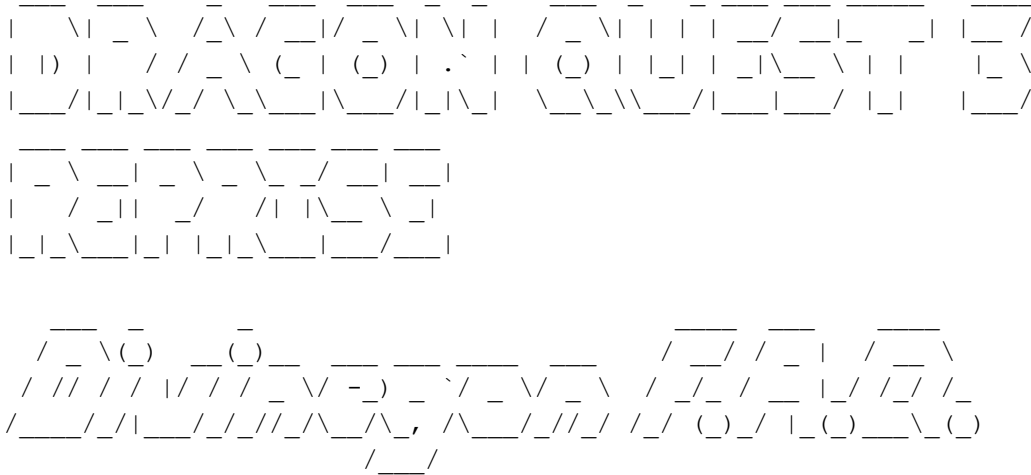


Dragon Quest III (Import) Divinegon Guide

by Roto_Arel

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This walkthrough was originally written for Dragon Quest III on the SNES, but the walkthrough is still applicable to the GBC version of the game.



Dragon Quest 3 Reprise for Super Famicom - Divinegon FAQ

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Version 1.0

01/28/10

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[LGAL] Legal.

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[WDGN] Who is Divinegon?

Divinegon is the godly Dragon that awaits you at the summit of Zenith. He can only be accessed after you beat the game and receive the title "Loto" for your Hero. You can get to Zenith by going to the Dragon Queen's castle and walking into the light at the northern part of the castle. Once you reach the summit, Divinegon challenges you to a fight to test your strength and he promises to grant you a wish if you can beat him in a certain amount of turns. The wishes that are available are: a new Pachisi track in Zipangu, a revival, and the Naughty Book. The Naughty Book gives a male character the Lewd Personality and a female character the Sexy Personality. These are probably the best Personalities in the game. The Pachisi track and revival can only be wished for once but you can get multiple Naughty Books if you continue to beat Divinegon. You must beat him in 35 turns or less in your first fight against him to qualify for a wish. After you get your wish and decide to fight him again, the turn limit becomes restricted to 25 turns or less and for the third time, if you are successful, it becomes restricted to 15 turns or less. The turn limit does not get restricted any further if you continue to beat him. This FAQ will act as a guide to prepare your party for the battle. My suggested strategy can beat Divinegon in 15 turns or less on a consistent basis.

[YPRT] Your Party.

The Hero is highly recommended for this battle since Lightning and HealUsAll are very useful spells against Divinegon. Since the Hero is probably the highest level character you have, you don't need to do much prep work for him or her.

Your other three characters can be anyone except for the Jester class because they will not listen to all your commands. I prefer Thieves but you can make these three characters almost anyone you want since Seed farming is pretty easy in this game. The requirements for your three characters are as follows: 500 HP, over 200 MP, Awaken, HealAll, and Blazemost. Create a Jester at Ruida's Tavern and change that Jester into a Sage once he or she reaches level 20, then once you learn Revive (just in case someone dies) you can change into your final class at Dharma Temple. This is the quickest way to meet the spell requirements. Please be aware that if you plan on using characters that have no natural MP growth like a Warrior or Fighter, then you will need to max out someone's Wisdom stat before your final class change so you can have over 200 MP as your base. Choose good Personalities for your

characters so you won't have to farm as many Seeds to make up for their weak points. If you haven't been collecting the Personality books, don't worry as you can buy Brave Books at Dondora. This will give you a pretty good Personality: Fearless.

[PSAN] Purpose of the Seeds and Nuts.

Max out the Stamina stat for everyone so you'll have the benefit of having high HP for each character.

Life Nuts should be farmed after you have maxed out the Stamina stat for everyone. Give yourself a little over 510 HP for each character.

Do not bother farming for Mystic Nuts as only BaraEvils drop them in the bonus dungeon. Instead, farm Wisdom Seeds so that you can boost your Wisdom stat. With every Wisdom stat increase, you gain extra MP on the next level up. 255 Wisdom will net you 500 MP. Farming Wisdom Seeds can take a very long time because many characters have a relatively low Wisdom stat. However, some characters that have MP growth will have a sufficient amount of MP for Divinegon by the time they reach level 40 but the Hero is different. He has a pitiful Wisdom stat and his MP will be too low which will put you at a disadvantage because you won't be able to utilize Lightning and HealUsAll to their fullest extent. You don't have to max out everyone's Wisdom stat but you should max out the Hero's so you don't have to worry about running out of MP. A high Wisdom stat does not make your spells stronger.

Strength Seeds are not necessary to farm if you have maxed out your Hero's Wisdom stat.

If your party consists of Thieves, then they will max out their Agility stat naturally. If you have a Starry Ring equipped on your Hero, then you do not need to farm Agility Seeds for him either.

Luck Seeds are another stat that you do not need to worry about much. If you are farming Life Nuts, you will most likely inadvertently farm some Luck Seeds.

The bare minimum:

- 1) Max out everyone's Stamina stat.
- 2) Max out the Hero's Wisdom stat.
- 3) Max out the Hero's Agility stat if you gave the spirit the wrong answer and did not get the Starry Ring at Isis Castle.

[SFRM] Seed Farming Locations.

When you are farming for Seeds, bring three Thieves along with you. Even if you don't plan to bring any Thieves into your final party, create

three of them and get them to decent levels so they can at least survive most battles. Equip your Hero with a boomerang so he can end most of the battles quickly. Having three Thieves in your party will greatly increase your chances of enemy drops.

Life Nuts and Luck Seeds: Go to the forests a little north of Samanosa Castle. Kongs appear here frequently and will drop them. If you go a little further north in the grassy plains area you can farm Luck Seeds from the Shamen and you'll also be able to find some Kongs here.

Mystic Nuts: BaraEvils on the last levels before fighting Divinegon. Don't bother with this as these battles take too long, work on farming Wisdom Seeds instead.

Strength Seeds: The shrine that is located across from Zipangu. Bruins are a very common enemy around the shrine and they drop Strength Seeds.

Stamina Seeds: In the swamp lands near Zoma's Castle. When making your way towards Zoma's castle from Rimuldar, cast Stepguard before you reach the first poison swamp on the new continent. Green Dragons are fairly common in the swamp area and they drop Stamina Seeds.

Agility Seeds: Darth Bears drop them. You can encounter them in the Rimuldar area or on the 5th floor of Rubiss Tower near Kol. Most people do their levelling up around these areas because Metababbles are common in both places.

Wisdom Seeds: First floor of Garuda Tower near Dharma Temple. Great Beak drops them and the north western spot next to the stairs on the first floor of the tower is a great place to farm them.

[EQPT] Equipment.

The weapons for your party don't matter at all since they will be casting spells for the whole fight.

Armours are pretty important, especially the ones that reduce the damage from breath attacks like the Dragon Robe, Dragon Mail, and Dragon Shield. The Dragon Mail can be bought in Domdora, the Dragon Shield can be bought in Rimuldar, and the Dragon Robe can be bought in the shop on Kol's Pachisi track. The Fighter, Dealer, and Jester cannot equip the Dragon equipment so they will take more damage in the Divinegon fight. If your Hero has the Light Armour (or Mystery Bolero), Hero Shield, and Great Helm, then he will take reduced damage from breath attacks and won't require any Dragon equipment. The Warrior should only equip the Dragon Shield because there are stronger armours than the Dragon Armour available like the Blade Armour in Kol. I must also caution against using a male Dealer as your final class since his defensive gear isn't great. If you must use a Dealer, then make sure she is a female so she can atleast equip the Magic or Sacred Bikini.

Another farming tip: The female only equipment is pretty powerful and certain armours like the Bikinis can be equipped by any class. The Magic Bikini is a great armour to have even at the end of the game but it cannot

be bought. However, you can farm Magic Bikinis from the Merkinis in the ocean. A good place to find them is by warping to Ludatorm and sailing around the water to the west of the town.

If your Hero doesn't have max Agility, then equip him with the Starry Ring. The accessories for everybody else aren't important.

If for some reason you are finding that your Hero is running out of MP even with max Wisdom, then wish for the final Pachisi track from Divinegon as your first wish. Beat this Pachisi track and claim the grand prizes: the Mystery Bolero and Goddess Ring. Equip the Mystery Bolero onto the Hero and his MP consumption will be halved. Now you won't run out of MP during the Divinegon fight.

[TUPM] The Ultimate Party Member.

If you want to create the ultimate character with every single ability in the game, then begin with a Dealer and class change at level 20 into a Jester. Then level the Jester to 20 and class change into a Sage. Now, learn all of the Sage's spells (check your Info to make sure there are no spaces missing) and once you have everything do the final class change into a Thief. Around level 20, you will have every skill learned and since you are a Thief you will be able to steal items after some battles. This is a better exclusive skill than the Dealer's skill that gives you some extra money after some battles. The Thief has a good assortment of weapons (light Swords and Claws) and Defensive gear (Dragon Shield and Dark Outfit). You can also max out all of your stats if you want to make him or her the perfect character.

[SDGN] The Strategy for Divinegon.

1) Have the Hero use HealUsAll everytime the majority of your party's HP drops below 270. Cast Lightning when you aren't healing with the Hero. If only one character's HP is below 270, have that character cast HealAll on himself or herself instead of wasting a HealUsAll. If the Hero has max Wisdom, then he shouldn't run out of MP for this battle, even without the Mystery Bolero.

2) Keep casting Blazemost with your remaining three party members. Have one person cast Awaken as soon as Divinegon puts someone to sleep. Your other three characters will not run out of magic for this battle if they at least have 200 MP.

3) Do not cast stat boosting spells like Increase, Barrier, or Speed Up since Divinegon will nullify their effects every now and then and you'll have to recast them. If your three other party members have Dragon equipment then Divinegon's breath attacks won't do a lot of damage. Even if some of your characters cannot equip the Dragon equipment, like the

Dealer and Fighter, then farm a some more Life Nuts for them to offset the damage they will take during breath attacks.

4) If Divinegon doesn't put too many people to sleep during this battle and if he doesn't put the Hero to sleep during a crucial moment when you need to use HealUsAll, then you should be able to beat him in 15 turns or less every time.

[AKNL] Acknowledgments.

I would like to thank Enix, now SquareEnix, for making this excellent game. A big thanks goes to DaMarsMan for translating this fine game. I would like to also thank Dragon's Den for being the best Dragon Quest forum on the internet.

Dragon's Den: <http://www.woodus.com/den/home.php>

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