

# Lufia FAQ/Walkthrough

by DinobotMaximized

Updated to v1.2 on Apr 20, 2006

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**
**                      & The Fortress of Doom
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**                      FAQ/Walkthrough Version 1.2
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it leads to a room with three chests, they contain a speed potion, mind potion, and a great potion. After ransacking the chests, exit the room, and enter the stairs to the east. Open the chest to find a spell potion, and then exit through the door to find yourself at the beginning again. Proceed north and enter the stairs. Now you have two directions to choose from, north and east. Go to the east first and enter the door to find a chest containing another power potion. Exit the room, take the north path this time, and enter another door. Now you'll find you can only go to the left, proceed until you reach the end of the hallway, and exit through the door. There are stairs to the south and a door to the west. Go through the door to find a chest containing another spell potion. Now take the stairs. Ignore the ladders and proceed to the top of the room taking either path. You'll find two chests each of which contains a Miracle. After opening the chest, return to the beginning and take the first ladder. There are stairs on the top of this floor, they lead to a room containing floor panels which restore your HP and MP when you stand on them. Go to them if you'd like. When ready, take the second ladder, and enter the stairs at the top of that floor. Proceed through door and you'll be in a room with three paths. Go either west or east and follow whichever path all the way around picking up the three chests you'll find on your way (each contains a miracle). Now that's you've opened all the chests, go north to the bridge which triggers dialogue. When you gain control of your characters, step into the portal. You'll find your party transported to a room with another bridge. Heal all your characters before proceeding across. Doing so triggers more dialogue. Once you regain control of your characters, you're in a boss fight with Gades (one of the Sinistrals). He uses nothing but physical attacks which strike one of your characters per turn. You should have no trouble with him, just watch your character's HP and heal when needed. After defeating Gades heal up before proceeding north because doing so will trigger a battle with Amon (another Sinistral). This Sinistral uses nothing but "Sunder" a magic attack which strikes every one of your characters. Still just watch your HP and he should be no problem. Heal after defeating Amon because you guessed it, proceeding triggers a battle with Erim (another Sinistral). She attacks with "Thunder" which strikes one of your characters. Once again just watch your HP and she shouldn't be a problem. Heal after defeating Erim. Now all that's left is to proceed and battle Daos. Daos attacks using a couple different magic attacks which hit all of your characters. Strangely enough this seems to be the easiest of the four battles. After defeating him... we'll you'll see.

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/----- 3.0.2 Alekia 1 -----| |===== |
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Monsters outside: Jellyfish, Big Newt, Madshroom

Items Found: Potion x 3, power potion, sweet water x 2, arrow, escape, swing wing, stuffed bear, antidote, revive

Equipment Found: Dress, cloth helm, Bracelet

Merchant's Shop		Weapons Shop		Armorer's Shop	
Item	Gold	Weapon	Gold	Armor	Gold
Potion	8	Dagger	50	Dress	120
Antidote	6	Knife	10	Cloth	140
Sweet Water	10			Cloth Helm	120
Arrow	2			Sandal	50

Inn - Free

So we've finally gained control of Hero, it's a good idea to talk to everyone in town once, so make sure to talk to everyone you encounter while exploring. First off go in the building directly to your east and search the dresser between the two shops to find a potion. I recommend buying a dagger from the weapons shop while you're there. Afterwards head to the inn and go upstairs. Search the dresser to find a dress. Next go west to the hut and you'll see a chest and stairs in it. Head directly west and you'll also see stairs in the house there as well. Take the stairs and follow the path to reach the chest in the hut, it contains sweet water. Now backtrack and cross the bridge east of the hut, then follow the west path to it's end to find a house with three knights. The bush outside it contains a power potion and search the dresser inside the house to find a cloth helm which you should equip immediately. If you speak to the knights one suggests that you should speak with the commander. Backtrack to the bridge and take the north path to reach the castle. Immediately upon entering the castle you should notice 2 stair cases. Ignore them for now and explore the floor you're on. The commander and a chest containing an arrow are in the northwest room. Talk to him and open the chest then go to the room to the east. Two of the bookshelves hold items, one has a swing wing, and another has an escape. Now it's time to head up stairs. The dresser in the northwest room holds a potion. A bookshelf in the next room also holds a potion. Now it's time to head up again. Talk to the Princess and she'll give you 100 gold pieces. Now you can head north, west, or east. First head west and enter the room there. One of the dressers holds a stuffed bear and one of the book shelves holds a bracelet. Now backtrack and go east this time and enter the room there. There's no items here but we want to explore everything, right? Exit the room and take the stairs next to it. Keep going down until you reach the three chests on the first floor. They contain a revive, an antidote, and a sweet water. Backtrack to the Princess again and this time head north to reach the King's throne room. Talk to the King and then take either staircase which leads to the roof. There's nothing up here either. Alright now it's time to leave for Sheran so backtrack and exit the town. Leveling up a little bit is a good idea. After each battle or two simply return to the inn to restore all of your HP for free. There is a warp shrine to the west but there's no reason to go there now. If you decide to check it out now anyway, talking to the old man there will restore your HP. I recommend getting up to level four before proceeding because that's when Hero learns the strong magic which will partially heal one character's HP. When you're ready to continue, head north and enter the small town you come across.

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/----- 3.0.3 Chatam 1 -----| |===== |
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Monsters outside: Jellyfish, Big Newt, Madshroom  
 Items Found: Mind potion, smoke ball

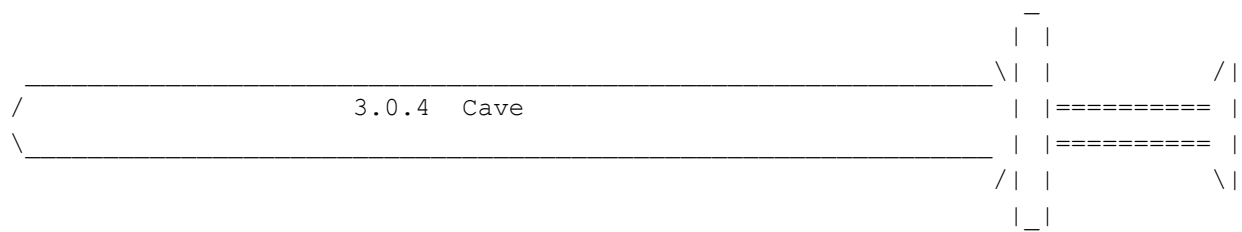
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| Merchant's Shop |
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| Item           | Gold |
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| Potions        | 8   |
| Antidote       | 6   |
| Arrow          | 2   |
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                    Inn ----- 5 Gold

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First off go to the tree with the blue circles on it (supposed to be fruit I

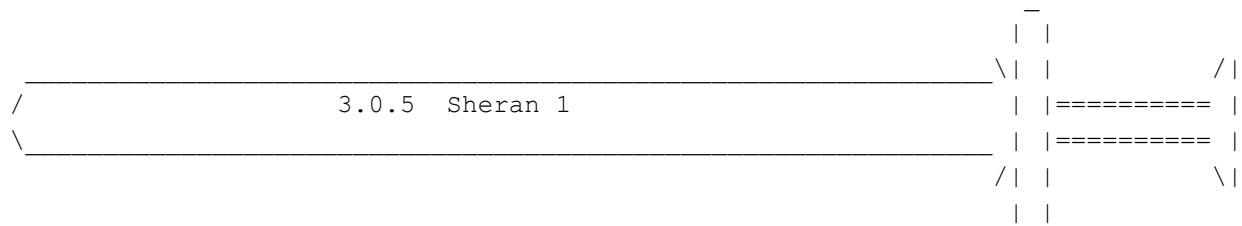
guess) and search behind it to find a mind potion. Next go to the house all the way to the east and search the bookshelf for a smoke ball. That's pretty much all there is to do here. Speak to everyone else in the town once (it can't hurt) and then exit. Continue north and you'll notice two cave entrances. For now, enter the northernmost one.



Monsters: Spider, Jellyfish, Madshroom  
 Number of Chests: 2  
 Items Found: Potion, 200 gold, revive

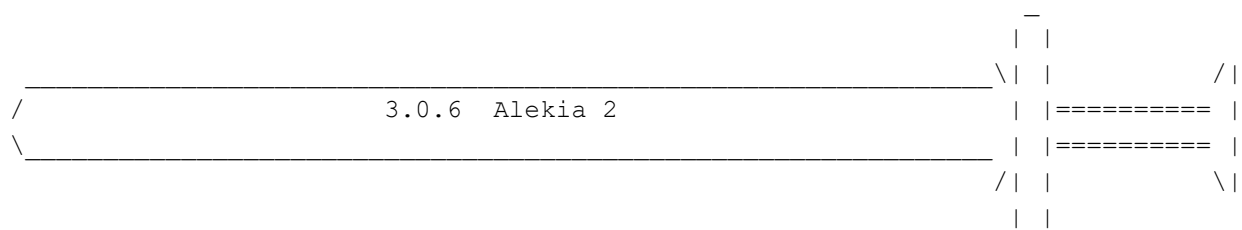
You can only go one direction from this cave entrance. Follow the path and you'll come across a door. Enter it to find a room with two chests. One contains 200 gold and the other a potion. If you try to go further you'll see that your path is blocked. Backtrack, exit, and now enter the other cave entrance.

Follow the northeast path to it's end first and search the rocks there to find a revive. Backtrack to the beginning and climb up the rope ladder to the west. Follow the path to it's end where you'll find stairs that lead out of the cave. Once out of the cave you'll be right next to Sheran. You can explore further to the west now but I wouldn't recommend it, there'll be time enough for that later, so enter Sheran now.



Monsters Outside: Anemone, Earwig, Jellyfish, Big Newt, Madshroom  
 Number of Chests: 11  
 Items Found: Potion x 4, sweet water, foul water, antidote, awaken, revive,  
 arrow x 2, mid arrow

Upon entering Sheran I think it becomes apparent that the rumor was true. Walk around and see what everyone has to say. Then proceed all the way north to the castle. Ignore the stairs for now. There's a room to the west and one to the east, each room holds chests. All the chests in the west room contain potions. The chests in the east room contain sweet water, an antidote, foul water, and an awaken. After ransacking all the chests, enter the stairs. Go to the eastern room and search the dresser to find a revive. The three chests in the room contain 2 arrows and a mid arrow. The room to the west contains nothing. You can go upstairs now but there's nothing to do there yet. For now return to Alekia.



Monsters outside: Jellyfish, Big Newt, Madshroom

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Merchant's Shop		Weapons Shop		Armorer's Shop	
Item	Gold	Weapon	Gold	Armor	Gold
Potion	8	Dagger	50	Dress	120
Antidote	6	Knife	10	Cloth	140
Sweet Water	10	-----		Cloth Helm	120
Arrow	2			Sandal	50

Inn - Free

Talk to Roman, hear what he has to say, and then rest. Next head up the stairs to the inns second floor to speak with Lufia. Leaving the inn will spark more dialogue with Roman, after that leave Alekia and after a long talk with Lufia, she joins your party. Immediately after she joins your party, reenter Alekia and purchase her a dagger and a cloth. Equip them on her and while you're at it, you should also have a bracelet she can use. Now's a good time to go to the castle and speak with the commander. That's pretty much all there is to do in Alekia for now. Before departing you'll want to level up a little since Lufia is at level 1. Once you feel you've leveled up enough, depart for Sheran again.

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/----- 3.0.7 Sheran 2 -----| |=====|
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Number of Chests: 1  
Items: 100 gold pieces, great potion

When you reach the cave on your way to Sheran you'll see Danil on the floor. Speak with him and he gives you a key to Sheran Castle. Go to the castle once you reach Sheron. Go up the first two flights of stairs and then walk straight ahead to enter the King's throne room. This is where you use the key from Danil. Open the door to the west and flip the switch. Behind the door to the east is a chest containing 100 gold pieces. Exit the throne room and head to either the northeast or northwest. Whichever way you'll find a door, enter it and keep going down flights of stairs till you reach the bottom floor. When you get to the bottom floor you'll find the King, Lilah, and another girl. After they join you, enter the room they were in and search the bookcase for a great potion. Make your way out of the castle, entering the town area triggers dialogue followed by a battle which you cannot win, and then more dialogue. Once you regain control of Hero and Lufia, you're back in Alekia.

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/----- 3.0.8 Alekia 3 -----| |=====|
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Monsters outside: Jellyfish, Big Newt, Madshroom

Merchant's Shop		Weapons Shop		Armorer's Shop	
Item	Gold	Weapon	Gold	Armor	Gold
Potion	8	Dagger	50	Dress	120
Antidote	6	Knife	10	Cloth	140
Sweet Water	10	-----		Cloth Helm	120



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| Arrow      | 2 |                               | Sandal     | 50 |
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Inn - Free
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Moving forward from the entrance triggers a conversation with Roman. After which, head to the castle and speak with Lilah to have her join you, she's on the second floor. Next head up to the third floor and speak with the Princess. Now it's time to depart for Chatam.

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/      3.0.9  Chatam 2              | |===== |
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Monsters outside: Jellyfish, Big Newt, Madshroom

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| Merchant's Shop |
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| Item      | Gold |
-----
| Potion    | 8   |
| Antidote  | 6   |
| Arrow     | 2   |
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Inn ----- 5 Gold

Speak to the kid east of the inn. Then cross the bridge to trigger dialogue. Now it's time to head to the port town of Treck. If you didn't hear Lilah. Like Lilah says, it's located southwest of Sheran. The inn and hut have reopened in Sheron if you want to stop by on you're way to Treck.

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/      3.1.0  Treck 1              | |===== |
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Monsters outside: Earwig, Spider, Nettles, Anemone, Green Orb, Baby Crab

Number of Chests: 3

Items Found: Power gourd, arrows, smoke ball, swing wing, escape

Equipment Found: Hair band, dress

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| Merchant's Shop | | Weapons Shop | | Armorer's Shop |
-----
| Item      | Gold | | Weapon      | Gold | | Armor      | Gold |
-----
| Potion    | 8   | | Club        | 120 | | Cloth Armor | 240 |
| Antidote  | 6   | | Long Knife  | 180 | | Robe        | 260 |
| Shriek    | 5   | | Dagger      | 50  | | Bracelet    | 90  |
| Swing Wing | 80  | | Dagger      | 50  | | Cloth Helm  | 120 |
| Arrow     | 2   | | Knife       | 10  | | Sandal      | 50  |
| Arrows    | 10  | -----
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| Lodge      | | Lodge (basement) |
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| Drink     | Gold | | Drink     | Gold |
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Inn ----- 10 Gold

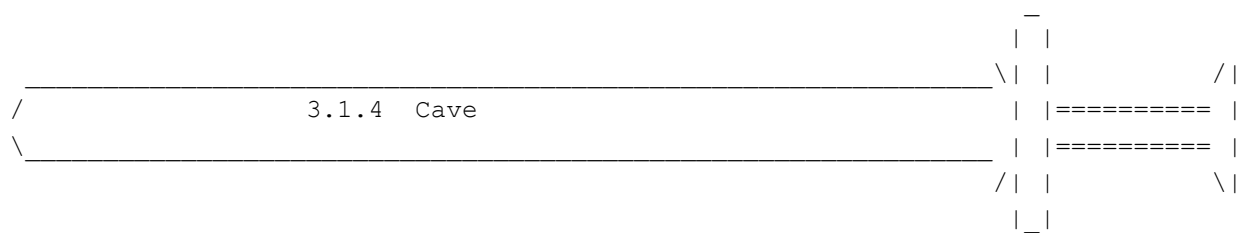
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Merchant's Shop		Weapons Shop		Armorer's Shop	
Item	Gold	Weapon	Gold	Armor	Gold
Potion	8	Club	120	Cloth Armor	240
Antidote	6	Long Knife	180	Robe	260
Shriek	5	Dagger	50	Bracelet	90
Swing Wing	80	Dagger	50	Cloth Helm	120
Arrow	2	Knife	10	Sandal	50
Arrows	10				

Lodge		Lodge (basement)		
Drink	Gold	Drink	Gold	
Pear Cider	10	Sour Cider	20	Inn ----- 10 Gold
Plum Cider	30	Sour Cider	20	
Lime Cider	20	Plum Cider	30	

Head to the house west of the entrance, and speak with the former Guy Legion knight. Resting at the inn now is a good idea because a semi-boss fight is coming up. Next go to the docks and speak to the guy with green hair. When you regain control of your characters, you'll be in a battle against four Demon Lords. But fear not Aguro joins you. The Demon Lord's use the Magic Mirror spell so you'll have to use physical attacks against them. Just keep up the physical attacks, heal if needed, and you should do fine. Once you regain control of your characters, head to the armorer's shop and buy a cloth helm for Aguro. It's also a good idea now to go to the menu and switch his and Lufia's combat order. Rest at the inn and then head to the cave north of Treck.



Monsters: Baby Crab, Green Orb, Giant Bat, Nettles, Bore Worm, Kobold  
Number of Chests: 4  
Items Found: Potion x 2  
Equipment Found: Daze ring, power potion

Walk east upon entering and go up the rope ladder. Open the chest for a potion and take the stairs down. Notice the transports, The north one's path leads to panels which restore your HP and MP, and the south one transports you back to the entrance. Walk southeast now where you'll find two more chests, one contains a potion and the other a power potion. Go back upstairs and enter the black hole if you want to use the transporters. If not backtrack to the beginning and take the stairs down. Avoid the mud because it causes damage. Walk south and enter the door to find a chest containing a daze ring. Equip the daze ring on one of your characters, exit the room, and walk west. Go up the rope bridge and take the stairs up. Walk west and go up another flight of stairs to exit the cave. Be prepared for another semi-boss fight when you walk onto the boat.

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/ 3.1.5 Maberia | |===== |
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Monsters: Goblins (3 of them)

When you walk up to the boat there's a little dialogue and then you're attacked by three Goblins. You'll definitely have to heal during this battle so be prepared. I recommend constant physical attacks from Hero and Aguro, while Lufia concentrates on healing.

After winning the battle your party boards the ship and sails back to Treck. You're probably hurting from the battle against the Goblins so head to the inn and rest. After that, head west to the lodge and speak with the Maberia's Captain on the second floor. When you regain control of your characters, speak with the Captain again and you're off to Lorbenia.

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/ 3.1.6 Lorbenia | |===== |
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Monsters outside: Bore Worm, Mini Demon, Kobold, Giant Newt, Rat,  
Roozard, Giant Bat

Number of Chests: 1

Items Found: Mid arrow, sweet water

Weapons Shop		Armorer's Shop		Jeweler	
Weapon	Gold	Armor	Gold	Item	Gold
Short Sword	360	Tan Armor	480	Earring	80
Staff	360	Tan Robe	540	Hair Band	30
Club	120	Tan Shield	180	Brooch	50
Long Knife	180	Tan Helm	240	Necklace	100
		Glass Cap	460		
		Cloth Shoes	300		
Merchant's Shop 1		Merchant's Shop 2		Toymaker	
Item	Gold	Item	Gold	Toy	Gold
Sweet Water	10	Magic Guard	50	Stuffed Bear	50
Potion	8	Power Gourd	100	Stuffed Dog	10
Antidote	6	Mind Gourd	100	Stuffed Pig	10
Swing Wing	80	Arrow	2		
		Arrows	10		
		Bomb	100		

Upon reaching Lorbenia, Aguro leaves you for a short while. Head to the Weapons Shop, it's the southwestern most building. The bookshelf contains a

mid arrow. While there I suggest buying a staff for Lufia. Head west to the building with the two Merchant's Shops. Go into the back and head up either flight of stairs. Go southeast and open the chest for a sweet water, and then take the stairs up to the third floor. Walking into the dress shop triggers a little dialogue. After it speak to the woman in standing in the doorway of the backroom to trigger more dialogue. When you regain control of your characters, head to the inn and speak to the innkeeper. As you exit whether you decided to rest or not, Aguro will rejoin you. Next I recommend heading to the Armorer's Shop and buying a tan shield for Hero and Aguro. That's all the armor I purchased here but don't let that stop you from buying anything else you'd like. When you're ready to move on, exit Lorbenia and head southwest to Grenoble.

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/----- 3.1.7 Grenoble 1 ----- | |===== |
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Monsters outside: Bore Worm, Mini Demon, Kobold, Giant Newt, Rat,  
 Roozard, Giant Bat

Items Found: Potion

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Short Sword	360	Tan Armor	480	Potion	8
Staff	360	Tan Robe	540	Antidote	6
Club	120	Tan Shield	180	Awaken	10
Long Knife	180	Tan Helm	240	Stone Cure	100
		Glass Cap	460	Shriek	5
		Cloth Shoes	300	Smoke Ball	80
				Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn ----- 40 Gold

Upon entering Grenoble, head west to the Weapons Shop and search the bookshelf for a potion. Next go to the northwest building and pay the guy 50 gold pieces to pass. Go down the stairs and follow the path to a flight of stairs which takes you outside to another flight of stairs. Down the stairs you'll find the treasure hunter shop. Speak to the old man, then the guy behind the counter and accept the "Secret Map" treasure hunt. Exit the town and head west to the Old Cave.

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/----- 3.1.8 Old Cave 2nd Floor ----- | |===== |
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Monsters: Giant Bat, Roozard, Kobold, Giant Newt, Mini Demon, Rat

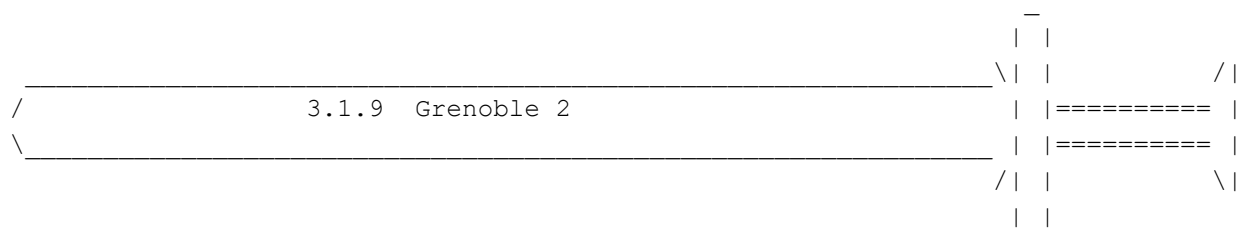
Number of Chests: 20

Items Found: Hi magic, potion x 2, antidote, ex potion, sleep arrow, secret map, float, dragon egg, fairy kiss

Equipment Found: Power ring, cloth shoes, tan shield, dress, hair band, heeled

shoes, earring

Speak to the man and then take the elevator to the second floor. Proceed south opening chests along the way. When you see the chest in between the two toxic marshes, proceed 3 panels south of it and search for a hidden ex potion. Enter the door when you reach it where you'll find two chests, they contain a power ring and the secret map. Equip the power ring on one of your characters and backtrack to the 2nd floor entrance. Proceed west and then south to find two chests surrounded by toxic marsh. They contain a dragon egg and a tan shield. Equip the tan shield on Lufia and proceed north to the door. Read the sign next to it and you'll see that only women can enter. Now as Lufia we enter the room where you'll find five chests. They contain the "fairy kiss", a dress, hair band, earring, and heeled shoes. Equip the heeled shoes and then return to Hero and Aguro. We got everything we came for so it's time to head back to Grenoble.

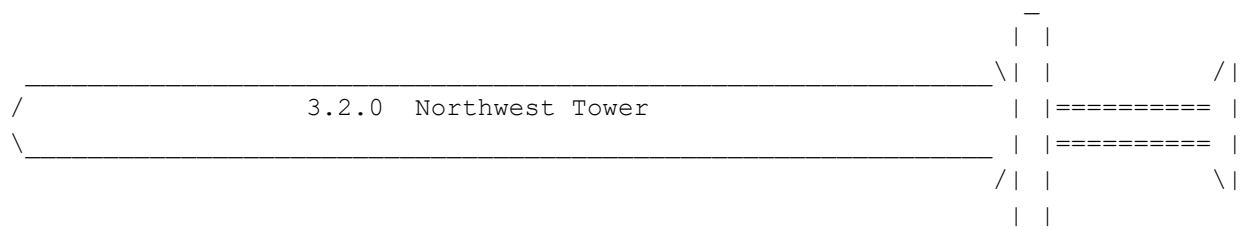


Monsters outside: Bore Worm, Mini Demon, Kobold, Giant Newt, Rat, Roozard, Giant Bat

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Short Sword	360	Tan Armor	480	Potion	8
Staff	360	Tan Robe	540	Antidote	6
Club	120	Tan Shield	180	Awaken	10
Long Knife	180	Tan Helm	240	Stone Cure	100
		Glass Cap	460	Shriek	5
		Cloth Shoes	300	Smoke Ball	80
				Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn ----- 40 Gold

Head to the northwest house. There's no way around paying the 50 gold pieces again. Go to the treasure hunters shop and speak to the woman behind the counter to get paid your 500 gold pieces for the "secret map". Then talk to the old man to find out about Artea. Now it's time to depart for our next destination the Northwest Tower, which is naturally located northwest of Grenoble.



Monsters: Huge Bunny, Zombie, Goblin, Giant Newt, Rat, Mini Demon, Fight, Red Magi, Mini Crab, Roozard

Number of Chests: 4

Items Found: Hi potion x 2, hi magic, smoke ball, revive, mind gourd, power

gourd, mind potion, great potion, power potion, spell potion,  
mid arrow x 2

Equipment Found: Sonic ring

Head west upon entering the tower and enter the door. Follow it's path to another door which leads to a room with a chest containing a sonic ring. Backtrack to the beginning and head east to a door. Enter it and then another door find a room with two chests which contain a hi potion and a hi magic. Exit the room and head upstairs. Go south and open the chest for a smoke ball. Next head west and take the flight of stairs up. Enter the first door to find two chests which contain a mind gourd and a power gourd. Exit and enter the second door to find a chest contain a hi potion. Exit and head east to another door which leads to a room with a chest containing a revive. Go back upstairs and head north to a door, enter it, and the next two doors as well. Ignore the first door you see in this room and proceed all the way south. There you'll two more doors. Each door contains a chest, the western room's one has a mind potion, and the east holds a great potion. After opening the two chest return to the door we ignored and enter it. Go up that stairs and proceed south to a door ignoring the upward stairs along the way. Enter the door and the next one as well and you'll be in a room with two chests and a note on the wall. The chests contain a power potion and a spell potion. The note says: "Overcome your fear!" After reading the note and opening the two chests return to the flight of stairs we ignored and take them up. Proceed north past the door to find two chests, each contains a mid arrow. Enter the door now where we'll find Artea's apprentice. Fully heal Hero before talking to him because he has to battle the apprentice by himself. This fight is a bitch. Apprentice casts fake on himself which raises his agility, this makes his attacks very frequent. You'll definitely need to heal during this battle, potions and strong magic won't do it though. We'll have to rely on hi potions instead. Physical attacks also won't do it for this battle, you'll have to use mid arrows instead. I had to use nine mid arrows and one hi potion to defeat him. After the battle walk north off the top of the screen to bring you're party outside. Head back to Grenoble, you know the way.

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-----|----- 3.2.1 Grenoble 3  | |===== |
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Monsters outside: Bore Worm, Mini Demon, Kobold, Giant Newt, Rat,  
Roozard, Giant Bat

Weapons Shop			Armorer's Shop			Merchant's Shop		
Weapon	Gold		Armor	Gold		Item	Gold	
Short Sword	360		Tan Armor	480		Potion	8	
Staff	360		Tan Robe	540		Antidote	6	
Club	120		Tan Shield	180		Awaken	10	
Long Knife	180		Tan Helm	240		Stone Cure	100	
-----			Glass Cap	460		Shriek	5	
			Cloth Shoes	300		Smoke Ball	80	
			-----			Magic Guard	50	
						Power Gourd	100	
						Mind Gourd	100	
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Inn ----- 40 Gold

Another floor of the Old Cave should be accessible to you now. If it's not I recommend leveling up outside until it is. Head to the northwest house and pay the guy the 50 gold pieces again. Go to the treasure hunters shop. Talk to the man behind the counter and accept "silver wick" treasure hunt. Resting at the inn now is a good. When you're ready to proceed, head back to the Old Cave.

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/----- 3.2.2 Old Cave 3rd Floor -----| |===== |
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Monsters: Zombie, Spike Newt, Dracu Rose, Frog, Fight

Number of Chests: 28

Items Found: Hi potion x 2, bomb, sour cider, magic guard, escape, revive x 2, smoke ball, sweet water, hi arrows, float, hi magic, silver wick

Equipment Found: Brone breast, apron, broad sword, brone helm, spike shoes, water ring

Enter the elevator and take it to the 3rd level. Proceed south, opening the five chests in the area along the way, and then enter the door. Open the two chest and then enter the door to find two more chests. Exit the room and proceed east to find two empty chests and a door. Open the four chests and search the eastern toxic marsh for a miracle. Go down the rope ladder and open the two chests to your west. Proceed east, open two more chest, and then enter the door. Open the six chests in here. The broad sword has an attack power of 81, however it is cursed, every time you strike an enemy your HP will drain, and once it's equipped it can only be removed at a hut for 600 gold pieces. I recommend not equipping it, but make sure to equip the brone helm on Hero or Aguro and brone breast on Lufia. Enter the next door where we'll find five more chests, one of which contains the item we came for. After opening all the chests, equip the spike shoes on one of your characters. Then head back to Grenoble.

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/----- 3.2.3 Grenoble 4 -----| |===== |
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Monsters outside: Bore Worm, Mini Demon, Kobold, Giant Newt, Rat, Roozard, Giant Bat

Weapons Shop			Armorer's Shop			Merchant's Shop		
Weapon	Gold		Armor	Gold		Item	Gold	
Short Sword	360		Tan Armor	480		Potion	8	
Staff	360		Tan Robe	540		Antidote	6	
Club	120		Tan Shield	180		Awaken	10	
Long Knife	180		Tan Helm	240		Stone Cure	100	
			Glass Cap	460		Shriek	5	
			Cloth Shoes	300		Smoke Ball	80	
						Magic Guard	50	
						Power Gourd	100	
						Mind Gourd	100	

Inn ----- 40 Gold



Head to the northwest house and yes, pay the guy again. Go to the treasure hunters shop and speak with the girl behind the counter. She'll give you 1,000 gold pieces for the "silver wick". Next I recommend staying at the inn. After which, exit Grenoble and head to our next destination Kirof. It's located southwest of the northern tower. On the way there you'll see a warp shrine. If you want to you can warp to the one west of Alekia, but there's no reason too. If your low on HP though you may as well stop by and talk to the old man, upon doing so he restores your energy.

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-----|----- 3.2.4 Kirof 1      | |===== |
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Monsters outside: Dracu Rose, Spiked Newt, Fight, Zombie, Red Magi, Frog  
 Items Found: Bomb, hi arrows, mid arrow, plum cider, stuffed dog, stuffed pig, sweet water, hi potion

Inn --- 20 Gold Pieces

Upon entering Kirof go in the back of the inn and search the bookshelves for a bomb, hi arrows, and a mid arrow. Next go to the house north of the inn and search the bookshelf there for plum cider. Then go east and into the back of the Merchant's shop to trigger dialogue. After the dialogue speak to Reyna. Then search the bookshelves for a stuffed dog, stuffed pig, sweet water, and a hi potion. That's all there is to do in this town for now, exit and head east to Medan.

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-----|----- 3.2.5 Medan 1    | |===== |
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Monsters outside: Dracu Rose, Spiked Newt, Fight, Zombie, Red Magi, Frog  
 Items Found: Swing wing, escape

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Spear	780	Chain Mail	960	Sweet Water	10
Mace	600	Chain Cloth	1100	Potion	8
Short Sword	360	Wood Shield	360	Antidote	6
Staff	360	Wood Wrist	480	Mystery Pin	30
Mid Arrow	50	Wood Helm	540	Smoke Ball	80
Arrows	10	Glass Cap	460	Magic Guard	50
Bomb	100	Cloth Shoes	300	Power Gourd	100
				Mind Gourd	100
				Swing wing	80

Inn --- 60 Gold

Move east past the inn into a house with two bookshelves. Search them for a swing wing and an escape. Next go north to the Weapons Shop. I recommend buying a mace for Lufia and spears for Hero and Aguro. Go west to the

Armorer's shop and buy whatever you want. That's it for the town area so go north to the castle which triggers dialogue. After the dialogue, enter the castle and go into the first two doors you see. Walk up to the hope ruby to trigger more dialogue. After it, exit the room and follow the east path to a flight of stairs leading down. Take the stairs down and follow the path to trigger more dialogue. If you try to move further in after eaves dropping the knight will stop you. Backtrack to the Castle's entrance and take either the northwest or northeast flight of stairs up. Go to the throne room and speak to the King to hear a rumor that's been going around. Backtrack and exit the castle to trigger more dialogue. Once you regain control of your characters, exit Medan and head back to Kirof.

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/ _____ 3.2.6 Kirof 2 _____ | |===== |
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Monsters outside: Dracu Rose, Spiked Newt, Fight, Zombie, Red Magi, Frog

Inn --- 20 Gold Pieces

Move one step forward from the entrance to trigger dialogue. I recommend resting at the inn now. That's all there is to do here, when you're ready, exit Kirof and head north to the Ghost Cave.

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/ _____ 3.2.7 Ghost Cave _____ | |===== |
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Monsters: Willowisp, Ghost Mail, Crazy Pot, SwordsPook, FlamesPook

Number of Chests: 24

Items Found: hi potion x 4, escape x 2, miracle, 500 gold pieces, revive x 3,  
 spell potion, power potion, great potion, mind potion, smoke ball  
 hi magic x 2, speed potion, dragon egg

Equipment Found: Chain cloth, ghost ring, monster ring, wood shield

Move southeast of the entrance and open the chest for a hi potion. Move east ignoring the rope ladder for now and enter the door to find a lone chest that contains an escape. Exit the room and keep proceeding east and enter another door which has a chest that contains a chain cloth. Equip it on Lufia, then exit the room, and go down the rope ladder to your west. Proceed southeast after going down the ladder and enter the door to find a chest containing a miracle. Go southwest of the room and open the chest to find 500 gold pieces. Move west ignoring the first door. The second and third doors each hold chests which contain a ghost ring and a monster ring. Now backtrack to the very first rope ladder, go down it and take the stairs down. The blue panels on the floor restore your character's HP and MP. Open the chest for a Revive. Of the two flights of stairs going down, take the southern stairs. Walk east and open the chest for a wood shield. Continue east and go up the stairs to find a chest containing hi magic. Backtrack the hp and mp restoring panels and take the other flight of stairs down. Take the next flight up and open the chest for a hi magic. Of the two new stair cases going down, take the southern one down followed by another down stair case. Open the chest for a speed potion. Go back up the two flights of stairs we just came from. Take the northern stairs down this time and follow it's path to find a chest containing a dragon egg. Return

to the hp and mp restoring panels and I recommend leveling up near them. When you are ready to proceed, backtrack to the very first rope ladder and follow the path next to it to a door. Enter the door and open the chest for a revive. Take the stairs down. Proceed south and open the chest for a hi potion. Go east and open the chest for another hi potion. Ignore the rope ladder and go north east to another chest which contains another hi potion. Backtrack and go down the rope ladder. Head west ignoring the stairs and enter the door. Take the northeast stairs down. Open the two chests which contain a spell potion and a power potion. Enter the east door and open the lone chest for a great potion. Exit and enter the west door where we'll find a chest and a knight. Open the chest for a mind potion and then speak with the knight. Agree to help him and he'll tell you the secret of this cave:

"Things are not what they appear to be."

Backtrack and this time go down the northwest stairs. Take either of the northern stairs down and open the two chests for an escape and a smoke ball. Go back upstairs and go down the middle southern staircase. Walk north and your party will walk across an invisible bridge. Open the chest for a revive and continue north. Enter the door and you'll see Reyna. Heal your party before speaking to her because doing so triggers a boss fight. Phantasm will cast shield on himself numerous times which raises his magic resistance. We'll simply have to rely on physical attacks them. He'll mostly use spark magic that hits your entire party. He'll also cast drowsy which always misses for some reason. And when his HP gets low he'll cast confuse, so be prepared for that. Just keep up the physical attacks with Hero and Aguro, have Lufia heal when needed, and this fight will be over in no time. After the battle we're taken back to Kirof.

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-----/----- 3.2.8 Kirof 3 -----| |=====|
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Monsters outside: Dracu Rose, Spiked Newt, Fight, Zombie, Red Magi, Frog

Inn --- 20 Gold Pieces

Listen to what every one has to say. When you regain control of your characters, speak to the Merchant and he'll give you a power potion. Rest at the inn. Then exit the town and head to Medan.

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-----/----- 3.2.9 Medan 2 -----| |=====|
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Monsters outside: Dracu Rose, Spiked Newt, Fight, Zombie, Red Magi, Frog

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Spear	780	Chain Mail	960	Sweet Water	10
Mace	600	Chain Cloth	1100	Potion	8
Short Sword	360	Wood Shield	360	Antidote	6
Staff	360	Wood Wrist	480	Mystery Pin	30

Mid Arrow	50	Wood Helm	540	Smoke Ball	80
Arrows	10	Glass Cap	460	Magic Guard	50
Bomb	100	Cloth Shoes	300	Power Gourd	100
-----				Mind Gourd	100
				Swing wing	80
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Inn --- 60 Gold

Simply entering Medan triggers quite a bit of dialogue. Speak to the Princess after the dialogue and that's all there is to de here. Exit Medan and enter the cave to the east.

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/	3.3.0 Cave East of Medan		/
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Number of Chests: 2

Items Found: Revive, hi potion

Upon entering the cave walk east and cross the toxic marsh to find two chests. Backtrack and cross the bridge guarded by the two knights to find stairs leading out of the cave. After exiting the cave, head south to Belgen.

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/	3.3.1 Belgen 1		/
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Monsters outside: Ghost Mail, SwordsPook, Poison Rat, Mummy, Beetle

Items Found: Float, hi potion, mind gourd, power gourd, revive, hi magic

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Brone Sword	1400	Brone Armor	1400	Sweet Water	10
Long Staff	1200	Brone Robe	1500	Potion	8
Spear	780	Brone Shield	720	Antidote	6
Mace	600	Brone Breast	840	Mystery Pin	30
Hi Arrows	100	Brone Helm	1200	Shriek	5
Bomb	100	Glass Cap	460	Swing Wing	80
-----		Tan Shoes	840	Smoke Ball	80
		-----		Magic Guard	50
Inn --- 40 Gold				Power Gourd	100
				Mind Gourd	100
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There's dialogue after entering Belgen. After it speak to the girl walking around next to the Merchant's shop. Go east to the Weapons shop. I recommend buying a long staff for Lufia, and brone swords for Hero and Aguro. Head north of the weapons shop and enter the door west of the hut. Open the chest for a float and a hi potion. Enter the stairs to the east. Search the bookshelves for a mind gourd and a power gourd. Talk to the girl next to the bookshelves and answer "yes". Backtrack and go up the stairs north of the entrance and west to the armorer's shop. Purchase anything you want and then enter the building

to the west. Search the bookshelves for a revive and hi magic. Talk to everyone in the building and then exit the town. Head southwest and enter the southern most cave.

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/----- 3.3.2 Cave Southwest of Belgen  | |===== |
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Monsters: SwordsPook, Mummy, Ghost Mail, Beetle, Poison Rat, Blue Wolf, Mud Man  
Number of Chests: 13  
Items Found: Hi potion, smoke ball, float, escape, power potion, spell potion  
miracle, hi potion, hi magic, revive  
Equipment Found: Scimitar, brone helm, brone shield, brone armor, fly ring

Upon entering the cave walk west and go down the stairs. Enter the southern door and open the chest for a hi potion. Next go down the stairs to the east where you'll find two chests which contain a smoke ball and a float. Head down the next set of stairs to the east. Go down the rope ladder and open the chest to the north for an escape. Head west and open to more chests for a power potion and a spell potion. Search the toxic marsh northeast of the two chests for a hidden miracle. Go back upstairs and enter the northwest door and go down the stairs. Walk all the way around go down another flight of stairs. Search the toxic marsh for a hidden scimitar and immediately equip it on Hero or Aguro. Now were at a four way intersection. Go east first and enter the door to find three chests, they contain a brone helm, brone shield, and brone armor. Next go west and enter the door to find two chests which contain a hi potion and a hi magic. Go north at the intersection next, go down the stairs and follow the path to it's end to find two chests which contain a fly ring and revive. Now there's only one unexplored direction at the intersection, so backtrack and head south. Go down the stairs and enter the door. Speak to the guy and when he moves open the chest to find the Dias Key. Exit the cave and I recommend resting at the inn in Belgen before heading to the Dias Cave. Whether you decided to rest first or not, next we head to the Dais Cave which is located north of the cave were just in.

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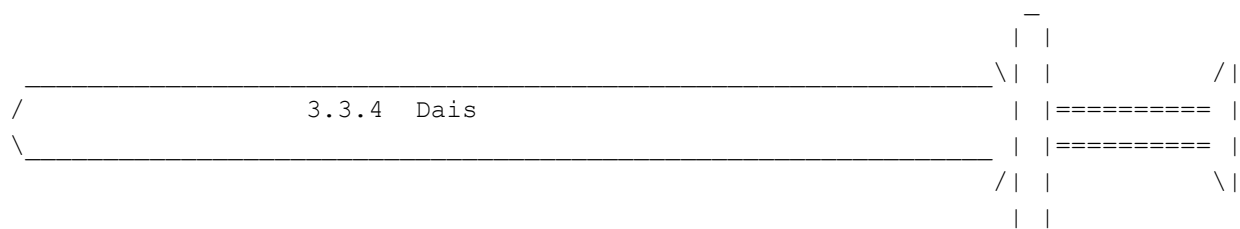
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/----- 3.3.3 Dais Cave                | |===== |
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Monsters: Mummy, Beetle, Poison Rat, Orc, Red Orb, Mimick  
Number of Chests: 10  
Items Found: Great potion, mind potion, speed potion, hi magic, revive, mind gourd, power gourd, spell potion, power potion.

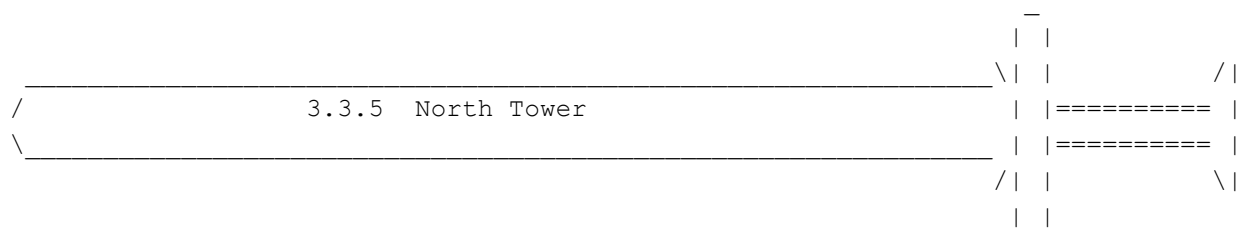
Ignore the red door and enter the one to the south instead. Open the three chests for a great potion, mind potion, and speed potion. Now go through the red door, down the rope ladder, and into the door to the northwest. Open the chest for a float and then go through the door south of it. Go up the rope ladder and cross the bridge to find two more chests, they contain hi magic and revive. Backtrack to the room with the toxic marsh and go down the rope ladder. Go down the southeast rope ladder and open the two chests for a mind gourd and a power gourd. Cross the bridge to the west and head north past the rope ladder. open the two chests for a spell potion and a power potion. Go up the rope ladder we just passed, cross the bridge to the west, and go down the rope

ladder. Head west, go up two more rope ladders, and then a flight of stairs which takes us outside. Walk west and enter Dais.



Monster outside: Poison Rat, Sand Man, Sand Rose, Mummy, Beetle

Proceed up the stairs. The two guards won't let you go up top. Go either east or west to trigger dialogue. After it search the pots on the sides to restore you're HP and MP. Speak to the guy on the west side if you want to revive, lift curse, or record. Try to exit Dais to trigger more dialogue. After it exit Dais and head north to the tower.



Monsters: Red Orb, Orc, Straw Man, Nightmare, Archer, Skeleton

Number of Chests: 10

Items Found: Revive, antidote, awaken, mystery pin, shriek, stone cure, hi  
potion, miracle x 2

Equipment Found: Flash ring,

Step onto the warp pad upon entering the tower. Ignore the two doors. There's a portal in each. The portal in the west one leads to the one in the east room and vice versa. Head north past another door to your east and up the stairs. The floor above you has seven chests and collapsing floor tiles. The light colored tiles on this floor mark the tiles that will collapse on the next floor. Take note of the tiles and then head up stairs. Open the seven chests for a revive, antidote, awaken, mystery pin, shriek, stone cure, and a hi potion. Backtrack to the door on the east we passed, enter it, step on the warp pad, and go up the stairs. Walk south and you'll see three doors. Enter the west one and open the chest for a flash ring. Skip the middle door because the room it leads to is empty. Enter the west door and speak to the Knight in there. He says: "The roof has many warp zones, but don't step on the one at the far end." You should listen to him unless you want to be warped back to the entrance. Continue and take the stairs up, along with the next four staircases as well. Step on the western most warp pad and open the chest for a miracle. Head to the north of the room where there's three warp pads. Remember don't step on the northern most one yet. Enter the western one and then the two subsequent northern warp pads to reach a chest which contains another miracle. Next head to the western most warp pad. Step on it, then the next two northern ones, and you'll find yourself on the platform with Jerin and the monster that flew away with her. Make sure you heal before approaching Jerin because naturally we'll have to fight the monster. Follower uses physical attacks which aren't that powerful. He'll also cast Drowsy which puts your characters to sleep, drain which lowers DFP, and frost. When he gets low on HP, he'll cast bolt, use Grin which confuses one of your characters, and cast stronger on himself which raises his HP. All that you'll need for this battle is constant physical attacks from Hero and Aguro, while Lufia heals. Speak with Jerin after the battle to trigger dialogue. When we regain control of our characters, they're in Belgen.

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Monsters outside: Ghost Mail, SwordsPook, Poison Rat, Mummy, Beetle

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Brone Sword	1400	Brone Armor	1400	Sweet Water	10
Long Staff	1200	Brone Robe	1500	Potion	8
Spear	780	Brone Shield	720	Antidote	6
Mace	600	Brone Breast	840	Mystery Pin	30
Hi Arrows	100	Brone Helm	1200	Shriek	5
Bomb	100	Glass Cap	460	Swing Wing	80
		Tan Shoes	840	Smoke Ball	80
				Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn --- 40 Gold

After the dialogue, Jerin gives you a Miracle as thanks for saving her. Rest at the inn and exit Belgen. Walk east across the bridge and north across another. Head very far east across the desert and enter the town of Surinagal.

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Monsters outside: Killer Bee, Red Orb, Orc, Mud Man, Blue Wolf, Skeleton

Items Found: Hi magic, miracle, hi potion

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Axe	3000	Brone Armor	1400	Hi Potion	400
Rapier	2400	Brone Robe	1500	Hi Magic	1000
Scimitar	2100	Brone Shield	720	Antidote	6
Big Arrow	100	Brone Breast	840	Awaken	10
Hi Arrows	100	Brone Helm	1200	Mystery Pin	30
Bomb	100	Glass Cap	460	Stone Cure	100
		Tan Shoes	840	Shriek	5
				Swing Wing	80
				Smoke Ball	80
				Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn --- 50 Gold

Head west upon entering and speak with the Old man. Go north and speak to the little boy, answer no to his question and you'll get direction to our next location. Search the bookshelves in the house directly west of the boy for a hi magic and a miracle. Speak to the girl in there as well for some useful info. Next go west and open the chest in the Weapons shop for a hi potion. While there buy two axes, one for Hero and one for Aguro. Also buy a rapier for Lufia. Buy whatever you want from the other two shops and then exit the town. Walk southwest and cross the bridge, continue on until you reach what looks like another town.

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/----- 3.3.8 Guide Station to the Lost Forest | |===== |
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Items Found: revive, sweet water, swing wing

Speak to the old man upon entering. Answer yes to his question which triggers quite a bit of dialogue. After it we finally have a party of four. Search the bookshelves for a revive, sweet water, and a swing wing. Speak to the old man again and he'll let you rest for free.

A new floor of the old cave should be available now. Check your new member's magic and you'll see Warp. Exit the guide station and warp to Grenoble, go the treasure hunters shop, and accept the new treasure hunt. Then enter the old cave again.

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/----- 3.3.9 Old Cave 4th Floor | |===== |
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Monsters: Mud Man, Orc, Red Orb, Blue wolf, Killer Bee

Number of Chests: 28

Items Found: Smoke ball, hi potion, magic guard, miracle, 520 gold pieces, hi magic, long nail, escape, float, spell potion, crown

Equipment Found: Long sword, bronehelm, light robe, flame ring, buckler, wind heels, light armor, broad rod

Upon entering the cave, go into the elevator, take it to the fourth level and then exit it. Open the tree chests for a smoke ball and a hi potion. Head north to reach a door, open the three chests along the way. Enter the door and you'll see four chests, they're all empty except for one which contains a miracle. Exit the room and head south to another door with an empty chest right outside it. Enter the door and open the nine chests. Two are empty and the rest contain equipment. Make sure to equip the long sword and buckler, then exit the room. Keep walking east and open the six chests along the way. Cross the toxic marsh to the north and search the western most section for a spell potion. Open the two chests for a broad rod and the crown. Don't equip the broad rod because it's cursed. Return to Grenoble and get your 2,000 gold pieces for the crown. Warp to Surinagal and head southwest into the tree.

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/----- 3.4.0 Lost Forest | |===== |

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Enemies: Red Orb, Orc, Straw Man, Nightmare, Archer, Skeleton

Jerin will tell you which direction to go in once you enter the forest. Follow her instructions and you'll come out the other side.

Once you exit the forest, go west and enter the house. Talk to the old man to rest for free, then exit and head east to the silver structure.

Go in the door and take the stairs down. Follow the path and speak with the old man. After hearing what he has to say, continue on. Go up the stairs and exit to the world map. Head north and enter the town of Jenoba.

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/_____ 3.4.1 Jenoba _____ | |===== |
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Monsters outside: Tarantula, Chomp Weed, Spellsnail, Archer, Skeleton  
Items Found: Hi potion, hi arrows, bomb

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Long Sword	4800	Light Armor	3000	Sweet Water	10
Axe	3000	Light Robe	3360	Hi Potion	400
Rapier	2400	Buckler	1000	Antidote	6
Scimitar	2100	Brone Shield	720	Awaken	10
Big Arrow	100	Brone Breast	840	Mystery Pin	30
Hi Arrows	100	Brone Helm	1200	Stone Cure	100
Bomb	100	Glass Cap	460	Shriek	5
		Tan Shoes	840	Swing Wing	80
				Smoke Ball	80
				Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn --- 100 Gold

The weapons and armorer's shops are to the west. Head there and buy only one long sword since you should already have one from the old cave. Head north of the weapons shop and search the bookshelf in the merchant's shop for a hi potion. Next head east past the stairs to a house with a guy in it. Search the bookshelves for hi arrows and a bomb. Head back to the stairs we just passed and go up them. Enter the house and go down two flights of stairs. Speak to the old man, buy his cider for 10 gold pieces he'll share some info with you. Talk to the old woman, answer yes to her question, and agree to buy her two ciders for valuable information. When you're ready to continue, exit Jenoba and walk southeast and enter the blue tower.

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/_____ 3.4.2 Blue Tower 1 _____ | |===== |
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Monsters: Gargoyle, Horrorquin, Frog, Jellybean, Dark Elf

Number of Chests: 7

Items Found: Magic guard, sweet water, hi potion, revive, hi magic, green jade

Equipment Found: Blue ring

Upon entering the tower ignore the first door you see. Proceed east and enter the door there to find a chest containing a miracle guard. Next go west past the first door, where we find another door. Enter it to find a chest containing a blue ring. There's nothing in the center door so head north and take the stairs up. Walk south and open the chest for a sweet water. There's a note on the wall to the northwest that tells you to go to the red tower last. After reading it or not, backtrack and enter the door south of the stairs we came from. The chest you see is currently unattainable. Go through the east door. Take the stairs up and walk west to find a chest that contains a hi potion. Go back down the stairs we just came from. Walk south from the stairs, then west, and go up the new flight of stairs. This takes us to two more stair cases. Go up the west stairs first. Follow the path all the way around. Open the chest for a hi magic and then go up the stairs to examine the pedestal. Backtrack and take the east stairs this time. Enter the door and fall down the pit. Open the chest for a revive and go down the pit again. Open the chest for the green jade. Go down once more and exit the tower.

Once outside the tower warp back to Jenoba and rest at the inn. Then exit the town and walk south across a bridge. Walk east once you cross the bridge and enter the green tower.

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/ 3.4.3 Green Tower 1 |=====|
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Monsters: Willowisp, Horrorquin, Dark Demon, Gargoyle, Sand Man

Number of Chests: 9

Items Found: Magic Guard, ex potion 2, revive x 2, hi magic, swing wing

Equipment Found: Green ring,

Inn --- 150 Gold

First enter the west door to find a chest containing a green ring. The east door contains an inn if you need it. When you're ready to proceed, enter the middle door and then the next door as well. Now we have two staircases to choose from, go up the west one first. Lower the switch and open the chest for a magic guard. Now go up and east stairs. Go up the next flight of stairs you see and open the three chests for an ex potion, a revive, and a broken red sapphire that you don't keep. Go back down and go up another flight of stairs to the south. Open the three chests for a hi magic, ex potion, and a revive. Go back down and open the chest west of the south stairs for a swing wing. Now backtrack to the switch and raise it. Go back up the east stairs and you'll see that the stairs up there have moved. Go up either flight and then walk north to another flight of stairs. Go up it and pay the knight 100 gold pieces for some valuable information. Next take the south stairs up and another staircase to see the pedestal. That's it for this tower, walk off any side to exit. Walk south and cross the bridge, then walk northeast and enter the town of Ruan which just happens to be right next to the red tower.

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Monsters outside: Tarantula, Chomp Weed, Spellsnail  
 Items Found: Hi potion, sweet water, revive, power potion, empty bottle  
 Equipment Found: Emerald, small knife

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|           Jeweler           |
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|   Item       |   Gold |   Inn ----- 10 Gold
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| Emerald     |   200 |
| Opal        |   100 |
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Enter the inn and search the bookshelf in back for a hi potion. Next enter the hut to the east. Search the bookshelves there for a sweet water and a revive. Head east to the flowers and notice the two flower patches shaped like a "+" sign. Search them both for a power potion and an empty bottle. Go north to the Jeweler and speak with the women in there. Then search the bookshelf for an emerald. Walk west and enter a house with an old woman in it. Search the bookshelf for a small knife. That's it for this small town. Exit and warp to Medan. Walk north and enter the cave.

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3.4.5 Medan Mining Cave

Monsters: Willowisp, SwordsPook, FlamesPook, Ghost Mail, Crazy Pot  
 Number of Chests: 7  
 Items Found: Foul water, sweet water, bomb, 500 gold pieces  
 Equipment Found: Emerald, opal, diamond ring.

Speak to the guy upon entering the cave. Go down either rope ladder and open the chest for a foul water. Go down the next ladder and open the chest for a sweet water. Walk past the door to the south and open the chest there for a bomb. Enter the door and speak with the old man. After the old man gives us what we came for, enter the door the he just opened to find four chests. Open them to find an emerald, opal, 500 gold pieces, and a diamond ring. That's everything, so exit the cave.

At this point the next floor of the Old Gave became available for me because Hero was at level 20. If he's not in your game, I recommend leveling up outside of Ruan until he is since the inn is only 10 Gold there. Or if you want, you can skip the next section and do it later.

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3.4.6 Old Cave 5th floor 1

Monsters: Gold Orc, Rok, Mace Man, Sting

Number of Chests: 29

Items Found: Smoke ball, ex potion x 2, miracle, golden pawn, power potion, float, 500 gold pieces, revive x 2, spell potion

Equipment Found: Luck blade, opal, kite shield, frost ring, battle axe

You know what to do. Warp to Grenoble first and accept the "Golden Pawn" task at the treasure hunters shop. Exit the town and enter the Old Cave.

Enter the elevator, take it to the 5th floor, and then exit it. Walk south and open the two chests for a smoke ball. Enter the door to find five more chests. One of the chests contains the luck blade. Make sure not to equip it because it's cursed. Exit the room after opening all the chests. Search the toxic marsh to the east for a ex potion. Open the chest for a kite shield which you should equip immediately. Enter the door to the north where we'll find three more chests and two more doors. Open the three chests and then go through the eastern most door. Open the chest there for a hi bomb. Then enter the door to the east across the toxic marsh. Open the five chest in here and then exit the room. Go through the door to the south to find three more chests. One of them contains the battle axe which you should equip immediately. Enter the door to the south and open the two chests there. Cross the toxic marsh and open the four chests there. Search the toxic marsh directly below the east door for a revive. Enter the east door and open the three chests in there. You should have everything by now so exit the cave.

Return to Grenoble, get your 3,000 gold pieces for the golden pawn, and then exit the town. Warp to Ruan, rest at the inn, and then enter the red tower.

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/          3.4.7 Red Tower 1      | |===== |
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Monsters: FlamesPook, Horrorquin, Flamefreak, Big Meany, Gargoyle,

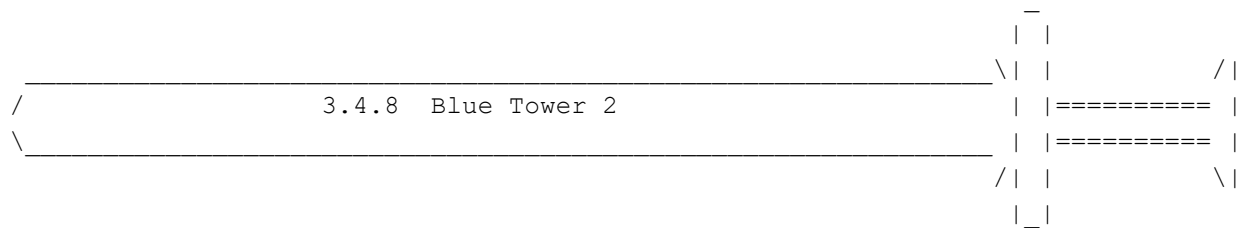
Number of Chests: 15

Items Found: Hi potion x 2, spell potion, power potion, float, power gourd, magic guard x 2, hi magic, smoke ball, hi potion, blue jade, dragon egg, miracle

Equipment Found: Red ring

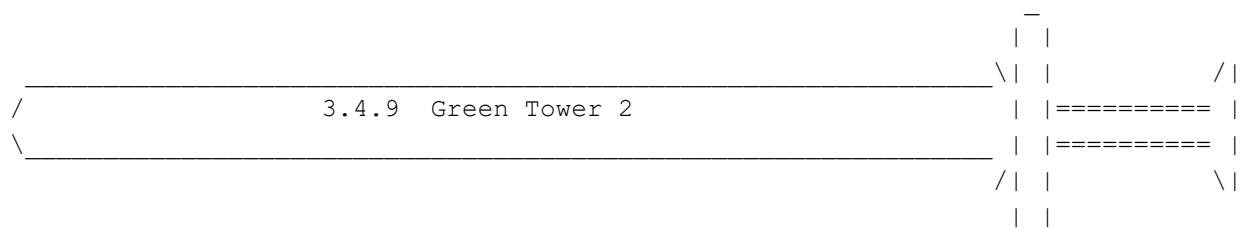
Upon entering the tower you'll notice four doors. Enter the western most one first and go up the stairs. Open the two chests for a high potion and a red ring. Backtrack, enter the next door, and go down the stairs. Open the two chests for a spell potion and a power potion. Backtrack once more, enter either of the two eastern doors, and take the stairs up. Now we have four directions to choose from. First enter the door to your east and open the chest for a float. Next go up the stairs to the north and read the note on the wall. Enter the door to the west next and open the two chests for a power gourd and a magic guard. Now there's only one direction we haven't gone. Head south and ignore the door. Instead go east and open the two chests for a hi potion and a hi magic. Go up the stairs to find two more chests. Open them for a magic guard and a smoke ball. Now enter the door we ignored. Go up the stairs it leads to and the next flight you see as well. Open the chest for a hi potion and then go back down. Walk all the way around to the other side, take another flight of stairs up, and the next flight as well. Heal everyone and then speak to the monster in front of the pedestal. The battle against

Dark Ghost should take you all of three minutes. As usual, Hero and Aguro should launch constant physical attacks. Lufia should keep casting Bolt, while Jerin concentrates on healing. After the battle fall of any side of the tower and then reenter it. Go back to the room filled with toxic marsh. There are three chests in there now. Open them for the blue jade, a dragon egg, and a miracle. That's all for this tower for now. Exit the tower. Enter Ruan and stay at the inn. Then head for the blue tower.



Monsters: Gargoyle, Horrorquin, Frog, Jellybean, Dark Elf

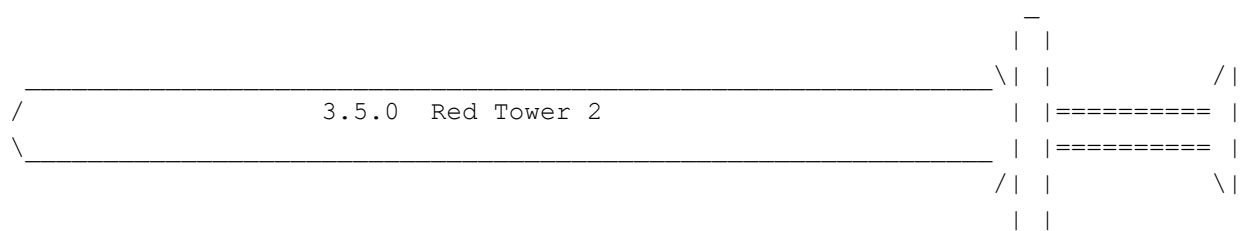
Head east ignoring the doors and go up the stairs. Ignore the next flight of stairs you see. Walk south and go up the stairs there. Next take the west staircase up. Walk all the way around to another staircase. Up it is the pedestal. Place the blue jade on it and then drop off the side of the tower. Our next destination is the green tower.



Monsters: Willowisp, Horrorquin, Dark Demon, Gargoyle, Sand Man

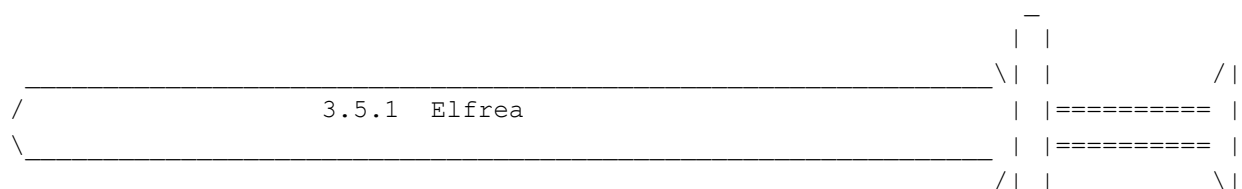
Inn --- 150 Gold

Enter the middle door, followed by another door, and then go up the east stairs. Take the next staircase you see up as well. Walk south to another up staircase, take it up along with the next one as well to get to the green pedestal. Place the green jade on it. Then fall off the side of the tower and head back to the red tower.



Monsters: FlamesPook, Horrorquin, Flamefreak, Big Meany, Gargoyle,

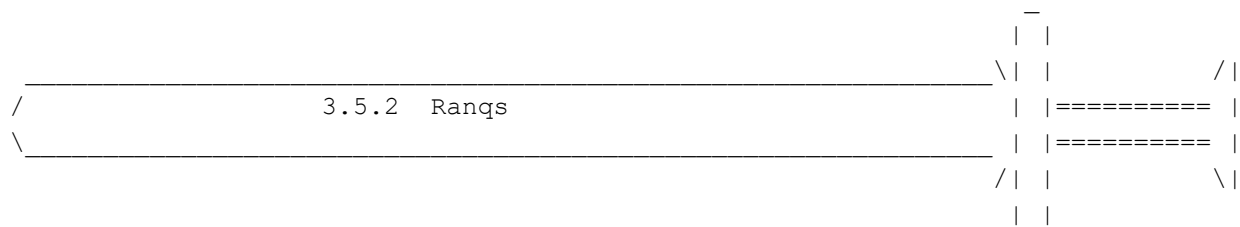
Enter either of the eastern doors and take the stairs up. Go south and enter the door. Take the stairs up and walk all the way around to another staircase. Take it up along with the next staircase as well to reach the red pedestal. Place the red sapphire on it and your party will be transported to the isolated island Elfrea is located on.



Monsters outside: Tarantula, Spellsnail, Chomp Weed  
 Items Found: Spell potion, speed potion, mind potion

General Shop		Inn --- Free	Merchant's Shop	
Item	Gold		Item	Gold
Rod	4800		Hi Potion	400
Trident	7800		Hi Magic	1000
Quilted Silk	4800		Swing Wing	80
Glass Beret	1000		Smoke Ball	80
Heeled Shoes	3000		Magic Guard	50
Big Arrow	100		Power Gourd	100
Hi Arrows	100		Mind Gourd	100
Hi Bomb	250			

Walk north upon entering and search the flower patch to the west for a hidden spell potion. Continue north until you enter a house. Open the two chests for a speed potion and a mind potion. Go up the stairs to the west and we finally get to speak with Artea. Equip Artea's Bow on Jerin once he gives it to you. Then go down stairs and hit the shops. When you're ready to continue, go down the east stairs and step on the warp pad, which takes us to the... small shrine. Enter the door to the west, step on the warp pad there, then exit the shrine, and we'll be outside on a new continent. A warp shrine is to the west but there's really no reason to go there. Walk southeast/east until you see two bridges. Cross the southern one and enter the town of Ranqs.

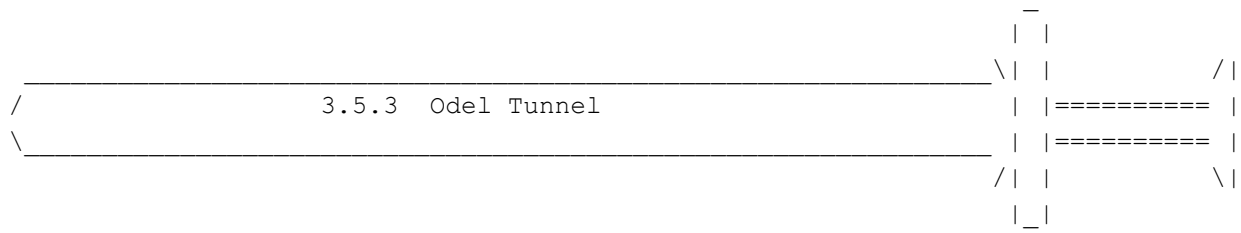


Monsters outside: Mace Man, Rok, Gold Orc, Sting  
 Items Found: Power Potion

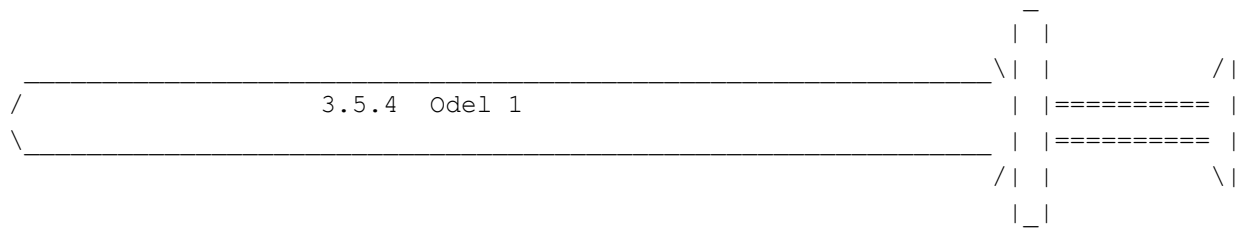
General Shop		Inn --- 100 Gold	Merchant's Shop	
Item	Gold		Item	Gold
Morning Star	9600		Sweet Water	10
Rod	4800		Hi Potion	400
Trident	7800		Antidote	6
Half Mail	4200		Awaken	10
Quilted Silk	4800		Mystery Pin	30
Buckler	1000		Stone Cure	100
Iron Helm	2500		Shriek	5
Glass Beret	1000		Smoke Ball	80
Spike Shoes	2000		Magic Guard	50
			Power Gourd	100
			Mind Gourd	100

Go to the northeast house with the old woman in it. Search the yellow flowers

north of her house for a power potion. Go to the shops, rest at the inn, and that's all there is to this village. When you're ready to continue, exit and enter the Odel Tunnel to the west.



Upon entering talk to the four people and read the sign. In the next room is an invisible maze which I shall lead you through. Enter the room and walk two spaces east, one north, two east, four north, three west, one south, two west, one south, two west, two north, one east, one north, two east, north and you're out of the maze. Go up the stairs to exit the tunnel. Walk southwest and enter Odel.



Monsters outside: Gold Orc, Blue Meany, Armor Lord, Giant Oak, Mimicker  
Pin Lizard, Sting

Items Found: Ex potion, ex magic, miracle, speed potion, mind potion, great  
potion, stone cure, spell potion, power potion, hi magic x 2,  
power gourd, mind gourd

Equipment Found: Yellow ring

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Battle Axe	12000	Half Mail	4200	Sweet Water	10
Glass Robe	7200	Quilted Silk	4800	Hi Potion	400
Morning Star	9600	Kite Shield	1400	Antidote	6
Rod	4800	Brone Breast	840	Awaken	10
Mid Arrows	50	IronHelm	2500	Mystery Pin	30
Hi Arrows	100	Glass Beret	1000	Stone Cure	100
Hi Bomb	250	Spike Shoes	2000	Shriek	5
		Wind Shoes	3900	Swing Wing	80
		Heeled Shoes	3000	Smoke Ball	80
		Wind Heels	4900	Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn --- 80 Gold

Proceed north until you see the entrance to the castle, then go west and open the chest for an ex potion. Go down the stairs and open the chest for an ex magic. Search the bookshelf for a miracle. Speak to the three people and then head back upstairs. Explore the rest of the town and buy whatever you want from the shops. Then enter the castle area but don't enter the castle itself yet. Go east first and search the flower patches for a speed potion, mind potion, and, a great potion. Next go west of the castle, take the stairs down, and another staircase as well. Search the lockers for a hi magic and a hi gourd and then walk down another flight of stairs. Follow the path and step on

the warp pad. Go north when you get to a four way intersection and step on the warp pad. Open the two chests for a yellow ring and a stone cure. The yellow ring is why we came all that way, equip it and you'll see that it's a very good defensive ring. Now backtrack and enter Odel Castle. Enter the north room and search the dressers for a spell potion, power potion, and two hi magics. Enter either of the two back to back staircases and you'll be in the thrown room. Speak to the knight standing next to the princess and agree to help him. Exit Odel and head southeast to Lyden.

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/----- 3.5.5 Lyden 1 -----| |===== |
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Monsters outside: Frogula, Yeoman, Harpie, Halloween  
 Items Found: Swing wing, grilled newt, stone cure, miracle  
 Equipment Found: Chop block, fry pan, small knife

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|   General Shop   |
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|   Item   |   Gold |   Inn --- 100 Gold
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| Fry Pan   |   50 |
| Small Knife |   70 |
| Pot       |   60 |
| Chop Block |   30 |
| Apron     |   60 |
| Goblet    |   10 |
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Head east and search the bookshelf in the inn for a swing wing. Go south and then up steps to a building with an old man and two chefs. Search the bookshelves for a grilled newt and a stone cure. Go down the stairs and open the four chests for a miracle, chop block, fry pan, and a small knife. Next go to the building west of the entrance. Speak to the man in there to trigger dialogue, then exit Lyden, and head back to Odel.

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/----- 3.5.6 Odel 2 -----| |===== |
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Monsters outside: Gold Orc, Blue Meany, Armor Lord, Giant Oak, Mimicker  
 Pin Lizard, Sting

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|   Weapons Shop   |   |   Armorer's Shop   |   |   Merchant's Shop   |
-----
|   Weapon   |   Gold |   |   Armor   |   Gold |   |   Item   |   Gold |
-----
| Battle Axe | 12000 |   | Half Mail   | 4200 |   | Sweet Water | 10 |
| Glass Robe | 7200  |   | Quilted Silk | 4800 |   | Hi Potion   | 400 |
| Morning Star | 9600 |   | Kite Shield  | 1400 |   | Antidote    | 6 |
| Rod         | 4800  |   | Brone Breast | 840  |   | Awaken      | 10 |
| Mid Arrows  | 50    |   | Iron Helm    | 2500 |   | Mystery Pin | 30 |
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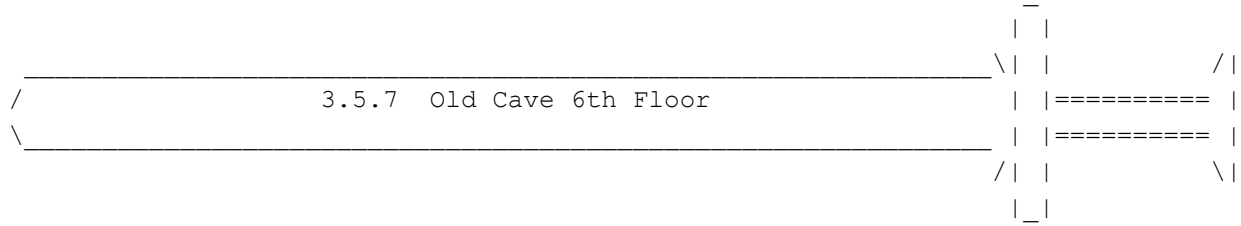
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Hi Arrows	100		Glass Beret	1000		Stone Cure	100	
Hi Bomb	250		Spike Shoes	2000		Shriek	5	
-----			Wind Shoes	3900		Swing Wing	80	
			Heeled Shoes	3000		Smoke Ball	80	
			Wind Heels	4900		Magic Guard	50	
			-----			Power Gourd	100	
Inn --- 80 Gold						Mind Gourd	100	
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Head to the castle thrown room, speak with Piron again, and he'll ask you to check the bridges condition. Exit Odel and...

At this point Hero should be at or above level 25, thus making the 6th floor of the Old Cave accessible. If he's not at level 25, outside Odel is a great place to level up thanks to the Mimickers. Once Hero is at level 25 warp to Grenoble.

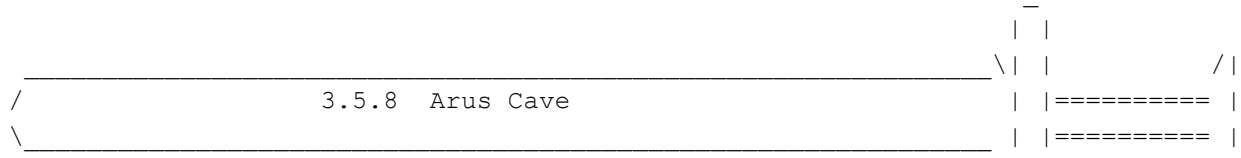


- Monsters: Harpie, Axe Knight, Trap Harp, Frogula
- Number of Chests: 35
- Items Found: Hi bomb x 3, spell potion, speed potion, power potion, escape, ex magic x 2, ex potion x 2, miracle x 2, revive, power gourd x 2, mind gourd, miracle gem,
- Equipment Found: Gladius, plate cloth, plate mail, plate helm, knife shoes, needle heels, blast ring

Enter Grenoble, go to the treasure hunters shop and accept the "miracle gem" task. Then exit Grenoble and enter the Old Cave.

Enter the elevator, go to the 6th floor, and then exit it. Open the six chests in the first area for three hi bombs, then enter the west door. Follow the path and open the seven chests along the way. Three of the chests contain equipment, all of which should be equipped immediately. Backtrack to the first room and enter the east door this time. Open the chest for an escape and then go down the rope ladder. Open the two chest in the toxic marsh for and ex magic and an ex potion. Then search one space east and two spaces north of the eastern chest for a hidden miracle. Next proceed along the east path and open the four chests there. Equip the plate helm once you get it, then backtrack to the two chests north of the rope ladder. One of them contains a hammer rod which you should also be equipped immediately. Next go down the stairs, follow the path, and open the six chests along the way. Equip the knife shoes and needle heels, and then head up stairs. Open the chest for a mind gourd and then head west opening six more chests along the way. Search the toxic marsh below the western most chest for a hidden miracle. Now you should have gotten everything so exit the cave.

Return to Grenoble, get your 5000 gold pieces for the miracle gem, rest at the inn, and then warp to Odel. Walk west of Odel across a bridge and enter the first cave entrance you see.





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| Rod           | 4800 |
| Half Mail    | 4200 |
| Quilted Silk | 4800 |
| Kite Shield  | 1400 |
| Red Beret    | 2200 |
| Wind Shoes   | 3900 |
| Heeled Shoes | 3000 |
| Hi Potion    | 400  |
| Swing Wing   | 80   |

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Go west into the house with the old man and old woman. Speak with them, then search the bookshelf for a hi magic. Exit the house and head north up the steps to trigger dialogue. After it walk around to the northeast corner of the house and search a yellow flower there for a hidden mind potion. Speak to the old man in the house. Rest at the inn and then exit Arus.

Walk west and enter the cave. Walk west through it and go up the stairs to exit, this should take you all of two minutes. Then enter the Tower of Grief.

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/----- 3.6.0 Tower of Grief -----| |===== |
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Monsters: Crazy Jar, Ghoul, Ice Snake, Blue Wisp, Yeoman, Halloween  
Number of Chests: 8  
Items Found: Revive x 2, dragon egg, stone cure x 2, ex potion, hi magic  
Equipment: Purple ring

Ignore the door at first, walk around the east side, and open the chest for a purple ring which you should equip on one of your characters. Now enter the door and go up the stairs. Open the three chests for a revive, dragon egg, and a stone cure. Next head west of the entrance and take the stairs there up. Follow the path and take another flight up. Now we're in a room with four staircases. Take the northeast one up and open the two chests for another revive and another stone cure. Next go up the southwest stairs and open the two chests there for an ex potion and a hi magic. Now go up either of the two remaining flights of stairs. Step on the HP and MP restoring panels and then head up the stairs between them. Open the chest for a miracle and then speak to the old man. When you regain control of your characters, drop off any side of the tower.

Now warp to Odel and enter the stairs west of the castle's entrance. Proceed to the four way intersection we visited earlier and follow the west path to Platina which houses Shai lab 1.

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/----- 3.6.1 Platina -----| |===== |
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Monster outside: Pin Lizard, Giant Oak, Crazy Jar, Ghoul, Ice Snake, Blue Wisp  
Items Found: Hi magic, hi bomb, gloom arrow, ex arrows

Enter Shai lab and go up the east stairs. Search the lockers for a hi magic,

hi bomb, ex arrows, and a gloom arrow. Speak to the girl next to the lockers and answer "no" to her question. Then speak with the Professor to trigger quite a bit of dialogue. After it we'll be in the Falcon. Sail directly west and enter Carbis.

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----- 3.6.2 Carbis 1 -----  | |===== |
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Monster outside: Ghoul, Crazy Jar, Giant Oak, Ice Snake, Blue Wisp  
 Items Found: Mind potion

Search the locker for a mind potion, then go down the stairs, and step on the warp pad. Speak to the girl to rest for free. Then talk to the professor again. Exit Carbis and sail west to our next destination, the town of Bakku.

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----- 3.6.3 Bakku -----  | |===== |
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Monster outside: Axe Knight, Frogula, Trap Harp, Harpie  
 Items Found: Ex potion, ex magic, revive

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Gladius	15300	Plate Mail	5800	Sweet Water	10
Hammer Rod	9600	Plate Cloth	5700	Hi Potion	400
Battle Axe	12000	Round Shield	1920	Antidote	6
Glass Robe	7200	Plate Helm	4900	Awaken	10
Mid Arrow	50	Plate Cap	3800	Mystery Pin	30
Hi Arrows	100	Wind Shoes	3900	Stone Cure	100
Bomb	100	Wind Heels	4900	Shriek	5
		Spike Shoes	2000	Smoke Ball	80
		Heeled Shoes	3000	Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn --- 100 Gold

Enter the house directly north of the entrance and search the bookshelves for an ex potion, ex magic, and a revive. Everyone in this town seems to say something about the tower of light so talking to everyone once is not a bad idea. Talk to the cleric to find out that Cooper is on the 5th level of the Old Cave. When you're ready to continue, exit Bakku, warp to Grenoble, and then enter the Old Cave.

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----- 3.6.4 Old Cave 5th floor 2 -----  | |===== |
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Monsters: Gold Orc, Rok, Mace Man, Sting

After exiting the elevator on the 5th floor, walk east over the toxic marsh and enter the door. In this room, enter the eastern most door. Cross the toxic marsh and enter another door to find Cooper. Speak to him and then warp to Carbis.

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/----- 3.6.5 Carbis 2 -----| |===== |
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Monster outside: Ghoul, Crazy Jar, Giant Oak, Ice Snake, Blue Wisp

Enter Shai lab 3 and make you're way downstairs. Speak with Raile again and that's all you can do here for now.

Exit the Carbis and then warp to Surignal. Board the Falcon and simply sail to the island a few spaces north and enter Forfeit.

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/----- 3.6.6 Forfeit -----| |===== |
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Monster outside: Blue Wisp, Crazy Jar, Ice Snake, Giant Oak

Items Found: Hi magic, hi potion

Equipment Found: Mind ring, ribbon, gown

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Morning Star	9600	Quilted Silk	4800	Hi Potion	400
Gloom Pick	4800	Kite Shield	1400	Hi Magic	1000
Hammer Rod	9600	HairBand	210	Magic Guard	50
Trident	7800	Glass Beret	1000	Power Gourd	100
Glass Robe	7200	Knife Shoes	6000	Mind Gourd	100
Scimitar	2100	Heeled Shoes	3000	Dragon Arrow	200
Gladius	15300			Sleep Arrow	5
				Puzzle Arrow	8
				Stun Arrow	15
				Gloom Arrow	80
				Float	50
				Smoke Ball	80
Lodge					
Item	Gold				
Goblet	10				
Ear Tip	5				
Empty Bottle	2				
		House of Magic			
		Item	Required Items		
		Gloom Voice	Long Nail + Straw Doll		

At the entrance walk between the trees and the wall. Go all the way around and take the stairs down. Go south and up the stairs to find a chest containing a mind ring. Backtrack and go north of the stairs to the House of Magic. The man behind the counter will make you 1 gloom voice, for every long nail and straw doll you give him. Go back upstairs and had for the Merchant's shop. Search the bookshelves for a hi magic and a hi potion. Next go up the stairs east of the shop. The general shop seems to sell everything you've ever sold. Enter the lodge to the south to trigger dialogue. Search the bookshelves there for a ribbon and a gown. That's it for this shop, when you're ready to proceed, exit and warp to Bakku. Walk far north and enter the Tower of Light.

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-----|----- 3.6.7 Tower of Light  | |===== |
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Monster: Mad Lily, Werewolf, Zooster, Trap Harp, Terrorquin, Axe Knight

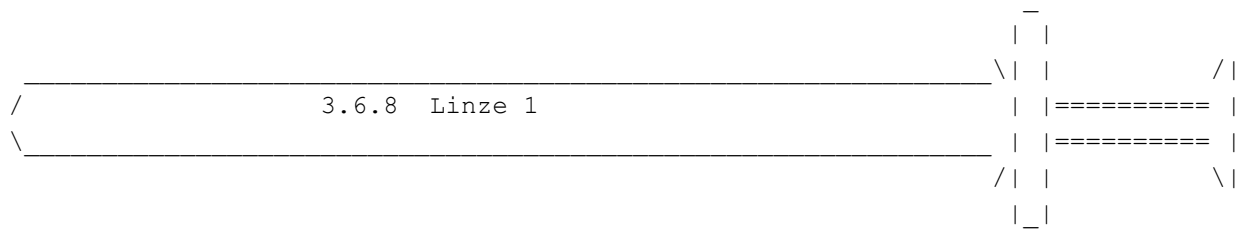
Number of Chests: 18

Items Found: Power potion, spell potion, ex potion x 4, stone cure x 2,  
 revive x 2, hi bomb, ex magic, miracle, power gourd, gloom voice,  
 light key

Equipment Found: Sea ring, undead ring

Enter the door to the east, take the stairs up, and walk around till you fall through the floor. Open the chest for a sea ring then walk around till you fall through the floor again. There are three chests on the west and east sides of this floor. Open them all and then go up the stairs in the center of the room. Walk around to the entrance and enter the west door. Take the stairs up and walk around till you fall through the floor. Open the chest for a undead ring then walk around again till you fall through the floor. Take the stairs up and walk north. Examine the door to find out it's locked, then take either the stairs to the west or east up. Walk south and enter the first door you see. Open the chest for a stone cure and then go up the stairs. Walk north along the east side of the wall (unless you want to fall through the floor) and enter the door to find a chest containing a revive. Next go south past the stairs and open the chest for a revive. Enter the door to the east, don't walk straight to the chests, the floor below the east chest collapses. After you've opened them, exit the room and enter the door to the west. Enter the next west door as well and go up the stairs. Walk south and go through another door. Walk east, ignore the door and go up the stairs. Follow the east path to it's end passing the door and open a chest for another ex potion. Now enter the door and go up the stairs. Walk south through the door and then west to another door. Follow this path to it's end to find a lone chest containing a miracle. Now backtrack all the way to the door we ignored earlier. Enter it along with the next door it leads too and take two flights of stairs up. Walk south ignoring the stairs and enter the door. Go up the stairs and open the chest for a power gourd. Now go back to the stairs we just ignored and go up them. The floor to the east and south of the chest collapses so walk around those sides and open it for a gloom voice. Walk northwest to a flight of stairs, take it up and the next and you'll be on the towers top floor. Make sure you are fully healed and Lufia has a lot of MP before approaching the man in front of the chest. His name is Guardian and he will cast magic that damages your entire party, he can do above 70 damage per person. Sounds tough but there's one spell that makes this fight a breeze. Lufia's Boost magic which restores about 90 HP to everyone of your characters. Have Hero and Aguro use constant physical attacks as usual. Jerin doesn't seem to have any spells that do real damage to Guardian and her physical attacks do squat. The

important thing is that Lufia cast Boost every turn. When her MP gets low have Jerin replenish it with items. Defeating Guardian triggers dialogue. After it open the chest for the light key and then walk off any side of the tower. Reenter the tower and go through the red door which we can now unlock. When you get outside just follow the path and enter Linze.

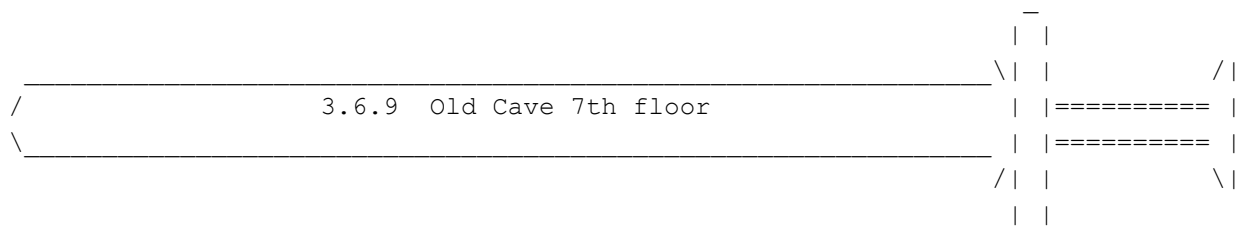


Monster outside: Werewolf, Land Worm, Crazy Pine, Mad Lily  
 Items Found: Escape, sweet water, dragon egg, swing wing

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Great Axe	18600	Plate Mail	5800	Sweet Water	10
Gladius	15300	Plate Cloth	5700	Hi Potion	400
Hammer Rod	9600	Large Shield	3400	Antidote	6
Big Arrows	100	Round Shield	1920	Awaken	10
Ex Arrows	200	Round Wrist	2600	Mystery Pin	30
Hi Bomb	250	Plate Helm	4900	Stone Cure	100
		Plate Cap	3800	Shriek	5
		Knife Shoes	6000	Smoke Ball	80
		Needle Heels	7200	Magic Guard	50
		Wind Shoes	3900	Power Gourd	100
		Wind Heels	4900	Mind Gourd	100

Inn --- 75 Gold

Walk north and go up the steps. Walk west to the weapons shop and search the bookshelf for an escape. Walk to the northeast building and go down the stairs and the next flight as well. Follow the red path open the three chests for an escape, sweet water, and a dragon egg. The green path leads outside just west of the Gayas Island Cave. I don't recommend entering it yet. Hero should be at level 30 by now making the final floor of the Old Cave accessible. If he's not I recommend leveling up outside of Linze till he is. Before departing for the Old Cave I recommend purchasing two great axes and two large shields for Hero and Aguro.

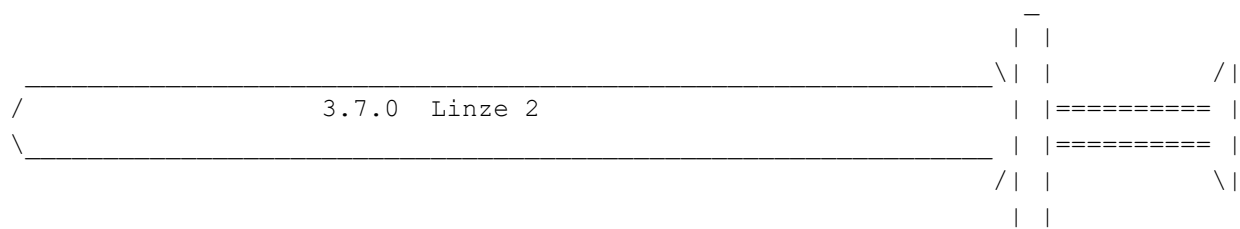


Monsters: Mega Frog, Mad Wolf, Griffon, Megaturtle  
 Number of Chests: 43  
 Items Found: Sweet Water, ex potion x 3, float, mind potion, miracle x 4,  
 wind flute, ex magic, power potion x 2, spell potion x 3,  
 hi magic, ex magic, crow jewels  
 Equipment Found: Gloom pick, buster sword

Warp to and enter Grenoble. Go to the treasure hunters shop and accept the "Crown Jewels" task. Then exit Grenoble and enter the Old Cave.

Enter the elevator, go to the 7th floor, and then exit it. Walk east and open the two chests for a sweet water. Open the two chests in the toxic marsh for a gloom pick which is cursed so don't equip it. Continue east and open the two chests for a ex potion. Now go up the rope ladder north of the first two chests we opened. Open the three chests up there for an ex potion and a float, then enter the door. Walk northeast and open the three chests for a great potion, and an escape. Walk east and open the empty chest since we have to pass it anyway. Continue past the rope ladder and open the chest for a mind potion. Now go up the rope ladder, open the empty chest, and then take the stairs up. Open the chest for a miracle and then go down the long rope ladder. Open the chest to your east for a clear silk which should be equipped on Lufia or Jerin immediately. Walk south and then east to two more chests and a door. The two chests are empty but don't let me stop you from checking. Enter the door to find a lone chest containing a wind flute. Exit the room and walk west to two more chests. Open them for an ex potion and then head up the stairs. Go west and open the chest for a miracle. Then head east and open two more chests for an ex magic. Go south and climb up the rope ladder. Open the three chests for a power potion and a spell potion. Now walk west to the door and we'll be back at the beginning. Go down the rope ladder and take the stairs down. Open the two chests for a hi magic. Walk east and go up the stairs. Search the north eastern most spot of the toxic marsh for a gloom voice, and then go back down the stairs we just came from. Walk north and open the three chests for an ex magic and a power potion. Continue west and open the two chests there for a spell potion. Go up the stairs and open the two chests for a buster sword which should be equipped on Hero or Aguro immediately. Enter the door and open the empty chest. Go up the rope ladder and open the three chests up there for the crown jewels and two miracles. That's all for this cave.

Return to Grenoble, get your 10,000 gold pieces for the miracle gem, rest at the inn, and then warp to Linze.



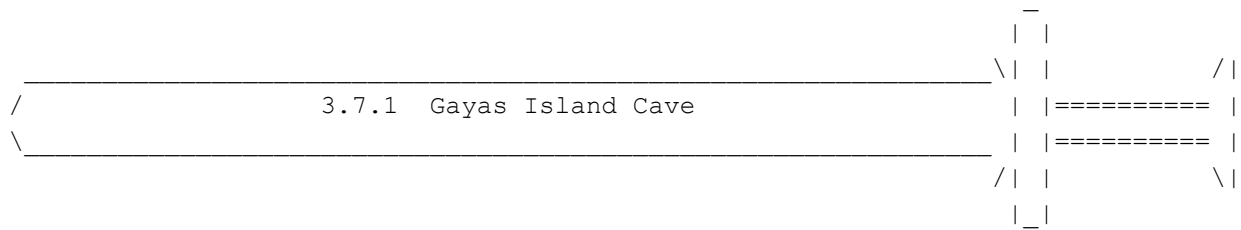
Monsters outside: Werewolf, Land Worm, Crazy Pine, Mad Lily

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Great Axe	18600	Plate Mail	5800	Sweet Water	10
Gladius	15300	Plate Cloth	5700	Hi Potion	400
Hammer Rod	9600	Large Shield	3400	Antidote	6
Big Arrows	100	Round Shield	1920	Awaken	10
Ex Arrows	200	Round Wrist	2600	Mystery Pin	30
Hi Bomb	250	Plate Helm	4900	Stone Cure	100
		Plate Cap	3800	Shriek	5
		Knife Shoes	6000	Smoke Ball	80
		Needle Heels	7200	Magic Guard	50
		Wind Shoes	3900	Power Gourd	100
Inn --- 75 Gold		Wind Heels	4900	Mind Gourd	100

Walk to the northeast house. Go down the stairs and the next flight as well.



Follow the green path around to a flight of stairs and take it up to find yourself outside. Walk west and enter the cave.



Monsters: SabresPook, Cave Rok, Werefrog, Mad Lily, Werewolf, Zaurus

Number of Chests: 23

Items Found: Escape x 2, stone cure, ex bomb x 3, ex potion x 5, revive x 4,  
alumina, dragon egg, hi magic x 2, magic guard, ex magic,  
ex arrows, power gourd, mind gourd

Equipment Found: Silver sword, opal

The first floor of this cave is filled with collapsing floor panels so you'll have to follow my directions carefully. Walk as far north and you can until you hit the wall. Walk directly west and open the two chests for an escape and a stone cure. There's two chests to the south and three collapsing floor panels. Simply walk south against the wall until you reach the chests. Open them for an ex bomb and an ex potion. Now there's two chests directly to the east but don't head directly east to them or you'll fall through the floor. Walk around to reach the chests. Open them for an ex bomb and a revive. Now head directly west and purposely fall through the floor. We'll get the rest of the chests up here in due time. Go up the stairs and open the chest for Alumina. On the bottom level there are three chests scattered around. Walk around and open them for a dragon egg, hi magic, and another ex bomb. Go back upstairs. Take two steps north and then walk east until you reach two chests. Open the for an ex potion and a hi magic. Go down the rope ladder and ignore the three doors you see for now. Head northeast and go up the rope ladder. Enter the door and follow the path to reach two chests. Open them for an escape and a magic guard. Now go to the three doors we just ignored. Enter the east one and go up the stairs to reach two chests. Open them for an ex potion and an ex magic. Next enter the west door and step on the warp pad. Exit the room it takes you to and you'll find a chest containing a revive. Now enter the middle door and move the switch down. Go back into the west room and step on the warp pad. Open the chest for a ex potion and then exit through the door. Go down the stairs and open the chest for ex arrows. Walk east and you'll have a choice of continuing east of going north. Head slightly north and open the chest for a revive and then take the east path. Enter the door and open the chest for an ex potion. Go up the ladder, step on the warp pad, and exit the room to find a chest. Open it for a silver sword which should be equipped on either Hero or Aguro immediately. Next head north of the room with the warp pad to find a chest containing a opal. Enter the door to the north and follow the path around. Walk south and go down the stairs. Go down the first two rope ladders and open the chest for a power gourd. Go down the rope ladder directly south and walk east to a chest containing a mind gourd. Walk west and go down the long rope ladder. Head east and open the chest for a revive. Cross the bridge and enter the door on the southern path to find a HP restoring panel. After stepping on it take the north path and speak to the man you run into. Ask him about everything, when you ask about Brant he'll tell you where he is and how to get there:

"Marse is a port north of Linze. Follow the shoreline by boat and you'll find it."

When you walk away from Clank it will trigger more dialogue and he gives you Maxim's wave ring, which should be equipped immediately. That's all for this cave, exit and head for Marse.

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/ 3.7.2 Marse 1 | |===== |
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Monsters outside: Zaurus, Were Frog, Land Worm, Crazy Pine

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Silver Sword	24000	Silver Armor	7200	Sweet Water	10
Silver Rod	12000	Silver Robe	8400	Hi Potion	400
Great Axe	18600	Silver Plate	3800	Antidote	6
Hammer Rod	9600	Silver Wrist	2800	Awaken	10
Big Arrow	100	Silver Helm	7400	Mystery Pin	30
Ex Arrows	200	Plate Cap	3800	Stone Cure	100
Hi Bomb	250	Knife Shoes	6000	Shriek	5
		Needle Heels	7200	Smoke Ball	80
		Wind Shoes	3900	Magic Guard	50
		Wind Heels	4900	Power Gourd	100
Inn --- 120 Gold				Mind Gourd	100

There's not much to do in Marse. Hit the shops as normal. Speak to the girl in the hut to find out where Brant went. Then take the cruise, after all it's only 20 gold pieces. The cruise will show you four of our future destinations, one of which is the Loire Island.

When you're ready to continue, exit Marse and warp anywhere. Then warp back to Marse to make the Falcon appear right next to it. Board the Falcon and sail east to Loire Island.

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/ 3.7.3 Loire Island | |===== |
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Monsters: Zaurus, Blue Skull, Manticore, Troll, Red Core, Were Frog, Demon Mace, Vampire

Number of Chests: 30

Items Found: Miracle x 2, revive x 4, gloom arrow x 3, power potion x 3, hi bomb x 3, alumina, great potion x 2, ex potion x 2, foul water, 100 gold pieces, spell potion, escape, hi magic x 2, ex magic x 2, mind potion, float, sweet water

Equipment Found: Mach ring

Needless to say, enter the cave. Walk east and open the chest for a miracle. Continue east, go down the rope ladder, and open the chest for a hi magic. Walk north and you'll see a chest. Head west above the rope ladder and walk past the next rope ladder you see. Open the chest for a revive and then go up the rope ladder we just passed. Open the chest up there for a mach ring. See the rope ladder to the north and a chest. Go there next and open the chest for a gloom arrow. Walk west and open the chest for a power potion. Go up the ladder south of the chest. Follow the east path, go down the rope ladder, and open the chest





Inn --- 120 Gold	Wind Shoes   3900	Magic Guard   50
	Wind Heels   4900	Power Gourd   100
	-----	Mind Gourd   100
		-----

Go to the hut and speak with Brant to find out our next destination. Rest at the inn, exit marse, and board the Falcon.

Sail west along the coastline and you'll come to a river. Sail the boat along the river and you'll find Herat.

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/      3.7.7 Herat 1                | |===== |
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Monsters outside: Eye Curse, Manticore, Red Wolf, Demon Mace, Green Magi

Items Found: Plum cider, hi potion, great potion, mind potion, ex bomb,  
power potion

Equipment Found: Rod, apron

-----		-----		-----	
Weapons Shop		Armorer's Shop		Merchant's Shop	
-----		-----		-----	
Weapon	Gold	Armor	Gold	Item	Gold
-----		-----		-----	
Buster Sword	28000	Carbo Plate	10800	Sweet Water	10
Silver Sword	24000	Clear Silk	10000	Hi Potion	400
Silver Rod	12000	Tower Shield	4600	Antidote	6
Big Arrow	100	Silver Armor	7200	Awaken	10
Ex Arrows	200	Silver Plate	3800	Mystery Pin	30
Hi Bomb	250	Silver Wrist	2800	Stone Cure	100
-----		Silver Helm	7400	Shriek	5
		Sakret	6200	Smoke Ball	80
		Sonic Shoes	8600	Magic Guard	50
		Sonic Heels	10200	Power Gourd	100
		Knife Shoes	6000	Mind Gourd	100
Inn --- 90 Gold		Needle Heels	7200	-----	
		-----			

Head east to the inn and search the bookshelves for plum cider and a hi potion. Continue east and enter what looks like a cave. Speak to the knight to find out what the dragon eggs are for. Don't go and trade the eggs in yet though because after doing so they will scatter and enter chests, some of which we have yet to open. Then enter the house north of the inn and search the bookshelves there for a rod and an apron. Head west of the entrance and search the flowers in the space between the two shops for a great potion and a mind potion. Head north and enter the castle through the main entrance. Head up the flight of stairs. Go to the northwest room and search the dresser for an ex bomb. Go to the kitchen to the east and speak to the chef for some funny dialogue. Take the stairs up to the next floor. Enter the room to the north, speak to the old man and he'll mention our next destination. Then search the dresser for a power potion. Head up stairs and speak to the King and Princess. When you're ready to continue, exit Herat, and warp to Lyden.

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/      3.7.8 Lyden 2                | |===== |
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Monsters outside: Frogula, Yeoman, Harpie, Halloween

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|   General Shop   |
-----
|   Item           |   Gold |           Inn --- 100 Gold
-----
| Fry Pan          |   50 |
| Small Knife     |   70 |
| Pot              |   60 |
| Chop Block      |   30 |
| Apron            |   60 |
| Goblet           |   10 |
-----
```

Head to the building with the stairs and go down to the bottom floor. Speak with the guy in red to find out our next destination. Warp back to Herat.

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/          3.7.9 Cave East of Herat | |=====|
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Monsters: Demon Mace, Lizard Man, Troll, Manticore, Salamander, Basilisk  
Number of Chests: 14  
Items Found: Revive x 2, miracle x 2, great potion, swing wing, ex potion,  
              hi bomb, stun arrow, stone cure, gloom arrow, power gourd,  
              grilled newt x 3, purple newt  
Equipment Found: Chain mail, engage ring

From Herat sail the Falcon North and exit to the west after the mountain ends. Walk south and cross the bridge. Then walk northeast and cross another bridge. Continue north and enter the cave.

Open the chest for a revive and ignore the rope ladder. Proceed south and you'll reach a wooden bridge. Cross it and open the chest for a chain mail. Go down the rope ladder south of the one near the entrance we ignored. Walk west and then south to a door. Enter it and open the two chests for a miracle and a great potion. Walk east and go down the rope ladder to the north when you see it to reach three chests. Open them for a swing wing, ex potion, and a hi bomb. See the rope ladder to the south, walk around and go down it. Next go east, go up the rope ladder, and open the chest for a stun arrow. Head west past the two doors you'll see and open the chest for a stone cure. Search the toxic marsh for three hidden grilled newts and a miracle. Enter the west door, go up the stairs, and open the chest for a revive. Next enter the east door, step on the warp pad, and exit to find a chest containing a gloom arrow. Walk south and go down the rope ladder. Walk east and then north as soon as possible. Walk into the dead end and you'll find a hidden room with a chest containing the engage ring. Next enter the door to the east and flip the switch. Go back to the warp pad we just came from and step on it to be transported to a different place. Open the two chests for a power gourd and a purple newt, and we're done with this cave. Exit and warp back to Lyden.

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/----- 3.8.0 Lyden 3 ----- \| | \|
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Monsters outside: Frogula, Yeoman, Harpie, Halloween

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-----
|   General Shop   |
-----
|   Item   |   Gold |   Inn --- 100 Gold
-----
| Fry Pan   |   50 |
| Small Knife |   70 |
| Pot       |   60 |
| Chop Block |   30 |
| Apron     |   60 |
| Goblet    |   10 |
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Now that we have the purple newt go and speak with the Wizard of Taste. After he gives you the "Magic Flavor", exit and warp to Herat.

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/----- 3.8.1 Herat 2 ----- \| | \|
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Monsters outside: Eye Curse, Manticore, Red Wolf, Demon Mace, Green Magi

Items Found: Miracle x 2, alumina, royal statue, plum cider, ex potion, gloom voice

Equipment Found: Carbo sword, silver robe, tower shield, carbo helm, mach heels, pot, fry pan

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-----
|   Weapons Shop   |   |   Armorer's Shop   |   |   Merchant's Shop   |
-----
|   Weapon   |   Gold |   |   Armor   |   Gold |   |   Item   |   Gold |
-----
| Buster Sword | 28000 |   | Carbo Plate | 10800 |   | Sweet Water | 10 |
| Silver Sword | 24000 |   | Clear Silk  | 10000 |   | Hi Potion   | 400 |
| Silver Rod   | 12000 |   | Tower Shield | 4600  |   | Antidote    | 6  |
| Big Arrow    | 100   |   | Silver Armor | 7200  |   | Awaken      | 10 |
| Ex Arrows    | 200   |   | Silver Plate | 3800  |   | Mystery Pin | 30 |
| Hi Bomb      | 250   |   | Silver Wrist | 2800  |   | Stone Cure  | 100 |
-----
|               |       |   | Silver Helm | 7400  |   | Shriek      | 5  |
|               |       |   | Sakret      | 6200  |   | Smoke Ball  | 80 |
|               |       |   | Sonic Shoes | 8600  |   | Magic Guard | 50 |
|               |       |   | Sonic Heels | 10200 |   | Power Gourd | 100 |
|               |       |   | Knife Shoes | 6000  |   | Mind Gourd  | 100 |
Inn --- 90 Gold   |       |   | Needle Heels | 7200  |
-----

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Enter the castle and speak to the Chef in the kitchen. Afterwards go to the top floor and speak to the King. Exit the castle and head east of it's entrance. Follow the path and you'll get to the King's jewel collection. Speak to the guard and he'll let you pass. Now all that's left to do is open the fourteen





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/           3.8.4  Carbis 4           | |===== |
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Monster outside: Ghoul, Crazy Jar, Giant Oak, Ice Snake, Blue Wisp

Go down to the bottom floor of Shai Lab 3. Speak to the girl on the west to rest for free. Then talk to Raile to trigger dialogue.

After it sail slightly to the east and then a good distance north to reach Ring Island. Ignore all the eddies and enter the town of Soshette at the northern most section of the island.

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/           3.8.5  Soshette           | |===== |
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Monsters outside: Mega Frog, Megaturtle, Griffon, Mad Wolf

Items Found: Miracle, straw doll, gloom arrow, revive, sweet water

```

-----
|   General Shop   |
-----
|   Item   |   Gold   |           Inn --- 40 Gold
-----
| Carbo Sword | 33600 |
| Carbo Plate | 10800 |
| Carbo Shield | 6000 |
| Carbo Helm  | 8900 |
| Carbo Cap   | 8500 |
| Catwhip    | 15600 |
| Sonic Shoes | 8600 |
| Float      | 50 |
| Hi Potion  | 400 |
| Big Arrow  | 100 |
| Ex Arrows  | 200 |
-----

```

The inn is to the west incase you need to rest and the general shop is to the east if you want to purchase anything. Enter the door north of the inn and open the chest for a miracle. Go down stairs and search the bookshelves for a straw doll and a gloom arrow. Next enter the hut and search to the west and to the east of the cleric for a hidden revive and sweet water. That's it for this small town. When you're ready to continue, exit and go down one of the eddies.

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/           3.8.6  Under Ring Island | |===== |
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Monsters: Magura, Fire Plate, Sea Snake, Evil Clam

There are three caves. Simply ride the currents around each and open chests. I'll list every item in each cave.

Northern Cave

Items Found: Empty Bottle, miracle, hi potion, magic guard

Equipment Found: Opal

East Cave

Items Found: Foul water, gloom arrow, hi magic, 800 gold pieces, hi potion, miracle

Equipment Found: Zircon wrist

West Cave

Items Found: Potion, mystery pin, hi potion, arrows, power potion, spell potion ex potion

After getting all the items or whenever you're ready to continue, enter the Doom Island Fortress.

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/----- 3.8.7 Doom Island Fortress 1 -----| |=====|
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Monsters: Megaturtle, Mad Wolf, Mega Frog, Rock Golem, Griffon

Equipment Found: Dual Blade

Walk north and go up the stairs. Continue north and enter the door there. Walk east and enter the next door. Walk south and go up the stairs. Walk up the steps and continue north to find the Dual Blade. Walking up to it triggers a lot of dialogue. After all the dialogue, warp to Carbis.

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/----- 3.8.8 Carbis 5 -----| |=====|
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Monster outside: Ghoul, Crazy Jar, Giant Oak, Ice Snake, Blue Wisp

Go down to the bottom floor of Shai Lab 3. Speak to the girl on the west to rest for free. Then talk to Raile to trigger dialogue. Speak to him again after it for the location of our next destination. "Epro is north of Marse." Warp to Marse and sail north.

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/----- 3.8.9 Epro -----| |=====|
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Monster outside: Mega Frog, Megaturtle, Mad Wolf, Griffon

Items Found: Ex bomb, power potion, ex magic

-----		-----		-----	
Weapon	Gold	Armor	Gold	Item	Gold
Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold

Grand Blade	38000		Carbo Plate	10800		Float	50	
Carbo Sword	33600		Carbo Shield	6000		Hi Potion	400	
Catwhip	15600		Carbo Helm	8900		Hi Magic	1000	
Big Arrow	100		Carbo Cap	8500		Magic Guard	50	
Ex Arrows	200		Silver Robe	8400		Power Gourd	100	
Ex Bomb	500		Silver Wrist	2800		Mind Gourd	100	
-----			Sonic Shoes	8600		Float	50	
			Sonic Heels	10200		Smoke Ball	80	
			Sword Shoed	11000		Stone Cure	100	
Inn --- 100 Gold			Cat Heels	11400		-----		
			-----					

Enter the house to the east and search the bookshelves for an ex bomb. Go to the Merchant's shop which is the northwestern most building and search the yellow behind it for a power potion. Enter the house east of the Merchant's shop and search the bookshelf for an ex magic. Next go to the eastern most building which is a closed down Merchant's shop. After speaking with him it should be clear what our next objective it. When you're ready to proceed, exit Epro.

Walk northwest and cross the bridge. Then walk a little bit to the east and speak to Hedge. Afterwards board the Falcon which should be just outside Epro. Sail east along the coast and pass through the opening between the mountains. Then head north and enter the eddy. Sail around to the east and enter the cave there.

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-----|----- 3.9.0 Under Epro      | |===== |
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Monsters: Hydra, Sea Dragon, Manta Ray

Number of Chests: 10

Items Found: Power potion, big arrow, ex bomb, ex potion, mystery pin, miracle, hi magic, magic guard, power gourd

Equipment Found: Grand blade

There are two paths heading north and one heading west. Take the first north path all the way around and open the two chests for a power potion and a big arrow. Next go all the way to the end of the west path and enter the door. Open the two chests for an ex bomb and an ex potion. Now take the other north path and open the chest for a mystery pin. Enter the door to the north and open the chest for a miracle. Ride the water current below the door and open the chest for a hi magic. Backtrack to outside the door again and take west path below the water current. It's important that you do not ride the current. At the end open the two chests for a magic guard and a power gourd. Now take the north path, open the chest for a grand blade, and then step on the eddy. Enter the next eddy to the west as well and we'll be on the world map. Sail north and when you get to land walk around, cross the toxic marsh to the south, and enter the oil cave.

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-----|----- 3.9.1 Oil Cave      | |===== |
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Monsters: Efreet, Rock Golem, Mega Frog, Mad Knight, Hydra, Mad Wolf

Number of Chests: 16

Items Found: 850 gold pieces, dragon arrow, hi bomb, dragon tooth x 3,  
hi magic x 3, big arrow, miracle x 2, swing wing, hi potion,  
ex bomb, great potion, power oil

Equipment Found: Dragon ring

Cross the toxic marsh, unlock the door, and enter it. Open the chest for 850 gold pieces and then go through the next door. Open the chest for a dragon arrow and then go down the rope ladder. Cross the toxic marsh and open the chest for a hi bomb. Go down the next rope ladder and open the chest for a dragon tooth. Then go down the next rope ladder and walk east and go down the rope ladder there. Open the chest for a dragon ring and search the toxic marsh for a hidden hi magic. Go up the rope ladder, walk north, and open the chest for a big arrow. Then go up the rope ladder and open the chest for a miracle. Backtrack and go down the west rope ladder, cross the bridge, and go down the stairs. Proceed and you'll come to a rope ladder and a bridge. Ignore the bridge for now and go down the rope ladder. Walk north and open the chest for a dragon tooth. Now walk east under the bridge and follow the southern path to reach a chest containing a swing wing. Go north and then west. Ignore the stairs and continue west to reach a chest containing a hi potion. Backtrack to the bridge we ignored earlier and cross it. Go up the rope ladder and walk east across another bridge. Open the chest for an ex bomb. Cross the bridge to the south and go down the rope ladder. Open the chest for a hi magic. Walk east across another bridge, continue on and go down the stairs when you reach them. Now there's three rope ladders to choose from, one to the north, south, and east. Go down the south one first, follow the path all the way around to find a chest containing a miracle. Next go down the north rope ladder and open the chest for a dragon tooth. Now we're left with only the east rope ladder so go down it. Don't go to the dragon yet. Walk around to the southeast and open the chest for a hi magic. Go down to the dragon and open the one chest we can reach for a great potion. Fully heal your characters and then walk up to the Dragon. For this fight have Hero and Aguro attack as usual while both girls concentrate on healing by casting boost. After the battle open the chest for the power oil.

Exit the cave and warp to Carbis. Board the Falcon and sail far south to Frederia which houses Shai Lab 4.

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/----- 3.9.2 Frederia -----| |===== |
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Monster outside: Mad Wolf, Griffon, Megaturtle, Mega Frog

Items Found: Grilled newt, miracle, revive

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Grand Blade	38000	Carbo Plate	10800	Hi Potion	400
Carbo Sword	33600	Carbo Shield	6000	Hi Magic	1000
Catwhip	15600	Carbo Helm	8900	Magic Guard	50
Big Arrow	100	Carbo Cap	8500	Power Gourd	100
Ex Arrows	200	Catwhip	15600	Mind Gourd	100

Ex Bomb	500	Clear Silk	10000	Float	50
-----		Sonic Shoes	8600	Smoke Ball	80
		Sonic Heels	10200	Stone Cure	100
		Sword Shoes	11000	-----	
		Cat Heels	11400		
		Gown	100		
Inn --- 50 Gold		Ribbon	50		
		-----			

Go west first and search the middle flower in the square flower patch for a hidden grilled newt. The building there is the inn if you want to rest. Next go east and search the middle flower in the square flower patch for a hidden miracle. The Weapon and Armorer's shops are in the building there. Head north, cross the bridge, and enter the north eastern most building. Go down the stairs and search the lockers for a revive and stone cure. Then speak to Professor Raile.

Afterwards warp to Herat. Board the Falcon, liftoff, and fly southwest to the Dragon Shrine.

/	3.9.3	Dragon Shrine 1		/	
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Speak to the Dragon and he'll give you four choices:

1. "Raise everyone two level."
2. "Give each 3 "~ Potions"."
3. "We want a Might shield."
4. "We want a Might bow."

One is self explanatory and also a huge waste of a wish. Two gives you three great, spell, speed, mind, and power potions. Three gives you the strongest shield which Hero, Aguro and Jerin can equip. Four gives you Jerin's best weapon. I recommend taking the Might bow first. After picking something the eggs are scattered into chests and waiting to be recollected. I don't recommend recollecting the eggs yet because you won't want to trade them in till later anyway. That is if you don't want to miss out on some items.

When you're ready to continue, warp back to Frederia. Board the Falcon, fly slightly to the west, and enter the town of Arubus.

/	3.9.4	Arubus		/	
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Monster outside: Mad Knight, Mad Wolf, Mega Frog, Efreet  
Items Found: Spell potion, peer cider, plum cider

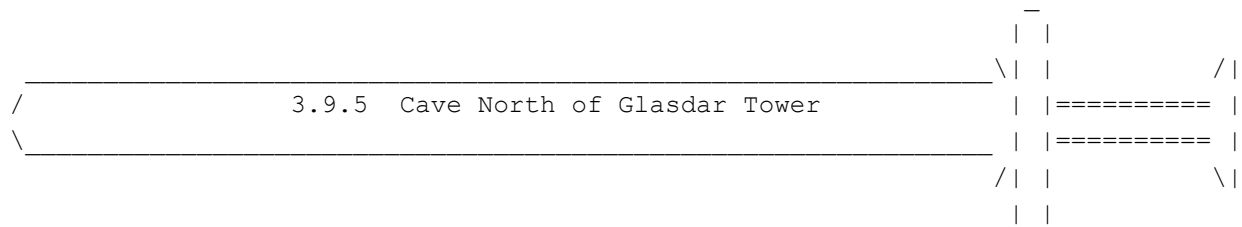
-----	-----	-----
Weapons Shop	Armorer's Shop	Merchant's Shop
-----	-----	-----
Weapon	Armor	Item
Gold	Gold	Gold
-----	-----	-----
Zircon Sword	Zircon Armor	Sweet Water
42000	12000	10

Zircon Axe	48000		Zircon Robe	12000		Ex Potion	3000	
Zircon Rod	19200		Zircon Plate	8400		Ex Magic	6000	
Big Arrows	100		Zircon Wrist	8400		Power Gourd	100	
Ex Arrows	200		Zircon Helm	10200		Mind Gourd	100	
Ex Bomb	500		Zircon Beret	9600		Float	50	
-----			Mach Shoes	11600		Smoke Ball	80	
			Mach Heels	12200		-----		

-----		-----		Inn --- 150 Gold
	Lodge 1		Lodge 2	
-----		-----		
	Drink		Gold	
-----		-----		
	Pear Cider		10	
	Sour Cider		20	
	Lime Cider		20	
	Plum Cider		30	
-----		-----		

Walk north and search the bookshelf in the inn for a spell potion. The Armorer's shop is directly to the north and the weapon shop is two buildings to the left. This is the last town in the game so go nuts and buy anything you want. Speak to the guy next to the Weapon shop and answer yes to his question. Then enter the door to the west. Go down the stairs and open the two chests for pear cider and plum cider. Go down stairs and enter the next room along the green path. Buy an apple cider from old man behind the counter. Then go back upstairs and give it to what's his face. When you're ready to continue, exit Arubus.

Board Falcon and fly northwest to Glasdar Tower. There's three caves around the tower. Enter the one north of it.



Monsters: Rock Golem, Zaurus Rex, Mad Knight, Efreet, Hydra, Barient, Gorgon  
Number of Chests: 16  
Items Found: Hi potion, hi bomb, gloom arrow, smoke ball, magic guard,  
great potion, mind potion, miracle x 3, spell potion, power  
potion, glasdar key, gloom guard  
Equipment Found: Zircon sword, white ring, gloom guard

Cross two bridges and open the chest for a hi potion. Cross the next bridge and you'll come to stairs leading down and a rope ladder. Ignore the stairs for now and go down the rope ladder. There's a chest to the west and the south. Open them for a hi bomb and a gloom arrow. Then go down the next rope ladder and open the chest to the east for a smoke ball. Head west and open the chest there for a magic guard. Walk northwest and go up the rope ladder. Go south and open the chest for a mystery pin. Head west and open the chest for a zircon sword. Go north and enter the door there to find a chest containing a white ring which you may want to equip on one of your characters. Walk east and open the chest for a great potion. Now backtrack to the stairs we ignored earlier and go down them. Enter the east door first and follow the path all the way around to a door. Enter it, step on the warp pad, and open the chest for a mind potion.

Backtrack and enter the west door this time. Go down all three rope ladders. Enter the door and flip the switch. Then open the chest to the west for a miracle. Go back up one rope ladder and walk around to a chest containing another miracle. Go down the two rope ladders and open the chest for one more miracle. Backtrack to the warp pad we stepped on earlier and step on it again. Open the chest for a spell potion and then go down the stairs. Open the three chests for a power potion, gloom guard, and the Glasdar key. That's it for this cave so exit it.

Rest at the inn in Arubus and then enter the cave southwest of Glasdar Tower.

/		3.9.6	Cave to Glasdar Tower				=====		/
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Monsters: Gloom, Humungus, Mad Knight, Zaurus Rex, Efreet, Barient, Red Skull, Dragon, Gorgon, Mad Cleric

Number of Chests: 20

Items Found: Ex bomb x 2, ex arrows x 2, power potion, stone cure, hi magic, smoke ball, hi potion, antidote, great potion, miracle x 4, gloom arrow, mind gourd, dragon arrow, big arrow, ex potion

Equipment Found: Black ring, sonic heels

Go down the rope ladder and open the chest for an ex bomb. Go down the next rope ladder. Enter the west door to find a chest containing a black ring which you may want to equip. Back out the door, open the chest to the east for ex arrows. Search the toxic marsh for a hidden power potion and then head east where you'll find two doors. Enter the south door first and step on the HP and MP restoring floor panels. Then enter the north door and go up the stairs. Go up the rope ladder and open the chest to the east for a stone cure. Go up the next rope ladder and enter the next two doors. Now there's a door and a ladder. Enter the door first and open the chest for a hi magic. Now go up the rope ladder and enter the door up there. Open the chest for sonic heels and the go through the next door. Open the chest for a smoke ball. Enter the door and open the chest for a hi potion. Go down the next two rope ladders and open the chest for an antidote. Go down the next rope ladder. Walk east and go up the really long rope ladder and the next rope ladder as well. Enter the door to the east and open the chest for a great potion. Open the chest east of the door for a miracle. Go down the rope ladder and open the chest there for a gloom arrow. Go back up, walk west, and take the western most rope ladder up. Open the chest for a mind gourd. Walk west, go up the rope ladder, and open the chest for a dragon arrow. Go up the east rope ladder and enter the door. Enter either of the two doors you should see now and then open the two chests for a big arrow and an ex potion. Go up the west rope ladder next and open the chest for an ex bomb. Walk east and ignore the rope ladder that leads to a door for now. Go up the rope ladder east of it and continue east to find a chest containing ex arrows. Go up the rope ladder there and enter the door. Open the two chests for miracles, and search the toxic marsh for another hidden miracle. Return to the rope ladder we just ignored. Go up it and enter the door. Unlock the door and step on the warp pad. Go up the rope ladder, take the stairs up, and we'll find ourselves right outside Glasdar Tower.

/		3.9.7	Glasdar Tower				=====		/
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Monsters: Gloom, Wing Lion, Humungus, Dragon, Mad Cleric, Red Skull, Whirlwind,  
Fire Wave, Electromaz, WatersPout

Number of Chests: 26

Items Found: Hi potion, ex bomb x 2, big arrow, ex arrows, mind gourd,  
power gourd, revive x 3, gloom arrow, miracle x 7, antidote,  
spell potion, power potion, mind potion, great potion,  
speed potion, stun arrow

Equipment Found: Gloom ring

Enter the west door and open the chest for a hi potion. Then enter the east door and open the chest there for an ex bomb. Next enter the north door and take the stairs up. Enter the door to the east and open the chest for a big arrow. Head north and enter the door there. Walk east and enter the next door. Walk east again and enter the door to find a chest containing ex arrows. Next follow the south path and go up the stairs. Enter the door to the east first and open the two chests for a mind gourd and a power gourd. Enter the door to the west next and open the chest for a revive. Now enter the north door. Walk in either direction and enter the next door you see. Open the chest to the east for another revive. Then enter the door to the south, go up the stairs, and enter the next door. Open the chest for an ex bomb. The door to the north leads nowhere. The one to the east will take us to the next floor but don't enter it yet. First enter the door south of it and open the chest there for a gloom arrow. Enter the door south of it and then the next door as well to find two chests. Open the for a gloom ring and a miracle. Backtrack and enter the east door and the next two doors as well. Walk south and open the chest for an antidote. Continue south and go up the stairs. Enter the north door and then the door east of it as well. Walk south and you'll have a choice of two doors. Enter the east one first and step on the warp pad to reach HP and MP restoring floor panels. Now enter the west door and take the stairs up. Read the note on either the east or west wall to find out what the switches to the north are for.

Stepping on the middle and east switches takes you to a room with a chest containing a miracle. Enter the next three doors and you'll come to a room with ten chests. Open them for a spell potion, power potion, mind potion, great potion, speed potion, revive, and 4 miracles. Unfortunately we can't warp back to the switches, so get back to them the long way, and reset them by stepping on the one surrounded by carpeting.

If you step on no switch it will take you to a chest containing a miracle but then you'll have to work your way back up from the very first floor. If you want it go for it.

If you step on just the east switch you'll be taken to a chest containing a stun arrow. You'll also have to work your way back up from the very first floor for this... if you really want it.

Whether you decided to get the last two items or not, step on just the middle switch when you are ready to proceed. Enter the next two doors and then take the stairs up. We're on the top floor now so you know what that means. Make sure all of your characters are fully healed before stepping on the southern circle. This is the easiest boss fight yet. Use physical attacks on him with all four of your characters. He'll probably silence your magic users but by the time you need to heal, it should have worn off. When it does, simply have Lufia or Jerin cast boost while the rest of your characters continue with the physical attacks. After defeating him there will be quite a bit of dialogue. After it drop off the side of the tower and then you have a choice.



You can collect the dragon eggs for the second time or go right to Doom Island. If you decide not to recollect the eggs simply skip the next section.

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/----- 3.9.8 Dragon Shrine 2 -----| |=====|
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Don't head to the Shrine just yet. First we have to collect the eggs for the second time.

Their locations:

1. Alekia's Castle
2. Belgen
3. Northwest Tower (On the top floor)
4. Cave Southwest of Belgen (down the stairs that have a door to the west and more stairs to the east)
5. Cave Northeast of Tower of Light
6. Elba Island Cave (Down the three rope ladders and all then all the way west)
7. Under Ring Island (In the West Cave)
8. Oil Cave (Go down the first set of stairs, then cross the bridge, and follow the path)

After collecting them, return to the Dragon Shrine and wish for something. I recommend getting a might shield this time. Now we can collect the eggs one more time.

Their locations:

1. Sheran Castle (In Throne Room)
2. East Cave
3. Old Cave 7th floor
4. Lyden
5. Cave East of Herat (Up the south eastern most rope ladder)
6. Cave North of Glasdar Tower (Flip the switch up and step on the warp pad)
7. Cave to Glasdar Tower
8. Glasdar Tower (In the room with ten chests)

After collecting them, return to the Dragon Shrine for your final wish. I recommend getting another might shield.

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/----- 3.9.9 Doom Island Fortress 2 -----| |=====|
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Monsters: Act Dragon, WatersPout, Fire Wave, Electromaz, Whirlwind, Act Hydra, Act Demon, Mega Atlas, Gold Golem

Number of Chests: 12

Items Found: Power potion x 2, speed potion, mind potion, great potion, spell potion x 2, miracle x 5

Warp to Arus and fly northwest into Doom Island. Land on the circle. Enter the door to the north and then the next door. Walk north and speak to the old man. Then enter the door to the north. Continue north, go up the steps, and enter

the Fortress.

Enter the door to the west and open the chest for a power potion. Follow the path and enter the door to find three chests. Open them for a speed potion, mind potion, and great potion. Walk around to the east and go up the stairs. Open the chest for a spell potion and then go through the door. Head north and take the stairs up. Enter the door to the east and open the chest for a power potion. Then enter the door to the north. Walk east and enter the door when you reach the end. Enter the door to the west and open the chest for a spell potion. Then go up the stairs to the south. Don't go up the steps yet. First walk around to the north and open the two chests there for two miracles. Now go up the first steps. If you want walk around and take the steps on that level to reach HP and MP restoring floor panels. Next go up the second set of steps. Walk north and go up the flight of stairs. Enter the door but don't cross the bridge yet. First walk around and open the three chests for three miracles. Then cross the bridge and step on the warp pad. Cross another bridge and keep walking north until you trigger dialogue. Heal up after the dialogue because when you walk forward again you'll battle Gades. Gades can only attack one of your party at a time. Have Jerin heal the last person he attacked, while Hero and Aguro concentrate on attacking. Heal up after the battle. When you walk further you'll battle Amon. Amon uses magic which attacks your entire party so have Lufia heal using boost, while Hero and Aguro attack. He may confuse some of your characters, so be prepared. After defeating Amon make sure to heal up. The move forward to battle Daos. Be prepared to heal paralysis and use the same strategy for Daos as you did Amon. After defeating Daos you'll go directly to the final battle. Hero and Aguro should attack as usual. Lufia and Jerin should cast boost. Your characters will be confused a couple time during this battle but they usually tend to attack the boss anyway. After winning the battle... Congratulations on beating the game. Enjoy the ending.

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/----- 4.0.0 Hero's Magic -----| |===== |
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#### Strong

In-game Description: "Restores HP partially. Affects one member."

MP Used: 3

Level learned: 4

#### Float

In-game Description: "Cross toxic marshes. Affects your party."

MP Used: 2

Level learned: 7

#### Drain

In-game Description: "Lowers enemy DFP. Affects one enemy."

MP Used: 3

Level learned: 10

#### Poison

In-game Description: "Antidote for poison. Affects one member."

MP Used: 2

Level learned: 13

#### Statue

In-game description "Turns member to stone. Affects one member."

MP Used: 3

Level learned: 16

#### Stronger

In-game Description: "Restores HP partially. Affects one member."

MP Used: 5

Level learned: 19

#### Stone

In-game Description: "Antidote to STATUE. Affects one member."

MP Used: 5

Level learned: 22

#### Courage

In-game Description: "Increases DFP. Affects your party."

MP Used: 5

Level learned: 25

#### Champion

In-game Description: "Restores HP completely. Affects one member."

MP Used: 8

Level learned: 28

#### Fright

In-game description: "Makes monsters sleepy. Affects all enemies."

MP Used: 4

Level learned: 31

#### Dread

In-game description: "Lowers enemy DFP. Affects one group."

MP Used: 5

Level learned: 34

#### Fake

In-game description: "Increases AGL. Affects your party."

MP Used: 4

Level learned: 37

#### Trick

In-game description: "Increases ATP. Affects one member."

MP Used: 5

Level learned: 39

#### Rally

In-game description: "Restores fight power. Affects one member."

MP Used: 30

Level learned: 41

#### Succumb

In-game description: "Destroys weak monsters. Affects one group."

MP Used: 8

Level learned: 44

#### Valor

In-game description: "Restores HP completely. Affects your party."

MP Used: 35

Level learned: 47

Flash

In-game Description: "Bolt of lightning. Hits one enemy."

MP Used: 2

Level learned: 1

Waken

In-game Description: "Wakes up your party. Affects your party."

MP Used: 4

Level learned: 1

Shield

In-game Description: "Shield against spells. Affects one member"

MP Used: 2

Level learned: 3

Dew

In-game Description: "Column of water. Hits group of enemies."

MP Used: 5

Level learned: 5

Strong

In-game Description: "Restores HP partially. Affects one member."

MP Used: 3

Level learned: 7

Drain

In-game Description: "Lowers enemy DFP. Affects one enemy."

MP Used: 3

Level learned: 9

Deflect

In-game Description: "Prevents monster magic. Affects one group."

MP Used: 3

Level learned: 11

Bang

In-game description: "Small explosion. Hits all of enemies."

Mp used: 10

Level learned: 13

Stronger

In-game Description: "Restores HP partially. Affects one member."

MP Used: 5

Level learned: 15

Absorb

In-game description: "Absorbs monster MP. Affects one member."

MP Used: 1

Level learned: 17

Fright

In-game description: "Makes monsters sleepy. Affects all enemies."

MP Used: 4

Level learned: 19

Bolt

In-game description: "Big bolt of lightning. Hits one enemy."

MP Used: 7

Level learned: 21

Water

In-game description: "Big Column of water. Hits group of enemies."

MP Used: 10

Level learned: 23

Courage

In-game Description: "Increases DFP. Affects your party."

MP Used: 5

Level learned: 25

Boost

In-game Description: "Restores HP partially. Affects your party."

MP Used: 15

Level learned: 27

Protect

In-game Description: "Shield against spells. Affects your party."

MP Used: 5

Level learned: 29

Blast

In-game Description: "Medium explosion. Hits all of enemies."

MP Used: 15

Level learned: 31

Perish

In-game Description: "Destroys weak monsters. Affects one enemy."

MP Used: 4

Level learned: 33

Bounce

In-game Description: "Prevents monster magic. Affects all enemies."

MP Used: 5

Level learned: 35

Flood

In-game Description: "Huge column of water. Hits group of enemies."

MP Used: 15

Level learned: 37

Sunder

In-game Description: "Huge explosion. Hits all of enemies."

MP Used: 20

Level learned: 39

Thunder

In-game Description: "Huge bolt of lightning. Hits one enemy."

MP Used: 12

Level learned: 41

Succumb

In-game description: "Destroys weak monsters. Affects one group."

MP Used: 8

Level learned: 43

	4.0.2 Jerin's Magic		
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Spark

In-game Description: "Column of flame. Hits group of enemies."

MP Used: 6

Level learned: 14

Strong

In-game Description: "Restores HP partially. Affects one member."

MP Used: 3

Level learned: 14

Warp

In-game Description: "Travel to any town. Affects your party."

MP Used: 8

Level learned: 14

Escape

In-game Description: "Leave caves & dungeons. Affects your party."

MP Used: 8

Level learned: 14

Poison

In-game Description: "Antidote for poison. Affects one member."

MP Used: 2

Level learned: 14

Stun

In-game Description: "Antidote for paralysis. Affects one member."

MP Used: 2

Level learned: 14

Frost

In-game Description: "Wave of ice crystals. Hit all of enemies."

MP Used: 9

Level learned: 14

Absorb

In-game description: "Absorbs monster MP. Affects one member."

MP Used: 1

Level learned: 16

Confuse

In-game description: "Confuses monsters. Affects one group."

MP Used: 3

Level learned: 18

Stronger

In-game Description: "Restores HP partially. Affects one member."

MP Used: 5

Level learned: 20

Flame

In-game Description: "Big column of flame. Hits group of enemies."

MP Used: 10

Level learned: 22



Valor

In-game Description: "Restores HP completely. Affects your party."  
MP Used: 35  
Number of uses: 10

Boost

In-game Description: "Restores HP partially. Affects your party."  
MP Used: 15  
Number of uses: 24

Champion

In-game Description: "Restores HP completely. Affects one member."  
MP Used: 8  
Number of uses: 46

Stronger

In-game Description: "Restores HP partially. Affects one member."  
MP Used: 5  
Number of uses: 69

Poison

In-game Description: "Antidote for poison. Affects one member."  
MP Used: 2  
Number of uses: 173

Stun

In-game Description: "Antidote for paralysis. Affects one member."  
MP Used: 2  
Number of uses: 173

Dead

In-game Description: "Brought back to life. Affects one member."  
MP Used: 10  
Number of uses: 34

Stone

In-game Description: "Antidote to STATUE. Affects one member."  
MP Used: 5  
Number of uses: 69

Waken

In-game Description: "Wakes up your party. Affects your party."  
MP Used: 4  
Number of uses: 86

Protect

In-game Description: "Shield against spells. Affects your party."  
MP Used: 5  
Number of uses: 69

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/	4.0.4 Selan's Magic		/
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Thunder



In-game Description: "Huge bolt of lightning. Hits one enemy."

MP Used: 12

Number of uses: 52

Bolt

In-game Description: "Big bolt of lightning. Hits one enemy."

MP Used: 7

Number of uses: 89

Vulcan

In-game Description: "Huge column of flame. Hits group of enemies."

MP Used: 15

Number of uses: 41

Glacier

In-game Description: "Huge lumps of ice. Hits all of enemies."

MP Used: 18

Number of uses: 34

Blizzard

In-game Description: "Small lumps of ice. Hits all of enemies."

MP Used: 13

Number of uses: 48

Succumb

In-game Description: "Destroys weak monsters. Affects one group."

MP Used: 8

Number of uses: 78

Fake

In-game Description: "Increase AGL. Affects your party."

MP Used: 4

Number of uses: 157

Mirror

In-game Description: "Deflects enemy spells. Affects one member."

MP Used: 3

Number of uses: 209

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/----- 4.0.5  Artea's Magic -----| |===== |
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Flood

In-game Description: "Huge Column of water. Hits group of enemies."

MP Used: 15

Number of uses: 34

Sunder

In-game Description: "Huge explosion. Hits all of enemies."

MP Used: 20

Number of uses: 25

Dread

In-game Description: "Lowers enemy DFP. Affects one group."

MP Used: 5

Number of uses: 102

Mirror

In-game Description: "Deflects enemy spells. Affects one member."

MP Used: 3

Number of uses: 171

Bounce

In-game Description: "Prevents monster magic. Affects all enemies."

MP Used: 5

Number of uses: 102

Trick

In-game Description: "Increase ATP. Affects one member."

MP Used: 5

Number of uses: 102

Valor

In-game Description: "Restores HP completely. Affects your party."

MP Used: 35

Number of uses: 14

Champion

In-game Description: "Restores HP completely. Affects one member."

MP Used: 8

Number of uses: 64

Rally

In-game Description: "Restores fight power. Affects one member."

MP Used: 30

Number of uses: 17

Courage

In-game Description: "Increase DFP. Affects your party."

MP Used: 5

Number of uses: 102

Waken

In-game Description: "Wakes up your party. Affects your party."

MP Used: 4

Number of uses: 128

Warp

In-game Description: "Travel to any town. Affects your party."

MP Used: 8

Number of uses: 64

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|           Weapons everyone can equip           |
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|  Weapon  |  Attack Power  |  Weight  |
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| Fry Pan  |           5    |         3 |
| Small Knife |         10    |         1 |
| Knife    |           13    |        10 |

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Weapons only Hero and Aguro can equip

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Weapon	Attack Power	Weight
Club	28	20
Short Sword	39	30
Spear	53	45
Brone Sword	71	40
Broad Sword (cursed)	81	75
Scimitar	90	50
Axe	104	80
Long Sword	115	50
Trident	128	60
Morning Star	142	100
Battle Axe	155	85
Gladius	168	80
Great Axe	180	100
Silver Sword	192	90
Buster Sword	217	90
Carbo Sword	232	85
Grand Blade	244	85
Might Sword	380	30

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Weapons only Hero

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Weapon	Attack Power	Weight
Zircon Sword	256	75
Dual Blade	300	0

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Weapons only Aguro

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Weapon	Attack Power	Weight
Zircon Axe	288	85
Luck Blade (cursed)	400	80

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Weapons only Lufia and Jerin can equip

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Weapon	Attack Power	Weight
Gloom Pick (cursed)	0	50
Long Knife	24	40
Staff	37	35
Mace	45	20
Broad Rod (cursed)	50	75
Long Staff	56	40
Rapier	66	30

Rod	75	28	
Glass Robe	88	25	
Hammer Rod	98	55	
Silver Rod	112	50	
Catwhip	121	60	

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 | Weapons only Jerin |

Weapon	Attack Power	Weight	
Elven Bow	58	38	
Artea's Bow	100	50	
Might Bow	148	62	
Zircon Rod	160	50	

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Armor everyone can equip			
Armor	Defense Power	Weight	
Apron	2	1	
Cloth	8	15	

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Armor only Hero and Aguro can equip				
Armor	Defense Power	Weight	Magic Resistance	
Cloth Armor	12	25	0	
Tan Armor	16	30	0	
Chain Mail	20	45	0	
Brone Armor	24	60	0	
Light Armor	28	35	0	
Half Mail	32	65	0	
Plate Mail	36	80	0	
Silver Armor	42	70	0	
Carbo Plate	46	75	0	
Zircon Armor	50	75	0	
Might Armor	100	80	10	

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Armor only Lufia and Jerin can equip			
Armor	Defense Power	Weight	
Gown	2	1	
Dress	4	10	
Robe	11	20	



Shield	Defense Power	Weight
Bracelet	2	7
Wood Wrist	8	21
Brone Breast	10	30
Round Wrist	15	26
Silver Wrist	20	28

Shield only Jerin can equip		
Shield	Defense Power	Weight
Zircon Wrist	25	30

5.0.3 Helms

Helms everyone can equip		
Helm	Defense Power	Weight
Pot	2	5

Helm only Hero, Aguro, and Jerin can equip				
Helm	Defense Power	Magic Resistance	Intelligence	Weight
Might Helmet	35	19	24	30

Helms only Hero and Aguro can equip		
Helm	Defense Power	Weight
Cloth Helm	2	5
Tan Helm	5	10
Wood Helm	8	14
Brone Helm	11	21
Iron Helm	14	30
Plate Helm	16	24
Silver Helm	18	27
Carbo Helm	20	29
Zircon Helm	25	30

Helms only Lufia and Jerin can equip		
Helm	Defense Power	Weight



Sonic Heels	0	5	8	2
Mach Heels	0	2	10	3
Cat Heels	15	3	0	12

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5.0.5 Rings	
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Stat increasing Rings

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Ring	Attack Power	Defense Power	INT	AGL	MGR
Red Ring	0	1	10	5	0
Daze Ring	0	8	0	0	4
Gloom Ring	0	0	0	0	5
Power Ring	10	0	0	0	0
Sonic Ring	0	2	0	5	0
Blue Ring	10	8	0	0	0
Green Ring	4	6	4	10	4
Yellow Ring	0	20	0	0	20
Purple Ring	10	10	4	2	5
Mind Ring	0	0	30	0	10
White Ring	40	21	0	4	0
Black Ring	10	8	0	10	40
Wave Ring	30	22	15	8	15
Mach Ring	0	4	0	15	0
HiPower Ring	40	0	0	0	0
Heavy Ring	80	0	0	0	0
Hi Daze Ring	0	40	0	0	0

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Rings with special abilities:

- Opal
- Water Ring
- Ghost Ring
- Monster Ring
- Fly Ring
- Emerald
- Flame Ring
- Diamond Ring
- Flash Ring: Increases the power of flash magic.
- Frost Ring
- Blast Ring
- Gloom Guard
- Sea Ring
- Undead Ring
- Engage Ring
- Dragon Ring

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5.0.6 Items	
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Potion: Restores 20 HP to one character.  
High Potion: Restores one character's HP.  
Ex Potion: Restores HP to one character.  
Grilled Newt: Restores 9 HP to one character.  
Pear Cider: Restores 28 HP to one character.  
Sour Cider: Restores HP to one character.  
Lime Cider: Restores HP to one character.  
Plum Cider: Restores HP to one character.  
Apple Cider: Restores HP to one character.  
Wind Flute: Restores some HP to all characters.

Miracle: Fully restores HP and MP and revives one character.

Revive: Revives on KO'd character.

Magic Jar: Restores one character's MP.  
High Magic: Restores one character's MP.  
Ex Magic: Restores one character's MP.

Antidote: Cures one character of poison.  
Mystery Pin: Cures one character of paralysis.  
Awaken: Wakes up one sleeping character.  
Stone Cure: Cures one character of stone.  
Shriek: Cures on character of silence.

Sweet Water: Temporarily wards off random monster encounters.  
Foul Water: Temporarily increases the number of random monster encounters.  
Float: Makes your party levitate.

Empty Bottle: Damages one enemy.  
Goblet: Damages one enemy.  
Ear Tip: Damages one enemy.  
Arrow: Damages one enemy.  
Arrows: Damages one group enemies.  
Mid Arrow: Damages one enemy.  
Hi Arrows: Damages one group on enemies.  
Sleep Arrow: May put one enemy to sleep.  
Puzzle Arrow: May confuse one group of enemies.  
Stuffed Bear: May confuse one enemy.  
Stuffed Dog: May paralyze one enemy.  
Stuffed Pig: May put one enemy to sleep.  
Stun Arrow: May paralyze one enemy.  
Dragon Arrow: Damages one enemy.  
Dragon Tooth: Damages all enemies.  
Big Arrow: Damages one enemy.  
Poison Pin: Instantly kills one enemy.  
Gloom Arrow: Instantly kills one enemy.  
Gloom Voice: Instantly kills all enemies.  
Ex Arrows: Damages one group of enemies.  
Bomb: Damages all enemies.  
Hi Bomb: Damages all enemies.  
Ex Bomb: Damages all enemies.

Escape: Warps your party out of a dungeon.  
Smoke Ball: Escape from battle.  
Swing Wing: Warps you back to a town you've already visited.  
Power Gourd: Raises one character's attack power for one battle.  
Magic Guard: Raises one character's magic resistance for one battle.  
Mind Gourd: Raises one character's intelligence for one battle.

Power Potion: Permanently raises one character's HP points.  
 Speed Potion: Permanently raises one character's AGL points.  
 Mind Potion: Permanently raises one character's INT points.  
 Great Potion: Permanently raises one character's STR points.  
 Spell Potion: Permanently raises one character's MP points.

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/      5.0.7 Monsters      | |===== |
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The gold pieces dropped will vary.

Monster	Experience	Gold Pieces	Dropped	Possible Item Dropped
Act Demon	3666	576		Foul Water
Act Dragon	4000	1082		?
Act Hydra	3456	425		?
Anemone	5	3		?
Archer	46	60		Foul Water
Armor Lord	180	113		Ex Potion
Axe Knight	310	81		?
Baby Crab	8	5		?
Bariant	2300	222		Might Helmet
Basilisk	850	272		Stone Cure
Beetle	38	31		?
Berserker	850	253		Gloom Arrow
Big Meany	90	12		?
Big Newt	2	1		Grilled Newt
Blue Meany	140	50		?
Blue Skull	550	210		?
Blue Wisp	200	67		?
Blue Wolf	38	57		?
Bore Worm	7	3		?
Cave Rok	450	210		?
Chomp Weed	60	22		?
Crazy Jar	255	25		Magic Jar
Crazy Pine	380	115		?
Crazy Pot	34	64		Magic Jar
Dark Demon	100	50		Hi Potion
Dark Elf	85	79		?
Dark Spook	800	224		Gloom Guard
Demon Mace	700	345		Morning Star
Dracu Rose	22	72		Hi Arrows
Dragon	2800	348		Dragon Arrow
Earwig	4	3		?
Efreet	1900	288		Hi Potion
Electromaz	3000	547		?
Evil Clam	793	99		?
Eye Curse	650	282		?
Fire Plate	1100	460		Might Armor
Fire Wave	3000	532		?
Fight	20	64		?
Flamefreak	88	45		Fry Pan
FlamesPook	39	56		?
Frog	39	19		?
Frogula	265	74		Antidote
Gargoyle	97	58		?
Ghost Mail	28	75		Light Armor

Ghoul	-----	225	-----	55	-----	Potion
Giant Bat	-----	9	-----	4	-----	?
Giant Newt	-----	11	-----	7	-----	Grilled Newt
Giant Oak	-----	135	-----	57	-----	?
Gloom	-----	1999	-----	306	-----	?
Goblin	-----	16	-----	65	-----	?
Gold Golem	-----	3333	-----	1032	-----	?
Gold Orc	-----	65	-----	100	-----	Small Knife
Gorgon	-----	1900	-----	226	-----	?
Green Magi	-----	750	-----	405	-----	Hi Magic
Green Orb	-----	6	-----	5	-----	Opal
Griffon	-----	1500	-----	310	-----	?
Halloween	-----	230	-----	104	-----	Puzzle Arrow
Harpie	-----	250	-----	59	-----	?
Horrorquin	-----	95	-----	41	-----	?
Huge Bunny	-----	14	-----	87	-----	Ribbon
Humungus	-----	2850	-----	325	-----	?
Hydra	-----	1850	-----	323	-----	Might Sword
Ice Snake	-----	240	-----	87	-----	Sleep Arrow
Jelly Bolt	-----	400	-----	125	-----	?
Jellybean	-----	70	-----	41	-----	?
Jelly Fish	-----	3	-----	2	-----	?
Killer Bee	-----	41	-----	34	-----	Poison Pin
Killer Eel	-----	255	-----	103	-----	?
Kobold	-----	8	-----	5	-----	Mid Arrow
Land Worm	-----	400	-----	12	-----	?
Lizard Man	-----	725	-----	261	-----	?
Lobsteron	-----	260	-----	94	-----	?
Mace Man	-----	110	-----	67	-----	?
Madshroom	-----	3	-----	2	-----	?
Mad Cleric	-----	3333	-----	368	-----	?
Mad Knight	-----	1750	-----	253	-----	Ex Potion
Mad Lily	-----	340	-----	117	-----	?
Mad Wolf	-----	1250	-----	225	-----	?
Magura	-----	1400	-----	94	-----	?
Manta Ray	-----	1400	-----	96	-----	?
Manticore	-----	750	-----	415	-----	?
Mega Atlas	-----	2929	-----	411	-----	?
Mega Frog	-----	1200	-----	510	-----	Miracle
Megaturtle	-----	1300	-----	290	-----	?
Mimick	-----	663	-----	358	-----	?
Mimicker	-----	2979	-----	892	-----	?
Mini Crab	-----	17	-----	16	-----	Pot
Mini Demon	-----	13	-----	6	-----	Potion
Mud Ghoul	-----	495	-----	250	-----	Hi Bomb
Mud Man	-----	45	-----	38	-----	?
Mummy	-----	39	-----	8	-----	?
Nail Man	-----	600	-----	50	-----	Straw Doll
Nettles	-----	7	-----	8	-----	?
Nightmare	-----	52	-----	49	-----	?
Orc	-----	43	-----	49	-----	?
Pin Lizard	-----	160	-----	47	-----	?
Poison Rat	-----	32	-----	8	-----	Poison Pin
Psychoclam	-----	275	-----	116	-----	?
Rat	-----	10	-----	8	-----	?
Red Core	-----	13333	-----	4137	-----	?
Red Magi	-----	20	-----	49	-----	Hi Magic
Red Orb	-----	45	-----	9	-----	Emerald
Red Skull	-----	3000	-----	350	-----	?
Red Wolf	-----	700	-----	175	-----	?

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Rock Golem ----- 1550 ----- 299 ----- ?
Rok ----- 128 ----- 83 ----- Swing Wing
Roozard ----- 12 ----- 90 ----- Apron
SabresPook ----- 550 ----- 147 ----- ?
Sand Man ----- 59 ----- 66 ----- ?
Sand Rose ----- 55 ----- 35 ----- Hi Potion
Salamander ----- 925 ----- 283 ----- Grilled Newt
Sea Dragon ----- 2000 ----- 315 ----- ?
Sea Snake ----- 730 ----- 93 ----- ?
Skeleton ----- 53 ----- 48 ----- ?
Spellsnail ----- 64 ----- 69 ----- ?
Spike Newt ----- 19 ----- 15 ----- Poison Pin
Spider ----- 4 ----- 3 ----- Antidote
Starfish ----- 425 ----- 462 ----- ?
Steel Lord ----- 975 ----- 233 ----- Grand Blade
Sting ----- 100 ----- 85 ----- Poison Pin
Straw Man ----- 48 ----- 13 ----- Long Nail
SwordsPook ----- 30 ----- 44 ----- Scimitar
Tarantula ----- 68 ----- 12 ----- Ex Potion
Terrorquin ----- 360 ----- 180 ----- ?
Trap Harp ----- 290 ----- 103 ----- Ex Potion
Troll ----- 800 ----- 325 ----- ?
Vampire ----- 900 ----- 420 ----- Hi Magic
WatersPout ----- 3000 ----- 411 ----- ?
Werefrog ----- 550 ----- 426 ----- Great Potion
Werewolf ----- 410 ----- 63 ----- ?
Whirlwind ----- 3000 ----- 431 ----- ?
Willowisp ----- 37 ----- 39 ----- ?
Wing Lion ----- 2700 ----- 348 ----- ?
Yeoman ----- 200 ----- 36 ----- Hi Arrows
Zaurus ----- 470 ----- 223 ----- ?
Zaurus Rex ----- 2100 ----- 290 ----- ?
Zombie ----- 18 ----- 54 ----- ?
Zooster ----- 335 ----- 72 ----- Stone Cure

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/          6.0.0 Alekia          |=====|
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Merchant's Shop		Weapons Shop		Armorer's Shop	
Item	Gold	Weapon	Gold	Armor	Gold
Potion	8	Dagger	50	Dress	120
Antidote	6	Knife	10	Cloth	140
Sweet Water	10			Cloth Helm	120
Arrow	2			Sandal	50

Inn ----- Free

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| Merchant's Shop |
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| Item | Gold |
-----
| Potion | 8 |
| Antidote | 6 |
| Arrow | 2 |
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Inn --- 5 Gold

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| Merchant's Shop | Weapons Shop | Armorer's Shop |
-----
| Item | Gold | Weapon | Gold | Armor | Gold |
-----
| Potion | 8 | Club | 120 | Cloth Armor | 240 |
| Antidote | 6 | Long Knife | 180 | Robe | 260 |
| Shriek | 5 | Dagger | 50 | Bracelet | 90 |
| Swing Wing | 80 | Dagger | 50 | Cloth Helm | 120 |
| Arrow | 2 | Knife | 10 | Sandal | 50 |
| Arrows | 10 |
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| Lodge | Lodge (basement) |
-----
| Drink | Gold | Drink | Gold |
-----
| Pear Cider | 10 | Sour Cider | 20 |
| Plum Cider | 30 | Sour Cider | 20 |
| Lime Cider | 20 | Plum Cider | 30 |
-----
Inn ----- 10 Gold

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| Weapons Shop | Armorer's Shop | Jeweler |
-----
| Weapon | Gold | Armor | Gold | Item | Gold |
-----
| Short Sword | 360 | Tan Armor | 480 | Earring | 80 |
| Staff | 360 | Tan Robe | 540 | Hair Band | 30 |
| Club | 120 | Tan Shield | 180 | Brooch | 50 |
| Long Knife | 180 | Tan Helm | 240 | Necklace | 100 |
-----
| Glass Cap | 460 |
| Cloth Shoes | 300 |
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Merchant's Shop 1		Merchant's Shop 2		Toymaker	
Item	Gold	Item	Gold	Toy	Gold
Sweet Water	10	Magic Guard	50	Stuffed Bear	50
Potion	8	Power Gourd	100	Stuffed Dog	10
Antidote	6	Mind Gourd	100	Stuffed Pig	10
Swing Wing	80	Arrow	2		
		Arrows	10		
		Bomb	100		

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Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Short Sword	360	Tan Armor	480	Potion	8
Staff	360	Tan Robe	540	Antidote	6
Club	120	Tan Shield	180	Awaken	10
Long Knife	180	Tan Helm	240	Stone Cure	100
		Glass Cap	460	Shriek	5
		Cloth Shoes	300	Smoke Ball	80
				Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn ----- 40 Gold

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Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Spear	780	Chain Mail	960	Sweet Water	10
Mace	600	Chain Cloth	1100	Potion	8
Short Sword	360	Wood Shield	360	Antidote	6
Staff	360	Wood Wrist	480	Mystery Pin	30
Mid Arrow	50	Wood Helm	540	Smoke Ball	80
Arrows	10	Glass Cap	460	Magic Guard	50
Bomb	100	Cloth Shoes	300	Power Gourd	100
				Mind Gourd	100
				Swing wing	80

Inn --- 60 Gold

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Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Brone Sword	1400	Brone Armor	1400	Sweet Water	10
Long Staff	1200	Brone Robe	1500	Potion	8
Spear	780	Brone Shield	720	Antidote	6
Mace	600	Brone Breast	840	Mystery Pin	30
Hi Arrows	100	Brone Helm	1200	Shriek	5
Bomb	100	Glass Cap	460	Swing Wing	80
		Tan Shoes	840	Smoke Ball	80
				Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn --- 40 Gold

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Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Axe	3000	Brone Armor	1400	Hi Potion	400
Rapier	2400	Brone Robe	1500	Hi Magic	1000
Scimitar	2100	Brone Shield	720	Antidote	6
Big Arrow	100	Brone Breast	840	Awaken	10
Hi Arrows	100	Brone Helm	1200	Mystery Pin	30
Bomb	100	Glass Cap	460	Stone Cure	100
		Tan Shoes	840	Shriek	5
				Swing Wing	80
				Smoke Ball	80
				Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn --- 50 Gold

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/_____ 6.0.8 Jenoba | |===== |
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Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Long Sword	4800	Light Armor	3000	Sweet Water	10
Axe	3000	Light Robe	3360	Hi Potion	400
Rapier	2400	Buckler	1000	Antidote	6
Scimitar	2100	Brone Shield	720	Awaken	10

Big Arrow	100		Brone Breast	840		Mystery Pin	30	
Hi Arrows	100		Brone Helm	1200		Stone Cure	100	
Bomb	100		Glass Cap	460		Shriek	5	
-----			Tan Shoes	840		Swing Wing	80	
			-----			Smoke Ball	80	
						Magic Guard	50	
						Power Gourd	100	
						Mind Gourd	100	
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Inn --- 100 Gold

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6.0.9 Ruan				=====	
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| Jeweler |

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| Item | Gold | Inn --- 10 Gold

Emerald	200	
Opal	100	

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6.1.0 Elfrea				=====	
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| General Shop |

Inn --- Free

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| Merchant's Shop |

Item	Gold	
Rod	4800	
Trident	7800	
Quilted Silk	4800	
Glass Beret	1000	
Heeled Shoes	3000	
Big Arrow	100	
Hi Arrows	100	
Hi Bomb	250	

Item	Gold	
Hi Potion	400	
Hi Magic	1000	
Swing Wing	80	
Smoke Ball	80	
Magic Guard	50	
Power Gourd	100	
Mind Gourd	100	

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6.1.1 Ranqs				=====	
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| General Shop |

Inn --- 100 Gold

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| Merchant's Shop |

Item	Gold	
Morning Star	9600	
Rod	4800	
Trident	7800	

Item	Gold	
Sweet Water	10	
Hi Potion	400	
Antidote	6	



Half Mail	4200
Quilted Silk	4800
Buckler	1000
Iron Helm	2500
Glass Beret	1000
Spike Shoes	2000

Awaken	10
Mystery Pin	30
Stone Cure	100
Shriek	5
Smoke Ball	80
Magic Guard	50
Power Gourd	100
Mind Gourd	100

6.1.2 Odel

Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Battle Axe	12000	Half Mail	4200	Sweet Water	10
Glass Robe	7200	Quilted Silk	4800	Hi Potion	400
Morning Star	9600	Kite Shield	1400	Antidote	6
Rod	4800	Brone Breast	840	Awaken	10
Mid Arrows	50	Iron Helm	2500	Mystery Pin	30
Hi Arrows	100	Glass Beret	1000	Stone Cure	100
Hi Bomb	250	Spike Shoes	2000	Shriek	5
		Wind Shoes	3900	Swing Wing	80
		Heeled Shoes	3000	Smoke Ball	80
		Wind Heels	4900	Magic Guard	50
				Power Gourd	100
				Mind Gourd	100

Inn --- 80 Gold

6.1.3 Lyden

General Shop		Inn --- 100 Gold	
Item	Gold		
Fry Pan	50		
Small Knife	70		
Pot	60		
Chop Block	30		
Apron	60		
Goblet	10		

6.1.4 Arus



Gladius	15300
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Lodge	
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Item	Gold
-----	
Goblet	10
Ear Tip	5
Empty Bottle	2

Sleep Arrow	5
Puzzle Arrow	8
Stun Arrow	15
Gloom Arrow	80
Float	50
Smoke Ball	80

House of Magic	
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Item	Required Items
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Gloom Voice	Long Nail + Straw Doll

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/----- 6.1.7 Linze -----| |=====|
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Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Great Axe	18600	Plate Mail	5800	Sweet Water	10
Gladius	15300	Plate Cloth	5700	Hi Potion	400
Hammer Rod	9600	Large Shield	3400	Antidote	6
Big Arrows	100	Round Shield	1920	Awaken	10
Ex Arrows	200	Round Wrist	2600	Mystery Pin	30
Hi Bomb	250	Plate Helm	4900	Stone Cure	100
-----		Plate Cap	3800	Shriek	5
		Knife Shoes	6000	Smoke Ball	80
		Needle Heels	7200	Magic Guard	50
		Wind Shoes	3900	Power Gourd	100
Inn --- 75 Gold		Wind Heels	4900	Mind Gourd	100

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/----- 6.1.8 Marse -----| |=====|
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Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Silver Sword	24000	Silver Armor	7200	Sweet Water	10
Silver Rod	12000	Silver Robe	8400	Hi Potion	400
Great Axe	18600	Silver Plate	3800	Antidote	6
Hammer Rod	9600	Silver Wrist	2800	Awaken	10
Big Arrow	100	Silver Helm	7400	Mystery Pin	30
Ex Arrows	200	Plate Cap	3800	Stone Cure	100
Hi Bomb	250	Knife Shoes	6000	Shriek	5
-----		Needle Heels	7200	Smoke Ball	80
		Wind Shoes	3900	Magic Guard	50

Inn --- 120 Gold	Wind Heels   4900	Power Gourd   100
	-----	Mind Gourd   100
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/      6.1.9 Herat                    | |===== |
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Weapons Shop	Armorer's Shop	Merchant's Shop
-----	-----	-----
Weapon   Gold	Armor   Gold	Item   Gold
-----	-----	-----
Buster Sword   28000	Carbo Plate   10800	Sweet Water   10
Silver Sword   24000	Clear Silk   10000	Hi Potion   400
Silver Rod   12000	Tower Shield   4600	Antidote   6
Big Arrow   100	Silver Armor   7200	Awaken   10
Ex Arrows   200	Silver Plate   3800	Mystery Pin   30
Hi Bomb   250	Silver Wrist   2800	Stone Cure   100
-----	Silver Helm   7400	Shriek   5
	Sakret   6200	Smoke Ball   80
	Sonic Shoes   8600	Magic Guard   50
	Sonic Heels   10200	Power Gourd   100
	Knife Shoes   6000	Mind Gourd   100
Inn --- 90 Gold	Needle Heels   7200	-----
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/      6.2.0 Soshette                    | |===== |
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General Shop		
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Item   Gold	Inn --- 40 Gold	
-----		
Carbo Sword   33600		
Carbo Plate   10800		
Carbo Shield   6000		
Carbo Helm   8900		
Carbo Cap   8500		
Catwhip   15600		
Sonic Shoes   8600		
Float   50		
Hi Potion   400		
Big Arrow   100		
Ex Arrows   200		
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Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Grand Blade	38000	Carbo Plate	10800	Float	50
Carbo Sword	33600	Carbo Shield	6000	Hi Potion	400
Catwhip	15600	Carbo Helm	8900	Hi Magic	1000
Big Arrow	100	Carbo Cap	8500	Magic Guard	50
Ex Arrows	200	Silver Robe	8400	Power Gourd	100
Ex Bomb	500	Silver Wrist	2800	Mind Gourd	100
		Sonic Shoes	8600	Float	50
		Sonic Heels	10200	Smoke Ball	80
		Sword Shoed	11000	Stone Cure	100
		Cat Heels	11400		

Inn --- 100 Gold

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/----- 6.2.2 Frederia -----| |=====|
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Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Grand Blade	38000	Carbo Plate	10800	Hi Potion	400
Carbo Sword	33600	Carbo Shield	6000	Hi Magic	1000
Catwhip	15600	Carbo Helm	8900	Magic Guard	50
Big Arrow	100	Carbo Cap	8500	Power Gourd	100
Ex Arrows	200	Catwhip	15600	Mind Gourd	100
Ex Bomb	500	Clear Silk	10000	Float	50
		Sonic Shoes	8600	Smoke Ball	80
		Sonic Heels	10200	Stone Cure	100
		Sword Shoes	11000		
		Cat Heels	11400		
		Gown	100		
		Ribbon	50		

Inn --- 50 Gold

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/----- 6.2.2 Arubus -----| |=====|
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Weapons Shop		Armorer's Shop		Merchant's Shop	
Weapon	Gold	Armor	Gold	Item	Gold
Zircon Sword	42000	Zircon Armor	12000	Sweet Water	10
Zircon Axe	48000	Zircon Robe	12000	Ex Potion	3000
Zircon Rod	19200	Zircon Plate	8400	Ex Magic	6000
Big Arrows	100	Zircon Wrist	8400	Power Gourd	100
Ex Arrows	200	Zircon Helm	10200	Mind Gourd	100
Ex Bomb	500	Zircon Beret	9600	Float	50
		Mach Shoes	11600	Smoke Ball	80
		Mach Heels	12200		

Lodge 1		Lodge 2		Inn --- 150 Gold
Drink	Gold	Drink	Gold	
Pear Cider	10	Apple Cider	1000	
Sour Cider	20			
Lime Cider	20			
Plum Cider	30			

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Thank you to GameFAQs for hosting this FAQ.

Thank you to IGN for hosting this FAQ.

Thank you to Neoseeker for hosting this FAQ.

Thank you to Darkkarma42 for sending me an email telling me what House of Magic at Foreit is for.

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