bookcases to find a diary of the school leader. It says, "The kids won't listen to what I have to say. The kids are sneaking out under their parent's eyes and they are just playing outside the village." During nighttime, visit this village and enter the shed beside the inn. Here, you can find a guy peeking into the bath area. Talk to him, and he will deny what he is doing, but he will tell you that the guy in the underground prison was someone he has seen somewhere before. It was in the Castle Town of Bautland. He suggests that Ryan go back there. When you are ready, walk back to Bautland via the large cave again.

- Inside the cave, you will see that the blue soldier is still lost. Once you arrive at Bautland, go to Flair's house on the bottom left corner from the default position. Find Flair and talk to her. She will be shocked that her husband was involved in stealing and is now in jail. She begs of you to take her to Alex. Now Flair will follow Ryan around, but she will sit out the battles and let Ryan handle that part. Go back to Imuru Village by passing through the cave once again. Once there, visit the basement jail. Flair will call out to Alex, but he doesn't know who she is. She tries to explain, but

he still doesn't respond. So then Flair wonders if this will make him remember.

- Puff-puff... Puff-puff... Magically, Alex's memory returns! (Ha ha ha! Since when did blowing someone ever cure amnesia?) Apparently, he was assaulted by some monsters, which made him a child as result of fearing death. He will thank you for helping him. He will tell you something that he heard from the little kids. To the southeast of this village, there was a secret play spot of the kids inside the forest. He suspects there could be something there and says you should check it out. Until this event happens, you cannot enter that place, no matter how much you search the forest beforehand. Walk to the area that Alex just mentioned and you will find your first real dungeon.

Well on the Village Outskirts

- I was about Level 6 when I got here. When you get near the well, a voice tells you to come closer. However, let's go to the stairs on the top left corner. Downstairs, in the pots you can find stuff like [Seed of Quickness] [Medical Herb] [15 Gold]. Rotate the camera to find a treasure box hiding in the dead angle. Open it to get the [Nut of Life]. Go back up the stairs, and enter the well. When you walk down and to the left, you will hear voices calling out for you. If you go to the left, that leads to a pit leading to the exit. Head downwards until you reach a pond, then go to the left and up to find the stairs leading down. The voice will say that's the wrong way, so just go down. At the intersection, head to the right.

- In the next room, go right and around the path to find a treasure box. It contains a [Medical Herb]. Go back the way you came, and this time, go down at the intersection point. Go down to the next floor. Now go right to reach the next room. Follow the path and you will see a monster. Talk to it, and it will say it is Hoimin, a Healer Slime that has dreams of becoming human. He will wonder if becoming a human's friend will make that wish come true. He asks if he can join the party. Say yes, and now you will get a great healer in your ranks. This makes battles a little easier. Getting Hoimin to join is optional, but worth it.

- Now go back the way you came. Go upwards this time, until you hit a wall. Go to the right and into the next room. Follow the path until you reach a treasure box. Get [580 Gold]. Go back once again to the wall, and head left this time. Open the treasure box there for the [Sky Flying Shoes]. With this item, you can proceed to the next objective, which is conquering the Lakeshore Tower. Work your way out of this place via the hole near the beginning when you first entered the well. Go to Imuru Village to make some preparations before advancing forward. Focus on buying some defensive equipment, since there is a powerful weapon hidden inside the tower. The Iron Armor for 1200 Gold is a good buy.

Lakeshore Tower

- About Level 9. When you are ready, use the Sky Flying Shoes as an item while out on the field. You will warp to the top floor of the tower. Walk up to see a child and a Great Eyeball monster. The monster is trying to get the kid to move, but the child is frightened. After they leave, go down the stairs. Now go up, then, left, and down to get a [Chimera's Wing]. Go back to the stairs and go downwards, past the hanging armor. Head right past the pillars. Talk to the soldier wandering nearby to find out that he happened to find that old well by chance, and he has made it here. However, the monsters here are frightening. He wished that he got Hoimin to join to make the trip easier. When he sees that Ryan does have Hoimin, he feels envious.

- Continue upwards to reach the stairs leading down. On the next floor, go

up, then take the stairs back up to reach a treasure box containing a [Seed of Strength]. Go back down and look for a door leading to a room in the middle. Enter from the right side to find [640 Gold]. Enter the room from the bottom side to get a [Scale Shield]. Go down the stairs to the next floor. Here, go up, open the door, then go left and open the treasure chest to get the [Wicked Breaking Sword]. Use this great weapon in battle for the Gira spell effect. This is the best weapon for this chapter.

- Go to the right side and get the [Seed of Luck] from the box. Now if you want to escape the tower, climb back up one floor and jump off the opening at the bottom of the screen. From the stairs, go down and take the downward stairs. Step into the light to recover HP and MP. It has unlimited use, so use this point to level up if you desire. Go back up the stairs and from there, go left, down, then right until you reach the stairs. A boss battle is coming soon. Near the stairs, a soldier is laying down on the floor. He says he can't go any further. Somewhere in this world the "Emperor of Hell" is rumored to have been revived, or is in the process of being revived. However, the monsters know about the prophecy of the Hero being raised in order to destroy that emperor.

- The monsters plan to find that Hero and bury the Hero into darkness before the Hero grows up and gains any power. That is the monster's plan. They kidnapped the little kids, thinking one of the kids could be the legendary Hero! His last wish is for you to protect the kids. Go down the stairs, and head to the right to reach a room with a strange Circular Magic Formation. Go up to hear a kid call for help. Talk to the Kuja Head at the alter. He will say that their only intention is in the kids, since this kid could be the Hero. They have no interest in adults. Since Ryan found out what's going on, the monsters won't let you live. Get in the ring to fight!

- The boss is Pisaro's Finger along with a Great Eyeball monster. Have Ryan -> Fight against the Eyeball. Never mind the spell cast by Pisaro's Finger. When the Eyeball gets low on HP, it will turn red and start attacking with Regretful Blows, so knock it down quick. Once it becomes the Finger alone, just fight as Ryan. Hoimin will usually heal you with the Hoimi spell at the right time. The Iron Shield will reduce the flame ball damage a little (5 points down), and Hoimin is resistant to the spells cast by Pisaro's Finger. Sometimes Hoimin will die, but no matter. In that case, just use Medical Herbs to keep Ryan alive. Winning shouldn't be too hard.

- After battle, the monster is shocked. However he predicts some other monster will find the Hero and kill that Hero. He then says that you humans will become a sacrifice for the Emperor. See you in Hell! Now the jail door opens and the kid is set free. The kids will thank you and they will join the party temporarily. The kid will say that if you jump off the top of the tower, then you can escape this place. There are no more monsters, so take your dandy time if you want.

- Go back to Imuru Village. The mothers will be happy to see that their children are okay. Now all that's left to do is to return to Bautland Castle. However, before doing so, you should change any remaining gold into items. When you change chapters, any gold you had will be gone. Items, however, will remain (not counting the rare items). When these characters join again in Chapter 5, you can sell the excess items for extra gold then. When business is finished here, go back to Bautland Castle. Go up to the King and he will be pleased at what Ryan has done. He asks what you would like as a prize. Ryan says a journey. The King will realize that Ryan wants to look for that child that could become the Hero. The King will grant permission for Ryan to leave on that journey. Plus the King will give Ryan 10,000 experience points. This will give a boost to Ryan's level, since you won't meet up with him for

quite a long time. End of Chapter 1. Between Chapters, you have a chance to save the game to the memory card. Do so if needed.

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12. Chapter 2 - Adventures of the Tomboy Princess
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Chapter 2 Walkthrough

Saintheim Castle

- Long ago, some place, some time, there was a Princess named Arena. It seemed like she was a tomboy. That country's king worried everyday about the Princess. One morning, the king called the Princess to the throne room. The king tells her that he has heard about her plans to go out on a trip to test her strength. The king will not allow that to happen. Especially with the monsters wandering about in the outer world. Arena is forbidden to leave the castle. Now you have control of Arena. Your next objective is to find a way to escape the castle. Go to the stairs on the bottom left. Ignore the blue door on the upper right, and go to Arena's room. Search the closet for a [Medical Herb] and a [Feather Hat]. Equip this hat immediately, since it gives an 8 point boost in defensive power. Talk to the sailor, and he will tell the Princess that he is repairing the wall (probably because Arena crushed the wall in her own room).

- Now, in order to trigger the next event, you must talk to everyone in the castle at least once. Head down to talk to the elder woman. She says she was the one who ordered the repair of the wall in Arena's room. She warns Arena not to kick the wall again (The Princess is not going to follow that order). Go back to the throne room, and talk to everyone you can find. Go downstairs to find two soldiers blocking the entrance. Search the pots for a [Medical Herb] and the closet for a [Holy Water]. Search the bookcase nearby to find a book "Religious Faith and Prayer". Inside the pages, you find something interesting: a Bromide of Arena!

- After you are done with talking with everyone you can find, go back to your room. If you did talk with everyone, then the repairs on the wall should be done. Search the wall, and the message says it seems it would be easily broken down. The game asks if you want to break it down. Say yes. Arena will back up, get a running start, and kick down the fragile wall. Now fall down into the newly opened hole. Rotate the camera to get a better view of the place. Go to the dead end on the opposite side of the slime, and search the design on the floor to get [50 Gold]. Jump off the edge nearby the cat. Walk out the castle. After you take about 3 steps, Klift and Burai will stop you. They won't allow the Princess to go out alone. They will join the party. Use the nearby town of Salan as a base of operations.

Town of Salan

- Items: [Seed of Quickness]. Fight some enemies outside to gain some experience and gold. Try to buy the Holy Knife for Arena for 200 gold. That's a big 14 point boost in Attack Power. The rest of the gold can be used to buy some protectors for Klift and Burai. In this town, there is a red door blocking the way in the room to the right of the church. There is nothing you can do about this place for now, but remember this place for later.

Village of Tenpe

- About Level 6. When you are ready, head north from Salan, then east across the hills. Soon you will reach the Village of Tenpe. It seems that this village is under control of monsters. Items: [Antidote Herb], [Leather Hat], [Seed of Quickness]. It looks as though the village elder's daughter, Nina, is going to be offered as a sacrifice. As you search the houses, you can find a book that's titled, "Travel to the World's Mysteries" It reads, "There are many amazing things that await in the world. A huge statue of the gods, a giant tree that pierces the heavens. A country that is surrounded by rocky mountains, and some towns that are not on the map. If you want to believe it for yourself, look with your own eyes. Go out on a travel. The world is waiting for you."

- Go and search the well in the middle of town. Inside, search the ground on the left side to find [#01 Small Medal]. You can get this medal in Chapter 5, but if you do, a Well Inviter monster will guard the place. Now go to the house just above the graves. Talk to the village leader. He says he must give his daughter, Nina, to the monsters in order to spare the village. Are you here to exterminate the monsters? Say yes if you are ready for a boss battle. At first he thinks you don't look fit to do the job, but he changes his mind and hires you. He tells you to see the priest. Now go to the church at the north end of town. Talk to the priest. He knows about the plans of exterminating the monsters. However, the monsters won't show themselves unless the village offers a sacrifice. Are you saying you want to be a substitute for the sacrifice? Say yes. He will place you inside the sacrificial basket, if you are ready. Say yes once more. Walk down and you will automatically enter the basket. The villagers will bring the basket to the area north of town. As night falls, a strange mist surrounds the place. Now a boss battle begins.

- Fight the Chameleon Man and Rampaging Lion Dog x 2. First focus on getting rid of the Lion Dogs. Have Arena -> Fight, Klift -> Use Holy Water, Burai -> Hyado. Now continue attacking as Arena, and have Klift -> Sukara for defense, and Burai -> Rukani on Chameleon Man to reduce the enemy's defense. Once it is down to the Chameleon Man alone, have Arena -> Fight, Klift -> Sukara on everyone, Burai -> Hyado. Repeat until you win. You should get a Nut of Life as a dropped treasure. Afterwards, the village people will hear about Arena's deeds. Then night falls. The next day, the village is more cheerful than before. Plus the item shop is now open for business. The Crossbow for 350 gold is a good buy for all, if you can afford it.

Town of Freynoll

- When you're ready, exit the village through the north end. Walk towards the east until you reach the Town of Freynoll. Items: [Antidote Herb], [10 Gold], [Nut of Life] - to get this one, you must save the game at the church. Say no when the priest asks if you want to continue playing. Reset, and start the game. The priest will be behind the counter, so now you can pass into the area he was blocking. Search the garden for the Nut of Life. Inside this town, everyone is excited about the arrival of the Princess of Saintheim. However, it is not Arena they are talking about. Apparently, the so called princess is inside the inn. Let's make a visit there.

- Go to the second floor, and just around the corner, you will see four people standing around, with one laying on the floor. When Arena approaches near, she will see a princess calling out for help. When you get closer, you see a cloaked figure behind the princess. If you get real close, the rowdy person will warn you not to come any closer, or else the life of the princess will terminate. The guy goes on to say what a shock for a princess to be in this kind of inn. He tells his comrades to get going. Search the hangers for a piece of [Clothes]. Exit the door that the kidnappers went out of. Exit town. Once this happens, now you can use the inn. Use this point to gather

up some experience and gold. Watch out for the Mera (fireball spell) Ghost enemy. This monster can divide itself into two if attacked with weapons. Use Burai's Hyadaruko spell to clean them up if you are having trouble. The next objective is to head to the Cave South of Freynoll, where a great treasure awaits.

Cave South of Freynoll

- I was about Level 9 when I went in. Once inside the cave, take the first path down to find a chest. It contains a [Chimera's Wing]. Go back up and to the left. Head upwards to a treasure box. Get [360 Gold]. Go back down and get the treasure in the middle of the four pillars. This box contains the [Seed of Quickness]. Take the top path that is above this chest and go down the slope. Continue to the left, then up two slopes. Soon you will reach the stairs down to the next level. This next part has some tough enemies, so it would help to have some extra Medical Herbs for healing. Go down and take the right path. Take a left at the four-pillar intersection. Open the box for a [Magic Holy Water]. Go back the way you came and head downward. Take the bottom slope to the left. Search the treasure box to get the key item, the [Golden Bracelet]. Now make your way back out of the cave, or use Burai's Riremito spell for a quick escape. Go back to the town of Freynoll.

- Back at town, talk to the little boy near the water fountain. He says his dog had a letter in its mouth. He reads it to you. It reads, "If you want your dear princess back, tomorrow night, come to the village graveyard. Bring the village's treasure, the Golden Bracelet." So now go outside and wander about until nighttime comes, then go back inside town. Now go to the graveyard in the western part of town. You should see the kidnappers here. Approach close, then an event will begin. The guy will say, bring the promised article over here. Say yes, and Arena will throw the Golden Bracelet over to the cloaked man. They hand the princess back and leave. She will thank you, but say it was rough acting as a princess. People were nice to her, but this time, she pushed her luck a little too far. Then May's comrades (named Walift and Purai - funny pun) come to get her. May will give you the [Thief's Key]. May already knows Arena is the real princess. As for the strange people, it seems like they will take that Golden Bracelet and sell it to the monsters.

- After May leaves, the party takes a rest. With the Thief's Key, now you can open the blue colored doors. First off though, visit Freynoll's Weapon Shop. It will open up once May leaves town. Get the Iron Spear for Klift for 880 gold. Go back to Saintheim Castle and enter the King's Room. Since you have the Thief's Key, you can pass through. Search the hangers for [30 Gold]. Drop off the cliff in Arena's room. Drop off the roof and enter the room locked by the blue door. Search the pot for a [Nut of Enchantment], and the hanger for a [Chimera's Wing]. Remember this place for later on. Go back to Freynoll, then head south past the cave. While coming here, stop by Tenpe and search the area behind the grave for a [Nut of Life]. Continue until you see a small shrine. This is the Saintheim Checkpoint. Although you can't pass through yet, remember this place, as soon you will be able to use this place. From the shrine, go west across the desert to find a tent. Enter here find the Desert Bazaar.

Desert Bazaar

- Item: [Horse Feces], [Medical Herb], [Seed of Strength]. This place is open only during this chapter, so don't miss out on anything. When Arena goes near the tent in the top left corner, a soldier will spot you. He tells the Princess to hurry and return to the Castle. Something has happened to the King. Return to Saintheim Castle by whatever means, and visit the King. Try talking to the king. It looks like he is trying to say something, but he is speechless. Talk to the minister, and he says he is trying to keep this a

secret from the other people in the castle. Then he says the old man Gon may know something. This Gon is living in the back garden room. Go to Arena's room, and jump off the cliff. Drop off the roof near the cat and enter the blue door room. Talk to Gon, and he will know of the situation that the king lost his voice. It's the end of this country! Sorry for being over dramatic. Then Gon says he has heard of the poet named Maroni. A while ago, this poet had a sore throat. Now he has the most beautiful voice in all the land. He may know something.

- This Maroni is the poet that lives in Salan Town. So now you know where to go next. He is on the second floor of the church. Talk to Maroni. Arena will ask how he has such a beautiful voice. Maroni says it is because of the Chirping Nectar, which is a medicine of the Elves. He says, one time, he found this nectar in the item shop of the Desert Bazaar. So now you know where to go next. Back at the Bazaar, in the large tent, get a [Seed of Quickness]. I mainly use this kinds of seeds on Arena, since toward the end of this chapter, she has to fight alone. When you look around the Bazaar, there is no sign of this special nectar. Talk to a old lady here and she will say that the shop used to have the item in question. Right now it is possible to get some of this if you visit the tower to the west. However, the difference now is that the tower has become a monster's nest, so it's best not to go near. You should know what to do now. Make all your preparations as necessary, then continue to the west of the Bazaar to find the Chirping Tower. Note that you must talk to the people listed above, otherwise the nectar won't appear inside the tower.

Chirping Tower

- About Level 12. If you have Burai's Hyadaruko spell, it makes the battles here easier. Since there is no boss here, don't worry too much about MP. Near the entrance, there is a prisoner who says he can't get inside since there is a locked door. He has heard that Elves came down to this tower. What is he going to do when finds that Elf? He won't say. The door on the right leads to an underground inn. Use it if you need to. Now open the large blue on the left side. Take the stairs up to the next floor. Go down, and take the open doorway on the left side. Go up to the stairs. Continue up and to the left to find two treasure boxes. The one on the left contains a [Seed of Strength], the one on the right has [1200 Gold]. Go back down the stairs and back to the starting point of that floor. This time go right then down past the statue of benevolence. Take the left hand corridor and follow it until you reach an upside down T section. Go left from there, then down and right to reach the stairs to the next room.

- On this floor and above, watch out for a group of four Dragon Butterflies. This is where Burai's Hyadaruko spell comes in handy. If you don't have that spell, then tough it out. Go upwards and go under the open door to the right. Continue until you see a chest. Get a [Chimera's Wing]. Go back down to the beginning of the floor. Now go left until you see a room with a large pit in the middle. Carefully walk along the edge in a clockwise motion. If you fall off, you will have to make your way back up here. On the next floor go to the left, then down to reach the path to the top floor. Here you will see two Elves around a flowerbed. When Arena approaches close, the Elves get scared since you are humans. Reese! Let's return! Reese says, yes sister. Reese drops some medicine but the other elf says forget about it, let's hurry and escape. The two fly off. Go up to the sparkling yellow patch. Search it to get the [Chirping Nectar]. Now use the Ru-ra spell or a Chimera's Wing to escape the tower. Since this is the top floor, there is no worry of bumping your head on the ceiling.

- Go back to Saintheim Castle and visit the king. Stand in front of the King and use the Chirping Nectar as an item. Now the king will regain his voice.

He says he saw a dreadful dream. A giant monster that will revive from the depths of Hell. A monster that will destroy all. At first, the king tried to keep this to himself. However, he has seen this same dream numerous times, so it makes him uneasy. He tried to tell the minister about this dream, and at that moment, his voice disappeared. The king wonders what is going on. He tells Arena that she is free to travel the world along with Klift and Burai. Now the next objective is to travel to the land of Endoll. You can exit out the "proper" way through front door from now on. Go to the Town of Freynoll. Head south past the cave. Enter the shrine you see. Now you can pass through since you have the King's approval. Take the travel door (which looks like a blue swirling cloud) and it will take you to the Endoll Checkpoint. Exit the shrine, then walk south to reach the Castle Town of Endoll.

Endoll Castle

- Items: [5 Gold], [Antidote Herb], [Silk Robe], [40 Gold], [Seed of Luck], [16 Gold]. There is a casino in the basement of inn. Play there if you want. When you're done exploring town, head north to the castle. The main attraction is the Endoll Martial Arts Tournament. First go visit the king of this castle. Without his permission, Arena cannot enter the tournament. The king wants Arena to win the tournament. If a woman were to win, she would be free. Apparently, there is someone named Death Pisaro that is making some noise around here. This Death Pisaro is the favorite to win the whole tournament. Items: [3 Gold], [Holy Water]. Treasure box [Nut of Life]. Take the side path on the outside of the castle. Follow the hallway and down the stairs. Go upwards to find the entrance to the coliseum. Talk to the soldier on the left. He will let you pass. Go up to the item shop and buy the Iron Claw for Arena and some Medical Herbs. If you are not ready to enter the tournament, exit through the door at the north end. If you are ready (about Level 14), then take the stairs upward.

Coliseum

- The Martial Arts Tournament. Here, Arena will have to face 5 opponents in a row. There is a chance to use a Medical Herb in between rounds. Only Death Pisaro has passed through and defeated 5 opponents, so Arena may face him in the finals. The first opponent is Mister Han. In this battle just have Arena -> Fight. No problem. You have a choice of whether or not to use a Medical Herb. It's up to you. The second opponent is Ragos. He will shoot a Crossbow. Have Arena -> Fight. He will go down in 5 turns or so. Ragos drops a Medical Herb. The third opponent will be Vivian. Although she looks like a bunny girl, she is really a guy (you will find that out if you invite her to the immigrant town in the fifth chapter). Vivian uses the Hyado spell, so have Arena -> Defend until Vivian runs out of MP. Then have Arena attack. Sometimes Vivian throws in the Gira spell. Once she's out of MP, she is vulnerable. Go in for the kill. Vivian also drops a Medical Herb. Recover HP if needed, then get ready for the next battle.

- The fourth opponent is Simon. He has high defense, so this battle may take some turns. Have Arena -> Fight, then use Medical Herbs in battle if needed. Simon drops a Medical Herb also. The fifth opponent is the Tongue Licker Man. This enemy splits into four images at the beginning of battle. Arena will have to pick the one she thinks is the real one. If she is right, the Tongue Licker Man will take damage. If not, then he takes no damage, and splits again, with a chance to change positions. On the first turn, I usually pick the second one from the right. That seems to have a good chance of hitting. After that, make your best guess as to which one is the real one. After victory, you have a choice to use a Herb, but there is no need to do that.

- Now it's the finals, against Death Pisaro begins. However, nobody shows up. The guards go looking for him, but they can't find him. Since he is not

here, Arena will win the tournament. Apparently, Pisaro had more important things to attend to. Now Arena will want to go home to Saintheim Castle to report the news to the king. Before going, spend all of your money on something like Casino Coins, since this chapter is almost over. When you exit Endoll Castle, a soldier will come out and say to return to Saintheim as quick as possible. The soldier then perishes at the spot. When you are ready, return to Saintheim. You will find that no one is here. Go to Arena's room and jump off the cliff. There is just one lone cat wandering about. Exit the castle to finish the chapter. What dream did the King of Saintheim see? Where did Death Pisaro go off? Where did the citizens of Saintheim go? To solve this puzzle, Arena sets off on another journey. End of Chapter 2.

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13. Chapter 3 - Toruneko, the Weapons Dealer
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Chapter 3 Walkthrough

Lakenaba Town

- Far north of the Town of Endoll, there is a small village named Lakenaba. A man named Toruneko lived here. Right now, he is being employed by other people, but Toruneko is saving up some money in order to become the world's best weapons dealer. That was his dream. The scene begins with Nene telling Toruneko to wake up. If he doesn't hurry, he could get scolded for being late. After he gets up, Nene will hand him some boxed lunch. She tells him not to stray, and go straight to the west. Search the hangers for a [Leather Hat]. Explore outside the house to find an [Antidote Herb]. Talk to the old man sitting above the item shop. Tom will say Toruneko came at the right time, and that he has a favor. Because of Tom's age, he has trouble walking to the church. Can you push me to the church? Say yes, then move Toruneko behind the man and start pushing. The church is to the left. After successfully pushing Tom to the church, he will give you about 10 gold. You can repeat this for money if desired, but there is a better way to gather money.

- Search the backside of the weapon shop to find a door. Enter and go to the second floor. Look inside a drawer to find a [Leather Shield]. Inside the inn, Toruneko finds a book titled, "A True and Dreadful Story". It reads, "One Traveling Merchant was in the middle of doing business. He lost his way during the night, and wandered into a forest. He came across an unknown village. All the people there seemed nice enough. They even offered a stranger like him to stay the night. The troubled merchant took this offer happily and stayed the night. Then the next morning, when he woke up, there was nothing but a barren wasteland. The village disappeared without a trace." Remember this story, as it will come into play soon.

- Now go to the little shop on the southwest corner of town. The boss of the shop will be waiting for you. He brings Toruneko inside. Here's where Toruneko gets to be a merchant, buying and selling weapons to customers. The boss will pay once the day is over. He will wait downstairs. Now some random customers will visit. They will ask if this is a Weapon Shop. Say yes. Show me what you're selling. Say yes. The customer will buy something, if they have enough gold. Some customers will sell stuff. In this case, buy the item from them. If it is a new weapon, it will get added to the list to be sold only once. However, if Toruneko buys that weapon for himself, the item

will still be there. The item to look for is the Wicked Breaking Sword. If you can get it from a customer, don't sell it to anyone else. Try to gather over 3500 gold so you can buy it yourself. During this selling phase, if the total sales reach 1000 gold, then the day is over. Toruneko will get 1/10 of the sales as pay, so it's usually about 100 gold.

- Now it is nighttime. Go back to your house. Search the pots nearby for a [Medical Herb]. You can see Poporoy (Toruneko's son) mumbling in his sleep. You can also see Poporo's drawings of cute animals inside the bookcase. Talk to Nene and Toruneko will go to sleep after a long day. The next day Nene will give Toruneko a fresh boxed lunch. However, if you still have the old one from the other day, she will replace it with a new one. Now go back to the shop to begin the buying and selling process again. Search the boss' room to find a [Seed of Strength]. In order to make 3500 gold, it is better to go out and fight monsters. This is a special chapter, in which even weak monsters can drop Iron Armors and Steel Swords. By selling this excess equipment, you can get 3500 gold real quick. However, right now Toruneko is weak. Try to buy a Holy Knife for 200 gold as a starting weapon. Now go out and fight enemies around town. Sometimes you may run into a traveling inn or such instead of monsters. Use these services if you need it.

- Once you have the Wicked Breaking Sword, you will be close to invincible in this chapter. After that, you can head to the Cave North of Lakenaba to get the Iron Vault, but for this walkthrough, I will save that for the fifth chapter. If you wait until then to get it, then the Iron Vault will lose it's properties, so it is just for item collection (that item will disappear after chapter three if you take it right now). Head south of Lakenaba to find a village in the woods. This is the Fox Prairie. Once inside, take the path leading north. Item: [Horse Feces], [Medical Herb], [Men's Underwear]. In this village, the merchant sells herbs for 8 gold and Steel Swords for 10 gold.

- Sounds like a deal, but when you buy it, this steel sword is really a Cypress Stick, so don't be fooled. By talking to the people around here, you hear some rumor of a fox that is masquerading as a human somewhere near here. In one house, you see a traveling architect, Don Garde. It looks like he has married and is living here. One merchant here is puzzled that the last time he came here, this village wasn't here. Talk to the leader of the village and he will ask if you are lost. Say yes, and he will ask if you will like to rest. Say yes again and take a nap. When Toruneko wakes up, the village is gone. Just a barren rough land as the surrounding background. This is what that book was talking about. Leave the village and continue south. Soon you will reach the Castle of Bonmole.

Bonmole Castle

- Since the bridge nearby is broken, just enter the castle. Buy a Chimera Wing from the item shop if you don't have one yet. Items: [Leather Shield], [70 Gold]. Enter the castle and talk to the guy on the bottom left corner. He says since they have a shortage in protectors, he will buy any defensive equipment you have. He can buy protectors for more than double the price it normally sells for. Use this place extensively to gather more gold. Talk to the King, and he will be impatient at the fact that Don Garde hasn't shown up. That architect was supposed to repair the bridge. Without him, the King can't setup an assault on Endoll, the country nearby. Now the next task for Toruneko to do is to find this Don Garde. Go to the basement jail behind the throne room. Be careful of the two guards that are patrolling the area. If they spot Toruneko, he will be kicked out. Try not to get spotted and go quickly to the jail on the far right. Talk to the prisoner through the jail bars. He will recognize Toruneko. He is the son of Tom. He promises not to do anything bad from now on. He asks Toruneko to buy a Chimera's Wing. Give

it to me! Say yes, and he will give you a reward if you come back to Lakenaba Town.

- Now make your way back to that town. Before leaving, talk to Prince Rick, who is sitting to the left of the throne room. He says he has a request for you. Visit the weapon shop area at night. While waiting for that, check the Protector Shop to find a [Nut of Life]. Walk around until it is night. Find Prince Rick inside the castle. He is near the church, above the Weapon Shop. Talk to Rick, and he says he wants you to visit Endoll Castle as soon as the bridge is fixed. Hand this letter to the Princess of Endoll. Receive the [Letter of the Prince].

- Visit Tom in Lakenaba Town. Go to the jail cell in the upper right corner of town. Talk to Tom's son, and he will give you the dog named Thomas. This dog is useful for Fox Hunting. There is a rumor of a fox hiding in the small village to the south. Go to the Fox Prairie. When Toruneko arrives at the village, Thomas will run off. It looks like he has sniffed out the fox. Go to the house in the north part of the village. Talk to the leader of the village, and he will say he is weak against dogs. Then the concentration begins to break. The village leader was really a fox in disguise. The fox gives up. He begs for you to let him go. Say yes. He gives Toruneko a Steel Armor. Then a guy named Don Garde comes up from behind. He wonders what happened. When he came to, the village was gone. Then he remembers what he was supposed to do. Don rushes to Bonmole Town. Follow him and talk to the King of Bonmole. He says Don Garde has finished repairing the bridge. Walk south across the new bridge. Soon a castle comes into view.

Endoll Castle

- This place looks familiar from the second chapter. Go talk to the king of this country. He asks if you would like to have permission to release a shop here in Endoll. Say yes, and he says he will consider it. Now go in front of Monica Princess and use the Letter from the Prince as an item. The letter says, "To my love, the Princess of Endoll, Monica. I have talked to my father about you. The days are passing by quickly. A dreadful thing is happening. My father is planning to attack your country, Endoll. Before that happens, I want to do something about it. Let your father know about this." Afterwards, the King of Endoll will give you a letter addressed to the King of Bonmole. Receive the [Letter of the King]. Make your way back to Bonmole Castle. Take this letter and use it as an item in front of the king. This letter reads, "My friend, the King of Bonmole. It is sudden, but please hear what I have to say. It seems my daughter Monica is seeing your son, Rick. I won't say now at this moment, but I want them to get married. From the King of Endoll." The King of Bonmole says if that happens, then his son Rick will become the next king of Endoll. That way, Bonmole wouldn't have to attack Endoll, and he can still have Endoll in his grasp. The next task for Toruneko is to buy his own shop in Endoll Town.

Endoll Town

- In this town, there is a shop for sale. It is located in the bottom left corner of town, just before the church. Talk to the old man on the second floor. He says that the shop below is not closed, but it is really for sale. He wants to take the money and live in peace. However, he needs permission from the King to sell it, and he needs someone willing to buy it. Neither have come true yet. Go talk to the King of Endoll. He will already know about Bonmole's situation. Now the king will allow Toruneko to have his own shop. Go back to the old man selling the shop. His asking price is 35,000 Gold. The next task is for Toruneko to gather this much gold. In the upper right corner of town, there is a mansion. A man here will buy the Silver Goddess Statue for 25,000 Gold. However, in this walkthrough, I'll gather 35,000 Gold the hard way, since I want to save that item and others for

Chapter 5. Use Bonmole's Protector buyer to gather up gold. This will take a while, but if the monster drop lots of Iron Armors, then it won't be that long.

- In front of the church, there is a soldier that you can hire. A guy named Scott will temporary join the party for 5 days if you will give him 400 gold. On the second floor of the inn, a bard named Laurence will join the party temporarily for 5 days for 600 gold. Use them if you want, but I didn't need their help this time around. Also, the casino is not yet open, but you can find Ryan here from Chapter 1. Ryan says the person he is looking for may have participated in the Martial Arts Tournament. However that tournament is already over and this casino is temporarily shut down.

- Once you have enough money, pay the 35,000 gold to the old man to buy your own shop. Once this happens, Toruneko brings his family over to the newly bought shop. Nene is happy, like a dream coming true. Now with Nene able to buy articles, you can make some money real fast. Buy some more Wicked Braking Swords from the Lakenaba Shop (3500 gold a piece). Take these swords, and sell them to Nene (she only operates at daytime). She will sell that sword for over 5250 gold. Now go behind the counter and talk to Nene. Toruneko will rest. Talk to Nene, then she will give you the sales from yesterday. Now repeat this until you are rich. Laugh all the way to the bank.

- When you are done with that, go talk to the King of Endoll. He will congratulate Toruneko for getting his own shop. Now he will ask of you for something. The castle's soldiers are gathering weapons and protectors. There are some people downstairs that are taking orders. He wants 6 Steel Swords and 6 Iron Armors. For more information, talk to the soldier leader downstairs. Go downstairs and go to the room on the upper right of the stairs. The soldier leader will ask if you brought the goods. If you have the required goods, say yes and Toruneko will automatically hand over the goods. The soldier will say how many left until completion. In the original Famicom version, Toruneko had to get 7 of both the Steel Sword and Iron Armor. The reason for gathering this many equipment is for getting 60,000 gold. That is the price needed to complete the tunnel east of Endoll. Go there to find an old man. He has dreams of getting a ship so he can gather the world's treasures. However he is out of money and his age is getting to him. If he had 60,000 gold, construction can resume. How about it? Will you make my dream come true? If you have enough money, say yes.

- If you don't have enough, then gather the necessary amount either by yourself, or by gathering the 6 Steel Swords and 6 Iron Armors and giving it to the soldier leader in Endoll. The soldier will give you 60,000 gold after that is accomplished. Since monsters have a good chance of dropping these items, it shouldn't take that long. Once you get enough money, go to the cave east of Endoll. Give the man the money, then go back to Endoll. Spend a few days and nights fighting some monsters. Go back to your house and talk to Nene from the back of the counter. She says the casino just opened. Visit the Casino, then go back and talk to Nene. She says the cave just opened. She asks if Toruneko wants to continue the journey. Say yes, and she will let you go on. Before going on, buy at least 10 Wicked Breaking Swords from the Lakenaba Weapon Shop. This is to bring into chapter 5. Now spend the rest of your gold on casino coins. The coins are 200 gold for 1 coin. When you are ready, enter the cave east of Endoll. Walk through the completed cave to end the chapter. Toruneko continues the journey to find the legendary weapon. His dream is to get every weapon and make the best weapon shop in the world.
End of Chapter 3.

Chapter 4 Walkthrough

Monbarbara

- The story that is about to begin. It is a story of a pair of beautiful sisters that are on a journey to find their father's killer. The older sister Manya is a dancer. The younger sister Minea is a Fortune Teller. The story begins in Monbarbara, the town of singing and dancing. Now you see Manya performing her dance in front of the crowd. After she is done, she makes her way backstage. Minea asks if Manya saw what they were looking for. Manya says no, today there wasn't any good men out there. Minea says, wrong! We're talking about Balzack, the very same Balzack who killed their father. Manya corrects herself and says too bad Balzack wasn't in the crowd. Then the Chairman interrupts them and tells them not to get so down. If they continued their journey, they would eventually find what they were looking for. He hands over 100 Gold. He says he won't stop them from avenging the killer of their father. The chairman tells the sisters to rest and depart in the morning.

- The next morning, Minea wakes up Manya. Now walk around and explore the place. Item: [Medical Herb], [Traveler's Clothes], [20 Gold], [Leather Hat], [5 Gold]. Now go to the stage area where the customers sat and watched the dance. Search the top row pillars, between the 1st and 2nd pillars from the left to discover [80 Gold]. Search near the chairman to get a [Seed of Strength] and a [Silk Robe]. Now go to the weapon and protector shop to sell some of the goods you just found. Sell the Traveler's Clothes, Silk Robe, and the Dancer's Clothes (Manya's starting equipment). You should have 639 Gold right now. Buy a Leather Dress, and Crossbow for Manya. This should make the beginning battles easier. Go outside and fight some monsters. When you get to battle, notice that the music is different than the normal battle music. It has a more gypsy flavor than the usual tune.

- When it is nighttime, visit Monbarbara again. Search around town. It has changed dramatically compared to the daytime. Visit the inn and now you can enter the room with the well (The priest blocked the way in the daytime). Talk to the bunny girl, and she (her name is Linda) says to please let her go. She doesn't want to go to the castle. Linda has heard rumors about Kingleo Castle, and the revolution that has occurred there. The King was murdered because of that. Now the new King of Kingleo Castle has begun terrible experiments using alchemy. Visit the Bar on the left side of town. It is open only at night. On the second floor, search the hangers for an [Antidote Herb]. In the middle room, talk to the dancer and she will say that this room is the "Puff-puff Room", but keep it a secret! (You can visit here in Chapter 5 if you bring one male character at night and get some puff-puff action). Yeah! When you are done with this little bit of excitement, exit town and head north to reach a secluded village.

Village of Kohmiz

- This is the home of the sisters. As a result, they can use the inn for free. Talking to the people, it seems like the name Edgan keeps coming up. That is the name of Minea and Manya's father. Items: [Leather Shield]. Even though Edgan is gone, the dog in this town still remembers the sisters. The dog is named Pester. Visit the Alchemist Edgan's house. Pick up a [Nut of

Enchantment] and [35 Gold]. Go to the back of the house and search in front of Edgan's grave to pick up a [Nut of Life]. When you reach about Level 6, then you are ready to explore the Cave to the West.

Cave West of Kohmiz

- At the entrance, it is a one-path road, so follow it. Talk to the merchant here. He will wonder if you're here looking for the Jewel of Silence. He says to give up on that. He came here from Monbarbara; however he can't find the stairs downward. Note: Make sure to meet the Stone Puppet and Familiar Spirit monsters here. This is the only time to meet them, so don't miss them if you're looking to complete the Monster Notebook. These two monsters won't appear in Chapter 5!

- Walk left past the merchant. Go upward at the lake area. Open the box for a [Chimera's Wing]. Go a little down, then take the right hand path. Continue until you see a strange device. This is the elevator. Step on the symbol to go down to the next floor. On this floor, go down, then left. Take the bottom left path and follow it to reach a treasure box. Pick up [240 Gold]. Go back and take the upper path and take the elevator down to the next floor. Go to the right, then down around the huge underground lake. Take the bridge across to the left and talk to the guy that is standing there. You find out it is Orin, who is another student of Edgan's. He will find out the purpose of the sister's travels. He is looking for Edgan's killer also.

- Orin was waiting here in order to heal his wounds. The rumor that has spread around was that Balzack sold his soul to the devil in order to gain tremendous power. However, if the Jewel of Silence were to be used, it can seal Balzack's powers. Orin will join the party. This makes the battles easier. The next task is to look for this Jewel of Silence. That item is rests in this very cave, but it is off on another path. That item is not necessary to clear this chapter, but it does make things easier. Open the treasure box nearby to get the [Lamp of Darkness]. Use this to change day to night as many times as you want.

- Now go back the way you came. After taking the elevator up, go to the room with the small lake. Take the bottom right path. Take the little path off to the right to pick up a [Nut of Life]. Continue downward to reach another elevator. Take this down to the next floor. Continue walking to the right to find yet another elevator. You will be on the same floor where you find Orin, but in a different sector. Walk to the left to find a treasure box on a pedestal. Open it to find the [Jewel of Silence]. Use this item in battle for the Mahoto-n spell effect. It can seal monster's magic, and it can be used as many times as you want. However, this item disappears when you get to Chapter 5. It is possible to ignore picking this item up until Chapter 5, but this makes the battle against Balzack much more difficult, since he uses the Behoma spell to heal himself. It's much easier if you take this item right now. After that, make your way out of the cave. If you can, come back here after recovering HP and MP to gain some levels. When you reach about Level 11, you can visit the area east of Kohmiz.

Havalia Area

- Head to the northwest to reach Kingleo Castle. There are several red doors here that Orin can force open. Items: [200 Gold], [Dancer's Clothes]. As you look around, you may notice something strange. The King's Throne Room is nowhere to be found. According to the information gathered from the people here, the new king is extremely cautious. There are rumors of a secret throne room somewhere in this castle. Also it looks as though only the Minister knows the whereabouts of the king's room. However, all the minister does is tell you to get out, or be thrown in jail. Continue to gather information here and you will find out that the Minister is really a coward. If some

loud noise were to echo near the Minister's room, he would get scared and run off to tell the king. At this point, there is nothing you can do, so leave the castle and head north to reach the town of Havalia.

Havalia Town

- Use this place to prepare for the upcoming dungeon by buying some of the equipment here. Items: [Medical Herb], [15 Gold]. This town has a ship leaving to Endoll Town. With no ticket however, the sisters can't board just yet. In the basement jail, a prisoner claims he did no wrong. All he did was explode some gunpowder beside the Minister's Room in Kingleo Castle. If you are wondering where to get this gunpowder, he says long ago, he was at the Mines of Attemuto. That's where he got his hands on that stuff. By now, you should know what the next objective is. Head west of Havalia Town. You should reach a small shrine. This is the Promontory Inform Place. This mysterious place has an alter with one big flame surrounded by seven smaller flames.

- This flame is really showing the Hero and the seven guided ones from the other chapters. Talk to the nun farther inside to learn this holy place is where the gods come to inform. The fortuneteller Minea can already see it, the person they are looking to avenge is being protected by a huge force of darkness. However, it is not time to panic. The sisters are protected by a force of light. Right now there is a slender, small light, but piece by piece, the light will be guided into a larger power. When they are lost in a path of despair, for sure that is the time when the true journey begins. Once you are done with business here, continue west to reach the Mining town.

Town of Attemuto

- About Level 14. Having Manya's Begirama spell helps tremendously around here. This town was once a prospering mining town. Now it is a place unfit to live. From the depths of the mine, some strange gas has emitted. People have been falling over left and right. Monsters have accompanied this poison gas as well. An old man laying in a bed says that he is a gunpowder making master, but Kingleo Castle has forbidden the making of that powder. If you want some of that powder, there may be some left inside the mine. He says you're free to take it. Items: [Medical Herb], [Leather Helmet], [Holy Water.] After that, go to the building on the upper right. Go through it to reach the entrance to the mine. On the upper left area, you can search the corpse to find a letter that is gripped in the hands. "Father, you've returned quickly. My younger brother Pippen is also lonely. This time we will meet you together." This refers to Luna and Pippen, who you can find in Havalia Town at night, inside the inn.

- Now enter the mine of Attemuto. The monsters here have gotten stronger. Go up, and at the T intersection, go right. Search the pot nearby to find an [Nut of Enchantment]. Continue to go up, then to the right. Go up, then take a right at the next intersection. Take a left to find a treasure box. Open it to get the [Silver Tarrot]. This is for Minea use. Go to the right to find the stairs down to the next floor. Once there, go up, then take a left to reach an area with four graves. The guy nearby says a lot of his friends have perished. He is thinking about leaving this town... cough... cough... Search the second grave from the right to find a [Nut of Life].

- Against the enemies here, use Minea's Rariho- spell to put them to sleep. This makes the battles easier. Go back to the intersection and go a little right, then up. At the next intersection, go left to find some barrels. Search them for [50 Gold]. Go back to the right to find the stairs down. In this room, you see two people digging the wall. One of them says if you want some gunpowder, then open the nearby treasure chest. It looks like the only use for that pot is to make a loud bang, for a flashy effect. The other

hobbit guy says he will continue to dig even if there are monsters coming out. He will dig until money comes out. Now take the chest nearby for the [Gunpowder Jar]. With this item, you are ready to move on with the story. Before doing so, make any preparations as you see fit, as a boss battle is coming up shortly.

Kingleo Castle

- When you are ready, go to Kingleo Castle. Go to the small depression to the left of the Minister's room. Use the Gunpowder Jar as an item here. The minister will get startled by the noise, and run off. Follow him, and you will see him open a secret passageway by pushing a button on the wall. After he leaves, search the wall to find a button. Say yes when it asks if you like to push that button. Enter the secret door to find the hidden King's Throne Room. Talk to the king, and he will say, "Oh, that's Edgan's daughters. You have come to avenge your father, yes? I am Balzack. Your father Edgan accidentally discovered the 'Secret Ways of Evolution'. What was he thinking when he buried that into the darkness? Don't you think that's foolish? If one were to have that 'Secret Ways of Evolution', then they could become the King of the World. Take a good look at my power! This excellent, evolved body!" Balzack changes into a beast and attacks.

- This Balzack has a natural recovery of 20 HP. He can heal about that much Hit Point at the end of each turn, so you must do over 20 damage per turn in order to beat him. Also, when Balzack gets low on HP, he casts the Behoma Spell to fully recover. First, use the Jewel of Silence as an item. This will seal his spells for about 6 turns. Now use Manya -> Rukani to lower Balzack's defense. Now just have everyone attack with weapons. Balzack has high spell resistance, so some attack spells won't connect. Remember to use the Jewel of Silence again around the fifth turn or so to seal his magic again. Use Minea -> Behoimi for healing. Keep this up and victory will be yours.

- After that boss battle, you hear someone saying that Balzack has failed. The lion statue in the back of the throne turns into a huge lion monster. He says Balzack is not fit to rule this country. That, and the fact it wouldn't make Death Pisaro satisfied. Balzack tells Kingleo to keep this a secret from Death Pisaro. Kingleo says, Balzack still has a use. Then he tells the sisters that he is the real successor to this country. Now Kingleo attacks. Kingleo has 1000 HP, natural recovery of 100 HP, high resistance to most spells, and high attack power. Basically, this Kingleo is unbeatable, so just meekly lose. It's pretty easy to annihilated, but it is necessary to continue with the story.

- The sisters wake up to someone calling them. Talk to the old man sleeping inside the cell. You find out he is the former king of this castle. To the outside world, he is already dead. The one you just fought against was his son. However his son sold his soul to the devil. Right now you cannot beat him. The best thing to do now is to leave this country, and accumulate more power. In the interior room, there is a box that contains a boarding pass. Take it. Then, someday you can get this country back to it's righteous path. I'm counting on you. Search the nearby pots to find a [Seed of Strength]. Throw out the barrels and pots to find a pathway out. In the next room, open the treasure box to get the [Boarding Pass].

- With this item, the sisters can board the ship in Havaliala. Follow the path to reach the exit. When you exit, a soldier will ask where you came from. Orin will hold off the soldiers, so now is your chance to make your escape. The soldiers will call for backup, due to the jailbreak. Escape Kingleo Castle and go to Havaliala Town. Now buy some Poison Needles (1300 gold a piece) to reduce your gold supply. This chapter is nearing it's end. The

Hero will meet up with the sisters pretty early on, so bring some items with you.

- Go to the harbor in the north end of town. Talk to the sailor blocking the ship. He will let you board the ship, now that you have the ticket. Search the ship to find a [Nut of Enchantment]. Make any last minute shopping if needed before move forward. When you are ready, talk to everybody on board the ship to trigger the next event. The sisters find out that this ship is headed to Endoll Town. In the basement, you see Luna and Pippen on board. She won't tell Pippen about their father. One of the merchants here will mention he is celebrating the fact that Toruneko, his friend, has opened his own store in Endoll. He is going to visit Toruneko. When you are done with chatting with everyone, talk to the captain of the ship. He says when this ship leaves, there is no turning back. Are you ready to leave? Say yes if you are ready. Then the captain tells the sailor to raise the anchor, it's time to depart. This is how Manya and Minea left their hometown, with some unfinished business left behind. What could this slender, small light be in order to help them? In order to find this light, the two sisters begin to travel once again. End of Chapter 4.

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15. Chapter 5 - The Guided Ones
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15a. Beginning to Aneil Town

Chapter 5 walkthrough

Village In the Heart of the Mountains

- This is where the real story begins. The story continues off from the prologue. There is a nameless village far to the east of Endoll, deep in the mountains. For the people who live here, they live a secluded life everyday, never going out, never letting any strangers in. The villagers know nothing more, for people other than the ones from this village don't even know the existence of such a village. Then... Your mother tells you to bring this boxed lunch over to your father, who is fishing at the pond. Then she reminds you to greet everyone in the village if you run across them.

- Go to the inn of the village. You will see a silver haired man standing in one of the rooms. Talk to the innkeeper, and he says that last night, a traveling bard was lost and found this place. He broke the village law and helped this wanderer. He hopes this doesn't create the seed of calamity... Talk to the silver haired man (It is really Pisaro...). He claims he is a traveling bard (lie) that got lost on a mountain path (lie) and found this village. He is surprised to find a village this deep in the mountains. (Pisaro is really planning to attack this place). Now go find your father by the pond. He will take the lunch from you. He tells you that you're 17 years old now, it's about time to join the adult ranks. No matter what happens, live strong. Walk south from here to see Cynthia sunbathing in a field of flowers. Talk to her and she will say good morning. She is relaxed when resting like this. She wonders if they can stay like this after they grow up. Lately, she has seen a dream. A dream of her and the Hero living in happiness in this village. She likes this place, as well as the Hero. We'll be together always.

- After you are done talking with everyone in the village, go back to your house and talk to your mother. She asks if you want lunch. Say yes. She will tell you to wait a moment. Before she can move though, someone is screaming a distress call. A merchant comes rushing inside and informs that monsters have discovered this village. The mother tells the informer to run, don't worry about us. He will take the Hero to a safe place. A soldier will say they will hold off the enemy. Cynthia will say if something should happen to the Hero, then... Just hide. Soon she will go also. One guy gets frustrated that the monsters found this place. If they had a little more time, he could raise a fine Hero. The father says, now the time has come. He never told you this, but he and his wife are not your true parents. He would like to explain more thoroughly, but there is no time. The teacher leads you to the basement warehouse. The farmer there says they must fight against the monsters. The teacher puts you in a secret room.

- He says to listen carefully. The monsters are looking for the Hero's life. To the eyes of the monsters, the Hero is an eyesore. The Hero has a secret power. Someday, for sure, that power will grow strong enough to defeat any evil. However, you are weak right now. It is best to run to stay alive. Then he will give you a large bag (to store items) and a Monster Notebook (for recording the type of monsters that are encountered). He leaves to fight the enemies. The village takes a heavy blow from the invasion. The next thing you know, Cynthia walks in. She says it was fun; all the times they had together. It's alright, she will make sure the monsters don't get to you. Cynthia casts the Moshasu spell.

- She transforms into the split image of the Hero. Then Cynthia says goodbye. The attack continues. Then you hear some voices outside. It's coming from the monsters. They are calling to Death Pisaro. They report that the Hero is dead (It's really Cynthia in disguise). Death Pisaro says good work, he has a reward for their deeds. Pisaro orders everyone to retreat. Now you can move. Climb up the stairs to find the village in ruins. Poison marshes are scattered about the ground. Fire is licking the remains of the buildings. Not a sign of life left. Search the area where Cynthia used to be sleeping to find a [Feather Hat]. Exit the village and walk south to find the Lumberjack's Hut. Items: [Medical Herb], [50 Gold], [Leather Armor]. Although the guy in here tells you to get lost, he is actually pretty nice. He lets you sleep here for free. Use this place to gather some Levels. You have to leave the room and come back the first time to make the guy generous. Search in front of the grave to find a [Nut of Life].

Branka Castle

- Walk south of the hut to find this place. At the entrance, you see a party of four adventurers heading out. Since they are at the limit, the Hero can't join their party. Items: [Clothes], [20 Gold]. This castle you really don't need to visit. At this point you can go east of the castle, but since the enemies get stronger immediately over there, it is best to go west from Branka. It should be all right around Level 3 or so. Go west from the castle to find a large cave. This is the tunnel Toruneko built in chapter 3. It connects the continents of Endoll and Branka together. When you reach the other side, continue west to reach Endoll Castle.

Endoll Castle

- The main event going on here is the marriage of Prince Rick and Princess Monica (from chapter 3 also). If you go to the coliseum, you can witness it yourself. Go to the area in front of the church to find a soldier in conversation with a fortuneteller. You find out it is Minea from chapter 4. She asks for 10 Gold for a fortune telling session (she actually won't take the money from you once she discovers who you are). She can predict the future of the Hero. Minea says she sees seven lights surrounding the Hero.

It is still small, but eventually they are guided into one big light... Wait a second, you must be the Hero! She has been looking for you. The one with the power to drive out evil. She says along with her older sister Manya, they are the ones to go up against evil. There are others in the world who carry the same fate on their backs. Although she doesn't know exactly who they are, they need to bring their powers together in order to stop the revival of the 'Emperor of Hell'. The Hero will be the guide for all of them. Now Minea joins the party. Then she mentions how Manya must be gambling away at the casino again.

- Go to the inn and down the stairs to reach the casino. As Minea predicted, you find Manya playing at one of the slots (if you tried to talk to Manya before getting Minea, then Manya just ignores you). Talk to her, and Manya says don't bother me. Minea tells her that she knew Manya would be here. Minea gets pissed off since Manya takes the money made from the fortunetelling, and puts it all on the line by using it for the casino. Because of that, the sisters are always poor. Manya says sorry and asks who the other person is, pointing to the Hero. Minea says it is the Hero they were looking for. Manya says great timing, and she joins the party.

- Both sisters have their status and items from chapter 4. Go sell some extra Poison Needles for some money. Set up your member's tactics for AI right now. Since the two sisters are probably more powerful than the Hero at this point, let them do the fighting. The Hero will grow in time. Note that you will find the past chapter's characters in the opposite order. They will join in the order of chapter 4, 3, 2, and 1, so getting Ryan will take awhile. Also, if you put Minea and Manya in the first two positions, then you will get the Chapter 4 theme music for field and battle situation. For now it is only the battle music, since you don't have all 8 people yet. With the two sisters, the battles are easier.

Cave North of Lakenaba

- Now we will go back and explore the past dungeons that I passed up on during chapter 3. Go to the northeast of Endoll Castle. Continue upwards past Bonmole, past the Fox Prairie, and go to the cave north of Lakenaba Town. Once inside, go to the left to find the stairs to the next floor. Head to the right to find a wall with a button on it. Push it (say yes) and the water will flood out, pushing the party up to the next floor. Go to the single set of stairs you see nearby. Go to the left and open the treasure box for a [Chain Sickle]. Go back and push the button again on the stone wall to let the water out. After falling down, go up and take a left at the T-shaped intersection (the right side takes you to the area you were just before falling down). On the next floor, go up and to the left. Go down the stairs nearby to find a rowdy person wandering about. He is looking for the Iron Vault. He has a feeling that rolling rock is suspicious. You might say he is here to get that treasure.

- Go back up the stairs. Go to the left to see a large boulder stuck between two small pillars. Walk in front of that to activate a little trap. When you go down, the boulder is released and it follows you. Go down, then take the right path to cause the boulder to follow you. Walk to the right, down, then to the left back onto the main path. Go a little up and wait. The boulder will follow you, all the way until it reaches the main path. If you fail, try again. The boulder should cover the pit on the left hand path. Now cross the newly formed bridge to reach the next room.

- Here, take the small rock you see nearby and push it to the left, then up. Now you see the Iron Vault. Take it and trap will trigger. The door behind you will close shut. The switch on the door was held down by the weight of the vault. So take the little rock you brought into the room and push it over

the switch. Now you can escape. Note that this vault has no effect anymore. It used to be able to prevent the half gold loss when your party was wiped out. Used to, being the past tense. In chapter 5, this is a useless item. The only bonus I see, is that you get the title 'Smart Player'. Walk your way out of the cave.

Silver Goddess Statue Cave

- Now we will go to the other cave left over from chapter 3. Go back to Endoll and head north past the cave to Branka. Soon you will reach a cave surrounded by a small marsh. Once inside, go up to reach a wide room with a raft to the right. Take this raft and maneuver it around the narrow passage and drop down the waterfall. After making a splash, continue to the left, then up to reach land. Go to the right to find a treasure box. Open for a [Chimera's Wing]. Look nearby for a guy who is puzzled at the steep cliffs that prevent him from reaching the treasure. Continue to the right, then go to the bottom right area to find the stairs leading upward. On this floor, go up across the bridge, then left across another bridge.

- Go up across a third bridge. Step on the small switch on the floor. It will ask if you will push it. Say yes, then this will cause the water from this floor to drain to the floor below. Go back the way you came, and you will see the first bridge is down, since the water level held that bridge up. Go up to see a slope leading to the lower part of the floor. Since the water is gone, now you can explore. Take the nearby treasure for a [Iron Lance]. Go back across the bridge and find another slope down. Open the nearby chest to get [760 Gold]. Go a little up to find a group of four pots. Get a [Chimera's Wing] and an [Antidote Herb]. Head left, under the arch of the bridge, then go up to find a [Holy Lance].

- Go to the stairs nearby leading up if you want to leave the cave. Take the stairs going down to continue exploring. Take the raft and head to the right. Open the chest for an [Iron Armor]. Continue to the right to find a [Steel Sword]. This will save money for the Hero's equipment. Go to the right for more treasure. However, these boxes are empty, so you don't have to get them. Now go to the island on the top right, the one with four statues. On the next floor, pick up the [Silver Goddess Statue]. In Chapter 3, you can sell this item for 25,000 gold, but in Chapter 5, this is just a collector's item. Now you can leave the cave. Go around Bonmole, Lakenaba, and Endoll to find and buy some equipment for the Hero. Hopefully, the Hero has become more powerful now, about Level 10 or 11. When you are ready, go back to Branka Castle via the tunnel east of Endoll. Go further east to reach the Desert Inn.

Desert Inn

- This is a rest point for adventurers seeking to cross the vast desert to the south. However, without a horse carriage, or wagon, it would be dangerous to do so. The problem is that the owner of the wagon is suspicious of everyone. A while ago, he (later known as Hoffman) went with a friend to the cave to the east. He returned on the back of Patricia all bloodied up. He stopped trusting people after that. He wouldn't say what happened in that cave. Talk to Hoffman himself and he will refuse to give the horse wagon over to you. He says to go away. Say no to the question, and he says you're persistent, at least hear what he has to say. Long ago, Hoffman used to travel like you are now. He heard some rumors of the world's greatest treasure hiding inside of some cave. With another friend, they went inside that cave. However, Hoffman got mad since his friend betrayed him. This causes Hoffman to stir up some bad memories, so he tells you to go away. Search the place for [Boxed Lunch], [15 Gold]. It is time to investigate the cave that Hoffman was talking about. Go further east from this and cross some bridges to find the Cave of Betrayal.

Cave of Betrayal

- Go upward to see a cracked wall. Push against it to make it crumble away. Continue walking the simple path until you reach a steel door. When you pass through, Minea and Manya will fall into the pit, while the Hero jumps away at the last second. Since the Hero alone can't open the steel door alone, go down the nearby staircase. Here you will see Minea and Manya run off to the path on the left. Follow them to a dead end. Talk to either one of them, and Manya will be relieved you came. Minea says they thought the Hero must be looking for them, so they waited. Manya agrees, saying they waited a long time. Minea says you're going to hell for that. Fight against two Tongue Licker monsters.

- Just attack with your weapon to defeat them. If the monster casts the Manusa spell to blind you, use the Mera spell to attack. They shouldn't be too hard if you prepared with some good equipment. After victory, the Hero will fall into a pit. Now you see Minea and Manya being chased by some monsters (hopefully they are the real sisters). Talk to them, and Manya says where were you? Fighting some impostors alone? Then Minea says the monsters around here can suck the blood out of the opponent. The opponent is not them, but it's you! It turns out these sisters were impostors again. Fight! Now the battle is against 2 Betrayal Youngsters and 2 Blood Sucking Bats. First have the Hero -> Fight against the bats since they are annoying. Once the bats are gone, focus the assault on the remaining Betrayal Youngsters. Use Behoimi if the Hero's HP gets low. Their fireball breath attack should not be a problem if you equip the Iron Shield. After victory, take the stairs in the upper right corner of the room. Make your way to the point where you see Minea and Manya again.

- Talk to them and Manya will say, you thought I was going to say thanks for rescuing me, right? Now Manya will think the Hero is an imposter, so she is ready to attack, but Minea stops her. Minea says, this Hero is the real one. Manya has doubts, so she poses a question for you. The real Hero should know the answer to this one. She asks, "In Endoll's Casino, it is Minea who spent tons of money there. Is that right?" Say no to the question (the answer is Manya, not Minea). Manya says that is correct. She believes it is the Real Hero. Minea is sorry for doubting you. The sisters faced many impostors of the Hero, just like you did. Now you start to see the reason for Hoffman's predicament. He must have gotten tricked the way you just saw.

- The sisters rejoin the party. Go up and take the stairs closer to the bottom edge. Go down and open the steel door. Open another set of steel doors. Continue going further down the stairs until you see a huge room with many cracked walls. Just walk right through them to make them crumble. Make your way to the center. It's a little hard to see, (you can rotate the camera only 45-degrees here) there is one entrance on the topside of the center block. Walk downwards there to enter the secret chamber. Open the treasure box to get the [Heart of Trust]. This is the cave's biggest treasure. Now walk out of the cave and return to the Desert Inn.

- Talk to Hoffman. He asks what is that jewel you are holding? The Hero gives the Heart of Trust to Hoffman. Just looking at the Jewel makes his heart feel washed clean. He asks where you found this treasure. What! That Cave! How ironic, that's the place where his friend betrayed him. That place also had this treasure hidden inside. Wait a moment, if he had trusted his friend back then, then it could have been a different outcome. Hoffman continues to say that cave is a place of trials, a place to test the belief in the heart. The most important treasure there was to believe in the human heart. Hoffman says he was wrong. He decides to trust you now. He wants to join, along with the horse wagon. With Hoffman and the wagon, now you are ready to cross the desert to the south. The horse's name is Patricia.

15b. Aneil Town to Arena Joining

- The next objective is to cross the desert to the south, then get closer in obtaining the ship. Note that Hoffman will act on his own in battle, so you cannot control his actions. Cross the desert by exiting the desert inn from the south end. Head south, then a little to the east. Soon an opening in the mountains will come into view. Go through there and soon you will reach a town.

Town of Aneil

- This town is famous for its hot springs. Items: [Seed of Quickness], [50 Gold], [Antidote Herb], [Leather Shield]. Inside a drawer in the hot springs, there is a [#02 Small Medal]. In this town, there was a great warrior named Rivast. He had a magnificent armor, which is on display at the church. However, it seems like it was switched out with a regular armor. At night, you can visit the church to see it for yourself. Search in front of Rivast's grave to find a [Seed of Strength]. At night in the church, you can see a shining armor, but it is a fake. Rivast's real armor was the Sky Armor.

- Nearby, there is a book titled, "In Search of the Magic Staff, Chapter 1". It reads, "My name is Madorue, from the town of Lakenaba. I am a magician. Right now I have thrown away my hometown and is working for the King of Saintheim. This notebook is written under the orders by the King of Saintheim. It is a record of my personal experiences during this travel to find a magic staff. Since it is a bit too personal, I will be careful so that the people of Saintheim would not know." There are more chapters to this book later on in the game. Also at night, you can find Rivast's spirit standing in front of his grave. Indeed the great warrior's armor was the Sky Armor. However, that armor got stolen. He asks you to find that lost armor. Then his spirit disappears. When you are done here, continue traveling south of this town.

Konanberry Town

- Soon you will reach the port town of Konanberry. Items: [#03 Small Medal], [Traveler's Clothes], [15 Gold], [Seed of Strength], [#04 Small Medal]. Inside the ships, they have [Men's Underwear], [#05 Small Medal] - Limited time only. Get them before clearing the Great Lighthouse. [Holy Water], [Antidote Herb]. In this town, you hear about Toruneko and how he wants to buy the ship here, so he can travel farther south. The problem is that monsters have moved into the Great Lighthouse to the east. Without the light from there, the ships cannot depart from the harbor. Your next task is to rid the monsters of the lighthouse and restore the light there so the ships can leave.

- In one of the houses to the left of the inn, there is a book titled, "In Search of the Magic Staff, Chapter 2". It reads, "I'm the Magician Madorue. Under the order of the King of Saintheim, I'm searching the world for a magic staff. Why am I doing this? That's the King's hobby, his dissipation. I don't want to say anything bad about the leader, after all it is a period of peace. I don't know what to think when kings get caught up in their hobbies. Okay, it's time to get to work. The rumors of a magic staff are saying go west of my hometown. Until now, I was wasting a lot of time. I hope I can find this magic staff..." When you're done here, move on. Walk east of Konanberry to find the Great Lighthouse. If you are brave, try walking all the way east to the tip of the island. Here, real powerful enemies can appear here like Hanbaba, Bone Knight, and Dragonit. These enemies are too powerful at this point in the game, but if you can win, you can get lots of experience points and gold.

Great Lighthouse

- About Level 14 for the Hero. Once inside, you notice it is dark inside, due to the flames of darkness. Go either left or right, it doesn't matter since they end up at the same place. Enter the large room in the middle. Search the treasure boxes for [400 Gold], (rotate the camera) [Seed of Luck]. Go upwards to see Toruneko near the stairs. Get near, then Toruneko will say you came at a good time. The reason he came here is to extinguish the evil flame that's burning in this lighthouse. The monsters here are strong, so Toruneko can't advance any further. He asks you if you can erase the evil flame instead of himself. Say yes, and he will be thankful. He says a while ago, the Saint Fire used to burn here.

- That Saint Pilot Light is still somewhere in this tower. If that Saint Pilot Light is used, then the evil light should be erased. He asks if you would like to hear his speech again. I said no. Then Toruneko says he will wait at the Harbor Town (Konanberry). Climb the stairs to the next floor. Go to the left to find a box with a [Small Medal]. Go to the bottom left side to find a staircase leading up. Continue upwards to find a box with the [Magic Holy Water]. Go back down to the second floor. Head to the bottom right section to find a path to another treasure box. Get a [Seed of Strength]. Go to the middle part of the room to continue on.

- Be careful of the pits on the floor, and go right. Now you will see a monster, a mini demon type monster. Talk to the demon, and he will wonder where Toruneko went. He heard Toruneko would come here, so he is here waiting to ambush him, and have him for lunch. He finds out Toruneko returned to the harbor town. He has no interest in you, he wants Toruneko. The monster uses the Ru-ra spell to give chase. However, the monster bumps his head on the ceiling. The monster is now unconscious. Remember that if you want to use the Ru-ra spell inside a tower, do so on the top floor, so you won't crash into the ceiling. By the way, this monster can possibly join the Immigrant Town, later on if you are lucky enough to run into him. Continue downward, and to the right. Go up to find a [Full Moon Herb]. Go to the left to find a [Crossbow]. On the next floor, go down to find a lone box. Open it to get the [Saint Pilot Light]. Take the stairs on the upper right to reach the top floor. Go to the top left side to get a [Silver Barrette].

- In the middle of the room, you see three monsters wandering around a blackish flame. Get ready for a boss battle. Approach near to hear the monsters say, burn, burn. With the flames of evil, all the ships that try to depart shall sink. Who's there? The monsters call you idiots for coming here. You came at a good time. We shall beat you and throw you into the flames! Battle against the Lighthouse Tiger and two Flame Warriors. Strategy is Hero -> Nifuramu against the Flame Warriors to get rid of them quickly. Minea -> Rariho-ma against the Lighthouse Tiger to put him to sleep. Manya -> Merami against the Lighthouse Tiger. Nifuramu may not work all the time, but if it does, it makes the battle easier. Once the tiger is sleeping, the battle is even easier. The Merami spell will make short work of the tiger. If the Flame Warriors still remain, then use Rariho-ma to put them to sleep as well. Then slowly have your way with them.

- After victory, go up to the black flames, and use the Saint Pilot Light as an item. This will make the black flame disappear, and make Holy Fire burn in its place. Now you have successfully completed your duties here. Return to Konanberry Town. Go to the port to find Toruneko. Now the seas have become calm. Furthermore, his ship is finished and ready to go. Then he says he is a target for monsters. He asks if he can join the party. It would make him feel assured. Let's travel the world together. Say yes. He will say that the horse wagon can board the ship. Toruneko joins the party. Now you have the ship! With it, you can go just about anywhere.

Riverside Town

- Toruneko suggests to go south to reach the Town of Mintos. An old man there is proficient in the ways of the sea, and he has a great map, or so it is said. First, take Toruneko's equipment from Chapter 3, which is about 10 Wicked Breaking Swords. Give one to the Hero, and sell the rest. With this method, you should have about 30,000 gold. With this money, sail southeast from Konanberry to find the Town of Riverside. Go to the Weapon Shop to buy a Dragon Killer for 15,000 gold. Give this to the Hero. Now buy the Dragon Mail and Dragon Shield for a total for 12,300 gold. Give these to the Hero along with an Iron Masque. Now the Hero has the best equipment for the time being. Search the town for items. [Gold Bracelet], [Full Moon Herb], [#07 Small Medal], [#08 Small Medal], [Nut of Life] : Nighttime in front of a grave. Now go back to Konanberry and sail south from there to find the Town of Mintos.

Town of Mintos

- When you arrive in town, Hoffman will be happy to see this town. A man named called the god of traders, named Hiltan resides here. Hoffman will leave the party to study under this Hiltan. Hoffman was going to follow in his father's footsteps in having a splendid inn. He now wants to train under the god of traders. He pleads you if he can leave the party. Say yes, and he will be thankful. Take care of Patricia; that's his last wish. Items: [#09 Small Medal], [Seed of Luck], [Full Moon Herb], [#10 Small Medal], [Scale Shield], [Seed of Intelligence].

- In the daytime, visit the crowd nearby the well. Talk the old man that is holding a lecture. The man named Hiltan asks if you think he is the one that knows a lot about the sea. Say no, and he says you do understand. It is not just the ocean, but it is the world he knows about. It seems you got some bone, will you take my test? Say yes, and he will ask, what is the most important thing in trading? The Hero is speechless... Hiltan says, yes, that's it. Don't say anything. In other words, silence equals money! Hiltan will give you a treasure map. He got this map when he was younger. However, he could not figure out the meaning of this map. Get the [Treasure Map].

- Maybe you can figure out the meaning behind this map. Use the item (or press the square button while on the field) to see the map. The huge X marks the spot for the Sky Sword. It looks like the treasure is nearby, but you can't reach that place right now. Remember this place for later on. Now go to the second floor of the inn. You will see Burai and Klift from chapter 2. Talk to Burai, and he says his friend has gotten a sickness. Their leader, Princess Arena went on a travel to find some medicine. He asks a favor to a stranger, but he feels that you have heart. Burai wants to join so he can look for Arena, since she hasn't come back in a while. Say yes, and Burai will join the party.

- In the Mintos Inn, 2F, there is a book, "In Search of the Magic Staff, Chapter 3". It reads, "I'm the Magician Madorue. In search of a magic staff, I came across the rumored town. I immediately began asking around. It looks like my troubles are about to be rewarded. The staff in question, wasn't in the town, but it seems like it is in the cave nearby town. Oh, why do people have to hide important treasures inside a cave? This causes people like me to fall into a state of hardship. I hate caves!" When you are ready, walk east of Mintos to reach a shrine. Walk along the outer edge and search the dead end depression in between the two travel doors to find a [#11 Small Medal]. The doors here are locked by jail doors, so there is not much to do here for now. Continue the journey by going south to reach the Country of Soletta.

Soletta Country

- Items: [Nut of Enchantment], [3 Gold]. Here, this country grows the Padekia Plant, one that can cure all sickness, but that was long ago. It seems the Padekia Roots were destroyed in the drought from 5 years back. The King of this country says that the past kings thought this would happen, so as a countermeasure, they stored the Padekia Seed in the cave to the south. Soon monsters started making a living in that place. The country's soldiers can't keep up with those monsters. It looks like you will have to get this seed yourself. When you are ready, go to the cave south of here.

Cave South of Soletta (Padekia Cave)

- This cave has some one-way arrows that force you in one direction. Effective reading of the arrows beforehand is the key to advancing here. Since this is a small cave, only 4 people can enter here, so choose your members before entering. Upon entering, you hear Arena saying this is the cave that has the Padekia Seed. It looks like she is traveling with the party you saw in Branka Castle, minus the Bunny Girl. Note: If you didn't visit Mintos town, and you still have Hoffman in the party, then Arena won't appear here. This means you can't advance any further, so make sure to visit Mintos first. A large blue door blocks the way, so Arena decides to kick it down to open it.

- The group behind her starts mumbling that the princess has the Thief's Key, why didn't she use that instead? Talk to Burai, (if he is in the party) and he says it's embarrassing, but the princess always solves problems with force. Go through the newly opened door. Follow the arrows to get a [Seed of Quickness]. Continue down to reach the next floor. Here you will find Arena's party all confused due to the arrows tiles. This is a large floor, with sections being blocked off by these one-way arrows. The tile you want to take is the one all the way to the left, in the upper part. Take the chest to get a [Nut of Life]. Step to the right and let the arrows take you to the next section.

- Now go to the left and step on the arrows sitting in the middle of four pillars. This will take you to the box containing [800 Gold]. Go back to this pillar area, then go left, just barely avoiding the arrows. This leads to another treasure box containing the [Robe of Relaxation]. Now step on the arrow on the right. You will fall, down to the next floor. Go right to get back to the large room. Make your way back to the four-pillar area. This time, take the arrows on the right side, second from the right. Walk down to reach the stairs. This room has lots of arrows to confuse you. Take the arrows on the upper right corner. Walk left then take the arrow that is third from the left and go down. Walk down to find a treasure box. However, it is a Cannibal Box, so don't open it if you don't want to fight it. From here, take the arrow second from the bottom of the little black pit. Go right and it should lead you straight to the goal. Open the treasure box for the [Padekia Seed]. Use the Riremito spell for a quick exit. Go back to Soletta Country and find the king. He is wandering in a garden near the south end of the place. He will plant the seed in the rice fields. The seeds will grow quickly. The buds sprout fast. Now the king will give you some of this plant. Get the [Padekia Roots].

- Go back to Mintos Town and visit the inn. You see Hoffman at the desk of the inn. Go to the second floor. Arena is already here. Arena will see that you have the Padekia Roots. She gave up on trying to find that, so now she's happy. Stand in front of Klift and use the Roots as an item. His color will turn back to normal and he is revived. Klift is sorry for causing trouble. Arena doesn't mind, now they can continue the journey in looking for Death Pisaro. Then Arena finds out the Hero is also looking for this Death Pisaro. Klift says he heard that this Pisaro destroyed the village of the Hero. So with a common purpose, Arena and Klift join the party. Walk out of

the room, then the nearby bard will stop you. He said he is sorry to have eavesdropped on the conversation, but he knows you are the Hero. A while ago, a warrior named Ryan stopped at this inn. This Ryan is in search of the Hero. It looks as though Ryan went far west to Kingleo Castle. Go outside to reform your new party. I usually go Hero, Arena, Minea, and Manya as the main party. This is the Harlem Knight party if the Hero is male.

15c. Arena Joining to Getting the Sky Helmet

Rosary Hill Village

- Arena has the Thief's Key from chapter 2, so you could go back to some places to check on stuff you can get. However, it is better to wait until you get the Magic Key, though. From Mintos, sail east, then upwards. Once past the Great Lighthouse, take the next river you come across. This will lead to Rosary Hill Village. Buy the Killer Pierce weapon for Arena for 7,500 gold. It is her most powerful weapon, since it strikes twice in one attack (the Fiendish Claws are a good second choice, since that can poison as an additional effect, but that's later). Items: [Nut of Enchantment], [#12 Small Medal], [Poison Needle]. Although there is not much to do here, remember this place for later on. This is the residence of the Hobbits and animals, but an elf named Rosary lives here. It seems that the Ruby tears flowing from an elf has a strong will from the elf. Humans couldn't dare touch such a precious gift. Pisaro built the tower in the village. There are rumors saying he hid his most valuable treasure here. The animals here can talk, due to the work of Pisaro and the Secret Ways of Evolution.

- Now go back to Branka Castle and sail west along the coast. Soon you will reach a solitary house. The lone man there will say be careful of traveling around these parts. Right now, it is buried deep in the ground, but long before, somewhere around this continent, there was the castle of the Emperor of Hell. It is sunken deep underground now, but the evil aura emitting from the castle come up to the over world as a gas-like form. He is referring to Attemuto Mine, but right now, there is nothing there. Search the pot for [#13 Small Medal]. From here, sail south to reach the Town of Havalia from Chapter 4. This is to return here quickly by the Ru-ra spell. Warp to Soletta Castle by Ru-ra. Now sail south from here. Soon you will reach the Small Medal King's Castle. You can trade in the Small Medals you've collected so far. His first prize is the Force Ring at 15 Medals. It is convenient that you can come here by Ru-ra spell.

Havalia Continent

- Now warp back to Havalia Town, and head south. You will reach Kingleo Castle. You can't enter yet because of the Red Doors, but you can find Hoimin here from chapter 1. However, Hoimin is now in human form. He begs for your help. The soldiers of Kingleo took Ryan. If you had the Magic Key, you could enter the castle. About the Magic Key, in the underground room in Kohmiz Village, Hoimin's old friend knows something about that. Go south from Kingleo to reach Kohmiz Village. If you have Minea and Manya in the party, then you can stay at the inn for free. Visit the Promontory Inform Place and talk to the nun. She says the warrior from Bautland, Ryan came to this shrine.

- She showed him the figure of the Hero, as directed by the gods. The light has grown one step bigger. You will meet him soon. Go west from here to reach Attemuto Town. Although there is nothing to do here, this is to add it to the Ru-ra list for quick access later on in the story. Also visit Monbarbara Town to the far south of the continent to add it to the Ru-ra list. In Monbarbara, visit the chairman in the stage area. You can see that show has changed to Panon's Jester Show. Remember this place for later on. Back

at Kohmiz Village, visit Edgan's house. Talk to the slime there. He says Edgan had another secret laboratory other than here. It was in the cave to the west. The Magic Key is sure to be there.

Cave West of Kohmiz

- You visited this place before in Chapter 4, but there is a secret still hiding here. The enemies have become stronger. I had everyone about Level 20 when I visited here. Like before, follow the simple path until you reach a small lake. Go up, then to the right to reach the elevator. On the next floor, go down, then left to reach another elevator. Go to the right, down, then left across a bridge. Search the empty treasure box that had the darkness lamp inside. You will find a button on the bottom of the box. The game asks if you will like to push it. Say yes, then a secret staircase will appear nearby. There are blue doors down here, so having the Thief's Key from Arena is a must. Search the pots for [#14 Small Medal] and a [Nut of Enchantment].

- Search the bookcase for a book. "In Search of the Magic Staff, Chapter 4". It reads, "I'm the magician Madorue. I'm not satisfied, but this is my job, so I explored this cave. It is said that in order to find this Magic Staff, you must search the treasure box deepest inside the cave, in the bottom depths. So I make my way to the deepest room of the cave. Does it hate me that much? Once I find this staff, I'm quitting this job. I'm returning to my hometown, and using the money I have accumulated, I'll start selling stuff. That's more the life I want to live." To be continued. Open the nearby treasure box to get the [Magic Key]. With this key, you can open the red doors. Now it is time to go back to places you visited before to get some treasure.

Treasure Hunting

- At this point, you can start the Immigrant Town, but first, let's go back to Endoll Town. Wait until it is night. On the bottom right corner of town, there is a building locked by blue and red doors. Now you can enter here. You can buy the Bladed Armor for 9,800 gold and the Astray Metal Armor for 35,000 gold. You probably need to fight some Mystery Doll monsters to gain that much gold. Now go to Endoll Castle area. Take the path leading to the Coliseum. If you rotate the camera, you should see a red door hiding in the dead angle. Follow this path downstairs, careful of the poison marsh halfway into it. This leads into the back room of the locked building that sells the rare armor.

- Open the treasure boxes for a [Seed of Strength], [Double Edged Sword], and a [#15 Small Medal]. Continue up the stairs to get behind the counter of the armor seller. Here you can find a book of this methods.

"The Hundred Ways and Knacks of Saving Money" is the title. "When walking a path, walk close to the ground. If there is money there, stuff it into the pocket. Any dropped items should be sold at a shop. Never lend money to anyone. Think of it as lent money will never come back. Instead, do the opposite, borrow money from others. When buying items, try to haggle. Even if the shopkeeper cries, even if they get angry, don't give up until the price is at half the normal value." Hmm... This shopkeeper I wouldn't want to deal with.

- Exit the building by jumping off the roof. Go back to Endoll Castle. There is more treasure to loot. Make your way to the throne room, being wary of the soldier patrolling back and forth. If you get caught, he will kick you out, so make your move when his back is turned. Go up the stairs to reach the King's Room. In the daytime, the maid blocks the way, but at night, the path is clear. Open the two red doors to reach the treasure room with the King inside. Since the Princess (Monica) married this quick, now the king lost his

place to sleep. Search the dressers for a [#16 Small Medal] and a [Feather Hat]. Open the chests for a [Pink Leotard] and a pair of [Netted Tights]. Now use Ru-ra to warp to the Medal King's Castle. Trade in the 16 small medals to get the [Force Ring]. The next prize is the Safeguard Ruby for 20 total medals. When you are ready, head to Kingleo Castle.

Kingleo Castle Again

- My Hero was about Level 20. Now you can enter the castle due to the Magic Key. Go to the secret passageway that you discovered in Chapter 4 to find Ryan being guarded by two soldiers. The soldiers are telling Ryan to settle down. Ryan says, the likes of you can't hold me down! Ryan knocks the soldiers away. Talk to Ryan. He immediately recognizes you as the Hero. Ryan has traveled long far to find you. However, there is a more important task at hand. Inside this room is an evil user that's planning to throw the world into ruin. Let's fight together to destroy it, and the evil source hiding in the background. Ryan leads you inside, but then more soldier spot him. Ryan will hold off the soldiers, now it's your job to confront Kingleo. Talk to the King. He says he is Kingleo. He is the ruler of this country in place of Death Pisaro. Then he recognizes the sisters that got their revenge against Balzack (I had Minea and Manya in the party at the time). Too bad, but Balzack is not here. Ha ha! I shall show you how powerless humans are. He transforms into a lion. He says you should hold a grudge against god for giving you brittle bodies! Fight against Kingleo.

- This time, this monster is beatable. Have the Hero -> Fight, Arena -> Fight, Minea -> Defend, Behoimi if needed, Manya -> Merami. Kingleo attacks twice per round. After getting hit by the Chilly Snowstorm, use the Behoimi spell to recover. Keep this pattern up, and as long as you heal, then you should be able to win. Kingleo drops a Steel Armor. After victory, Kingleo asks, what are you? Could it be the Hero that will destroy the Emperor of Hell? That's stupid! Death Pisaro already killed the Hero! The King returns to normal, but he can't remember what happened. Talk to Ryan at the exit. He will say you did great, but that monster is only a small part of the vast evil that still lurks about. The battle is not over yet. Ryan will lend his hand to the Hero. Now he finally joins the party. At the exit, Hoimin will pass away, so you can't make him meet Ryan again... Now that you have all eight members, you have completed about half the game. At this point, I would start to build the Immigrant Town.

Build the Immigrant Town

- From Branka Castle, sail west along the shore. Keep going past the Endoll Checkpoint, then land on a sandy beach area. You will find the Desert Bazaar area from Chapter 2. Here you will find Hoffman in this abandoned place. After studying under Hiltan, Hoffman will now put his skills to use. He wants to build another town like Mintos. In search of a place to build a town, he came to this place. It must have been the guidance of the gods to meet again. He will build his new town here. However, it would be impossible to build this town alone. Hoffman has a wish for you. Since you travel the world, if you find someone that wants to move, then could you recommend this place? If lots of people are gathered, then this barren land can turn into a splendid town. Now you can begin gathering immigrants. Explore this continent to expand the Ru-ra list. Begin looking for immigrants by looking in the spots listed in the Immigrant section. I would recommend building the town as the Lovely Town that the Flowers Bloom, also known as the Ladies Immigrant Town. It is not that hard to make. Just invite only female immigrants and the goal is closer than you may think.

- You can visit Freynoll's inn to find Orin from Chapter 4. His scars keep him on the bed however. He is glad to see that the sisters escaped without harm. In Salan Town, you can enter the secret shop, now that you have the

Magic Key. Explore the new parts of town, and you will discover a researcher on history. He says the King of Saintheim historically, could see the future. In the house in the southeast corner of town, pick up an [Antidote Herb], and [Clothes]. The old man here raised the king. The king was worried about his daughter (Arena) so he put a sign on the backside of the church. Go out the house, and walk along the outer edge of the town, in a counterclockwise direction.

- Read the lone sign posted here. It says, "To my daughter. Right now you are surely in a time of need. I'll tell you something good. High in the sky, there is a castle in the air. The Deity of Dragons resides there. This Deity Dragon is real powerful. A long time ago, this Dragon sealed the Emperor of Hell into the darkness. Regarding the Sky Castle, the people in the northern ocean of Stanciara know more about it than I do. From the King of Saintheim." After this, you could go to Saintheim Castle, but right now it's invaded with monsters, so we will save that for a little later. For now, just use the Ru-ra spell and gather more immigrants.

- After getting 4 immigrants, go back to the Immigrant Town. Pick up the [#17 Small Medal]. Search the house for [15 Gold]. When the population reaches 6, go back to the Immigrant Town to find Hoffman. The place has changed a bit. Hoffman wants to name this town. He has a few choices for you. He will let you decide. He asks if you like Solo (Hero's Name) Town. Say no and he says Solo Land. Say no and then he says, Solo Alley. If you say no again, then you can freely name the town. Hoffman asks one more time just for confirmation. Once you choose a name, you can't change it later on. Now Hoffman will move into the small house next door. He wants the citizens themselves to create the town, so he moves away. He is focused on management of the people, and as an advisor. Back in the Immigrant Town, search the barrel for near the item shop for [#18 Small Medal]. Search the other barrel for a [Rabbit's Tail] and [Gale Bandana]. Keep gathering female immigrants. When you get 11 immigrants total, return to base. Search the town for a [Seed of Luck], [Scented Pouch], [50 Gold], [7 Gold], [#19 Small Medal], [Hairband]. Now when the population reaches 15, search the town for [Horse Feces], [Antidote Herb], [13 Gold], [Rabbit's Tail], [Traveler's Clothes].

- To take a short break, take the time to visit the Ocean Side Village on the western part of the map. At night, you can see a strange spot of land surrounded by water. Remember this place and search there in the morning to get the [Parched Stone]. Other items: [Leather Hat], [#20 Small Medal], [Netted Tights]. With 20 Medals, visit the Small Medal King again to get a [Safeguard Ruby]. The next prize is the Magical Skirt for 25 total medals. Now continue building the Immigrant Town. When the population reaches 20, search the town for [Nut of Life], [Seed of Strength], [Silk Robe], [#21 Small Medal], [Chain Mail], [#22 Small Medal], [Chimera's Wing]. When the population reaches 25 people, search the town for [73 Gold], [Nut of Enchantment], [Magical Holy Water], [Leather Dress], [#23 Small Medal], [Steel Sword], [Nut of Life], [Boxed Lunch], [Scented Pouch]. When the population reaches 30 immigrants, search the town for [370 Gold], [#24 Small Medal], [Boxed Lunch], [Nut of Enchantment], [Blazing Talons], [Fur Coat], [Seed of Intelligence]. In the basement: [Horse Feces], [#25 Small Medal], [#26 Small Medal]. Now trade these medals for the Magical Skirt. The next prize is the Staff of Divine Punishment for 30 small medals.

- Once you get 35 immigrants, check the town. If you have at least 30 female citizens, you should have gotten the Ladies Town. Search the town for these nice items. [Spangle Dress], [1200 Gold], [Star Fragment], [Nut of Life], [Boxed Lunch], [Seed of Intelligence], [#27 Small Medal], [Mirror Shield], [World Tree Drops], [Seed of Strength]. Search one of the bookcases to find a nameless diary. It reads, "X month, X day. Recently my breasts have gotten

too big. I'm a little distressed. In a consultation with mama via letter, she says that can be your biggest weapon. That's the response I get back. I don't know..." Go to the underground area to find a [Seed of Quickness], [Prayer Ring], [#28 Small Medal], [Falcon Sword] = search the second grave from the right to find a hidden passage to reach the box containing this great weapon. Now gather some Gold by fighting some Mystery Dolls in Saintheim Castle. Don't go to the second floor of that castle just yet. Buy the Angel Leotard in the Ladies Town for 13,000 Gold apiece. Try to get one for Arena, Minea, and Manya. This is big, since it's the best armor for them. It reduces spell, flame, and snowstorm damage. You normally cannot get this armor until Chapter 6, so take advantage of this opportunity.

Other Forms of the Immigrant Town

- If you feel like it, you can try to build the other forms of the town. However, they are harder to get than the one you just got. If you create the Grand Slum, here are the treasures that you can get. [50 Gold], [Seed of Strength], [Seed of Quickness], [Nut of Enchantment], [Horse Feces], [Nut of Life], [#29 Small Medal], [Magical Holy Water], [Prayer Ring]. The basement area has the [Megante Bracelet], Well Devil Monster, [Demon Spear] = use the secret passageway in front of the gravestone to get this.

- If you get the Premium Bazaar, then here are the treasures. [#30 Small Medal], [Magical Holy Water], [Wonderful Bolero]. Underground area has [Boxed Lunch], [Full Moon Herb], [Falling Star Bracelet].

- If you build the Big Cathedral, the things you can find here include a novel titled, "From Bonmole, With Love". However, the writing is bad, so you can't read it. You can barely make out the words, Author: Rick... There is another writing stuck inside a bible. "God, I have a confession to make. I'm not really a man..." In the underground area, [Magical Holy Water], [#31 Small Medal], [Magical Skirt].

- If you build the Great Farm, you can get [#32 Small Medal], [Men's Underwear], [Force Ring]. There is a book titled, "In Search of the Magic Staff, Chapter 6". It reads, "I am the magician Madorue. Under the order of my superior, the King of Saintheim, I'm searching for a magical staff. In the world, there is a theory that stories end in 5 chapters, but I decided to leave a sixth chapter behind. Right now, I have aged considerably. That travel in search of that Magic Staff seems like a distant memory. However, I have found a startling discovery. The other day, when I tried to move, in moving stuff to a new place, I found the ultimate staff. The name of that staff is the Cypress Stick. For someone like me with weak hips and feet, that stick is invaluable in going anywhere. Speaking of which, the birthday of the King is coming up. As a present, I'm thinking about giving this Magic Staff to the King. After all, the King is aged, just like me..." In the underground area, you can find [Horse Feces], [Nut of Life], [Boxed Lunch], [Megazaru Bracelet] = Once again, this treasure is hidden under the stairs in front of the gravestones.

- If you can build the Royal Castle Immigrant Town, (my favorite one) then you can find a book, it is someone's Monster Picture Book, but all it has is a bunch of slimes defeated. The rest is a bunch of blank pages... Items: [Seed of Intelligence], [Megazaru Bracelet], [Magical Holy Water], [50 Gold], [Silk Robe]. There is another book, titled, "The Egg and the Chicken". It reads, "Long long ago, sometime, some place, there were two guys that boasted on their skills of arguing. The beginning of life... was it the egg first? Or was the chicken first? The two kept arguing to no end. So the two decided to hear the opinion of a lady from a village. With this, they can put an end to their long quarrel. This is what the lady said. 'Which came first? Who cares? Can't you think of anything else?' The two dropped their shoulders,

and disappeared into the sunset. The End." This story will come into play in Chapter 6, but that's farther down the line.

- Continue to search the castle to find [Steel Armor], [#33 Small Medal], [Staff of Smiles]. In the basement area (hidden behind the stairs of the main floor), you can find [#34 Small Medal], [Mirror Shield], [Safeguard Ruby], [Marvel Sword] = You need the Last Key to get these four treasure boxes, since they are behind a sliding jail door. [Seed of Quickness], and [Falling Star Bracelet].

- If you can get the Monster Tower (you can't get it now, since it requires you to meet the Master Dragon first. Only then will the monster immigrant make their appearance.), then you can get the [Nut of Enchantment], [Marvel Sword], and the [Mask of the Evil God].

- If you can build all of these forms, then you can get some great items. However, it takes time to get the form you want, since the immigrants that you want won't always show up. Plus you can't trade immigrants between memory cards anymore, unlike Dragon Quest 7. Alright, we have gone way off course of the main story, so when you are satisfied with the immigrant portion of the game, let's move on with the story.

Take Back Saintheim Castle

- When you are ready, go to Saintheim Castle. Make your way to the throne room. Here you will face off against Balzack Plus. He will recognize the daughters of Edgan. He transforms into a huge demon, wielding a club. He says he already reached the ultimate in evolution. Balzack's body is close to god. Even Death Pisaro can't touch him now. For Edgan's daughters, since you love your father that much, I'll send you to meet him! Fight! Note that this Balzack Plus has a natural recovery of 50 HP per turn. So you must do over 50 damage per turn if you want to win. For this battle, I went Hero -> Fight, Arena -> Fight, Minea -> Defend and Behoimi, Manya -> Rukani, then Merami. Rukani spell may not work all the time, so just stick with Merami for offense. Balzack Plus attacks twice per turn, and his Hyadaruko and Ice Breath combination is powerful. This is where defensive equipment with spell and ice breath resistance comes in handy.

- After victory, Balzack says that's impossible, his body is supposed to be perfect. As long as the Secret Ways of Evolution exists, he can't be destroyed. Then a mini demon monster appears. He says the experiment failed, he must report to Death Pisaro. Apparently, Pisaro is still in the experimental stage of the Secret Ways of Evolution. Balzack was just a Guinea pig. Another mini demon appears and says, definitely, in order to complete the Secret Way of Evolution, they need the Golden Bracelet (from Chapter 2). This important item can increase the powers of darkness. A Kuja-Head monster appears and says, when they get their hands on this Golden Bracelet and complete the Secret Ways of Evolution, then the period of the Tribe of Darkness will come forth. With the defeat of Balzack Plus, the spirit that guarded the red door on the first floor is gone. Open the treasure boxes (use Toramana spell to avoid barrier damage) to find a [Seed of Strength], [Flute of Seeing], [Magma Staff]. The last two are rare items that are needed to progress in the story.

Meet the Elf Rosary

- Now it's time to visit Rosary Hill. It is in the eastern part of the map. You can use the Ru-ra spell if you have visited here before. You now have the Flute of Seeing, so use that item on the plate in front of the tower. Inside the tower, there is a green knight blocking the way. Talk to him, and he won't let you pass. Fight the Pisaro Knight. For this battle, I have the Hero -> Fight, Arena -> Fight, Minea -> Defend or Behoimi, Manya -> Rukani,

then Merami. This enemy can use the Jewel of Silence to seal your magic. Also, he can call some Ice Condors to participate in battle. I had my healer's spell sealed, so I couldn't use Behoimi. Now I had to finish the battle quickly. Pisaro Knight drops a Jewel of Silence after battle.

- Talk to the slime nearby. He will say if you bully Rosary, he will kill you. What? You're not here to do that? Then I'll tell you something good. The Grave of the Royal Family to the southwest of Endoll seems to have the Cane of Change. If you use that cane, then you could sneak into the castle of the monsters. Talk to the elf standing at the window. She notices that you are humans. The strange thing is that you seem different from the other humans she knows. She will trust you. She says she is Rosary. Please listen to what I have to say. The world is about to be destroyed by monsters. The monster bundle is put together by a person named Pisaro. Right now, he calls himself Death Pisaro. By using the Secret Ways of Evolution, he has become an even more dreadful existence. Rosary asks of you to stop the ambition of Pisaro, no, Death Pisaro. She doesn't want to burden him with any more crimes, even if that means having to kill him. From the pupil of Rosary's eyes, some Ruby Tears flow out. The Hero gets the Ruby Tears. However, as soon as the tears touch the hands of the Hero, the tears scatter into thin air. After that, continue exploring the world to find Imuru Village and Bautland Castle for Chapter 1.

Travel the World

- In Bautland Castle, you can find 6 treasure boxes that you couldn't get before. They are behind a blue door, and protected by some barrier floor. Pick up the [Nut of Life], [#35 Small Medal], [Iron Helmet], [750 Gold], [Strength Seed], [Seed of Quickness]. At Imuru Village, stay at the inn to see Pisaro's dream. It shows the location to use the Flute of Seeing, but since you done that event already, you don't have to see it again. In the basement Jail, get a [Medical Herb]. Get another [Medical Herb] beside the church. There is [5 Gold] behind one of the shops. I missed those items from chapter 1, so I picked them up right now. East of Imuru, there is the old well on the outskirts of the village. Here, past enemies from earlier chapters will appear here. Only 2 monsters from chapter 4 won't appear here, so beware.

- Now let's go get one of the Sky Equipment. Visit the town of Stanciara, which is on the upper left corner of the world map. Items: [#36 Small Medal], [Magical Holy Water], [#37 Small Medal], [Seed of Strength]. Visit the castle by raft. It seems that if you could get the King to laugh, he will give you anything you want. Search the castle area to find [#38 Small Medal], [Magical Holy Water], [Chimera's Wing]. At the throne room, wait in line until it is your turn to meet the king. The king asks you to make him laugh. The Hero tries to think of all kinds of gags. However, the king doesn't laugh. He says, boring. Try again sometime. This is not a task for an amateur. You will need to find someone who can make the king laugh. In the floor below the throne room, speak to a merchant sitting by a table. This is required to trigger the next event. The merchant says he wonders where Panon could be.

- Now use the Ru-ra spell to warp to Monbarbara Town. Go to the backstage of the dance area. Talk to Panon. He asks if you want him to join. Say yes, then he understands that you need the Sky Helmet in order to continue the journey. You need Panon's talents to make the king laugh. Panon will join the group. You can take Panon to all the towns to hear some funny puns if you like. Now go back to Stanciara. Go back to the king's room. When it is your turn, talk to him after you put Panon in the front position. Panon says, "It's words, my king. Sorry, but I can't make the king laugh. Please give these people the Sky Helmet. These people can save the world. They can get back the heart's of people, making them laugh. That day can come if you

comply". The king says, very good. Panon read the mind of the king. The king did this little thing for the benefit of the country. For the people that lost hope, you can't get back the brightness. The king gives you the [Sky Helmet]. Go down the stairs, then Panon will leave the party since his job is done. Now he can continue his travels. Now Panon can appear as a citizen of the immigrant town from now on.

15d. Sky Helmet to Getting the Balloon

Look for the Sky Armor

- Now we shall go get the Sky Armor. I was about Level 28 for the Hero. Begin at the Medal King's Castle. Sail north to reach a little cave. This is the Shrine of the Ocean Roar. The enemies here are powerful, and you can't bring the wagon inside here, so be careful. Open the large red door. Sail the raft to the right. Open the box here to get [#39 Small Medal]. Continue sailing up until see a path to the left. Get off the raft and enter the room. Open the treasure box here to [#40 Small Medal]. Go back and sail the raft to the topside. Go down to enter the room from the topside. In the next room, go down, then to the left to get to the next room. Take the stairs downward. Open the two boxes for the [Sky Armor] and [#41 Small Medal]. You can exit here now. This is a short path, but the enemies are strong, so seem longer than it really is.

Look for the Last Key In Gardenburg

- The next objective is to obtain the Last Key, so you can open the jail doors. Begin by going to Imuru Village by the Ru-ra spell. Take the boat, sail east, and get off at the continent just past the rocky mountains. Walk south until you reach a volcano. At the dead end, use the Magma Staff as an item. This will cause an eruption of lava. This will open a crack in the rocks. Go up and retake the Staff. Continue onward to reach the Castle of Gardenburg. As you may notice, this is an all woman castle. Items: [#42 Small Medal], [Leather Dress], [Seed of Quickness].

- Search the bookcases and you can find a book titled, "In Search of the Magic Staff, Chapter 5". It reads, "After all, I couldn't find that magic staff. For sure, deep in that cave, there was a hidden staircase and a treasure box. However, that box was behind the iron lattice. The treasure box is right in front of my eyes, but treasure was hopelessly far away... I have forgotten about this treasure box, and now I've started a new search for another, new magic staff. Now that I think about it, when will this job end? Oh, I want to eat mom's stew... I am the Magician Madorue. Under orders of my leader, the King of Saintheim, I'm in search of the magic staff." Putting together all six chapters of this story, you can figure out that the treasure lies in the Cave South of Freynoll. However, you need the Last Key to get past the iron lattice jail door. That part is coming soon.

- On the first floor, look behind the stairway leading upward to find a hidden staircase leading down, in a obscure place. Open the treasure box here to get the [Blazing Talons]. When you are ready, go to the room with a bard in front of a drawer. Nearby, pick up a [Seed of Intelligence]. Talk to the bard, and he will say to search the drawer. There is something good inside. He runs off quickly. Search the drawer, but there is nothing of interest inside. When you try to leave the room, the nun will come in and ask what are you doing. Then she accuses you for stealing her precious Bronze Cross. A warrior come in and she brings you to jail. While in prison, wait a while, then the warrior will let you out to see the Queen.

- The Queen says justice will be served to anyone that commits a crime. According to the sister, you stole the Bronze Cross. Is this not wrong? Say

no, and she says the sister saw you stealing it. Are saying that's wrong, despite the evidence? Say yes, then the Queen wonders who stole the cross. If you are falsely accused, then she will give you a chance to catch the real thief. On one condition, though. You must leave one of your friends in jail. It looks like the second person in line gets put in jail. If you want to change who gets abducted, then talk to the warrior nearby. It seems you can't change the person in front or the Hero. I put Toruneko in jail for the time being. Now it's time to look for the real thief.

Cave South of Gardenburg

- Walk south of Gardenburg to find a small cave. I brought the Hero, Arena, Klift, and Manya for this cave. Once inside, go down, then to the left. Go down the slope, then walk to the right. Go a little down, then up a slope to reach a box with a [#43 Small Medal]. Go back down, then go a little up, then right. Walk around the rocky structure to find a chest with [Seed of Strength]. Take the slope below that box, then go up, then right. Go down the slope to get [1050 Gold]. Now take the path that forms the vertical part of the T-shaped formation. Go straight down that path. Continue to the left, to reach the stairs to the next floor. Here, take the left path and go downward to reach a box with a [Luck Seed]. From the box, go right and down the slope. Continue downward, then take the slope second from the bottom. Go left, and go up to find an [Iron Mask]. Go downward to get a [Dragon Shield]. Go back to the right side. Now take the slope at the bottom side. Continue to the right, and it should lead you to the stairs down to the next level.

- On this floor, you see the bard you saw back at Gardenburg Castle. Search the room for a [#44 Small Medal], [Holy Water], [Gale Bandana]. Look at the bookcase for a book titled, "Bakota's Diary". It reads, "Dragon's Month, 3rd Day. Finally, I'm able to get a job at Gardenburg Castle. The aim is, of course, is the big treasure of that castle, the legendary Sky Shield. If this heist is successful, I can put my shoulders along side the legendary Great Thieves, Kandata (from Dragon Quest 3) and Ragos (from Dragon Quest 2). Dragon's Month, 5th Day. I have infiltrated Gardenburg, but I couldn't find the Sky Shield. All I could do was to steal the Cross that was made of Bronze. What the hell is up that? That iron lattice jail door is real suspicious. How terrible! That's all for today. I must sleep now." Now talk to the sleeping Bakota, and you can see the Bronze Cross resting on his chest. Then he wakes up. He remembers you from the castle. He won't be caught so easily, but if you walk over to the doorway, you can block his exit out. Get ready for a boss battle. Talk to him when he is in front of you to begin the battle.

- For this battle, I go with Hero -> Raidein or Fight, Arena -> Fight, Klift -> Mahoto-n, then Sukuruto. Manya -> Rukani, then Merami. Once you manage to seal Bakota's spell of Hyadaruko, then use Klift's Sukuruto several times to pitch a shutout. After that, this battle is easy. At the end of battle, Bakota drops a Seed of Quickness. Bakota pleads for forgiveness. Then a warrior from Gardenburg comes in. She congratulates the Hero for a good job. Under orders from the Queen, she followed you. The Queen was a bit worried, so that's why the Queen sent a warrior to help you if needed. The warrior will take the real thief back to the castle. I would use the Riremito spell to get out of here quickly, then Ru-ra spell to get back quickly to Gardenburg Castle.

- Talk to the Queen. She will praise the Hero for finding the real thief. She heard it all from the warrior that just returned. She will give you the key to release your captured comrade. Receive the [Last Key]. Now you can also pick up the Sky Shield that's in the basement. Then the Queen says she has heard from other travelers that you are on a quest to defeat the Emperor

of Hell. She says south from this land, lies a place called Rosary Hill. At one time, a member from the Devil Tribe used to live there. You may learn something, so it's worth a visit. Go back down to the basement on the left side to free your trapped friend inside. On the bottom side, there is Bakota in jail. If you talk to him, he says in this castle, he heard that there were three underground rooms that exist. He couldn't find that third room. He is talking about the room with the Blazing Talons, in that obscure place behind the stairs. Now go to the underground room to the right. Open the jail door to get the [Sky Shield]. With this, the Hero has gathered three out of the four of the Sky Series of equipment. You need all four in order to climb the Sky Tower, so it's required to get them all. Now the Sky Sword remains, but before that, let's backtrack and get all the good treasures that were behind jail doors.

Treasure Hunting Part 2

- Use Ru-ra to warp to Branka Castle. Open the jail door in the upper left corner to get [350 Gold], [#45 Small Medal], and the [Prayer Ring]. Now go to Bonmole Castle. Go to the basement prison cell. Rotate the camera to find pots inside the cells hiding in the dead angle. Pick up [Nut of Enchantment], [Horse Feces], [Nut of Life], [#46 Small Medal]. The next stop is Lakenaba Town. Go to the house Toruneko used to work in. Go to the basement area and get the three treasures that are behind the jail door. [Seed of Strength], [Chain Sickle], [Icicle Blade]. Now visit Aneil Town at night. Go visit Rivast's grave. Talk to his ghost and he will see you have his armor, the Sky Armor. He will allow you to use it to save the world. Continue on by visiting Konanberry Town. Go to the second floor of the inn and visit the Unopened Room. Talk to the wandering soul (if it's nighttime), then he will say, you people who don't know fear. If you want to die, then go ahead. Eventually, your ship will sink into the depths of the ocean. After he fades away, open the lone treasure box in the broken down room. Get the [Massacre Sword]. Although it is cursed, it can be used in battle for the Rukanan (dispersed defense reduction) spell.

- Now go to Havaliala Town. Visit the basement prison to find [#47 Small Medal], [Seed of Strength], [#48 Small Medal]. Go to Freynoll Town. Go to the cave to the south. Make your way all the way to the treasure box containing the Golden Bracelet from Chapter 2. Search the box and push the button found here. Take the hidden stairs, then open the jail door and get the treasure box to find the [Thunder Staff]. Use this in battle for the Begirama spell effect. This is the Magic Staff described in the "In Search of the Magic Staff, Chapters 1 through 6" series of books. Visit Imuru Village. Go to the underground prison cell. Search the pot here to get [#49 Small Medal]. If you want more treasure, head on to the Waterfall Rapids Cave. It is on the same continent as Rosary Hill Village, but on the other side of the mountains.

Waterfall Rapids Cave

- This is a small cave, so the wagon is not allowed inside. Go up to the waterfall and use the Parching Stone as an item. After throwing the stone in the water's surface, it will dry up, allowing passage to the next floor. Enter the red door to get the [Sand of Time]. Use this item in battle to return to the beginning of a battle. It has unlimited use. Continue on through the jail door to the next floor. Here, go up, then left, then up to get [#50 Small Medal]. Continue down, then up around the U shaped rocks. Keep going that path to reach the stairs to the next floor. On this floor, go down to reach a box containing a [Mask of the Evil God]. Go back to the stairs, then go to the right, then down to get [780 Gold]. Go up, then to the right. At the split path, take the right hand side slope to clear this floor. On the next floor, go left, then down to reach the treasure box containing the [Astray Metal Sword]. This is the metal slayer weapon. After that, you can

leave this place.

Grave of the Royal Family

- The next objective is to obtain the Cane of Change. Starting at Endoll Castle, sail south until you reach a peninsula with a shrine on it. This is the Grave of the Royal Family. The entrance is blocked by a jail door, but with the Last Key, this is no problem. On the next floor, take the upper one way arrow. Go down to the next floor. Go right on the arrow, and continue following the arrows until you reach the treasure box containing the [Demon Sealing Staff]. To the right, there is a travel door leading to another part of the grave, but you can ignore it. Go to the left, down, and to the right. Carefully walk beside the arrows to reach a box containing [#51 Small Medal]. Continue downward, then to the right. Climb up the stairs at the end of the path. On this floor, go left, then up to reach a recovery point. Step into the light to restore HP and MP. It has unlimited use. Go down and avoid stepping on the arrows. Climb the stairs at the bottom. On this floor, go left, down, and around the arrows. Open the treasure box to get the [Cane of Change]. Using this item, it allows you to transform to some other form like monsters and towns people and such. Take the nearby arrows to quickly reach the exit.

Infiltrate the Demon Statue

- The next place to visit is Riverside Town. From here, sail south out of town, then disembark at the shore. Enter the Demon Statue. Talk to the priest in the little hut. He says that gods stop their own tears with their own hands. That is the hint of passing through the statue. Go through the jail door to reach the base of the Demon Statue. Enter the area near the feet. Here, go up and past the downward stairs to reach a box. Get [#52 Small Medal]. Go back to the stairs to get to the next floor. Here, go to the left, then down to get [640 Gold]. Go to the right, then up to reach the stairs going up. Continue going up to the next floor. On this floor, go to the left, down, right, down, left, up, and left to get to the stairs.

- Now go right and up the stairs. Go left, then down and out the door. On the statue's hand, open the box to get the [Demon's Hammer]. Go back down the stairs, then go to the upper right corner of the room with a roof. Turn the camera to find a doorway hidden in the dead angle. Enter that room to find the stairs leading up. On this room, go down, right, up past the stairs to reach a treasure box containing the Mimic Monster. Go down and climb up the stairs. Here, jump off the left side cliff (if you take the right side, you will end up in the area with the treasure box that had the Demon's Hammer). After that, you should be on the left (your left) side of the statue's hand. You fell out of the god's eyes (the tear) onto the hand. Now enter the nearby doorway. Go up and around the left to reach the stairs. Continue climbing up to reach the top floor. Search the lever on the bottom side. It will ask if you will pull the lever. Say yes. This will cause the Demon Statue to move. Watch the short movie of the statue walking across the river. Now exit the statue by falling off either side of the ears. If you want to return to the Riverside area, take the nearby shrine entrance. It has a one-way travel door. Now continue to the right on the World Map. Cross the hills and the forests. Walk upwards, then to the right. You have arrived at Death Palace, home of the monsters.

Sneak Into Death Palace

- Here, if you are not in monster form via the Cane of Change, then the monsters will attack you. On the other hand, if you are in monster form, then information can be gained from them. At the entrance, head to the basement area on the upper left part. Search the pots inside the jail cells to find [#53 Small Medal], [Prayer Ring], [Star Fragment]. Continue down the stairs, then back upwards. In one of the towers, you see a Bengal and an Arm Lion

monster talking to one another. Let's eavesdrop on the conversation. The Lion is shocked that the Evil Priest is plotting something against Death Pisaro. The Bengal says yes, but this time it is for real. The Evil Priest is going to use foolish humans in order to take away Death Pisaro's most important thing (the Elf named Rosary).

- The Arm Lion says by the way things are going, the Evil Priest will soon become the New King of the Devil Tribe, replacing Death Pisaro. Then they notice someone is near, so they break off conversation. One of the monsters on the upper floor will say that long ago, the Emperor of the Devil Tribe, Estark had mastered the ultimate in Evolution. However, that feared existence caused the God of the Sky to seal the Emperor deep underground. Go back to the jail area. Move the barrels and pots out of the way to reach a doorway. Continue following that path to find a human merchant here. He will give you information on the Cane of Change in case you don't have it. Back at the main entrance hall, enter a small doorway and go to the right. Take the large staircase to the next floor. At the throne room, take the stairs downward in the top left corner. Rotate the camera to see a doorway off to the left. This leads to the outer parts of the Palace. Go to the far left, around the trees and go up around the small pond. There is a stairway leading down. In the basement, open the numerous jail doors to get the treasures. [Nut of Enchantment], [#54 Small Medal], [Shield of the Wind God]. The bottom right box is a Mimic monster. Fight it if you wish.

- Go back to the throne room. Exit here via the doorway on the bottom side. On the connecting bridge, jump off the edge. Have Manya use the Toramana spell to avoid barrier damage. Walk to the bottom right corner of the Palace. Go down the stairs you see there. Look at the grave to see the proud citizens of the Devil Tribe resting here. Search in front of the grave to get a [Megante Bracelet]. Make your way back to the connecting bridge. Turn the camera to find the door to the other building. This is the conference room. Once inside, a mini demon monster is hurrying to reach his seat. Apparently, Death Pisaro hasn't been here in a while, but he is coming soon. Talk to all the monsters, then the blue Bengal monster. He says your seat is behind him.

- After greeting everyone, wait patiently at your seat (of course in monster form). Now just wait on the seat as directed by the blue Bengal. Wait a moment, then a Rhino Soldier will come in and call for silence. Death Pisaro will be making a visit. Death Pisaro arrives via the Ru-ra spell. Pisaro comes in and makes his speech. He says, right now, an important event has occurred at the Mining Town of Attemuto. It seems like the Emperor of Hell, Estark has been revived by the hands of humans. It looks like the humans unwillingly dug their way to the world of hell. Anyways, we must head to Attemuto. We must get Estark to come to our castle. Let's go, quickly. Pisaro leaves, along with a group of monsters in pursuit. After this event, Attemuto Town will have changed. Use the Ru-ra spell to warp to Attemuto. This is the entrance to Estark Temple.

Invade Estark Temple

- Before entering, make any necessary preparations, then enter town. The Hero was about Level 32, with a party of the Hero, Arena, Klift, and Manya. Enter the mine. The first two floors are just like Chapter 4. Go up, then take the second right. Go up, then right, then up to reach the stairs to the next floor. Here, go up all the way, then right. On this floor, the enemies will become stronger. Now the humans that were here have dug deeper into the mine. Go up, left, up, right, past the mini demon. Then go up and to the left to reach the stairs to the next level. On this floor, go up, left, right, then up to reach the temple area. Go up and enter the small room to find a recovery point. Use it if needed.

- Go to the right to find the entrance to Estark's Temple. Go straight up and through the door. Here, take the treasure boxes to get [#55 Small Medal], [Magical Holy Water], [Seed of Strength], [Seed of Quickness], [2480 Gold]. Head downward past the boxes to find the stairs leading up. On the balcony, go up and to the right. Ignore the stairs leading up, and continue downward to find the stairway leading down. Open the treasure boxes here for a Mimic monster and [#56 Small Medal]. Nearby, there is a flame spirit guarding a treasure box. This spirit is a servant of Estark since the ancient times. The Emperor gave it eternal life. As long as Estark lives, this spirit will never perish. Remember this place for later on. Continue to the left to find the stairs leading up. Continue going up the next flight of stairs to find a group of Bengals and a Rhino King monster in front of a huge monster in blue, wielding two giant blades. Talk to the monsters to make them notice you. They say that it will take a while for Estark to wake up. Leave now. Say no, and get into battle with the small fry. Take out the Bengals first, then go for the Rhinos King. Just be careful of the Rhinos King's Mahokanta spell.

- After that, talk to the Emperor Estark. He will ask who are you. Why do you disturb my sleep? Get ready for a tough battle. Estark begins the battle asleep. When he is sleeping, he emits this suspicious light. This causes about 50 damage to all, plus he can do it twice. On the first turn, have everyone defend except Arena. Have her fight to wake up Estark quickly. Once he wakes up, he attacks by swinging his sword at a single target, breathes a chilly snowstorm, and accumulates power for the next attack. Estark can also use the Freezing Wave Motion to erase any support spells. The Rariho-ma spell works, but while Estark is asleep, he will do that suspicious light attack. It is better not to put Estark to sleep. Rukani spell sometimes works. The strategy is, Hero -> Raidein or Fight. Behoma and Behomazun for healing, Arena -> Fight, Klift -> Sukuruto, Behoma, Behomara- for healing. Manya -> Rukani, then Merazo-ma for offense. Use this pattern to win.

- After battle, Estark will slump over, with the blue draining out of him. The Emperor of Hell is now just a lifeless, gray corpse. Note that this Estark is the hidden boss in Dragon Quest 5 (I don't know if part 4 or 5 came first in the Sky Series Story Line). When you try to leave, Death Pisaro will appear. He will be shocked that Estark lost to you. They have waited a long time for the awaited revival of the Devil Emperor. To lose to humans like you... But the prophecy says the only one who could possibly defeat the Emperor, is the Hero that has the bloodline of the Sky People. Then you must be... Before Pisaro could finish his sentence, a mini demon monster rushes in to alert Pisaro of some terrible news. Something has happened to the Elf, Rosary. It looks like humans were behind it. Pisaro gets enraged, and orders everyone to retreat. Pisaro ignores you and leaves.

- Now go back to the area with the flame spirit. Now that Estark is put to rest, you can get the one treasure you couldn't before. Open it to get the [Gas Jar]. This item is the power source of the hot-air balloon. Use Riremito to escape this place. Go to Riverside Town. Go to the house on the right side. Talk to the scholar there and he will ask if he can see that strange pot you have. Say yes, and he will see that it contains gas. With this, the scholar can use it for his invention. He asks if he can have this pot. Say yes again, and he says come back tomorrow to pick up your gift. Go to the inn, and sleep overnight. The next day, visit the guy once more. He will say that it is complete. You now have the Hot-Air Balloon. With this new mode of transportation, you can fly over rocky mountains with ease, and land just about anywhere solid. Go outside to see it. You are free to travel around the world.

The World Tree and the Sky Sword

- Now that you have the balloon, the next task is to get the Sky Sword to complete the Sky collection of equipment. Begin by going to the Town of Mintos. Take the balloon and fly east. Remember the X mark on the treasure map? Now it's time to visit that place. Since mountains surround it, it is accessible only by balloon. This is the Village of the Elves, also known as the World Tree. Before entering the tree, bring only three members to the tree. You will see why later on. This makes battles a little tougher, so bring the Hero, Arena, and Minea as the standard members. Enter the tree trunk. Take the left path you see and go up the stairs. Go up and onto the branch (don't worry since you cannot fall off from there even if you tried).

- Search the leaves anywhere to get the [World Tree Leaf]. You can hold only one at a time, or more precisely, pick off one at a time. Open the nearby chest for the [Blessing Staff]. Use this item in battle for the Behoimi effect. It has unlimited use. Go back down the stairs to the entrance area. This time, take a right and take the stairs up from there. Go down, then right across the branch. From the branch, go down, then to the left. Then go up to find the stairs to the next level. On this floor, go straight down, to find a stairway going up. Search the treasure box nearby to get the [World Tree Drops]. Go back down the stairs. This time, go upwards to reach another branch area. Work your way to the right, then down. Walk in a clockwise direction to reach the staircase. On the next floor, walk in a counterclockwise direction to reach the staircase.

- On this floor, you see someone laying there on the branches. She is calling for help. Talk to her, and she will introduce herself as Lucia, of the Sky. She came down from there in order to pluck some World Tree Leaves. She got attacked by monsters, which caused her wings to break. She asks if you can help her return to the Sky Castle. Say yes, and she will say that in order to enter the Tower leading to the Sky, you must get all the Sky Equipment. The Sky Sword is somewhere nearby. Lucia joins the party, only if you have 3 or less people in the party. If you came here with 4 people, then you can't advance any further. Plus you will have to come back again with less people (waste of time).

- From here, continue to the left, then down across the central root. The Sky Sword is near the bottom right branch. Search it to get the [Sky Sword]. Lucia will say, that's it. The Sky Sword. With this, now she can return to the Sky Castle. Since her wings are broken, she can't fly. She asks if you can take her there. Say yes, and she will say she knew that's the answer you would give. To get to the Sky Castle, you must climb the tower to the sky. Plus you need all the Sky Equipment in order to even enter that tower. Let's go. The Sky Sword you have now is not at full strength, so I wouldn't equip it just yet. You can use the Riremito spell to escape from here.

The Challenger to the Sky

- Now that you have all the Sky Equipment, it's time to climb the Tower to the Sky. Where is this place? It is on a little island accessible only by balloon (the place is surrounded by shallows). Go to Konanberry Town, then fly west from here. Land on the island you find there. This will take you to a separate map. Walk east to find the Town of Gottside. Items: [#57 Small Medal], [#58 Small Medal]. This town has a group of prophets. They say that the only thing in Death Pisaro's heart is hatred. They must stop him, before he evolves into a terrible, evil monster. You also hear that if the Golden Bracelet is used, then the Secret Ways of Evolution will become more fearful than ever before. However, it seems that Death Pisaro has already completed the Secret Ways of Evolution, becoming the Second Estark. There was a prophecy that Estark would be revived, then be defeated by the Hero.

Afterwards though, there is nothing said by the gods. The rest is up to you.

- Exit town and walk further to the east. Enter the small shrine you see here. This is the Horned Shrine. There are no enemies here. Go up, and ignore the elevator for now. Take the stairs going down. At the bottom, take the stairs you see in the squarish area. This is what the elevator would cover up if you took the elevator. Take the treasure box there to get the [Goddess Ring]. This ornament recovers MP just by walking, so give it to someone who doesn't have the Hat of Happiness (same effect). Go back to the top floor, and this time take the elevator. Go back to the top floor, then jump off the pit that used to be occupied by the elevator. You will land on top of the elevator. Walk downwards and take the stairs down. Open the treasure box to get the [Baron's Horn]. Using this item on the field will call the Horse Wagon if you get stranded. Using it in battle will summon a group of angry horses to trample the enemy. It does about 3 to 4 hits, 30 damage per hit, depending on the monster resistance. The next objective is to climb the Tower to the Sky.

The Tower that Pierces the Heavens

- From the Town of Gottside, walk south to find this tower. The Hero must be in the party, holding all the Sky equipment. If the Hero is not present, then an unseen force will kick the party out. This tower is large, so expect a tough journey, since you have only 4 party members to work with. At the entrance hall, take a left across the carpet and around the pond to reach a stairway. Now take the stairway going up on the bottom left corner. Go upstairs once more to get a treasure box with the [Dragon Shield]. Go back down the stairs and walk out the door. On the outer frames of the tower, there are no random encounters, so use this opportunity to recover MP by walking using the Goddess Ring and the Hat of Happiness.

- After that, go back inside, then go down the stairs. On this floor, take the stairs going up in the bottom right corner. Enter the doorway to find a box containing the [Wonderful Bolero]. Go out the door and take the floating platform to take you to the next floor. Ignore the room you see here (it's a dead end) and go to the backside of the room to find another platform. Take it to continue on. In the next room, enter the doorway at the foot of the pillar. Take the stairs downward. Go down, to the left and open the door that's facing sideways. Go down and take the stairs upward. Open the nearby treasure chest to get the [World Tree Drops]. Go back down the stairs again, then continue to the left and take the stairs up. In this room, climb up the ladder to reach the next area.

- Here, go right, and take the stairs up. Now climb down the short ladder and enter the open doorway. Search the middle of the cross shaped pattern on the floor to find [#59 Small Medal]. Go up and climb the stairs going down. Walk a little downward to find some pots and barrels. Search them to get [#60 Small Medal], [Seed of Strength]. Go back up the stairs and out the door. Climb up the ladder, then back down the stairs (The doorway you see nearby just leads to a dead end). In this room, go all the way to the left side and take the stairs up. Enter the small door you see nearby. Take the stairs up to reach another platform to ride on. This will take you even higher in the sky. In the next room, go to the right and open the box for a [Megazaru Bracelet]. Go back to the left, then up and around the narrow corridor. Cross the overpass bridge to the right side. Now go down, then back up around the small opening to reach the next floor. Go straight down to reach the stairway leading up. You have reached the top floor. Climb up the steep slope to find an altar. Step on the altar and a cloud will pick you up and carry you high in the sky. You have arrived at the Sky Castle.

Sky Castle

- Enter the castle. As soon as you do, Lucia will automatically leave the party. She has returned home. About this castle. If you have played part 5 and 6 of the series, this place looks familiar. It is the same Sky Castle in 5 and it is Zenith Castle from part 6. Items: [World Tree Drops] = Talk to the mini demon. He says something about the World Tree Flute. If you have no drops left, then the monster give you more, one at a time. The first time he will give for free, even if you do have drops from treasure chests. [#61 Small Medal]. In the lower levels, talk to Lucia. She thanks you for returning her to home. As a reward, she gives you Dran, the dragon child. This dragon is hard to use, since he acts on his own free will. [#62 Small Medal] = Search the ground near the dragon kid at the church.

- When you are done exploring, go to the large doorway at the center of the castle to reach the throne room of the Master Dragon. This is the dragon that flies around in the opening movie. Talk to the Master Dragon. He says he is the ruler of this castle, being the god of dragons. He knows all that's happening in the world. The Dragon knows why you are here. The problem is that even the Master Dragon cannot seal the evolution of the one known as Death Pisaro. The dragon isn't the absolute one, as you might think. Suddenly, an evil surge is shot from the entrance to the dark world, one that penetrates the clouds. A soldier of the Sky comes in to inform this to the Master Dragon. The dragon predicts that Death Pisaro didn't do that to drop the Sky Castle, but that was more of a provocation to the Hero. Pisaro already knows that the Hero has reached the Sky Castle, and so he gives out his taunt.

- The dragon continues to say that humans are mysterious living creatures. Even weak humans at times can exert unbelievable power. He makes a bet to the Hero, who has the bloodline of the Sky People and Humans. He believes you can defeat the evolved beast. The Master Dragon gives all his power to the Hero. The Hero gains 20,000 experience points, and the Sky Sword begins to shine brightly. The sword is now at full power. The dragon tells you to head to the Devil World by using the hole in the clouds formed by that blast moments ago. Now the Sky Sword is worthy of being equipped. You can also use that weapon in battle for the Freezing Wave Motion effect to nullify all types of support spells used by the enemy. Exit the place by taking the door on the bottom right side of the castle. Go further down, and out the door at the church. Walk on the clouds, and if you look carefully, there is a blue spot among clouds. This is the hole you must fall into to reach the next area.

Journey to the Dark World

- When you are ready, drop into the hole in the clouds to land back in the Gottside Area, but right beside the cave surrounded by rocky mountains. This is the Cave to the Devil World. This is another long dungeon, but this time you can bring the wagon inside, so the trip is not that hard. Begin by going up, through the big door to find the [Luminous Dress]. Go out the door, then go to the left. In the next room, go upward, then go left. Continue going left in the long corridor, then go down. Take the side path to the left. In this room, take the one-way arrow on the bottom right side. After taking the ride, go down to find a treasure box. Take it to find [#63 Small Medal]. Go back up and to the right to return to the main path. Continue going down at the main path.

- The next room is a long corridor that wraps around in a squarish pattern. Walk in a counterclockwise direction to advance forward. Near the end of this room, there is a path off to the left, but ignore it for now. Continue downward to the next long corridor. Here, walk in counter-clockwise direction again to reach the next room. The next room is a large one, with a large lake, with some poison marsh surrounding it. Use Manya's Toramana spell to avoid barrier damage, then go to the upper left corner to get a [Bangle of

Greatness]. Go back to the long corridor, and walk back to the place we ignored the first time through. Take the left there, then continue to the left. Open the box there to get a [Staff of Smiles]. Now go down, then take the right path. The treasure box in the poison marsh is a Mimic monster, so fight it if you want. Move on to the left, then up to reach the stairs leading up. In this room, take the one-way arrow on the bottom left to reach the box containing the [Demon Armor]. From here, take the arrow pointing to the right near the four arrows pointing left. Look carefully to see how the arrows are arranged and you should be able to make it to the stairs leading downward.

- The next part has four treasure boxes. Open them to get [3280 Gold], [Nut of Life], [Seed of Quickness], [Seed of Strength]. Continue down the stairs to reach the center of the large lake area. Take the nearby raft and move to the right. Look for the stairs going down on a solitary island. Go to the left, then search the area just above center of the four pillars to find a [Nut of Enchantment]. In the next room, open the large red door, then exit out the door on the bottom side.

- You have reached the Bridge Building Tower. This is a good place to level up, since a group of monsters forming one Metal King, three Astray Metals, and four regular Slimes can appear. The Sand of Time can help here if the metals run away before you can kill them. Use Rariho- spell to put the slimes to sleep to prevent them from running away. Walk down across the bridge above the lava. Fall off the crack in the floor to reach the box containing the [Mirror Shield]. Drop into the nearby crack, then go back up one floor to pick up a [Nut of Life]. Go down, two floors, then walk down to exit the tower. You are now in the Devil World, home of Death Pisaro. Walk down to find the Shrine of Hope, the last save and recovery point.

15f. Shrine of Hope to the End

Shrine of Hope

- You can use Ru-ra to come back to this point. Walk down, to see a spirit. Approach close and the spirit changes into a Sky Person. She says this is the Shrine of Hope. She has waited for your arrival. Around Death Pisaro's Palace (Death Castle), there is a binding force stretched around it. Pisaro is continuing to evolve over on the other side. As long as the binding force is there, an mysterious power will stop you in your tracks. The four points of the binding force must be destroyed to break the seal around the castle. May God be give you divine protection. She completely recovers the party, and gives the option of saving the game. If you do save, then reset, the starting point will be the church in Endoll Castle.

Break the Seal

- From the Shrine of Hope, go to the southeast corner of the area to reach the first binding point. Inside the small shrine, go down the stairs. Then go to the left or right to find a dragon waiting for you. Talk to the dragon and he will say he is the guardian of this barrier. He will protect the place with his life. Fight the Andreal monster. You have to fight three dragons at once, and they can call for more help, so it is best to clean them up as quick as possible. Have the Hero -> Fight, or Gigadein, Arena -> Fight, Minea -> Fuba-ha, Behoimi, Bagikurosu, Manya -> Merazo-ma. After victory, they Andreal should drop a Dragon Shield as an item. Andreal says that Pisaro has lamented ever since the loss of Rosary. Humans shall be brought to ruin. Long live Pisaro! One part of the binding force is gone. Go back to the Shrine of Hope to recover.

2nd Seal

- Go to the shrine on the southwest corner. Go down the stairs to find a room with the clay statues that follow your every move. If your party comes in contact with anyone of these statues, then your party gets kicked out of the room, and you must try again. Here is one method to pass this difficult room with ease. From the beginning of the room, go up 8 spaces, left 6 (the statue 2nd from the left should be caught behind the stationary statue). Go up 1, right 7 (the two statues close to you should get caught behind the screen also). Now go straight up to reach the to the next room. If that didn't work, adjust the steps slightly to get the clay statue to get caught in the stationary Demi Human Statue.

- The next room has a strange Magic Formation on the floor. A huge demon with a club is waiting for you. Talk to him, and he will say you did well in making it here. He says he will offer a gift. He says to search the center of part of the Magic Battle Array that you see on the floor. If you do, then he will call you fools for showing your back to the enemy. When you battle him, he will get the first strike, so if you don't want that, just ignore what he says, and just talk to him a second time. Fight the Giga Demon. I have the Hero -> Gigadein, and Behoma, Arena -> Fight, Minea -> Behoma, Many -> Rukani, then Merazo-ma. The Giga Demon can attack twice per turn, and his attack power is high. It might be better to replace Minea with Klift, and have him use Sukuruto several times for defense. Sometimes the Giga Demon defends for one turn, but Gigadein and Merazo-ma will still do full damage. After beating him, you should get a Club as a dropped item. The Giga Demon says how stupid! This makes two parts of the barrier destroyed. Go back to the Shrine of Hope to recover.

3rd Seal

- The next task is to tackle the shrine in the northwest corner. In this simple shrine, climb up the ladder to face the Hell Battler. He says, so you are the ones trying to interfere with the evolution of Death Pisaro. You nefarious people. You humans, I shall bring success and defeat! The Hell Battler's biggest attack is the Ionazun spell. Here I have the Hero -> Gigadein, or Behoma. Arena -> Fight, Minea -> Use the Jewel of Silence for the Mahoto-n effect, Fuba-ha, Behoma. Many -> Rukani, Merazo-ma. If you succeed in sealing his Ionazun spell, then battle becomes easier. Mahoto-n spell should work against him. If the Rukani spell wears off, then just continue with Many using Merazo-ma. Keep this pattern up, and victory will be near. Fuba-ha will reduce the Chilly Snowstorm breath damage, and the Violent Flames damage. If you take more than 6 turns, recast Mahoto-n if necessary. After battle, the Hell Battler will drop a Marvel Sword. The Hell Battler says you done well in defeating him. Chew it well, the short lived victory. No matter what, you will still be destroyed by the evolved form of Death Pisaro. That makes three parts of the binding force destroyed. Go back to the Shrine of Hope to recover if needed.

Last Seal

- It's time to tackle the final stronghold. Go to the tower in the northeast corner of the Devil World. At the entrance, go up the flight of stairs in front of you. Exit out via the door off to the right (it's hidden, so rotate the camera if you need to). Take the stairs upwards in the top right corner. Walk downward to find a treasure box containing the [Zombie Mail]. Go back down, then take the stairs on the bottom left corner. Go up to reach the summit. Talk to the priest sitting on the throne in the middle of the room. He says you all finally here, but you are too late. Death Pisaro will use the Secret Ways of Evolution in order to evolve into the ultimate being. That will also cause Pisaro to awaken as a grotesque being as well. That transformation will make his heart full of hatred against humans, and nothing else. The Death Pisaro will never again be the ruler of the Devil Tribe. Pisaro shall die in obscurity. Here is a present from Hell! The priest

transforms into the Evil Priest. The Evil Priest says it was he who used humans to kidnap Rosary.

- Battle the Evil Priest and three Small Ghouls. The Evil Priest begins the battle with the Mahokanta (spell reflection) spell on himself. It would be best to remove that barrier by using the Sky Sword as an item. Have the Hero -> Use the Sky Sword for the Freezing Wave Motion effect, then Gigadein and Behoma. Arena -> Fight the Evil Priest, Minea -> Bagikurosu against the Small Ghouls, then Behoma for healing. Manya -> Defend, wait until the Mahokanta barrier is gone, then use Rukani, then Merazo-ma against the Evil Priest.

- Continue this pattern, and as long as you heal at the right time, then you should be okay. Rukani spell may not always work. Watch out as the Evil Priest can recast Mahokanta spell to make things more difficult. You may need to use Behomazun. It gets real annoying when the Evil Priest recasts Mahokanta over and over, but that can waste one attack (he can attack twice per turn). Also, he has some Mera resistance, so it may be best to leave the attacking to Arena. After the battle, the Evil Priest will say, how stupid. He was one step away in being the King of the Devil Tribe. He won't allow you, absolutely won't allow you to mess with his plans. With this, all four points have been destroyed. Now the path of Death Castle is open. Go back to the Shrine of Hope if needed, and prepare for the last dungeon.

Invade Death Castle

- Now it's time to capture the Last Dungeon. Enter Death Castle, then walk in the front door. In the first room, there is a barrier floor, with some Clay Soldiers walking around. Use Toramana spell to avoid barrier damage and try to walk past the enemy if you can (they move two steps for every one step you take). Go up and to the right side. Then go down to find the stairs to the next room. Walk out the doorway to reach the veranda portion of the castle. No enemies appear here. Walk up, past the corpse to the next room. Now go up and to the left. Take the stairs down to find a large room with a poison marsh filling most of it. Use the Toramana spell, then go to the bottom of the room to find a lone treasure box. Open it to get the [#64 Small Medal].

- Go back up the stairs. Go a little down to see a flame spirit. It says don't go any further. Ignore that, and go to the right and climb the stairs. Walk down between the wicked looking Demi Human Statues, and out the door. Take the left hand door to reach an elevator. Skip this elevator for now and continue upwards. Climb the stairs to reach a long, horizontal corridor with a bunch of wicked statues lined up in a row. Go to the right, and at the third statue you come to, push it out of the way to find a hidden doorway behind it. Enter it and follow the series of stairs and you will reach the veranda area with a treasure box. Open it to get the [Sage's Stone]. Use this item in battle to recover about 60 HP for all 4 members. It has unlimited use, so take advantage of that.

- Go back to the long hallway with the statues. This time go to the right and out the door. On the porch area, take the door on the far right side. Open the two boxes for a [World Tree Leaf], and [Thunder Staff]. Now walk all the way back to the elevator. This time, step on the button to activate the elevator. This will take you back to the area with the flame spirit. Now exit the elevator by going downwards. Head to the right, under a doorway, then up to find the stairs. On the next floor, go down, then right to find a warrior laying on the ground. It is just a corpse, however. Take the nearby elevator, which will lead you back down one floor. Exit the elevator, then take the nearby stairs back up one floor.

- Now you can walk on top of the elevator, on the square roof portion to reach the other side. Take the stairs up to reach the next part. Climb up another

set of stairs, then go up, then left a long way to reach a water fountain area. Go straight down from that fountain, out the doorway. On the veranda area, go left and enter the doorway you see there. You are now in the rocky mountain area. Go straight up to reach the exit. You have reached the last volcano. Use the Baron's Horn to bring the wagon to the last battle. If you don't have the Baron's Horn, then go back to the rocky mountain part, and immediately cast the Riremito spell. You will end up in front of the volcano with the horse wagon in tow. When you are ready, enter the volcano to face Death Pisaro once and for all.

Final Battle

- My Hero was about Level 41. I would give Arena the Sage's Stone, so she can heal quickly in a pinch. Walk up the simple path to find Death Pisaro, who has already evolved past the Estark level. Pisaro has two huge swords, which a brownish Estark-like body. Get near, then Death Pisaro will ask who are you. My name is Death Pisaro. I just awakened as the King of the Devil Tribe. He doesn't know anything... He can't remember anything, but he knows what he must do. Exterminate all humans! Fight the final battle. Be warned that Pisaro have a total of seven forms, so try to conserve MP for the later part of the battle.

1st Form

- Pisaro looks like Estark in this form. Have the Hero -> Fight, or Gigadein if you can spare it. Arena -> Fight, Sage's Stone if needed. Minea -> Fuba-ha, Behoma. Manya -> Rukani, then Merazo-ma, but conserve MP for later. You can also switch out Minea for Klift and have him use Sukuruto several times for defense. When you do enough damage, then Pisaro's left arm flies off and he enters the 2nd form.

2nd Form

- When Pisaro changes form, the battle turn automatically ends, so be careful of the timing for healing. In this form, have Manya or Burai use Rukani to reduce his defense power constantly. After accumulating more damage, then Pisaro's right arm falls off.

3rd Form

- This form attacks twice per turn, and is a magic user. He constantly uses Sukuruto to raise his defense, and uses Hyadaruko for offense. To counter this, have the Hero -> Use the Sky Sword to take off Sukuruto. Arena -> Sage's Stone for healing. Minea -> Fight, Manya -> Rukani after the Hero moves. This form also breathes sweet breath to make you party members sleep. My Hero fell asleep, so I'm in a little trouble, since the Hero has the Zameha (awaken) spell. Pisaro's Zaki spell also is annoying, since it killed Arena. In this case, replace Minea with Klift and have him use Zaoriku to revive and dead members. Try to do enough damage to make Pisaro go the next form. After enough damage is done, Pisaro's head pops off.

4th Form

- Right when the turn begins, Death Pisaro's stomach wriggles violently. A new head pops out his stomach, and Pisaro turns green in color. This form uses Meditation to heal 500 HP, so you must attack quickly. Use Rukani, Merazo-ma, and Gigadein to quickly reduce his HP. This form also breathes violent flames, and can use the Freezing Wave Motion, so you must recast Fuba-ha when necessary to minimize damage.

5th Form

- Continue the assault, then Death Pisaro will grow two new arms out from both side of his body. This is the 5th form. Continue using the same pattern as before, just be careful of his high attack power.

6th Form

- After some more damage, Death Pisaro grows new legs that are thicker than before. This is the sixth form. Use the same pattern as before, Rukani, Merazo-ma, Gigadein for attack, Behoma, Behomazun, Sage's Stone for healing. Klift's Sukuruto helps here as well as Minea's Fuba-ha to reduce damage.

7th Form

- How much damage can this freak take? Now Pisaro jumps into the air, grows a second head on top, then grows two horns on that head. Then he grows two more horns on the legs. When he opens his eyes on the second head, you see that it is a grotesque, three-eyed monster. At the same time, he casts the Mahokanta spell to reflect your magic. The music changes, indicating this is the seventh and final form. Have the Hero -> Use the Sky Sword to tear off that Mahokanta barrier. Arena -> Fight or Sage's Stone, Minea -> Fuba-ha, Behoma. Manya -> Defend, then Rukani and Merazo-ma after the Mahokanta barrier is gone. Death Pisaro uses the Shining Breath (about 110 ice damage to all members) in this form, so Fuba-ha is a must. If it wears off, recast it. Attack with Gigadein if you have MP to spare for the Hero. Pisaro's Freezing Wave Motion is annoying, so be prepared to recast your defensive spells frequently. Keep this up and Death Pisaro will be defeated.

- After winning, Death Pisaro's body flashes in rainbow color. He says his body is getting hot. He feels that he lost, and his body will crumble away. Death Pisaro disappears in a flash of light. He returns to his human form for a second, then he dies. The whole place rumbles, but the Master Dragon picks up the party and flies them to safety. Back at the Sky Castle, this is where the ending begins. Thanks to the Hero, the Secret Ways of Evolution sank deep underground along with Death Pisaro. Now humans can live in peace without fear. The dragon thanks the 8 guided ones for their deeds. He says the Hero can stay here in the Sky Castle, but the face of the Hero says otherwise. The Hero wants to return to the lower world. The Master Dragon understands the friendship built in the middle of war, that can't be destroyed by anyone. Now you can move around. The party will be the Hero, Arena, Ryan and Manya. You can walk around and talk to everyone, but eventually you must make your way out of the castle by taking the exit in front of where the mini demon gave you the World Tree Drops.

Ending

- Exit the castle then you can see a little movie of the Sky Castle. The party boards the balloon and flies to various places. The first stop is Saintheim Castle. Everyone is back, and repairs on Arena's room have begun. It probably won't stay like that for long. The next stop is Bautland Castle. After greeting the King, the Hero leaves Ryan behind. Next is Rosary Hill, with all the citizens mourning over Rosary's Grave... Next is Endoll. Toruneko's family is there to greet him. The next stop is Kohmiz Village. Minea and Manya visit Edgan's grave. The party moves on to Monbarbara Town. The people surround the sisters. The Hero watches Manya's dance a little bit. Now the Hero goes home to the Village Deep in the Mountains. The Hero lays down in the place where Cynthia used to be. The poison marsh nearby turns to flowers, then Cynthia is revived. The two embrace, and all the other seven friends are there to witness the Hero's moment. Congratulations! You have cleared Dragon Quest 4! However, it is not truly over yet. There are a few loose ends that are unresolved. After the sign, "The End" comes up, wait a little while, then the game will ask if you would like to save the current war history (Battle Curriculum). Say yes and save the game to the memory card. This will open up the mysterious Chapter 6.

seems like the Elves have moved to the WorldTree Area for some reason. Maybe you could learn more if you went there. If you talk to the slime that is residing in the tower, the slime says he heard this from Pisaro. In front of Rosary's Grave, Pisaro was talking to himself. He said, the promise that they can be together, it will be honored once he gets reborn. It seems like Pisaro is willing to die to keep that promise. Now visit the World Tree via balloon. Some of the Elves here talk about the World Tree Flower. It seems that flower blooms only once every 1000 years. It is said that this flower can revive any form of life. If you search the world, you may find some change, something that would point to the flower blooming.

A Shuddering Crack in Gottside

- Visit the Town of Gottside. Something has happened here. A huge hole has opened up in the alter of the town. Is this God's Judgment, or is this the guidance to glory? Talk to the people nearby to learn of the situation. A while back, during the night of the Full Moon, a fearful earth shaking occurred. This opened the hole that you see now. One of the prophets nearby says that Death Pisaro's heart is soaked in hatred. If true love where to happen, then it could melt away that hate. However, his lover is already gone. When you are ready, enter that hole, which is the entrance to the Secret Dungeon.

16b. Hidden Dungeon

Strange World of Enigma

- Welcome to the game's hidden dungeon. The theme of this bonus area is Dragon Quest 7! The majority of rooms and the majority of monsters here are from part 7 of the series. Having the Sage's Stone helps, since the wagon is not allowed inside. Choose your four battle members, and let's get going. The first floor is an original floor. No enemies are present. Go up and past the pillars to the next room. This floor is the Marshland Cave, B4F from DQ7. No enemies are here either. Go up and take the door behind the waterfall. The next room is the Cave Leading to the Prison, 1F from DQ7. Take the left path, and down the ladder to find the stairs going down. This floor is a repeat of the Silver Goddess Cave B3F.

- Take the raft, then go to the right. The first treasure box you see has the [Force Ring]. Go to the right to find a [World Tree Drops]. Continue to the right to find two more boxes. The left one has [#65 Small Medal], while the right one has the Pandora Box enemy. This is a tougher version of the Mimic type monster. Use the Sky Shield (Mahokanta effect) to protect from the Pandora Box's Mahotora and Zaki spells. The 900 HP is also a pain, but Burai's Medapani spell sometimes works to confuse that wicked box. Go to the left and back up the stairs. This time take the right path to advance further in the cave.

- The next floor is an imitation floor from the Rocky Mountain of Monsters, 8F from DQ7. Go up, and continue upward to find a box. This one has the [#66 Small Medal]. Go back down, and take the right side of the path. Take the stairs up to reach the next floor. This floor repeats the Cave South of Freynoll, B1F. Go to the left, then down. Go up the slope and take the upper box to get the [Seed of Quickness]. The box on the bottom side contains the [Ring of Life]. Go to the right, then down to find a box containing a Mimic monster. It is not as hard as a Pandora Box. Continue going up and take the stairs you see there. The next floor borrows from the Great Lighthouse, 2F. Go to the left to find a box. Get a [Nut of Enchantment].

- Now take the bottom right path to reach an isolated box containing [1200 Gold]. Go back up, and take the stairs leading upwards. The next floor is

from the Cave North of Lakenaba, B3F. Go left, then down and to the right. Take the stairs up to the next floor. The next floor closely resembles the Hobbit Tribe Cave, B2F from DQ7. Go up, then to the right. Now go upwards to find the ladder to the next floor. This floor is also from the Hobbit Tribe Cave, 1F. Walk in a clockwise direction to form a spiral. Exit out the bottom of the screen. The next floor imitates the Waterfall Basin Cave, 1-1F from DQ7. Go up, then take a left at the water. Go a little up, then right across a bridge. Continue to the right side, then go down to find the doorway. The next floor is from Salan Village.

- There are no enemies here, so take advantage of this by walking around with MP recovery ornaments. Talk to the old man on the right and he will be surprised to see someone here. He says to search the roots of the nearby tree for a gift. Do so to get [#67 Small Medal]. The merchant on the right side of the old man acts like an inn. Rest here is you need to. It is 10 gold per person. Continue up the stairs to advance deeper into this Strange World of Enigma. The next floor looks like the floor from the Waterfall Rapids Cave, B3F. Go to the right, then up. At the intersection, go up on the slope. Go left, then take the path down to find a treasure box. This one has the [Mask of the Evil God]. From here, go up, and to the left. At the stairs, go straight down to find a box with another Pandora Box monster. Go straight up to reach the stairs upward.

- The next room imitates the Cave of Coral, B2F from DQ7. Go to the right, then take the path downward. Take the stairs down to find the same room from the Cave of Coral B3-2F. Go up and open the box to get the [Shoes of Happiness]. Go back to the stairs. Go upwards to find the stairs on the upper left. Watch out for the Gyaosu monster here. It's violent flames attack is devastating if you have no protection from flame. The next floor is also from the Cave of Coral, B3-1F from DQ7. Just go upward past the arched pillars to find the stairs going up. The next floor looks like the one from the Cave to the Devil World, the one in front of the Bridge Building Tower. The only difference is that the door is just a normal one, instead of a red door. Exit via the door at the bottom of the screen.

- You have reached the outer parts of the Provina Church from DQ7. The farmer nearby wonders where you came from. He recommends you save your game here by giving a prayer at the church. You can return here quickly by using Ru-ra as soon as you enter the church. It is listed as the end as the Church of Enigma. This church looks like the Promontory Inform Place. Talk to the priest at the top to save your game. No enemies appear here or outside the church. Outside the church, the horse wagon is allowed temporarily, so you can switch members in or out if you like. At this place, I still use the Hero, Arena, Minea, and Manya.

What could be waiting at the end?

- All right, let's tackle the second part of the hidden dungeon. Exit the church by entering the little cave on the top left corner. The next floor is just like the Grave of the Royal Family, 1F. No enemies here. Walk up and open the jail door. Take the staircase down. The next floor is the Mountain of Flame, B5F. It is the inner depths of Engou's Volcano from Dragon Quest 7. Go straight down, then walk to the left. Open the box to get the [Fiendish Claws]. Now go up, then to the left at the T-shaped intersection. Go down, then to the right under the bridge. Now go down under the bridge to find an obscure treasure box. Open it to get the [Nut of Life]. Now go back up, then under the topside bridge. Climb up the slope, then go to the left. Take the open door beside the lava flow.

- The next floor is the Mardilas Temple Graveyard area from DQ7 (it's where you could learn the Majjustice spell in the present time, and the Gigajjustice

spell in the past time). Go to the right, and search the pots by the graves to get [2600 Gold] and [#68 Small Medal]. Continue upwards to find the doorway to the next room. The next thing that appears in front of you is the Bandit's Hideout near Da-ma Temple from DQ7. No enemies are here. Search the dresser for the [Relaxation Robe]. Talk to the Eteponge Zombie (rotten corpse) and he says he's good at cooking, but nobody will eat his meals. A slime nearby is worried about Rosary. Under orders by the Evil Priest, the slime was forced to tell the humans of the whereabouts of that elf. Ah! I shouldn't have said that. Please forget what I just said. Go to the right. Search the barrel for a [Megazaru Bracelet]. Enter the room at the top. The pot here contains [Horse Feces]. The dresser contains a pair of [Men's Underwear]. Talk to the elf that resides in the leader's room. She says on the world above, the World Tree blooms a flower once every 1000 years. The World Tree Flower is a source of life. If that flower were to be placed on a grave marker, a miracle would occur. Can you figure out what this means?

- You probably can figure out something if you put together all the clues given so far. Go back down and take the stairs behind the jail door. The next challenge is the Provina Cave, B3F from DQ7. Go up, then to the right to get a [#69 Small Medal]. Go back up and to the left. Keep going left to find another box. Get a [Safeguard Ruby]. Go back to the start of the floor. Now go down, then take the first right you see to reach the stairs going up. The next scenery is the World's Tallest Tower, 4F from DQ7. Go to the right and open the treasure box here to get a [Demon's Spear]. Go up and climb up the slopes left and right. The next room imitates the Devil Airspace Temple, 2F from DQ7. Go to the upper left corner of the room to find a box containing the [Angel Leotard]. Go to the stairs on the upper right corner. Watch out for a group of three Pandora Boxes on this floor. I spent 10 minutes fighting this nightmare, I'm surprised I even survived that battle. A few other rare monsters live on this floor only, like the Necro-Balser, and the Lamp Devil. The next room is the one from the Medal King's Castle, 2F. You are just about nearing the end of this long dungeon. Take the travel door that is swirling about. This leads to the Crater of Enigma.

The Egg and the Chicken

- The horse wagon is here, so make your preparations for a battle with the hidden boss. Bosses to be more accurate. Bring out any World Tree Drops and Leaves if needed. When you are ready, walk upwards. Here you will be on a high cliff. You can see some chickens and various eggs laying around. There is a huge picture of a tree above a large crater that is filled with lava. Talk to the strange looking people. The one on the left, Egglor says eggs are great. No matter what anyone says, the egg is great. The one on the right, Chickler says no, chickens are definitely greater. Egglor replies, can't you see the love and beauty of the egg? Chickler says the egg is no match for chickens. Without chickens, eggs cannot be laid. Egglor says, are you an idiot? Chickens are born from the egg! Then the two notice your presence. Egglor says you came at the right time. Which do you like, the egg or the chicken? Chickler says, of course the chicken, right? Egglor says, no, it's the egg. Chickler says, chicken, right? I said yes, and Egglor says, no, it's the egg right? I said yes again. Chickler asks, chicken, right? I said yes a third time. Then they both get pissed and say forget it, they will fight you instead. It is time to fight against the two cheapest bosses I've ever seen.

Don't be fooled by the music

- The battle begins with the Casino Music playing in the background. Egglor (the one with the green hood and two knives) is the supporter, who has a wide arsenal of attacks like the Red Hot Flames, Shining Breath, Medapani Dance, Sukuruto, Behomara, and Zaoraru if Chickler is dead first. You should concentrate on taking out Egglor first. However, Chickler's attacks are super

annoying. The one on the right, Chickler (the guy with the wild Mohawk hairstyle) uses a bunch of Martial Arts Techniques for Dragon Quest 6 and 7. Rock Drop, Justice Fist Stab, Spin Kick, Exploding Fists, Body Ram, and Power Accumulate are the skills he wields. Chickler has high attack power and can attack up to three times in one turn. Furthermore, his cheapest skill ever is when he Scatters the Black Feathers. When feathers fly, all physical attacks by the party for that round will always miss! What is even more annoying is that Chickler has a Big Guard that can reduce all damage to 1/10 the normal value. He can attack and guard at the same time. How cheap is that? Plus Chickler can restore defensive power lost to Rukani, I don't know. Probably when he changes attack modes.

- Here is the strategy for this battle. Hero -> Gigadein for attack. Behoma and Behomazun for healing. Arena -> Fight against Egglar. Minea -> Fuba-ha for flame and ice protection, Behoma and the Sage's Stone for healing. Manya -> Rukani against Egglar, the Ionazun or Merazo-ma for offense. After that, I temporarily replace Minea with Klift, and go Klift -> Sukuruto at least twice to withstand Chickler's high attack power (His Rock Drop doesn't depend on defense power, so that is going to be the biggest damage you take). Behoma, Behomara is for healing, and Zaoriku to revive any dead members other than himself. Egglar can use the Freezing Wave Motion to remove the Fuba-ha and Sukuruto effects, so recast them if needed. The problem is that my Hero's agility is too slow, so I bit the dust almost immediately. I was around Level 42 for the Hero and I couldn't win. At this point, their attacks are way too violent, and I couldn't withstand their attacks for more than two turns. I decided I don't have a chance at this point, so I decided I needed the Falling Star Bracelet (double the wearer's agility) and I needed a few more levels in order to win.

Begin Some Training

- There are several ways to get this Falling Star Bracelet. Let's go for the Royal Immigrant Town method. I went looking for Kings, Princesses, and Brown Soldiers as immigrants. Anyone else I rejected. Before doing so, I released a few immigrants to destroy the Ladies Town that I currently have. I could fight a bunch of Mystery Dolls to get a bunch of gold (200,000) to trade in the Casino in Endoll to buy this bracelet, but I'm going for the immigrant town method. After about 4 hours running from town to town gathering immigrants, I finally got the Royal Castle Immigrant Town. It seems you need at least 3 Kings and 4 Princesses to build the town to this form. I had 2 Kings, 5 Princesses, and 5 soldiers, but that just created the plain final form of the town. Now I picked up all the treasures here, including the Falling Star Bracelet. Equip that on the Hero. The next thing I did was to get to Level 50 for the Hero, so I could use the Giga Sword Technique. I slayed a bunch of Metal Kings with Arena and the Sand of Time to achieve this. Save the game at Level 49, and if you don't learn Giga Sword at Level 50 for the Hero, then reset the game until you do. Now it's time for a re-match against Egglar and Chickler.

Round 2

- This time, I had the Hero with the Falling Star Bracelet, and Minea with the Megazaru Bracelet just in case. The strategy is the same as before, but this time I went with Hero -> Giga Sword against Egglar. Arena -> Fight against Egglar, Minea -> Fuba-ha first then switch to Klift -> Sukuruto twice. Manya -> Merazo-ma against Egglar. The faster you get rid of Egglar, the easier the battle becomes. Of course do the healing as you see fit. The Hero should be able to move faster due to the Falling Star Bracelet. This makes the Hero's Behomazun more useful. Once Chickler is gone, it is easier since that annoying stuff he does really makes this battle a long one. Now it's one on one with Chickler. Cast Rukani several times, if Egglar used Sukuruto several times. Finish him off with Giga Sword and Merazo-ma.

Klift's Sukuruto can reduce all Chickler's damage except the Rock Drop to nothing.

- Egglar has 2800 HP and Chickler has 3200 HP. No natural recovery, so concentrate on healing and victory will be near. The casino fan fare will play (when you get over 500 coins in one shot) as the victory song. They both hold high experience (21,800 exp total) so you might get a level up or two. They also leave 1410 Gold between the two of them. Afterwards, Chickler says you did well. It was fun battling you. Egglar agrees. Chickler says he'll give you a reward. Egglar says, hey, I was going to say that! A flash of light from the both of them sprinkles the picture behind them. A flower appears on the tree. Egglar says something great has happened. Chickler's says that a rare flower has bloomed on some tree. Egglar says give thanks to the egg and I. Chickler says, no, if you are going to say that, then you should thank the chicken and I. Egglar argues back, I'll teach you the beauty of the egg. Egglar notices that the Hero is still here. He tells you to return to your world. Do so by jumping into the crater behind the duo. You will be blasted back to the Town of Gottside. Put together all the clues you have received so far, and you will figure out that the next destination is the World Tree.

16c. The 9th Guided One

The Miracle

- Go to the World Tree via balloon. Climb up the tree like before. The enemies are the same as in chapter 5, so they shouldn't present a problem. In case you forgot the directions, take right at the entrance floor. On the next floor, go to the right, then downward into the branch. Go left to reach the stairs. On the next floor, go up then walk in clockwise direction on the branches to reach the stairs. At the next floor, walk in a counterclockwise direction to reach the stairs. At the top floor, go to the left, then down the center. Near the place you first picked up the Sky Sword, the World Tree Flower will be there, fully bloomed. Search it to pick up the [World Tree Flower]. It's on the left side bottom area. Now think about this. If the World Tree Leaf can revive a dead party member, what do you think the Flower can do? Revive a dead being outside the party.

- Let's go to Rosary Hill next. Go in front of Rosary's Grave and use the World Tree Flower there. A miracle will occur. In a shower of light, Rosary's spirit is revived! Rosary notices that's the World Tree Flower. She realizes that you humans used it to bring her spirit back to life. The Yeti nearby will be happy, as well as the entire village. Rosary says she never thought humans would be the ones to give her life again (after all, it was humans who killed her). Now she believes there are people with a righteous heart. Then she says it's not time to celebrate yet. She must stop the ambition of Pisaro-sama before the world is in ruin. She figures you, the one that obtained the World Tree Flower, can stop Pisaro. Rosary says take her to see Pisaro, maybe it is not too late. Then she says if she can't stop Pisaro, no Death Pisaro, then you must kill him. That is her wish. Let's hurry. Rosary joins the party as a non-combat member.

- The next task is to visit Death Pisaro at the Last Volcano in the Devil World. When you exit Rosary Hill, Dran will leave the party. Rosary says Dran went back to the Sky Castle to tell the people of the World Tree Flower. Maybe that's the customs of the Sky People, as she says. Warp to the Shrine of Hope. Enter Death Castle. Make your way to the end just like before. Climb the volcano to face Pisaro. When you face Pisaro with Rosary in the party, a new event will spring forth. Pisaro begins his speech like before, saying he must exterminate all humans. Then Rosary interrupts his speech.

Death Pisaro faintly recognizes that voice. Rosary says, don't you remember? That's the name you gave me. From the pupils of Rosary's eyes, the Ruby Tears spill out. She says to Pisaro, try to remember the day they first met.

A Revealing Flashback

- A black and white flashback scene occurs. An elf (Rosary) is running away from someone. She hides behind a nearby tree. A man comes running in and curses to himself, since he let that fast elf escape. After more careful inspection, the man discovers the elf behind the tree. The man slowly walks near. He says if he could catch her, he could be a rich man because of the Tears of Ruby. He tries to calm her down, and moves closer. Before he could get there, he senses the presence of someone else. The man burns up in blue flames. Pisaro drops in and says that was close. The elf asks Pisaro was he the one that did that? Pisaro confirms that and says that there are plenty of those greedy humans that have done some elf hunting. The elf is shocked at that and says that's horrible. Pisaro says, horrible? It's horrible that I saved you? The elf says that Pisaro didn't have to kill that human. Humans are just like her, a living creature. Pisaro "....."

- Pisaro laughs and says what a strange creature, those elves. How fun. He is impressed. Pisaro asks the Elf Girl what is her name. The elf says, name? We make a living in the forest. We have no name. Pisaro says, "Oh, so that's how it is. But it's troublesome to call her Elf Girl. He continues, "All right, from today onwards, your name will be Rosary". The elf repeats her new name. Pisaro explains that's the name of a village on the over world that he has known for quite some time. You don't like it? Rosary says no, it's not that. It's just up until now, nobody has ever called her by name. Pisaro tells Rosary he will invite her to that village someday. Until then, be careful as not to get caught by those humans. We'll meet again. My name is Pisaro. Remember it well. Pisaro casts Ru-ra spell and makes his dashing exit. Rosary "..... Pisaro-sama..." End of flashback.

Secret of the Tears

- Death Pisaro tries to say Roza... Rosary. The Tears of Ruby erases the Secret Ways of Evolution! Pisaro returns to human form. Pisaro wonders if this is the land of the dead. Rosary explains that the Hero revived her using the World Tree Flower. I know it is hard to believe, but the humans that kidnapped me were controlled by someone from the Devil Tribe. Pisaro's head is spinning at the current situation. Pisaro thanks you humans for what you have done. You are his life's benefactor. For a long time, Pisaro thought that the human race was the true enemy. He wonders if he was wrong. Pisaro says until his mind is more stable, he will return to the village and live with Rosary. However, there is one thing left to do... He is kind of sorry, but his path merges with yours. It means Pisaro and the Hero are now fighting for the same cause. Pisaro joins the party! Yes! Finally, like a dream come true, my favorite character now usable!

Sweetness

- The silver haired demon is the most balanced character in every aspect. Pisaro can equip cursed items with no ill effects. At this point I gave him the Massacre Sword, Demon Armor, Mirror Shield, Iron Mask, and the Shoes of Happiness as his equipment. Pisaro begins with a wide variety of spells and special skills. His Moonsault technique is useful for hitting multiple enemies at once without using MP. When Pisaro levels up, he learns even more great skills that are exclusive to him. You may recognize those skills as ones that appeared in Dragon Quest 6 and 7.

- He is the best character, so from now on, Pisaro is always in my standard member party. Now it is time to do some level training to strengthen Pisaro up. There is a new evil uprising, so now is the time to prepare before moving

on. Note that Pisaro cannot enter the Sky Castle due to his status. He will just wait inside the wagon if you try to go there. Other than that, Pisaro can go just about anywhere. Go to a place where you can find Metal Kings and use that as a training place. After leveling up to 60, Pisaro will learn his last technique, Madante. This ultimate skill uses all of Pisaro's MP to create a gigantic blast that damages by the used MP multiplied by 3 (not counting monster resistance). Once you get that, it's time to get Pisaro's best equipment. The Egg and the Chicken are the keys to that.

The Dispute Continues

- Go back to the hidden dungeon and go all the way through to meet Egglar and Chickler again. If the Hero is at or over Level 60, then use the Toherosu spell and you can walkthrough the secret dungeon without meeting any enemies. This helps conserve your power for the Egg and Chicken. As usual, the egg and chicken argument continues. This time the picture has a Knight fully clad in armor, helmet, shield, and sword. Before talking to the duo, make a party of Pisaro, Hero, Klift, Minea. Fight Egglar and Chickler again. Chickler says, if you say that, the chickens won't lay any more eggs. Egglar's says, how impertinent! He you say that, then he won't warm up the eggs anymore. Then they notice you again. Egglar says you came at a good time. The two can't agree on anything, so Chickler says they want to fight you to relieve some stress. Egglar asks if you are ready. Say yes to begin the battle.

- In this battle, now we have Pisaro, so go Pisaro -> Madante, then Moonsault (since he will have no MP left). Hero -> Giga Sword on Egglar, or Gigadein, Behomazun, or Sage's Stone. Klift -> Sukuruto several times, and Behomara-for healing. Minea -> Fuba-ha, then on the next turn, switch out Minea for Manya. Manya -> Rukani, Ionazun, Merazo-ma. Just like before, try to get rid of Egglar as quick as possible, then go for Chickler. Madante will cut their HP in half (if Pisaro has about 439 MP) Egglar has level 1 resistance to Madante, but Chickler has no resistance. Once Chickler is alone, focus all your attacks on him. This way, you can beat this duo within 10 turns. After victory, the two will feel refreshed. Now they can calmly continue their argument. They will give you a prize. They take the [Escutcheon of the Devil World] from the Knight inside the picture and give it to you. This is Pisaro's best shield. It can reduce flame and snowstorm damage, which is important. Jump into the crater to leave the place.

Strip! Strip!

- Now repeat this procedure, fighting Egglar and Chickler many times. The third time you beat them, the reward is the [Sword of the Devil World] from the picture. This weapon is exclusive to Pisaro. It works like the Marvel Sword (Pisaro cannot equip that weapon) in that it recovers 1/4 HP of the damage inflicted. Notice that you are slowly stripping away the clothes of the guy in the picture. If you talk to Egglar afterwards, he says, why can't you understand the deepness of the egg's silence? Then he says don't bother him while his arguing. Talk to Chickler, and he says to Egglar, the egg cannot imitate the 'koke' sound made by the chicken. When he sees you, he says he is on a roll, don't get in his way.

- The fourth time you beat the duo, the reward is the [Armor of the Devil World]. Of course it is for Pisaro only, and it will reduce damage done by spells. Now look at the picture. The guy is in his underpants, and he is well tanned due to the close proximity to the lava of the crater. It gets kind of tedious, but by the fifth time, you should get the hang of it by now.

- On the fifth victory, the reward from the egg and chicken is the [Men's Underwear]. It is the striped blue boxers from the guy in the picture. Look at the picture. Now a leaf is covering the vital spot in between the legs. Ha ha ha! Fight them a sixth time, then the gift received from them is the

[World Tree Leaf]. That's the leaf covering that spot. Now the guy in the picture is holding his hands over the vital spot to cover himself. Ha ha ha! This is hilarious! Go a seventh time (the two are still arguing) and if you win within 10 turns, (use Madante to achieve this easily), the prize is the [Headpiece of the Devil World]. This helmet is exclusive to Pisaro. It offers resistance to Rariho-, Paralysis, and Zaki spell effects.

Unexpected Immigrant

- At this point, you can see the face of the guy in the picture. He looks like a weird demon. Leave the place and come back for the eighth time. Beat the egg and chicken within 10 turns and now they will say you have done really well. Egglar says it has been a while since they have had this great feeling. A special prize will be awarded. Egglar looks at the picture behind him, and realizes there is nothing left to give. Suddenly, the guy in the picture behind them flashes and makes his way out. Talk to the naked guy and he says it has been a long time since he has spoken with anyone. He lived inside that picture for a while, but now that he is bored with that place, he came out. However, this place is too hot. He asks the Hero's party if they know an appropriate town that he could possibly live inside. If you have 37 or less people in the Immigrant Town, then an option will come up and ask if you will tell this guy about the location of your Immigrant Town. Say yes, then he will say that place sounds fun. He introduces himself as G. Pisaro. He is waiting to meet you again. He leaves to join the Immigrant Town. Chickler asks, who was that guy, anyway? Egglar says, I don't know...

- If you don't invite G. Pisaro to town, then you can't fight Egglar and Chickler anymore until you do. Go to the Immigrant Town. Look around town for the new guy. It depends on what form of the Immigrant Town you built. I have the Royal Castle Immigrant Town, and I found him in the library area, bottom right corner from the first floor. This G. Pisaro calls himself Queen Roza and talks in a feminine tone. The location he says he is from changes randomly every time you speak to him. This can help you discover the location of other immigrants. Then he declines your flirting. How bizarre is this? Visit Hoffman next door and check the citizen list. For the guy you just invited, his name is G. Pisaro, occupation is Grand Pisaro, and his location is the Crater of Enigma. This is really strange that he calls himself Queen Roza. It also seems that once you invite this G. Pisaro to the Immigrant Town, you cannot kick him out. This bonus feature closely resembles inviting God to the Immigrant Town in Dragon Quest 7.

- Now visit our friends Egglar and Chickler a ninth time. The picture behind them is nothing but a blue sky with white clouds. Talk to them, and Chickler says to Egglar, now that I think of it, the egg is pretty nice. Egglar says back, no, I can't believe how I didn't notice how beautiful the chicken is. When they notice you, Egglar says that now their opinions match. Chickler says the egg is great. The chicken is great. That's the truth of the world. Because of that reason... Egglar finishes that sentence with, we are bored since there is no topic to argue over. They now both want to fight you. Win the battle once more, and they will tell you it was a great battle.

- Egglar will say how many turns it took for you to win (with Madante, Gigadein, Giga Sword, Behomazun, Sukuruto, Rukani, Moonsault, Ionazun, and Merazo-ma, it should take about 6 turns to win). Chickler says you are good people. Come back and play again sometime. Egglar says, hey, I was going to say that before you. Talk to Egglar and he says, sometimes you should think about the beauty of the egg. The egg has all the world's beauty. The egg is the truth. The egg is supreme! Talk to Chickler, and he asks if you really do like the chicken. No matter what you answer, he replies, you don't have to answer that. He knows how you feel just by looking at your eyes. Be careful on the trip back. From now on you can continue to visit Egglar and Chickler

and fight them as many times as you want. They will tell you how many turns it took to win every time from now on. When you are satisfied with that, it's time to close the book on this chapter.

The Black Curtain

- When you have made your preparations, warp to Death Palace, the former stronghold of Pisaro. Since you cannot bring the wagon inside, I put a party of Pisaro, Hero, Arena, and Minea. In Death Palace, a revolution has occurred. The monster population is split between the Death Pisaro Sect and the Evil Priest Sect. If you talk to the monsters with Pisaro in the party, you can tell which side they are on. Pisaro followers will greet you, while the Evil Priest followers will attack you. Use the Cane of Change to transform into a monster to gather some information.

- It looks like the Evil Priest is the new ruler of the Palace. The Pisaro followers can't believe that Pisaro is dead. In the underground prison area, the humans are the watch keepers now. The Pisaro followers are jailed for disobeying the Evil Priest. The Evil Priest has mastered the ultimate in the Secret Ways of Evolution for himself. The difference between him and Death Pisaro is that the Evil Priest reached the ultimate in evolution while staying in the same body.

- When you are ready, go to the throne room to face off against the evolved Evil Priest in the true Final Battle. Pisaro must be in the current party for this to occur. The Evil Priest will be shocked to see Death Pisaro still alive. By the look on Pisaro's face, he knows by now what's going on. The priest says it was him that killed Rosary to make Pisaro self-destruct. Do you have hatred toward me? However, by joining the human side, that's the ultimate in shame! No matter what, it is too late. Death Pisaro's rule is over. I shall show you my new form, my mastery of the ultimate in the Secret Ways of Evolution. Evil Priest transforms into a form similar to Death Pisaro, but silver in color, with purple trim. He says, curse you all. Be sad that you were born in same era as the True King! The final battle against the Evil Priest begins.

1st Form

- The Evil Priest Plus battle begins with the Estark battle music. The Evil Priest Plus' flame and ice breath damage is big, so Minea's Fuba-ha is must to have. Since you can't switch in and out members, heal when necessary. Since this enemy has four stages of evolution, try to conserve MP until the fourth form. Have Pisaro -> Moonsault, or Fight for offense, Rariho-ma, Rukanan for support, Behoma, Behomara-, and Zaoriku for recovery. Hero -> Fight to save MP, Behoma, Behomazun if needed. Arena -> Fight, Minea -> Fuba-ha, then Rariho-ma and Sage's Stone. Rariho-ma works on the first form of this enemy. Once the priest is asleep, attack and recast the spell if he wakes up. Once enough damage is done, the second form grows.

2nd Form

- The Evil Priest grows two arms and two legs with reddish claws. Continue as before, but Rariho-ma doesn't work, so just concentrate on healing. This form can use Ionazun, as well as stomp with his big feet. The stomp hits one person, but it does big damage. When he takes more damage, the third form appears.

3rd Form

- The Evil Priest Plus jumps into the air, rotates, and a shining light creates a new head on top. The face has three eyes and the body grows four more horns. The music changes to one with a faster tempo. Have the Hero -> Giga Sword, but sparingly. Save MP for the final form. Rukani works on all the forms, but since I didn't bring someone who could use that spell, I didn't

use it this time. Fuba-ha can reduce the RedHot Flames blown by this form. Evil Priest Plus' attacks become more heavy, so try to pile the damage on the enter the last phase.

Final Form

- Evil Priest Plus' final form is when he turns dark gray in color, with blue trim. His attacks become real fierce. This form's most devastating attack is the True Shining Breath. This does 220 ice damage to members that don't have resistance. Fuba-ha can cut that damage in half, but he can remove that with the Freezing Wave Motion. This form also uses the Madante technique, then recovers MP by doing the Wicked Prayer technique to next turn. Note that the monster's Madante does about 200 fixed damage to all members, no matter how much MP the monster has. Where have I seen this before? Yes this closely resembles Deathtamoor (DQ6) and Orgo Demirra (DQ7). Their final forms use this Madante -> Wicked Prayer technique so they can reuse Madante again. Since the Evil Priest can attack twice in one turn, be prepared to take heavy damage. The Hero should use all his MP on Giga Sword and Behomazun. If you are unlucky, the Evil Priest Plus' True Shining Breath -> Madante combination can do over 400 damage to all members. That's insane! One person equipped with the Megazaru Bracelet can help avoid dying. Try to finish this battle as soon as possible, since a long battle is a disadvantage for you.

Happy End

- After victory, the Evil Priest says it is stupid. Or is this the illusion shown by the Secret Ways of Evolution? I am for sure, the ruler of the world, the King of the Devil Tribe, the Evil Priest. He disappears in a bright flash of light. Now you can hear a strange voice. It tells the Hero to return to the Sky Castle. The screen fades to black. Pisaro tells the Hero, can you hear me? I'm governing the Devil Tribe. I can't enter the Sky Castle. Goodbye. I'll leave it like this. We may meet again. Maybe as friends, maybe as enemies. Who knows? Back at the Sky Castle, the Master Dragon tells the party how he know all that is going on in the world. He says you have done well in eradicating the Secret Ways of Evolution, along with the Evil Priest. Now humans can live in peace without fear. Just like the Chapter 5 ending, he tells all the eight guided ones of their accomplishments. He adds a comment on the Ruler of the Devil Tribe, Death Pisaro. Without Pisaro's power, the party couldn't defeat the true, giant evil. The rest is the same as Chapter 5. Leave the castle just like before. The only difference in this ending is that when the balloon stops at Rosary Hill, you can see Pisaro and Rosary looking at the sky at the balloon. Save the game at the end and restart the game. A third page is added to the Battle Curriculum. It displays the time it took to reach the Happy End. You are done with the game.

Extra Things

- Once you are done with the story, you can continue to play game to do other things like a true maniac.

 - Complete the Monster Notebook
 - Get all the Immigrant Town forms
 - Beat Egglar and Chickler and as many monsters as possible 999 times
 - Gather lots of Casino Coins
 - Start a new game, try for a Time Attack, clear the game as quick as possible
 - Start a new game, try for a Low Level Clear and/or other restrictions.
 - Go for Item Completion
 - Investigate how to get the Titles and get as many as possible
 - Anything else you can think of
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17. Additional Information

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17a. Small Medal List

- 70 Medals in all.

Where to find the medal.

- 01 Tenpe Village, inside the well, left side of the small pond.
- 02 Aneil Town, inside a drawer in the hot springs area.
- 03 Konanberry Town, inside a barrel near the top right corner of town.
- 04 Konanberry Town, inside a barrel of the ship dock.
- 05 Konanberry Town, inside a dresser on the right hand ship. Limited time.
- 06 Great Lighthouse, 2F, inside a treasure box to the left of the stairs.
- 07 River-side Town, inside a pot of the professor's house.
- 08 River-side Town, inside a barrel on a solitary island.
- 09 Mintos Town, inside the well, search the floor on the right side.
- 10 Mintos Town, inside a pot near the house on the right side.
- 11 Shrine East of Mintos, in the outer edge depression on the floor.
- 12 Rosary Hill Village, inside a drawer in the basement church.
- 13 Old Man's Solitary House, inside a pot near the sink.
- 14 Cave West of Kohmiz, inside a pot in Edgan's secret lab. Need Thief's Key
- 15 Endoll Town, inside the treasure box of the locked room. Need Thief's Key
- 16 Endoll Castle, King's room's dresser. Night only + Thief's Key required.
- 17 Immigrant Town, population of 4, inside a barrel. Limited time only.
- 18 Immigrant Town, population of 6, inside a barrel. Limited time only.
- 19 Immigrant Town, population of 11, in a barrel in a house. Limited time.
- 20 Ocean-Side Village, inside the dresser in the well.
- 21 Immigrant Town, population of 20, in a barrel of a shop. Limited time.
- 22 Immigrant Town, population of 20, in a dresser of a house. Limited time.
- 23 Immigrant Town, population of 25, in a barrel of a shop. Limited time.
- 24 Immigrant Town, population of 30, in a pot beside the large building.
- 25 Immigrant Town, population of 30, underground room, in a barrel.
- 26 Immigrant Town, population of 30, underground, in the middle of a marsh.
- 27 Immigrant Town, Ladies Town, in a barrel of the protector shop.
- 28 Immigrant Town, Ladies Town, underground, in a pot in the kitchen.
- 29 Immigrant Town, Grand Slum, inside a pot of an enclosed room.
- 30 Immigrant Town, Premium Bazaar, in a barrel in the southeast house.
- 31 Immigrant Town, Big Cathedral, in a pot in the basement area.
- 32 Immigrant Town, Great Farm, in a pot in the main farmhouse.
- 33 Immigrant Town, Royal Castle, in a barrel in the kitchen.
- 34 Immigrant Town, Royal Castle, in a box in the basement. Need Last Key.
- 35 Bautland Castle, treasure box, need the Thief's Key.
- 36 Stanciara Castle, in a pot inside the bar.
- 37 Stanciara Castle, inside a drawer of a house.
- 38 Stanciara Castle, inside a drawer of a room in the castle.
- 39 Shrine of the Ocean Roar, 1F treasure box.
- 40 Shrine of the Ocean Roar, 1F in a box off the main path.
- 41 Shrine of the Ocean Roar, B1 in a box beside the Sky Armor.
- 42 Gardenburg Castle, in a pot in the kitchen area.
- 43 Cave South of Gardenburg, B1 in a treasure box.
- 44 Cave South of Gardenburg, B3 in pot on the left side.
- 45 Branka Castle, in a treasure box, need the Last Key.
- 46 Bonmole Castle, basement prison cell, in a pot, need the Last Key.
- 47 Havalialia Town, basement prison cell, right side pot, need the Last Key.
- 48 Havalialia Town, basement prison cell, left side pot, need the Last Key.
- 49 Imuru Village, basement prison cell, in a pot, Last Key required.

- 50 Waterfall Rapids Cave, B2 treasure box.
- 51 Grave of the Royal Family, in a treasure box.
- 52 Devil God Statue, 1F in a treasure box.
- 53 Death Palace, B1 in a pot in the jail cell.
- 54 Death Palace, B1, in the top left treasure box.
- 55 Estark Temple, inside a treasure box in a small room.
- 56 Estark Temple, inside the left side box near the Gas Jar.
- 57 Gottside Town, in a dresser in the top right house.
- 58 Gottside Town, in a pot in the top left house.
- 59 Tower to the Sky, on the floor on the cross-shaped pattern.
- 60 Tower to the Sky, in a pot in the room below #59.
- 61 Sky Castle, in a drawer next to the plant area.
- 62 Sky Castle, in the grass by the pond on the right side of the church.
- 63 Cave to the Devil World, in a box in the one-way arrow room.
- 64 Death Castle, in a treasure box in the poison marsh basement area.
- 65 Strange World of Enigma, Silver Goddess Cave imitation floor, in a box.
- 66 Strange World of Enigma, Monster's Rocky Mountain floor, upper right box.
- 67 Strange World of Enigma, Salan House imitation floor, in front of the tree.
- 68 Strange World of Enigma, Mardilas Temple Grave floor, in a pot.
- 69 Strange World of Enigma, Provina Mountain Cave floor, upper right box.
- 70 Doesn't exist. It seems like there are only 69 Small Medals to be found in this world. The curious thing is that the Monster Tower Immigrant Town has no basement area, and no small medal, unlike the other final forms of the Immigrant Town. I guessing the programmers forgot to put a medal there. It is really suspicious...

- There are 17 Small Medals in the different forms of the Immigrant Town, some are available only for a limited time, so if you miss them, there is no way to go back and get them again.

- Small Medal Prizes

- 15 = Force Ring
- 20 = Safeguard Ruby
- 25 = Magical Skirt
- 30 = Staff of Divine Punishment
- 34 = Megazaru Bracelet
- 38 = Marvel Sword
- 43 = Hat of Happiness
- 47 = Bangle of Greatness
- 52 = Astray Metal Shield
- 60 = Whip of Gringam

17b. Titles

- Depending on your fighting style, a title will be given. You can see it by pressing Select to access the Battle Curriculum. You may not be able to see all of these titles during your first trip through the game. This is like the Personality System from SFC DQ3 remake, except this one changes frequently as you progress through the game.

☺î¹æ°ií÷;Úα·αçα|α´α|αααÁαέαó;Û;Title Listings

- Âè°i☺î;ÚαÀαααααÃα·αçα|;Û;Chapter 1
- É☺²Áî³îÁÈ;ÚαÒαçα|α«αβα«α¬αÆαα;Û;Evaluation Pending
- αâα|α¹α°É☺²Á²ÃÇ½;ÚαÒαçα|α«α«αîα|;Û;Almost Possible to Evaluate
- αØαÊαÁαçα³Ài»î;Úα»αóα·;Û;Hobbling Soldier
- îµÁ´ÊαÀi»î;ÚαàαÆαÃαÝα|α»αóα·;Û;Reckless Soldier
- α½α³α½α³αααÃαÑα·;Like Others, or so
- ÉîË³Ài»î;ÚαÓαóαÛα|α»αóα·;Û;Poverty Soldier

ΥεΥΆΥΆΥεΥóÀi»Î;Ú»»ó»·;Û;Rich-man Soldier
Çí°|Ài»Î;Ú»î»«ç»»»»ó»·;Û;Benevolent Soldier
ÍΣ¾ðÀi»Î;Ú»æ»|»ç»|»»ó»·;Û;Fellowship Soldier
ΥíΥóΥé;¼Ài»Î;Ú»»ó»·;Û;Lonely Soldier
¼ÀÉ÷»î²|µÛÀi»Î;Ú»·»À»×»|»»î»ª»|»»â»|»»ó»·;Û;Royal Palace Soldier of Gale
î»íÀ»î²|µÛÀi»Î;Ú»á»»»è»î»ª»|»»â»|»»ó»·;Û;Royal Palace Soldier of Honor
»î»ó»ò»èÀi»Î;Ú»»ó»·;Û;Leisurely Soldier
»-»ó»ð»èÀi»Î;Ú»»ó»·;Û;Endurance Soldier

ÀèÈó¾î;Ú»À»»»È»·»ç»|;Û;Chapter 2
»ªÀ¾Çî²|¼÷;Ú»ª»Æ»ó»ð»ª»|»ç»;Û;Tomboy Princess
î¹î©»Á²|¼÷;Ú»ç»ó»»À»Á»ª»|»ç»;Û;Princess on a Trip
»¹»ç»³»æ²|¼÷;Ú»ª»|»ç»;Û;Fast Walking Princess
çí¼ò»±²|¼÷;Ú»ò»è»À»¹»±»ª»|»ç»;Û;Rescuing Princess
¶á¼è»îÀ¼»îç|ç|µ»¼ò;Ú»ó»ç»ç»î»à»é»î»È»ó»»â»î;Û;Popular Person of the
Neighboring Village
»ò»é»ò»èÉ±;Ú»ò»á;Û;Dizzy Princess
¼ÀîîΥ×ΥéΥóΥ»Υ¹;Ú»·»À»è»ç»-;Û;Efficient Princess
ÈÛÈª×ΥéΥóΥ»Υ¹;Ú»Û»ó»»â»î;Û;Genuine Princess
ÉîÈ³Υ×ΥéΥóΥ»Υ¹;Ú»ó»ó»Û»;Û;Poverty Princess
ÀùÀßΥ-Υ»¼Υó;Ú»Á»ç»Á»-;Û;Savings Queen
»î»-»î»²|¼÷;Ú»ª»|»ç»;Û;Excited Princess
ΥÉΥΥÉΥ²|¼÷;Ú»ª»|»ç»;Û;Heart-Beating Princess
»¹»È»È»ó»Υ×ΥéΥóΥ»Υ¹;Û;Singing Princess
ç'ÇÛΥ-Υ»¼Υó;Ú»·»ó»»Ñ»»|;Û;Anxious Queen
»ª»ð»«»»Υ×ΥéΥóΥ»Υ¹;Û;Entrusted Princess
ÀòÈîîò;È²|¼÷;Ú»Á»ç»è»À»â»|»·»ó»ª»|»ç»;Û;Reckless Princess
Υ-ΥóΥ-Υó²|¼÷;Ú»ª»|»ç»;Û;All Out Princess
Éé»±»·»ù»ª²|¼÷;Ú»ð»±»°»@»é»»ª»ª»|»ç»;Û;Determined Princess
ΥÁΥãΥóΥòΥªΥó²|¼÷;Ú»ª»|»ç»;Û;Champion Princess
Çã»»Èª×ΥéΥóΥ»Υ¹;Ú»«»»»â»î;Û;Shopping Princess
´ó»è»è»β»Á;Û;Sidetracked Princess

Àè»°¾î;Ú»À»»»µ»ó»·»ç»|;Û;Chapter 3
ÉáÀî»î»ª»À»µ»ó;Ú»ò»À»|;Û;Just a Regular Uncle
¾|ÇàÇ@ç';Ú»·»ç»|»ð»»»î»Á»·»ó»;Û;Trade Enthusiasm
Υ¹ΥçΥ³Υé»ç»ó»è;Û;Fast Walking Trader
²¼ÀÑ»β¾|çí;Ú»·»ç»|»À»β»·»ç»|»è»ó»;Û;Lowest Merchant
»-»ó»ð»è¾¾;çí;Ú»·»ç»|»è»ó»;Û;Hard Working Merchant
çµ¼À¾¾|çí;Ú»·»ó»»Á»ç»|»·»ç»|»è»ó»;Û;Prudent Merchant
îµÁ'»î¾¾|çí;Ú»à»è»»·»ç»|»è»ó»;Û;Invincible Trader
î¹»î¶á;ÈÈò;Ú»ç»ó»î»î»ó»³»ð»ó»;Û;Traveler's Treasury
î¹»î¾¾|çí;Ú»ç»ó»î»·»ç»|»è»ó»;Û;Traveling Merchant
»ª»¶Èè»ç»ó»è;Ú»µ»ó»Ý;Û;Strolling Trader
çí¼ò»±¾¾|çí;Ú»ò»è»è»À»¹»±»·»ç»|»è»ó»;Û;Mercy Merchant
°|»îîΥá;¼ΥòΥÁΥÈ;Ú»ç»|;Û;Cupid of Love
î',«è»ç»ó»è;Ú»æ»á»β»è;Û;I Dream of Merchants
îµÁ'è»¾¾|çí;Ú»à»è»è»Á»Ý»|»·»ç»|»è»ó»;Û;Reckless Shopkeeper
ÉîÈ³¾¾|çí;Ú»ó»ó»Û»;Û;A Poor Merchant
ÈÛ¹è¾¾|çí;Ú»ò»ª»|»·»ç»|»è»ó»;Û;Wealthy Merchant
Υ|ΥîΥ|Υî¾¾|çí;Ú»·»ç»|»è»ó»;Û;Uha-Uha Merchant
Υ³ΥÁΥ³ΥÁ¾¾|çí;Ú»·»ç»|»è»ó»;Û;Click-Click Merchant
¼«îîîç»ó»è;Ú»·»è»;Û;Self-Made Trader
»î»Û»Û»ó¾¾|çí;Ú»·»ç»|»è»ó»;Û;Nohohon Shopkeeper
ÈΣó»ÁΥ»èÈò'î²°;Ú»ò»ó»ð»è»è»ò»ª»;Û;Straddling Weapons Dealer
·Û»¾çΥÈΥèΥíΥ³;Ú»à»è»»»î»·;Û;Employment Master Toruneko
»à»À»ç»¼èò'î²°;Ú»ò»ª»;Û;We Did It! Weapons Dealer
¾|ÇàÈÈÀ¹;Ú»·»ç»|»ð»»»î»ó»ç»|;Û;Thriving Transactions
Υ@ΥãΥóΥòΥé;¾¾|çí;Ú»·»ç»|»è»ó»;Û;Gambling Merchant
»à»è»-»èÈò'î²°;Ú»ò»ª»;Û;Managing a Weapon's Shop

¼«¹úñiE-Q0;Úñ;ñiññññ°ññó;Û;Hood of Conceit
ÂÀñÃËÇÄÇ²;ÛñÕñÈñÃñÑñéñÀñññªñ;Û;Generous Great King
¥×¥È¥Æ¥£¥Ö¥;¥ñ¥¿;¼;Pretty Fighter
»ðíÃñè¥ñ¥è¥, ¥ã;¼;ÛñÏñ®ñ·ñè;Û;Teeth-Grinding Soldier
ðÒñÏÃñ»Ï;Ûñ·ñ-ÛñÏñ»ñóñ·;Û;Warrior with a Dimple
ÉáÃñíí;¼;ÛñÕñÃñ;ñíñæñ;ñ·ñã;Û;An Ordinary Hero
ÃÛñèñíí;¼;Ûñññ«ñèñíñæñ;ñ·ñã;Û;Angry Hero
´óñèÆ»¥Ï;¼¥í;¼;ÛñèñèñßñÁ;Û;Hero That Dropped By
ñíñóñóñèí¹¹ò;Ûñèñçñ³ñ;Û;Leisurely Travel
¥í¥Û¥è³ãñ²¥Ï¥;¥ñ¥¿;¼;Ûñçñ²;Û;Level Up Fighter
ñ³ñÃñíñè¥, ¥ã¥Ã¥¯;Prejudice Jack
¥á¥¿¥è¥Ï¥ó¥¿;¼;Metal Hunter
°íñí¥Ï¥ó¥¿;¼;ÛñÏñ°ñí;Û;Astray Hunter
¥í¥ñ¥ã¥è¥á¥¿¥è¥Ï¥ó¥¿;¼;Royal Metal Hunter
¥ç¥ó¥Ã¥á¥Ã¥è²;Ûñªñ;Û;Anti Medal King
¥Ï;¼¥í¥ã¥è¥ñ¥è;Harlem Knight
¿ÆÉá¹¥ñß;Ûñªñãñ,ñ³ñíñß;Û;Likes Old Men
¥«¥, ¥Ï¥ó¥°;Casino King
Æó·³íññÁí;¼;ÛñÈñ°ñóñªñÃñæñ;ñ·ñã;Û;Hero That Fell to the Second Ranks
,ÉÈÈñÈ¥Ï;¼¥í;¼;Ûñ³ñÉñ¯;Û;Isolated Hero
¿-ñÉÁ³ñíÃã;Ûñ·ñèñÈñ·ñ«ñíñ¿ññ;Û;A Certain Butt Regiment
íçñíÃñ²;ÛñíñÃñ«ñíñÃñññªñ;Û;The Naked Great King
Ã¹í·µñÃñ¼ç;ÛñÃñçñ;ñíñ;ññãñ;ñ»ñññ·ñã;Û;Elder Savior
½íÇ¯¥Ï;¼¥í;¼;Ûñ,ñãñ-ñíñó;Û;Mature Hero
È°ñ-ñÈñíñÈñ;Ûñçñ-ñÈññãñÛñ;Û;Insatiable Ambition
ñíñóñóñè¥Ï;¼¥í;¼;Leisurely Hero
Á´íç¥Ï;¼¥í;¼;Ûñ¼ñóñáñÃ;Û;Annihilation Hero
Æ¨ñ²Æ¨ñ²¥ñ¥è¥, ¥ã;¼;ÛñÈñ²ñÈñ²;Û;Escape Soldier
¥È¥è;¼¥ã¥Ï¥;¥ñ¥¿;¼;Dream Fighter
¥ã¥ó¥°¥Ï¥;¥ñ¥¿;¼;Young Fighter
ñµñµñ-ñíñí»íñíñíñ¹;Ûñ»ñóñ·;Û;Split Soldier Number 9
¥È¥ó¥è¥³Äç³;Ûñ¿ñññ·ñçñ;Û;Dondoko General
Ç¨ñí°áí;¼;Ûñíñíñ®ñíñæñ;ñ·ñã;Û;Falsely Accused Hero
ñ;ñÃñÕñóñ¥Ï¥ó¥¯ñÃã;Ûñ¿ññ;Û;Uffun' Pink Squad
ÈÑ;È¥Ï;¼¥í;¼;Ûñøñóñ·ñó;Û;Disguise Hero
ÃÉÃ×µñÃñ¼ç;ÛñÃñññ»ñññãñ;ñ»ñññ·ñã;Û;Saviour in Pursuit
ÃùÃñ¥Ï;¼¥í;¼;ÛñÃñçñÃñ¯;Û;Savings Hero
²«°ñÃñ»Ï;Ûñ¿ñ½ñ-ñíñ»ñóñ·;Û;Dusk Warrior
íçñí²;íí;ÛñíñÃñ«ñíñªñ;ñµñß;Û;King of Nakedness
¥¯¥è¥¹¥¿¥è¥Ï¥;¥ñ¥¿;¼;Crystal Fighter
Á´íñÃñ»Ï;Ûñ¼ñóñèñçñ-ñ»ñóñ·;Û;All Out Combatant
¥¹¥Ð¥ñ¥è¥¯¥ó¥, ¥§¥è;Smile Angel
µñÈñµñíñí»Ï;Ûñññ°ñíñ»ñóñ·;Û;Whimsy Warrior
ÃðíúÃññíñ¹;Ûñ³ñ;ñèñàñ·ñíñ¿ñó;Û;A Travel of Paramecium
×ç×óñ;µñÃñ¼ç;Ûñµñßñèñ;ññãñ;ñ»ñññ·ñã;Û;Loitering Saviour
Ãñ³;ñð½ãñí;Ûñ»ñ«ñññòñáñ°ñí;Û;Patrol the World
Ã·çðñøñíñÃññ¼;ÛñÆñóñ-ñ;ñøñíñÃñçñ;ñ»ñóñ·ñã;Û;The Challenger to the Sky

Ãèí»¾í;ÛñÃñññññ-ñ·ñçñ;Û;Chapter 6
Ã·çðñíñ¿íñµñ¼;ÛñÆñóñ-ñ;ñíñÈñóññãñí;Û;The Favorite of the Sky
¥¯¥ó¥É;¼¥èñíñ±;ÛñÛñ·;Û;Star of Endoll
¥¹;¼¥Ñ;¼¥Ï;¼¥í;¼;Super Hero
Ãñ³;ñíñµñÃñ¼ç;Ûñ»ñ«ñññññññññ;ñ»ñññ·ñã;Û;Saviour of the World
¼ÃÉ÷ñíñµñÃñ¼ç;ÛñíñãñÆñíññãñ;ñ»ñññ·ñã;Û;The Messiah of Squall
ñÈññáñ-¥È¥Ï¥è¥è¥è¥Ï;Throbbing Nihil Man
íññ·²µñ÷ñí»Ï;Ûñ;ñèñíñ·ñªñÈñáñ»ñóñ·;Û;The Lovely Maiden Warrior
ñãñè¹ññ¥Ï;¼¥í;¼;Ûñãñèñ³ñß;Û;Yarikomi Hero
¥ã¥ó¥¹¥¿;¼¥è¥¹¥¿;¼;Monster Master
¥°¥è¥ó¥è¥á¥ó¥¹¥¿;¼¥è¥ó¥°;Grand Monster King
¥¥ó¥°¥ª¥Ï¥³¥í¥¯¥¿;¼;King of Collector

°²nîŷÁŷÄŷiŷóŷ,ŷä;¼;ÚnçnÐn·nn;Û;Spirited Challenger
nÈn³nÈnóŷ`ŷóŷÚŷé;¼;Emperor to the End
ŷ`ŷóŷÉŷiŷ'ŷŷóŷ°;Endless King

ŷ-ŷéŷç;Clear

îçµ»²þÂn²;Û;n!néniq«nnn¼n!n²n!;Û;King of Cheating

Áá²ònŷŷóŷ°;Û;nîäñÈn;Û;King of Fast Solve

îÉÁ¹nÄÐéí;¼;Û;nßn¼nÄ«n¹næn;n·nã;Û;Immature Hero

ŷßŷÄŷ·ŷçŷóŷnŷóŷŷŷÄŷ·ŷÖŷè;Mission Impossible

ÉÔ»àçÈnîí;¼;Û;nðn,nßnîæn;n·nã;Û;The Immortal Hero

Á·nÈ,àní,«n»n°;Û;nÆnÈn!n·nínßn»n°;Û;Without Showing the Back to the Enemy

`°Á'îµ·çŷó;¼;ŷi;¼;Û;n«nó¼nóàn±nÄ;Û;Completely Flawless Hero

nØnÄnðnéí;¼;Û;næn;n·nã;Û;Boring Hero

ÁÁ,»nÄ±nÄnñÈn·Û;nçnó²nó;Û;Electrical Power Left On

ŷ°ŷéŷóŷÉÈäÈªŷiŷóŷç;¼;Û;nÐnânî;Û;Grand Monster Hunter

ŷçŷóŷéŷ-ŷéŷÄŷ·ŷä;¼;Devil Crusher

çµ¼Ä¼ä¼ðçÉ;Û;n·nónÄnçn!n,nânón,nçn!nî;Û;Prudent and Naive Sect

¶î°Öŷó;¼;ŷi;¼;Û;n©nçnµµn;Û;Defeated Hero

ðéÄîÄ·ŷó;¼;ŷi;¼;Û;nñÄnÆnó;Û;Running Swift Hero

ÄùÄßŷŷóŷ°;Û;nÄnçnÄn-;Û;Savings King

ÄÄnÄÈçí;¼;Û;nðÈnÄnñnéæn;n·nã;Û;Generous Hero

ŷiŷnŷäŷéŷÐŷÄŷÄŷç;Royal Macho

ŷ'ŷÄŷÉŷiŷóŷÉ;God Hand

ŷçŷnŷçŷóŷÛŷçŷç;Iron Body

îçµîµßÄn¼ç;Û;nîÄn«nîñnân!n»nnn·nâ;Û;The Nude Saviour

ŷÉŷéŷ'ŷóŷŷóŷ°;Dragon King

Ä·¶ðnî»Ènn¼é;Û;nÆnón-n!nîÄn«nnnÆ;Û;User of the Firmament

ŷ«ŷ,ŷîŷ`ŷóŷÚŷé;¼;Casino Emperor

°²nîŷ×ŷiŷnŷä;¼;Û;nçnÐn·nn;Û;Spirited Player

n,nÄn-néµßÄn¼ç;Û;nân!n»nnn·nâ;Û;Careful Saviour

¼äÈ-ÈüÁ'ŷó;¼;ŷi;¼;Û;n,nânónónÐnó¼nó;Û;Well Prepared Hero

°ç,ànÐçÍÈñn;¼;Û;nµnnn'nÐnçnçnèn-nÈn!;Û;Thanks For Playing to the End!

²þÄnŷ³;¼;ŷÉŷçŷnŷÆŷä²;Û;n«nnn¼n!n³;¼;nÉçnænÆnânªn!;Û;Cheat Code Item King

²þÄnŷ³;¼;ŷÉnîÄ±;Û;n«nnn¼n!n³;¼;nÉnîÄn·;Û;Star of the Cheat Code

17c. Title Detail

- If multiple conditions are met, the one with the smaller ID# will have priority. Chapter 5 titles also apply to Chapter 6. Some titles require a Minimum Level, and some have a Maximum Level, some have both. The level is the main character's level of that chapter.

- Any equations that require division (/), then round down the result. For ones that require a certain number of defeated monsters, the counter stops at 999 defeated monsters.

ID# ¼î¹æî¼;Chapter, Lv - Condition

000 îçµ»²þÂn²;Clear - After defeating Death Pisaro, the time to reach the ending is < 8 hours.

001 Áá²ònŷŷóŷ°;Clear - After defeating Death Pisaro, the time to reach the ending is < 16 hours.

002 nßn¼nÄn«n¹í;¼;Clear, Max Lv 20 - After defeating Death Pisaro, the entire party's average level >= 41

003 ŷßŷÄŷ·ŷçŷó;ŷnŷóŷŷŷÄŷ·ŷÖŷè;Clear, Max Lv 33 - After defeating Death Pisaro, the entire party's average level >= 33

004 `°Á'îµ·çŷó;¼;ŷi;¼;Clear - After defeating Death Pisaro, the total number of wipe outs = 0 and total times ran away = 0

005 Á·nÈ,àní,«n»n°;Clear - After defeating Death Pisaro, the total number of times ran away = 0

006 006 Clear - After defeating Death Pisaro, the total number of wipe outs = 0

007 007 Clear, Min Lv 65 - Defeat Death Pisaro (by level 65, this shouldn't be too hard).

008 008 Clear, Min Lv 50, Max Lv 64 - After defeating Death Pisaro, the total number of defeated Hagure Metals <= 50

009 009 Clear, Max Lv 64 - After defeating Death Pisaro, the total time to the ending >= 100 hours.

010 010 Clear, Max Lv 49 - After defeating Death Pisaro, the total time to the ending >= 60 hours.

011 011 Clear, Max Lv 64 - After defeating Death Pisaro, have all members hold the Sage's Stone (requires a PAR CODE, you cheater).

012 012 Clear, Max Lv 64 - After defeating Death Pisaro, Hagure Metal, Metal King, Platinum King EXP gained/total EXP gained >= 0.41

013 013 Clear, Max Lv 64 - After defeating Death Pisaro, the number of monsters left to complete the dictionary <= 22

014 014 Clear, Max Lv 64 - After defeating Death Pisaro, the total number of monsters defeated >= 5000

015 015 Clear, Max Lv 64 - After defeating Death Pisaro, the number of defeated Hagure Metals >= 50.

016 016 Clear, Max Lv 49 - After defeating Death Pisaro, 0 < total number of wipe outs <= 3

017 017 Clear, Max Lv 49 - After defeating Death Pisaro, total number of item types (including inside the bag) >= 113

018 018 Clear, Max Lv 49 - After defeating Death Pisaro, the total number of wipe outs >= 30

019 019 Clear, Max Lv 49 - After defeating Death Pisaro, the total number of times ran away >= 100

020 020 Clear, Max Lv 49 - After defeating Death Pisaro, the amount of gold in possession + bank's gold >= 200,000 Gold

021 021 Clear, Max Lv 49 - After defeating Death Pisaro, the amount of gold in possession + bank's gold < 1000 Gold

022 022 Clear, Max Lv 49 - After defeating Death Pisaro, everyone is naked (equip nothing).

023 023 Clear, Max Lv 49 - After defeating Death Pisaro, everyone has no weapons equipped.

024 024 Clear, Max Lv 49 - After defeating Death Pisaro, everyone has no protectors (armor, shield) equipped.

025 025 Clear, Max Lv 49 - After defeating Death Pisaro, the Hero or Heroine has nothing equipped.

026 026 Clear, Max Lv 49 - After defeating Death Pisaro, the total amount of Casino Coin in possession >= 100,000 Coins

027 027 Clear, Max Lv 49 - After defeating Death Pisaro, have Arena, Minea, and Manya equipped with a leotard (Pink or Angel).

028 028 Clear, Max Lv 49 - After defeating Death Pisaro, the entire party's average level < 36

029 029 Clear, Max Lv 49 - After defeating Death Pisaro, the entire party's average level < 38

030 030 Clear, Max Lv 49 - After defeating Death Pisaro, the entire party's average level < 40

031 031 Clear, Max Lv 49 - After defeating Death Pisaro, the entire party's average level < 42

032 032 Clear, Min Lv 21, Max Lv 49 - After defeating Death Pisaro, the entire party's average level < 43

033 033 Clear, Min Lv 21, Max Lv 49 - After defeating Death Pisaro, the entire party's average level < 44

034 034 Clear, Min Lv 21, Max

