

Dragon Quest VI (Import) FAQ/Walkthrough

by stahlbaum

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Dragon Quest 6 - World of Illusions
Version 1.00
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INTRODUCTION:

(INTR)

This walkthrough is for Dragon Quest 6 for the Super Nintendo. This guide is based upon the 90% patch released by NoPrgress. I will update this guide if another patch gets released in the future.

VERSION HISTORY:

(VERS)

I know not going to be too detailed here. I started working on this guide roughly in October of 2003 and have been working on and off for 2 years.

Updated Sunday July 9, 2006:

Minor update. AresInvincible from the forums discovered a Small Medal located in the Dhama Shrine. I have updated the guide to reflect this finding.

Sunday Oct 22, 2006:

While making maps for this game I found a Nut of Magic in the shrine with Sally's dead father.

Added odd stuff like Wizard's Ring information and new Small Medal discovery in Monstoru.

Sunday June 14, 2009

Updated various sections with bits of information as well as reformatted the guide to include tags (control F) to make navigation easier.

Tuesday June 16, 2009

Included links to maps that I created in each applicable section.

Friday June 19, 2009

Gamefaqs forum user The Admiral contributed a strategy to defeat Dark Dream.

Tuesday February 22, 2011

Gamefaqs forum user demoncloud reminded me to include the availability of the Spirit Armor after defeating Mudo. Also found a Pot Lid in Lifecod.

LEGAL:

(LGAL)

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CHARACTERS: (CHRS)

The Hero:

The Hero is the default character from the village of Lifecod. The Hero learns a few skills/spells naturally:

- Level 1 - Recall
- Level 4 - Heal
- Level 6 - Identify
- Level 7 - Sap
- Level 8 - Return
- Level 10- Remember
- Level 13- Forget
- Level 18- Unforget
- Level ??- Zap*

* This spell is learned after an event in the game.

=====
Hassan:

Hassan is more of a physical fighter and a skilled carpenter. Here are the skills/spells Hassan learns naturally:

- Level 5 - Jump Kick
- Level 14- Berserk
- Level 18- Protect
- Level ??- Spirit Punch*

* This skill is learned after an event in the game.

=====
Muriel:

Muriel is good with magic and healing spells. Here are the skills/spells that Muriel learns naturally:

- Level 5 - Heal, Antidote, Upper
- Level 6 - Surround
- Level 7 - Outside
- Level 9 - Icebolt
- Level 11- Sleep
- Level 13- Healmore
- Level 15- Bang
- Level 18- Increase

=====
Barbara:

Barbara is an excellent magic user and can cause massive damage with her various spells and skills. Here are the skills/spells that Barbara learns naturally:

- Level 2 - Blaze, Sap, Sleep, Surround
- Level 6 - Firebal

Level 8 - Return
Level 10- Outside
Level 12- Defense
Level 14- RobMagic
Level 16- Firebane
Level 18- Chaos
Level ??- Madante*

* This spell is learned after an event in the game.

=====
Chamaro:

Chamaro is good with healing magic, especially when you first get him. Here are the skills/spells that Chamaro learns naturally:

Level 10- Heal, Antidote, Healmore, Infernos, Expel
Level 11- StopSpell
Level 13- Vivify
Level 15- Infermore
Level 17- Numboff
Level 19- Healall
Level 21- Beat

These are the main characters in the game though you will meet a few others who will help you along the way.

WALKTHROUGH:

(WK00)

INTRODUCTION

(WK01)

Items: None

The game begins with a blue haired male and blonde female sitting around a campfire. The female will ask if you slept well. Answer yes and she will say that it is good that you are well rested. Answer no and she will say that you probably had a nightmare. The female then wonders where "he" has gone. Suddenly a mohawked man will appear from out of the bushes and say that the castle is near. You are told that it is time to defeat the Demon King so peace can be restored to the land. After the characters leave the screen you will have control of the main character. You may put out the campfire if you like, either way follow your friends and you will be on the top of a steep cliff. Mudo's castle is below and when you speak to the female, she will begin to play her flute. A dragon will appear and carry the party to Mudo's castle below. Once inside the castle all of the doors will be locked. Your party will tell you that they smell monsters around and for you to lead the way. Proceed through the castle and when you arrive outside of Mudo's chambers your party will have a brief discussion and decide to go inside. Once inside Mudo's chambers everyone will start floating around the room. Mudo will appear and will use his power to make the trio disappear. When you come to your friends will be gone and a girl will be asking you if you are okay.

=====
LIFECOD

(WK02)

Items: Leather Cap
10G x 2
Agility Seed
Defense Seed
Medical Herb x 2
Antidote Herb
3G

Your sister Tania will ask if you are okay and mention that the Village Elder came to see you earlier. You will then have control of the Hero and may return to your bed whenever you wish for a free rest. Grab the Leather Cap from your dresser, the 10G from the pot and the Agility Seed from the barrel before leaving your house. You will learn from the townsfolk that Tania will be the star of the festival this year, and that a fellow named Rand has a thing for her. One man in town will mention that Mudo is trying to take over the world, but that this town is protected by the Spirit of the mountain. If you leave town before seeing the Elder, you will find Rand who will remind you to see the Elder. The Elder's house is the Northeastern house in town. When you speak with him he will ask you to purchase the Spirit Crown for this years festival, and give you Carving Tools and Silk to trade for money. Answer yes to the request and you will be given a Sack. This Sack will be usable for the whole game, and is used to store all your extra items and equipment. Speak to the Elder again and he will tell you to go down the mountain and South to Shiena. You now can embark on your first quest of the game. Visit the item shop and Armory to stalk up on items and equipment. When you are ready, leave town and head south down the mountain.

Just a note to those unfamiliar with the Dragon Quest/Warrior series. If one of your characters happen to die in battle, he or she can be revived by a priest in the church. The priest is also where you go when you wish to save your game. Once you progress farther in the game you will have a chance to learn spells which will revive your characters as well as gain items used for reviving fallen allies. One other note is that if you are to lose all your members in battle, you will lose half of your gold, so be sure to store gold in banks that will be available throughout the game as any gold stored in banks does not get reduced if you are to die.

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MOUNTAIN PASS

(WK03)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49647>

Items: Medical Herb
Club
Wayfarer Clothes
20G

Head South down the mountain and pass Rand who is hiding so he doesn't have to do any chores (lazy bum). You can keep going South down the mountain and through the cavern or you can drop down from the ledge to the East. It's probably best to do one then the other as a way to gain experience and collect all the treasure from the chests. If the monsters are giving you some trouble there is an inn at the bottom of the mountain in a cave. Inn's will replenish all of your HP and MP for a price. When you leave the mountain pass you will be on the world map. Make your way South and a bit West to find Shiena. Try not to travel too far South as the monsters will be a bit stronger. Perhaps you can raise your level to level 4 if you haven't yet so you can learn the

heal spell.

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SHIENA

(WK04)

Items: Scale Shield
250G
Wing of Wyvern
Medical Herb
Agility Seed
5G

The town of Shiena will be holding a Bazaar and a lot of shops will be selling various things. A man in town will warn you not to buy or sell to the first available person as you may find a better deal elsewhere. Another man will mention that two competing brothers Boga and Doga own shops. Speak with Boga and he will offer to purchase your goods for 330G. Decline this offer however, and visit his brother Doga. He will offer you 360G to out bid his brother. Continue to go between the two while declining their offers until the bid reaches 480G. Accept the 480 bid as this is the most you will receive. Don't bother purchasing the 100G and 200G offers from the nearby merchants as they will just rip you off and you will be left with a Pot Lid and Leather Armor. You can purchase a Leather Armor for 20G less at the weapon store anyways. A good deal to get would be the Herb and Fairy water package from the green merchant. You can also barter down the World Map from 3000G to 200G, this is a must have item and can be used by pressing the R button. Head to the Northeast house in town and the man outside will mention that the crown maker is gone. The woman inside mentions that her father, the crown maker, went to the forest to the West of town to find wood to carve the crown out of, but has been missing for three days. Before leaving town to find the crown maker, you should purchase the Thief Key from the vendor in the Southeast part of town. You can open a door in the inn that you couldn't before. Search the dresser for a Scale Shield. You can also take the stairs in the Northwest section of town to get to a bank. Every time your party perishes in battle you will lose half your gold. Gold stored in the bank is exempt from this deduction. You can also grab the 250G from the chest and the Wing of Wyvern from the pot now that you have the Thief Key.

Leave town and head West across the bridge in search of the crown maker. The enemies will be a bit tougher so I hope you purchased a Copper Sword in town. As you progress you will come upon what looks to be a giant hole in the ground, with what looks to be another world beneath it. Enter this area and you will find a man hanging off the edge to the North. This man will be the crown maker and he has been holding on for three whole days! When you try to assist him, you will slip and fall into the giant hole after pulling the man up. You will land outside of a village and your character will be transparent. Look at your map for something interesting then enter the town.

=====

TORUKKA

(WK05)

Items: Small Medal
Medical Herb
Beauty Plant
20G
Nut of Life
Wooden Hat
Tunic

Spirit Crown

When you speak to anyone in town you will see that they wont really acknowledge you. That is because they can't see you. The children near the well will mention a well of dreams to the north of town and how people don't return if they enter the well. Enter the well near the children and you will find your first Small Medal when you search the dresser. These wont come in handy until later in the game so just put it in your sack for now. A man in town will mention how the Demon King is planning on destroying the world and the weapon shop owner in the north west part of town will mumble about a magic mirror. Two men to the east of the weapon shop will be talking about how a wealthy man lives in town as well as his daughter.... smells like a plot to me ;). Feel free to rest at the inn for free if you would like, as the innkeeper wont be able to see you. You may also save at the church and have some fun with the Priest if you would like ;). Head into the house at the northeast part of town and upon entering you will be greeted by a barking dog. A young woman will come and calm the dog down. Check the pot for a Medical Herb and the dresser for some Beauty Plant. Much like the Small Medals, you wont need to worry about beauty and style until much later in the game. Don't bother wasting it now either, just put it in your sack. When you are ready leave town and head north to that well the kids were talking about. Heading north you should see a blue cabin. After entering it you will see the well as rumored. Investigate it and you will be transported to another well. Upon leaving the screen you will find that you are now in the world you started in and on the world map just north east of the big hole you fell into. If you go back to the hole the crown maker will not be there. Head back to Shiena and the crown makers house and speak with Blite, the crown maker. He will be surprised that you are alive and will give you the spirit crown free of charge. Now that you have what you originally came for, head back to Lifecod.

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LIFECOD AND THE FESTIVAL

(WK06)

Items: Pass

The Elder will greet you when you arrive in town. After giving the Spirit Crown to the Elder, feel free to roam and mingle with the town folk. Rand has forgotten to carve a pendant for Judy but says his feelings are for Tania. The old man at the bar seems to know that you have visited the phantom world. Most of the others will be discussing the upcoming festival. Head to your house after you are done chatting and relax before the festival begins. When you wake up it will be night time. Head outside and Rand will greet you and explain that the festival is about to begin while leading you to the rest of the crowd. Tania will come out of the Elders house wearing the Spirit Crown and everybody will head to the church to pray to the Spirit God. During the prayer, however, Tania will begin screaming and a mysterious voice will suddenly speak to the Hero. The voice will explain that a mysterious destiny awaits and that the world will soon fall into darkness. It also mentions that you must learn about your true identity.... The voice will then stop and Tania will be feeling weird. Rand will exclaim that Tania is a spirit channeler. The Priest will then calm everyone down and then dismiss everyone. Now go outside and join the party. After speaking to the people you should learn that the Elder wants speak with your about your vision. Just outside of the Elders house, Rand will be proposing to Tania. Tania will explain to him that she is not ready and declines. She goes on about how it wouldn't feel right and makes an interesting comment about how this world doesn't even feel right. She says she will think about it however, and then leaves.

When you speak to the Elder he will tell you to go to Reidock Castle and see

the King. He then gives you a Pass that will allow you entry into the town. Go home now and talk to Tania. Tell her that you are tired and you will awaken in the morning and the festival will be over. Talk to Tania and she will explain that the King of Reidock can teach you about both worlds, as well as the Demon King. The woman in the church will tell you that Reidock is south of Shiena. The Elder also says the location of the Castle and reminds you to find a way to speak with the King. Leave town and Rand will be on the mountain pass. He will tell you not to worry about Tania as he will take care of her. Now go down the pass, past Shiena towards to Castle of Reidock. The enemies will get tougher as you approach the Castle.

=====

REIDOCK CASTLE

(WK07)

Items: Medical Herb
Tunic
Antidote Herb
(Antique Ring or Strength Seed)

Speak to the guard, and after showing him your pass you will be allowed in town and free to roam around. Speak to the townsfolk and you will learn that the King of Reidock, along with the Reidock army, continue to challenge Mudo to no avail. It is also difficult to get an audience with the King. One man will mention a wild horse to the west of Reidock, remember that. You should also note that a few people want to join the Reidock army and become Royal Soldiers. Speak to the woman near the well and she will ask you to fetch the ring she dropped. If you offer to get it you will have to defeat a Dark Hobbit that resides in the well. This battle can be difficult if you haven't purchased the latest equipment, or are at a low level. If you defeat the Dark Hobbit you will receive an Antique Ring.

Battle - Dark Hobbit 63HP

Basically just trade blows with him while healing when necessary.

If you speak with the lady after getting the ring, the lady will give you a Strength Seed for returning it. The Antique Ring will raise your defense by 2 so you can choose to keep it if you like. When you try to enter the castle to see the King you will be turned away. Tell the guard that you wish to become a Royal Soldier though, and he will tell you to return when the Castles bell starts to chime. Now head to the Church and you will bump into a familiar face. The Mohawked man from the beginning of the game! Once you leave the Church the bell will start to chime. Head to the Castle, and after reminding the guard you wish to become a Royal Soldier, he will tell you to go see General Soldi inside. Once inside head upstairs and Soldi will speak to all of the new recruits. He explains that you all will be tested in the Tower of Trials, south of the Castle, and that you will have to return to him an unidentified object. Well, now that you have a quest, leave town and head south towards the Tower of Trials.

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TOWER OF TRIALS

(WK08)

Map:
<http://www.gamefaqs.com/console/snes/file/588293/49649>

Items: Wing of Wyvern
130G

Gold Ring
Small Medal x 2
Medical Herb
Broken Heart

To get to the Tower, head southeast from Reidock Castle and cross the bridge. Now would be a good time to level up and upgrade your equipment before heading into the tower. Enter the tower when you are ready and avoid the spikes that are on the ground. Head to the northeast while ignoring the stairs and door leading back outside to the right. The stairs at the northwest end leads to a dead end. Now take the stairs and head south to grab the Wing of Wyvern from the chest. Now head north and go around the bend and take the stairs. You will now see a Guard. Speak to him and he will challenge you. If you decline he will tell you to go around him but don't bother as he will attack you anyways.

Battle - Tower Guard 150HP

Cast SAP on him to lower his defense. Then just trade blows and heal when needed to defeat him.

After defeating the Tower Guard, check the nearby chest for 130G. Now head west and south through the door. Head straight and ignore the man to the right of the door. Speak to him if you would like but you have been warned ^_~. Once through the door head up the stairs. You will now be in a room with arrowed tiles. If you step on a tile you will move forward in the direction the tile is facing. Take the bottom tile facing left, then take the tile facing right, two squares above the confused man. Go up the stairs and then south through the door. Now fall off the ledge right below you and talk to your familiar buddy. He will say that you seem familiar and that his name is Hassan. After saying may the best man win he goes through the door to the north. Follow him inside and this room will have three doors. The guard will explain to you that what you are looking for is through one of those doors, and that the three people near the doors will give you clues, but only one is telling the truth.

Man 1 says: "It would be a mistake to enter here. The door on the right is the correct one".

Man 2 says: "Young man, listen to your elders. You would only get hurt if you chose this door".

Woman says: "You can definitely trust me. The only person telling the truth is the man on the left".

Figured it out yet? Man number two is telling the truth as there are spikes behind his door which will hurt you so the other two are lying. The first door is the correct one, however, enter the third door (eastern) and a man will give you a Gold Ring and tell you to return to the Castle. Don't do this though as he is trying to trick you. If you do return to the castle and see the King, you will be told to return to the tower to find the real item, Hassan will have beaten you to it though. Just keep the Gold Ring and equip it for a defense boost of +5. Also, check the dresser for a Small Medal. Now head through the correct first door and up the stairs. Grab the Medical Herb from the chest and head up the next set of stairs. Go up the next set of stairs and prepare for a battle. You can jump off the ledge if you wish to retreat or level up a bit more. When you are ready, speak to the Soldier and you will battle.

Battle - Nelson 250HP

Same as the Tower Guard, cast SAP and trade blows while healing when your HP gets too low.

After defeating him, follow him inside and claim the Broken Heart from the chest. Now you can report back to Reidock Castle and General Soldi. Back at the Castle Soldi will praise you for your efforts and welcome you to the Army of Reidock. Now you will be allowed to explore the castle and speak to all of the people inside. If you try to enter the Kings room you will not be permitted though. Don't miss the Small Medal in one of the pots in the kitchen. The stairs beside the kitchen lead to the Prison. The prisoner will mention something about a crazy horse that got away with him if you speak to him. Back upstairs, a fellow in the small library has some information about Mudo and the Phantom World. Search the fourth bookcase from the left to read about Small Medals and the Medal King who appears to be missing. Don't bother taking the stairs to the right of the library as there are treasures down there, but you don't have the correct key to open a door to access them. Finally, go to the middle of the room and speak with the elderly man with a wagon. He will request that you find a horse to pull the wagon. After accepting his request, head north to exit the Castle.

=====
QUEST FOR A HORSE (WK09)

Items: Silver Tiara

Once you leave the Castle, Hassan will stop you and join you after telling you that you can't catch a horse on your own. Now would be a good time to equip Hassan with the best equipment in town. Do you remember what a previous fellow said about a horse? He said he got kicked by one west of Reidock Castle. Head in that direction and when you see a bridge, cross it and head north. there will be a sign that reads "caution! Wild Horse". Head into the patch of land to the left of the sign and you will be in a field. Head east and you will find a horse. Whenever you approach it, however, it will run away. After a few futile attempts of trying to catch the horse Hassan will come up with a plan. Follow his instructions and you will eventually capture it. Hassan will say that because his plan is what caught the horse, he gets to name it. Now head back to Reidock Castle. If you talk to the people in town they will notice the horse. One man suggests it could be the legendary Pegasus. The guard at the castle wont let you in with the horse, if you say "no" to him though he will let you through. Bring the horse to the old man and he will give you the wagon. General Soldi will walk in and be impressed with your work. He will then mention that Mudo is preparing for another attack and that it's time to see the King. Soldi will lead you to the Kings chambers and upon entering, you will hear him speak about a "Mirror of Ra". Could this be the magic mirror that fellow in Torukka was talking about? Soldi will explain to the King how you and Hassan will be good for rebelling Mudo's army. The King will request that you find the Mirror of Ra as it can be used against Mudo to keep him from disappearing after he is defeated. Now you have a new quest. The minister will mention that the northeast gate is now open to the soldiers. If you had tried to go there before you would have been denied. Check the Kings dresser for a Silver Tiara. If you speak to the King again he will let you take the wagon. You can also tell him about the Phantom World. Anyways, leave the castle when ready.

=====
QUEST FOR A MIRROR (WK10)

Items: Beauty Plant

Fairy Water
Antidote Herb
Wooden Hat
Bronze Shield
270G
Magic Map

Head northeast through the gates and the guards will let you pass. Head east and you will come upon a church. You will be allowed to rest for free and the dresser will have Beauty Plant while the Pot will hold Fairy Water. Heading south from the church you will stumble upon a small hut. The man inside will be too busy to talk, but if you answer "no" and then "yes" to him he will request a favor in exchange for some information. He will ask that you build him a cabin and Hassan will storm out exclaiming Royal Soldiers have better things to do. Once outside, the Hero and the man will be discussing how to start building the cabin until Hassan gets fed up again and ends up building the thing himself in record time! Hassan will be impressed with his carpentry skills. Go inside the new cabin and the man will say he has never heard of the Mirror of Ra. He does tell you of a Shrine at Dhama to the east. He also tells you of a secret passage in the desert to cross the river. When you are finished, go back into the original cabin and search the pot for an Antidote Herb and the Dresser for a Wooden Hat. Leave this place now and head east. When you come to a patch of dry land between the forest and water, search the green square in the patch to find the secret tunnel. Enter it.

This tunnel is very linear. Make sure to collect the Bronze Shield and 270G on the way.

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49630>

Once outside the tunnel, head east and you should find a sign that reads "East to the Shrine of Dhama". Follow the directions and surprisingly you will find another hole in the ground similar to the one you will into after saving Bilte, the crown maker. Make sure not to step in the surrounding purple swamp as it will drain your HP. Head into the hole and leap off the edge. You will appear below what looks to be a castle, you and Hassan will also be transparent. If you haven't figured it out yet, you are once again in the Phantom World. Head north into the castle and you will find it in ruins. A man inside wont be able to see you, just like in Torukka. Head down the stairs and you will find that all of the treasure chests have been looted. However, in the western treasure room is a Magic Map which will let you see your location in the Phantom World. North of the steps is a well that you can use to return to the previous world but ignore it for now. Leave the ruins and head south. The monsters will be a little more difficult and can cast damaging magic spells. As you progress you will find a sign that will identify the ruins as the Shrine of Dhama. West of the sign is a town, enter it.

=====

SAN MARINO

(WK11)

Items: Fur Hood
Iron Claw
Small Medal
Beauty Plant
Medical Herb
Nut of Magic
Star Fragment
Bamboo Stick

This large port town is called San Marino and there seems to be a lot going on in town, While wandering around town you will learn that a woman named Sandy and a man named Joseph are in love, and that a woman named Amanda wants to keep them apart. You can find Joseph and Sandy near the water on the west side of town. Sandy happens to work for Josephs father, who happens to be the town mayor, and isn't too particularly keen of Sandy as a maid. Joseph wants to run away if his father won't allow them to wed but Sandy won't let him as he is to succeed his father in becoming the next town mayor. After Sandy is finished talking with Joseph and walks away, go back towards the town entrance and enter the mayors house. Sandy will be making dinner for the dog and then will head upstairs. Follow her and she will be talking about her relationship with Joseph and how everybody forbids it. Go downstairs now and as you try to leave the house, Amanda will walk in and put something in the dog food before making a quick exit. Sandy will return shortly after and will go outside to give the dog (Pero) his food. As soon as you step outside, Pero will suddenly get sick in front of the mayor and faint. The mayor will wonder what Sandy fed the dog and calls for help. When help arrives the mayor will accuse Sandy of poisoning his dog. The town Priest ends up saving poor Pero, Sandy, however, gets thrown in jail. The day will now automatically end and a new one will begin with Joseph and his father arguing over Sandy. Joseph will be insisting Sandy's innocence but his father will hear nothing of it as there is no proof.

Anyways, you are now free to wander the town again. The man outside the church will mention that a beautiful girl arrived in town. If you go find Amanda, she will be mumbling how Joseph is all hers now. Search the dresser in her room for Beauty Plant and the pot for a Small Medal. If you go to the inn and go upstairs, out the door and head north, you will find a house with a sign on it which reads "discount woodworking". Talk to the woman inside and she will wonder where "Hassan" is as he appears to be missing. Hassan will be a little startled by this. A grandmother in town will mention the Mirror of Ra having the ability to reflect the truth. Some men near the dock will be chatting about wanting to sail to Reidock. Hassan will flip out if you read the "ferry to Reidock" note outside the ferry entrance. Head inside the ferry entrance and you will find a familiar face.. the young blond girl from the beginning of the game! Talk to her and she will seem to notice you. She will introduce herself as Muriel and offer to make you visible if you come outside with her. Visit the church like Hassan suggests and then leave town.

Once outside of town Muriel will lead you southeast to a little house in the forest. She will bring you to her grandmother, Granmaz, who is a fortune teller. It is late though so she will dismiss everyone for the night. During the morning conversation she will explain that you are invisible in this world because you appear only as dreams. There is a cave to the south, however, that has an alter of dream seeing, an evil spirit occupies the cave though. Hassan will fuss a bit but it will be decided that Muriel will accompany you and you are given 10 medical herbs if you let her. If you decline though, you will go alone and get nothing, so its wiser to bring her along with you. Search the pot in Granmaz's house for a Nut of Magic and the dresser for a Star Fragment. If you search the well outside the house, you will have to face a rather tough creature. This is optional though.

Battle - Well Demon 230HP

Trade blows with it and heal when necessary. Be careful when it powers up as its next blow will hit you for more damage then normal. There is a man in the well that you can't speak to though.

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Map:

<http://www.gamefaqs.com/console/snes/file/588293/49629>

Items: Wing of Wyvern

230G

Defense Seed

Bronze Knife

Fur Mantle

Dream Seeing Liquid

Leave Granmaz's place and head southwest crossing the bridge to reach the cave. Beware of the High Mages as they can cast Icebolt which does 15-20 points of damage. Hell Hornets can also numb you. If both characters are numb it's game over. After entering the cave grab the Wing of Wyvern from the chest and head down the stairs. Grab the 230G and Defense Seed from the chests and head down the next set of stairs. Grab the Bronze Knife and Fur Mantle from the next set of chests and continue on. After taking the steps, head north and prepare for a battle.

Boss Battle - Bloody Paw 370HP

This battle can be difficult. Cast SAP to start and recast it each time he raises his defense power. The Bloody Paw can cast a bright light that will make your party dizzy, thus their hit percentage goes down. Use Hassans Jump Kick ability if this happens. Heal whenever your HPs are around 30.

After the battle don't forget to check the jar for the Dream Seeing Liquid to take back to Granmaz. The next morning Granmaz will use the drops on you while chanting an incantation. You will now be visible in the Phantom World! Muriel explains that she was once transparent like you, but that Granmaz had helped her. Muriel will now join your party. Speak to Granmaz again and she will explain that someone at Reidock Castle might be able to help you. If you speak to the person in the well outside of Granmaz's house (defeat the Well Demon if you haven't yet) he will tell you about a Tower of Mirrors across the western sea that holds a great treasure. Now that you are finally visible, head back to San Marino

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REIDOCK?

(WK13)

Items: Fairy Water

Medical Herb

Small Medal

Poisoned Knife

Silk Robe

If you go to the church, you will learn that Mudo destroyed the Dhama Shrine. You can go to the mayors house and explain that Amanda was the culprit who poisoned Pero's food. The mayor will explain that Sandy left town with a traveling merchant and that he may have made a terrible mistake. Go upstairs and tell Joseph the story and he will feel like a fool for thinking for thinking that Sandy could of done such a thing and will try to find her. Find Amanda and she will feel sorry about the situation. Most of the townsfolk will speak of the war between Mudo and Reidock, and you will learn that the King and Queen spend a lot of time sleeping, and that the Prince has gone missing. Head back to the "discount woodworking" house and the woman will be excited that Hassan is home. Hassan will insist that he isn't her son,

however. Head to the northwest part of town and go down the steps in the middle building. You will now be in the Casino where you can gamble for coins that can be traded in for prizes. You must first purchase coins before you can gamble. You can gamble on poker as well as slot machines. This Casino houses six different prizes:

Magic Potion.....	200
Silk Tuxedo.....	500
Leaf of the World Tree..	1000
Dragon Shield.....	2000
Platinum Mail.....	3500
Armband of Sacrifice....	5000

Try to win the Platinum Mail and Dragon Shield if you can. Don't worry about spending all your coins though, they are automatically saved for future visits. Head to the ferry and you can now purchase tickets to Reidock Castle. You will also learn that the Kind of Reidock has apparently found Mudo's secret hiding spot. Purchase three tickets for 150G and hop on the ferry. You will arrive at a cape near Reidock Castle and learn that the castle is to the northwest. Head northwest towards Reidock Castle and when you arrive it will look identical to the Reidock in the previous world. Apparently the King has become ill and Prime Minister Geban is doing as he pleases. The Queen had a nightmare shortly after the King became ill and she became ill as well. If you happen to go down the well that housed the Dark Hobbit in the other world, you will see a treasure chest that you can't access now. If you speak to the people in town you will learn that some people think that the King and Queen have become cursed by Mudo. One man thinks the illness is just a ruse so the townspeople don't know what's really wrong. Finally, one person will make a remark about how the Hero looks very similar to the Prince, and that if you wore the right clothing, that you could pass as the Prince very easily. Pay attention to that comment as that is a clue and very helpful. The real Prince is out looking for a cure for his parents but it is rumored that he may have been eaten by a monster. Grab the Small Medal in the pot in the old lady's house and then try to enter the castle. You will notice that you won't be allowed in. This part of the game seems to stump most people as they don't know where to go or what to do. The person who mentioned that the Hero looks like the Prince is the big hint. Play on if you think you can solve the next part, if not..

Go to the Armor shop and purchase the "Royal Clothes". Don't forget to equip them ~_^ . Now that you look like the Prince, speak to the castle guard and he will get all excited that the Prince is home. After letting you inside, General Tom (who looks a lot like Soldi) will greet you. Most of the people will be happy that the Prince has returned though some will be suspect. Head towards the Kings chambers and you will not be allowed in as of Gebans orders. General Tom will intervene and override those orders and take full responsibilities to let the guard off the hook. Once upstairs you will find both the King and Queen in a deep sleep. You can search the dresser for a Silk Robe. The Queen will mumble something about a mirror and then Prime Minister Geban will enter. He will explain that he heard a rumor that a poor boy had purchased Royal Clothing. Tom will get irate and insist that you are the real Prince. Geban decides to ask a question that only the real Prince would know the answer to. He will then ask you what the Prince's young sisters name was that died of an illness. You will get four options to answer but it wont matter as all four are incorrect. Geban will hold Tom responsible for this and you are escorted out of the castle and not allowed back in. Since you aren't welcome in the castle anymore it's time to move on. Head west of Reidock and follow the path and you will eventually come across a town just past an empty cave.

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TOWN OF AMORU

(WK14)

Items: Small Medal x 2
Water of Amoru x 3
Wing of Wyvern
Fairy Water
Usamimi Band
50G
Mirror Key

Amoru is a town that is famous for its water which can cure all ailments. You should notice that the inn has no rooms for rent. Make sure you speak to all the townsfolk. You will learn that a woman named Gina who went looking for treasure in the nearby cave with a companion many years ago, but only she returned. Gina happens to be at the church, but the church is not accessible right now. You will also learn that the Mirror Key is in the cave, but unfortunately the cave caved in a while back. The Mirror Key is needed to enter the Mirror Tower. There is a Small Medal in a dresser in the house with a well. If you speak to a lady in the northern house she will mention that Gina has been having nightmares as of late. After speaking to her, the priest that was blocking the church entrance will have moved. Once inside the church, the Priest will let you stay downstairs in Gina's room since the inn is full. Head downstairs and check the pots for Fairy Water and Water of Amoru before speaking to Gina. Speak to her, and after she mentions her nightmares, she will let you sleep. When you wake up you will hear an odd but familiar sound. Gina will be gone and a man downstairs will wonder where you came from. Check the pot for a Small Medal. Head outside the church and the water from the falls will suddenly turn to blood! The man at the inn remarks that they should watch for Gina and Iria's bodies. Gina and Iria arrived in town recently searching for treasure in the north cave. If you haven't figured it out yet, you are not in the same world Amoru as before. When you are ready, leave town and go north to the cave.

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CAVE OF AMORU

(WK15)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49619>

Items: Nut of Life
Nut of Magic
Small Medal
Beauty Plant
Bladed Boomerang
410G
Magic Potion
Speed Ring
Iron Claw

When you enter the cave, Gina will be wiping blood off of a sword. She will claim that there is no treasure in the cave and that she has murdered Iria. Check the treasure chest for a Nut of Life and head down the stairs. From here follow the south path and take the stairs to find a chest containing a Nut of Magic. Head back up the steps and this time take the middle path and cross the bridge. Go south and get the Beauty Plant from the chest then head north and take the stairs around the bend. Ignore the logs for now and head south

for a Small Medal in a chest. Head back north past the stairs towards the right, and ride the log. It will take you to a little island with a chest and a set of stairs. Grab the Bladed Boomerang and go up the stairs to get 410G from another chest. Take the log on the right all the way down and head north to the stairs. You will be in familiar surroundings again. Make your way to the western end of the cave and take the stairs. This time take the log to the lower right (the visible log) after appearing in this room. Take the stairs after riding it. Now head north, and north again at the intersection. Take the west path and open the chest for a Magic Potion. Head back south and all the way to the east. Head north and grab the Iron Claw from the chest. Go back south and head west, and then north at the intersection. Ignore the next west path and stay north to take the stairs. Now head north and a man will be watching a battle between a wounded man (Iria) and a monster. Heal up and head towards the monster to engage in combat.

Boss Battle - Horror Beast 380HP

Have the Hero cast SAP and Muriel cast Upper on everyone. Use normal attacks and have Muriel cast Icebolt if she gets dizzy. Trade blows and you should eventually win without too much difficulty.

Speak to the wounded man and he will tell you he is Iria. He will explain that the monster came out of the chest when he opened it and that Gina accidentally struck him. He then wonders where Gina is and asks you to take him to the surface. Now head back up the steps and then go all the way south. At the intersection head east, south and then west to take the stairs. Take the log south and go up the stairs to the north. Stay to the east and go up the stairs. Iria runs to Gina and tells her that he is fine, she is relieved and then starts to cry. She will then give Iria the Mirror Key and Iria will thank the party and reward you with a Speed Ring as a token of appreciation. He then goes back to Gina and they discuss the Mirror Tower and how they can now get in to claim the Mirror of Ra as they leave. Now head back to town.

AMORU...AGAIN

The first thing you should note is that the water is back to normal. The villagers will comment on how Gina and Iria returned to town briefly but then left in a hurry. After you are finished exploring the town again, return to the church. In the basement a man will notice that you look tired. Say yes and you will go to sleep. You will awaken in the phantom world. Gina is in the room and she will explain that her nightmares are no more, and that you have appeared in her recent dreams. She comments on the Speed Ring Iria gave you and then suddenly an old man will enter the room and explain he is looking for Gina. He recognizes Gina and they share a moment (The old man is Iria). He explains that he saw Gina here in a dream. Gina will now give you the Mirror Key as she only held onto it all these years as a memento. Now that Iria is back, she doesn't need it. She will then thank you and say that she feels you had something to do with Iria's return. Now that you have the Mirror Key, you can now head to the Mirror Tower. There is an optional side quest you can do now though. Feel free to skip it though as it isn't necessary.

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SIDE QUEST TORUKKA

(WK16)

Items: Nut of Life or 1000G
Boxer Shorts

Remember that first town you stumbled upon in the phantom world at the beginning of the game? Now that you are visible, it would be a good idea to

go check out the town again. Warp back to Dhama and take the well to get back to the original world. Now warp back to Shiena and head west and fall down the hole again. Speak to the townsfolk and you will learn that the mayor has been recently collecting extra money from the residents, and that his daughter is missing. Hmmm... remember the two men plotting in this town the first time you were here? Anyways, if you go to the mayors house (northeast) he will confirm that his daughter, Eliza, has been abducted. Speak to him again and he will describe the ransom note that demands 5000G be brought to the northern well. He then leaves, so exit town and head towards the well. Speak to the henchmen and say you are there on behalf of the mayor. His companion will come out of the shadows to show that the girl, Eliza, is unharmed. He will then ask if you have the 5000G. You have a decision to make. If you say yes, they will take the money and leave. Say no, and you will engage in combat.

Battle - Biggs 500HP, and Smok 320HP

Focus all of your ability on Smok since he has the ability to heal. These guys aren't too strong, so if Hassan has learned the Berserk skill be sure to use it. Have Muriel cast Icebolt and have the Hero stick to normal attacks. Soon they will be defeated and drop Boxer Shorts.

After the battle they will run off. After unaging Eliza, the mayor will appear and ask if you paid the ransom. If you didn't you can still say yes to claim five grand. If you say no you can return to the mayors house for a Nut of Life. Decide which one is better and make the choice. You are now finished with this side quest.

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MIRROR TOWER

(WK17)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49628>

Items: Half Plate
200G
Strength Seed
Agility Seed
Mirror of Ra

The Mirror Tower is to the northwest of Reidock Castle. Head into the Tower and the door will open since you have the Mirror Key. Follow the path past the stairs (which lead to a dead end) and you should notice a bunch of mirrors. You will eventually come to a stairway that is not visible in the mirrors. Take the stairs to claim a Half Plate from the chest before going back up the steps. Search the mirror that isn't properly reflecting the stairs twice. After the second search, you will notice a door... you will then suddenly be attacked by Zombies.

Battle - Three Poison Zombies 360HP each

Have Muriel cast Antidote if anyone gets poisoned to reduce any further damage the poison will inflict. Have Hassan Berserk, the Hero attack and Muriel cast Icebolt.

After the battle, the section of mirror that you searched will be gone and you can proceed north. Follow the path and grab the 200G from the chest before taking the stairs. You cannot head left as the door is locked, so enter the east tower. Follow the path while skipping the first set of stairs and take

the next set. Follow the linear path while claiming a Strength Seed along the way. Eventually you will find a young woman standing in front of a mirror, she will not have a reflection. She looks transparent like you did before the dream seeing drops made you visible. Speak to her and let her know you can see her. She will say that she is looking for the Mirror of Ra in hopes that it might be able to help her. She will decide to travel with you and introduces herself as Barbara. Take the stairs, head north and hit the switch then take the stairs. Take the north stairs and move the purple ball away from the mirror. The mirror will crack and one of four electronic force fields holding up a room will disappear. Go back up the steps and take the south set of stairs. Once again move the purple ball out of the mirror's view. Two down, two to go. Now drop off the ledge below you and now enter the western tower that was previously locked. You did remember to hit the switch to unlock it right? Follow the path while skipping the first stairway to take the second. Take the next set of stairs and grab the Agility Seed along the way. Keep going until you come upon what seems to be a dead end. If you check out the mirror, you will see stairs in it that aren't reflected. Position yourself so that you are where the stairs should be and search. Take the newly discovered stairs and go past the steps to hit a switch before taking the stairs. Once again take the two stairs and push the purple balls away from the mirrors. Once all four balls are broken, and the barrier is broken, a room will fall to the bottom of the tower. Head back up the steps and drop down the tower to enter the new room. The Mirror of Ra will be present, and Barbara will rush to the mirror and exclaim that she can see herself in it. Go up to her and she will note that the Mirror hasn't changed her though. The party will then decide to use the dream seeing drops on her. Select the drops from your inventory to use them. Barbara will change and then exclaim that she has to go. She will then get confused as she doesn't know where she was going and asks if she can join your party. Say yes and she will join. Keep saying no and she will wait there for someone else to come. Even if you say no, (which you shouldn't) you can still get her to join whenever you want. Go grab the Mirror of Ra and leave the tower.

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REIDOCK AND MUDO

(WK18)

Items: None

Head back to Reidock in the original world (not the phantom world) and go to the castle. Soldi will be outside the Kings chambers and glad that you found the Mirror of Ra. He will tell you to show the king. Show the king the mirror and he will say that Mudo's true form can be shown with it, and that he wont be able to disappear from battle anymore. You are then told by the king to meet in the planning room tonight to discuss strategy against Mudo. You are dismissed and the scene changes to night time.

You will be waiting for the king while Hassan grows impatient. Soldi will come by and say the meeting will now be held upstairs. When you get to the kings room, however, the king will be acting odd. Speak to Soldi and he will note that the kings image is not what is being reflected by the Mirror of Ra. Soldi will then demand to know what happened to the real king and the king will mumble about another Reidock. Then all of a sudden, the mirror will change the king into a woman! The woman will collapse and a screen will appear saying that the kings secret has been revealed. Night will end and the morning will begin with everybody huddled around this mysterious woman. The woman will say her name is Shiera, which seems familiar to the Prime Minister. Soldi asks Shiera where the real king is and she says that he is with Mudo... and that she thinks he IS Mudo. She then asks Soldi if he believes her but calls him by the name of General Tom. Soldi says he dislikes the name Tom and that his

name is Soldi. She then asks you if you believe her. It doesn't matter what you say as she will decide to come to Mudo's castle with you to find out the truth, and why she became the king of Reidock. The Prime Minister mentions that Mudo's castle is to the southeast. Leave town and head east and then south through the southern gate. The guards will be dead but a priest will be there if you wish to save. Head east through the swamp while taking damage and enter the cave.

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CAVE TO MUDO

(WK19)

Maps:

<http://www.gamefaqs.com/console/snes/file/588293/49643>

Items: Nut of Magic

Iron Helm

Magic Potion

Dancer Clothes

Follow the linear path and take the southeast path at the fork in the road. Once you are out of this section of cave, head west into the opening. Go straight and take the steps. Go south and get the Nut of Magic from the chest. Go back the way you came and this time go south when you exit the cavern. Grab the Iron Helm from the chest and head down the ladder. Follow the left path all the way until you cross the bridge and head down the ladder. Head north going under the bridge and follow the path to get a Magic Potion from the chest. Go back and follow the south path and enter the cavern. Follow the path and you will come to the opening of a palace. Enter it.

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49642>

Once inside, Shiera will give you back your Mirror of Ra. Notice that two doors are locked. Go down the east stairway and hit the two switches on the floor. Head back and the doors will be open. Step on the four switches in both rooms and light will enter a darkened room. Head down the left stairway and enter the door to get to the dark room. As you can probably notice, it is possible to fall off the ledges. If you do happen to fall, you will fall to the floor below that you first went into to activate the switches that controlled the doors. Make your way around the room, grabbing the Dancers Clothes from the chest, and when you get to the southeastern part of the room, follow the wall to reach the stairs. Descend them to hit another switch before going back. Now make your way to the middle of the room, this can be achieved by going back to the northwest section of the room and finding a path. Head down the stairs twice and prepare for battle.

Boss Battle - Mudo 900HP

After a brief conversation, the battle will begin. Cast SAP twice on Mudo and risk a few Berserks with Hassan. Have Muriel cast Upper on the whole party. Recast SAP each time Mudo casts Upper to keep his defense low. Keep the HP above 40 and be quick to heal Hassan if he gets hit in Berserk mode.

After the battle Mudo will state that he cannot be defeated and that he will destroy you when you meet again. Right as he is about to disappear, Shiera will tell you to use the mirror. Select the Mirror of Ra from your inventory and Mudo will laugh at you. Then all of a sudden, Mudo will transform into Shiera's husband, the King of Reidock! The king will be confused and unaware of his surroundings, or how he got there but Shiera will the situation to him.

The king will say that he feels like he just woke up from a bad dream. Now the biggest plot twist of the game will be revealed as the king will state that this is the world of dreams and Shiera's friends are inhabitants of the dream world, and this is why the main Hero looks like their son. Soldi and some other soldiers will come into the room and the king will call him General Tom. Soldi will get upset and once again state that he is not Tom and is then surprised once he realizes he is speaking to the King. The king will then ask to be escorted back to the castle and will tell you to come as well for a reward. (If you haven't figured out the plot twist yet, the world you originally started in was actually the dream world and the phantom world is actually the real world. I will be referring them by this from now on). Cast Outside and head back to Reidock like the king requested.

When you reach the town the people will be speaking about Mudo's defeat and that the King has plans on taking over Mudo's castle in the east. The old man in the castle will wonder where the king is when you tell him he has been. The man in the library says he didn't understand any of the strange things he has claimed to have seen. Head into the Kings room and speak to the man there. He will ask if you have seen Soldi or Shiera. It won't matter what you say as both responses will have him state that they haven't returned yet. He will then ask if the King really was Mudo. Once you answer he will suggest that you give them more time and wait a bit longer. The screen will fade with text that reads as follows:

"When viewed in the Mirror of Ra, the King of Reidock became Queen Shiera, the Demon King Mudo, when reflected in that mirror became Reidock's King, and General Soldi, whom everybody called Tom. Where did they go? Nobody was able to sleep that night. And then it dawned"

The party will be in the Kings room the following morning with the chancellor who will say that you have waited enough, and that you should go look for everyone. Head down the stairs and Hassan will get confused and wonder why the King would invite them to his castle and then not show up. He will wonder if they are fools. Keep walking out of the castle and Barbara will speak up. She will say that the King wants you to go to "HIS" castle and then asks if you understand. Answer and she will say that this place was just a dream to him, hinting further. If you haven't figured it out. she means you should go to Reidock in the "Phantom World", which is actually the real world. Now head back to Reidock in the real world. You can get there by the big hole near Shiena.

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REIDOCK REAL WORLD (WK20)

Items: Royal letter

If you speak to the townsfolk, they will note that the King and Queen have returned. They will also mention something about a fake prince. Head into the castle and say that you have information about the imposter Prince. As you are lead into the castle a guard will exclaim that you are the Prince's imposter and that something terrible has happened to General Tom. You are then taken to the prison. Walk around in your cell a bit and the guard will come rushing back. He apparently misunderstood his orders and then leads you to the Kings room. The King will apologize for the guards actions and says that you really do look like his son. He asks if you really went with the Queen to defeat Mudo. Answer truthfully and he will wonder if it was all a dream. He will then tell a story about how he was on his way to defeat Mudo on a great ship when a mysterious light surrounded him. When he woke up, he was Mudo. He thanks you for ending the nightmare and says the people of the dream world

are probably pleased as well. He says it's too early to celebrate, however, and he wishes to speak with you outside. Speak to the Queen and she will seem confused. Speak to her again and she will imply that you must be her son. Go find the King and he will say that the real Mudo has grown stronger in his absence and may conquer the world. The King realizes you have the ability to travel between both worlds and asks for your help. If you refuse he will wonder where he can find a ship. You must accept for the game to advance. After saying yes, he will note that they have no ships, but asks you if you know about the Gent Clan. He explains that they have a divine ship at their shrine and gives you a Royal Letter to give to them. He tells you that the Gent live in the northern mountains and that the gate to the north is now open. Rest up, save, and head towards Gent.

THE GENT CLAN

(WK21)

Items: Defense Seed
Tunic
Pointed Hat
Nut of Magic

Gent is a town known for its healing remedies. Mingle with the townsfolk if you would like. A Defense Seed can be found in a pot in the house which is left of the town entrance. A Tunic can be found in the inn dresser. When you are ready, head to the northwest part of town to enter the Elders house. Search the dresser for a Pointed Hat and the pot for a Nut of Magic before speaking to the Elder. Speak to him and you will give him the royal letter. He will say that the Devine Ship must be piloted by a member of the Gent Clan, and then dismisses you. As you leave, a man named Chamaro will walk in. He is the Elders grandson and notices the party. The Elder will fill him in on the party's situation and the usage of the ship. Suddenly a voice will speak to Chamaro, much like it did to the Hero during the Lifecod festival. It tells Chamaro to join the group and help them defeat Mudo. After the vision is over, The Elder will ask Chamaro what happened. He will reply that he will guide the party on the ship, much to the Elders objections. The Elder will then wonder if the party is "the legendary people" before reluctantly agreeing to give Chamaro and the party permission to use the ship. Chamaro will then tell the party to follow him and will then lead you to the ship. Speak to him and say that you are ready and you will be off to Mudo's island and Chamaro will officially join your party.

CAVE TO MUDO'S CASTLE

(WK22)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49651>

Items: Chain Cross
1150G
Full Plate
Nut of Life
Magic Potion

You will arrive on an island and Barbara will decide to stay with the ship. Leave your ship and you will see another boat docked on the island. Hassan will wonder how the boat got there and note that the ship is empty. Now would be a good time to warp back to Gent to buy Chamaro some better equipment as he is pretty weak. Whatever you do, DO NOT sell his Gent Cane as that has the

same effect as the Healmore spell when used in battle, and trust me, you will need this item as this dungeon is VERY tough. When you are ready, enter the cave past the lava. You will lose HP if you step on the bright red lava inside this cave, but it is unavoidable in some places. From the entrance head to the west and then south and take the stairs. Go north and grab the Chain Cross from the chest for Chamaro. Go back and head north. From the next screen head west through the lava and then south for a chest containing 1150G. Go back and then head north and then east to get the Full Plate from the chest. Head through the lava to the east, go east again and take the stairs. Follow the path while avoiding the lava to get to the stairs. After taking them, grab the Nut of Life from the chest. Since all of the treasures from this part of the cave have been claimed, all that is left to do is progress further. Cast Outside (return to Gent if you would like to heal up) and then re-enter the cave. From the entrance head straight through the lava to the northeast and take the stairs, then take them again in the next room. Follow the path until you have an option to go east or continue north. If you go north there will be a chest which will be a man eater chest that will attack you. They are very dangerous as they will cast Beat which can instantly kill a character. I hope Chamaro has learned Vivify by now. Take the east path, ignoring the dead end to the north and take the stairs.

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49651>

You will now be out of the lava filled cave and into a more traditional looking cavern. Follow the path and you should notice a couple of chests across a bridge to the east. The lower one is a man eater while the other one contains a Magic Potion. Head back and go north up the little stairway and under the overpass. Cross the bridge on your right and head south passing the corpse. Take the stairs. The chest to the right is a man eater. Head north all the way and go through the opening to get to the next room and the stairs. Go north and check the corpse to find a "the prince is well" message written in the soil. Head through the opening and you will emerge in a very familiar place. Chamaro will note that some sort of mystical force is in the area and your party will decide to camp. When you awaken, a mirror image of the opening scene of the game will play out, this time with Chamaro by the fire. Hassan will feel deja vu as the party decides to get going. Talk to Muriel and she will blow on her flute. A dragon will then come and take you to Mudo's castle.

=====
MUDO'S CASTLE

(WK23)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49650>

Items: 1800G

Iron Mask

Fire Claw

Staff of Thunder

When you arrive in the castle your party will be scattered. When you speak to Chamaro he will make it so that you can use the return spell to return here without having to go through the long dungeon again. Hassan hates that you can't get through the door in front of him without a key, and notes that Mudo must have lots of treasure. Muriel will tell you to lead on. Take the door to the northeast and go up the stairs. There will be three treasure chests in front of you. The northwest chest from the stairs is a man eater, the southeast chest contains 1800G and the southern one holds an Iron Mask. Go back and this time go through the northwest door, keep going straight until you

come to a statue. Hassan will note that it looks like him and suddenly he will begin fusing with the statue! Hassan will now have his full memory back and explain that he really is the carpenters son in San Marino. He then realizes that the beginning part of the game was not a dream and that Mudo sent the party to the dream world, and when he woke up, he was a traveling fighter. Hassan will then remember the useful skill "Spirit Punch". You can now head north to face Mudo if you would like, there is still treasure that has yet to be collected though. The southwest door will lead to a couple of battles with Hell Beasts which will lead to an area you can't get to since you don't have the correct key. The southeast door will lead you to some Hell Beasts as well as a treasure chest containing a powerful Fire Claw. Beware of a pot in this area as it is a rather tough Demon Pot if searched. After acquiring the claw, go back to where Hassan fused with his statue and go north. The party will have a brief conversation outside of Mudo's chambers before going in. As soon as you enter it will be deja vu all over again as Mudo will toss you all across the screen. Mudo will threaten to banish you permanently this time and you will wake up at your house again with Tania looking over you. She will walk towards the mirror of Ra which happens to be on the floor in front of the door. Speak to her and she will say she looks different before asking you if you notice. It doesn't matter what you say as you will be warped back to Mudo's room to battle.

Boss Battle - Mudo 500HP, and Two Piero's 95HP each

Cast SAP and Increase when this battle begins and have Hassan Spirit Punch for good damage. Focus all of your attacks on Mudo as he will just revive the Piero's if you defeat them. Once Mudo is finished, just hammer on the Piero's while keeping your HP high.

After the fight, you will once again enter combat with Mudo.

Boss Battle - Mudo 900HP

Be very cautious as Mudo can attack twice per round. Keep your HP up at all times. Cast SAP and Increase while having Hassan Spirit Punch. Use Muriel and Chamaro to heal using Healmore and the Gent Cane, and have the Hero as a backup to heal every now and then just in case. If someone dies, have Chamaro cast Vivify. Make sure that Chamaro does not die as he is the only one with the ability to resurrect others at this point.

After the battle, Mudo will be shocked that he was defeated before he parishes. The mysterious voice will speak to you again and it will explain that you have done well, and that you should go back to Reidock. You will automatically appear in front of the King in Reidock Castle after the screen fades out. The King will thank you and offers the Staff of Thunder as a gift. The King will dismiss your companions as the Queen wants to speak with the Hero alone. Speak with her and she will say that you are how she dreamed her son would be. She tells you to go find out what happened to yourself like Hassan did. She tells you to come back when you remember. The man next to the Queen says that he had a dream that the Dhama Shrine was restored. The guard by the stairs says the elder of the Gent Clan has allowed you to keep the divine ship. Head downstairs and your party members will rejoin you. Now that the Dhama Shrine is apparently restored, you should head there first and assign a class to your characters.

*Also note that you can return to Lifecod in the Dream World and purchase the Spirit Armor.

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Items: Nut of Life
Nut of Magic
Small Medal

Return to the shrine in the real world and take the well. You will be transported just outside of the Dhama shrine that fills up the previous hole in the ground since it has been restored. Enter this shrine.

The Dhama shrine is the place where your characters can change class. Different classes will learn different skills that will help you on your quest. You will gain classes by defeating monsters in battle. After a certain amount of battles are won, your class level will grow until you master that particular class, and then you may pick another one and learn its skills. There are stars that represent class growth in the menu. It takes eight stars to fully master a class. The girl at the northwest counter on the first floor will teach about all the individual classes. The northeast part of the room has a place where you can pick up and drop off party members. This is called Luisa's Place. You can only travel with eight characters at a time so this is the place where you can store any extra members. You won't have any extra members now but that will be a possibility depending on how you play the game. The King in the middle of the room is the one who can change your class. Choose wisely and keep in mind to meet recommendations to be able to change into some of the hybrid classes later on. There is an inn downstairs to the southeast. The southwest area has a bank as well as a weapon and armor shop. The purple looking witch will tell you how many more battles are needed for you to advance and/or master your current class. You should visit her each time you visit Dhama. The northwest area has a Priest for healing and saving. To the north is the torch room. All the torches represent all of the different classes. As you master these classes they will light up brighter until they are fully lit. The very bottom floor has a Nut of Magic and Nut of Life in the chests. There is also a well for returning to the real world.

Note that there is a Small Medal in the torch room located towards the northern wall. Search where the tile lines criss cross right between the two bodies of water in the room. Thanks to forum poster AresInvincible for posting his finding.

A note about class changing

Whenever your character changes class, immediately drop what you are doing and return to the shrine to choose another class, even if you are in the middle of a dungeon. Battles won with a maxed out class are meaningless. This is also a good way to gain experience.

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WANDERING THE SEA

(WK25)

Items: Full Moon Herb

Now that the Devine ship is available, you should do some exploring. Return to Gent to acquire the boat. From Gent head south and west following the coast. You will eventually come to a hut with an old man inside who mentions Foan Castle to the south. Check the dresser for a Full Moon Herb. Head east following the coast and you will find a stairway. If you take it, you will end up in an island in the dream world, there is no where to go though so head back. Just south of the stairs is a gate that is locked, the sleeping guard will mumble about a land of happiness to the north. If you keep following the

eastern shore, north of San Marino is a large island that bridges to the next area, Arcbolt. However, you will have the option to recruit a secret character in a side quest right now. Skip ahead to Arcbolt and Terry if you want as this is purely optional, but recommended.

=====

MONSTORU AND AMOS

(WK26)

Items: Antidote Herb
15G
Cloth
Small Medal x 2
Scale Shield

If you head east from Gent and follow the coastline north, you will eventually come to a sign that reads "North to Monstoru". The townsfolk will explain that a man named Amos had saved their town from beasts, but that he has fallen ill. Every night the town will also shake for some strange reason. Notice that you cannot sleep at the inn... On the inn rooftop you can get an Antidote Herb and 15G from the pots. A piece of Cloth is in a dresser in the house west of the inn. A Small Medal rests in the dresser of the house north of the item shop. East of this house, search the sand by the bushes for yet another Small Medal. When you are finished exploring the town, make your way to the northwest house to see Amos. Speak to him and he will say that he got bit by a beast, and as a result, has fallen ill. The townsfolk are tending to him though. He feels embarrassed by that and will ask you to stay at the inn so that he can speak with you tomorrow as he is tired. Search his dresser for a Scale Shield before heading to the inn. The innkeeper will suspiciously try to get you to stay at another village, but be sure to tell him that you wish to stay there. Your slumber will be disturbed by a loud banging noise from outside. Speak to the innkeeper and he will try to convince you to go back to sleep. Head up the stairs to the roof and you will see a Dragon in the middle of town. Drop down from the roof and you will battle.

Battle - Monstora 800HP

This battle is fairly easy, just beware of his stomp command that can do large damage to your characters. Heal up after he use's it. After a while, you should defeat it.

Right as you defeat the monster, the innkeeper will run out before you finish it off, telling you to put away your weapons. Suddenly the dragon will transform into Amos! People will come to the aid of Amos as the innkeeper explains that every night Amos turns into a dragon, and that he will tell you more in the morning. When you wake up the next morning and speak to the innkeeper, he will tell you not to tell Amos about his condition. The townsfolk would feel bad for kicking Amos out of town since he helped them, so they just put up with it. Go back to Amos's place and speak with him. He will ask if there is something on his face.... if you say yes you will have an option of telling him the truth. DO NOT or else he won't be able to join your party later on. The old woman in the house to the east of the item shop says that Amos was cursed when he was bitten, but a magical seed grows to the north on a mountain that may cure Amos.

=====

MOUNTAIN

(WK27)

Map:

Items: Mourning Star
Seed of Reasoning

Northeast of Monstoru lies the mountain with the magical seed. Head north past the man on the ledge and enter the cave. Follow the path until you exit the cavern. Climb the stairs and follow the path in the cave to the left to find a Mourning Star in the chest. Go back and follow the path to the right and enter the cave opening. Follow the linear path and enter the next cave after crossing the large bridge. Follow the straight path and when you get to the top of the mountain you should see a green root. Check it and you will have the option of pulling it. Do so and the plant will speak! After scolding you for tugging on it he will ask if you are looking for the Seed of Reasoning. Answer and he will tell you that the seed is nearby. Search two paces to the left of the plant to find the seed. Now head back to Monstoru.

Speak to Amos to use the seed on him. He will start to groan in pain and will then transform into a dragon! He is just teasing you as he realizes he can change into a dragon at will thanks to the seed. He then asks if he can join your party. Saying no will just cause an endless cycle of Amos turning into a dragon while trying to sell his usefulness. Say yes to gain a new member. You should warp back to Dhama immediately to give him a class before carrying on with your journey.

=====
ARCBOLT

(WK28)

Items: Small Medals x 2
Slime Clothes
Silk Robe

Arcbolt will be east of Monstoru across a bridge. As soon as you enter the castle you will see a man dragging a coffin behind him. A sign in the courtyard says the King is looking for a warrior to defeat a monster. The guards will let you into the castle because you look like warriors. Inside the castle you will find out that the monster the King wants defeated is blocking progress on a tunnel towards the east through the mountains. Purchase some better equipment from the shops and when you speak to the guard, he will explain that they are looking for strong soldiers. He will then test you. Fight and defeat him to advance.

Battle - Garcia 1300HP

Cast Increase on your party two turns in a row and this battle will be a breeze. Just keep it to normal attacks while having Hassan berserk.

After defeating Garcia he will let you pass. The man blocking the stairs named Brast will comment that you are good but that you may have to face him down the line. He then goes up the stairs and you should follow. Go down the stairs in the lower right room to claim the Slime Clothes from the chest. The pot in the kitchen has a Small Medal. Head through the south door to reach the top area of the castle. You will have to battle the two guards blocking the door but you should explore the rest of the castle first. Grab the Small Medal from the pot in the training room and purchase a Silver Bracelet or two from the salesman wandering the castle grounds. When you are ready, fight the guards.

Battle - Scott 1200HP, and Holiday 1300HP

This battle shouldn't be too hard. Increase and attack normally. Holiday will often protect Scott so it's best to take him out first.

After defeating the two, enter the kings room. Head past everyone though and take the stairs. Search the dresser in the royal bedroom for a Silk Robe. Speak to the King and he will explain how he is looking for a strong warrior to defeat a monster in the north tunnel. All of his soldiers were defeated except for Brast. He will ask you to fight once more as a final test of your strength. Answer yes and you will learn that your opponent will be Brast. Speak to Brast and he will tell you to meet him in the training room. Head there for your fight.

Battle - Brast 1800HP

Brast has some tough attacks that can inflict damage to all of your characters. Increase your defense and cast SAP on him. Keep up a steady barrage of normal attacks on him and have Hassan power up, then attack or Berserk if his HP is high enough.

After a long battle Brast will be surprised that he has been defeated. The King wants to see you in the throne room as he has something he wants to give you. Speak to him in the throne room and he will offer you the Sword of Thunder if you manage to defeat the monster. You will however need to prove that you defeated the beast so a specially made coffin will be required. Get the coffin from the Prime Minister and head to the tunnel.

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TUNNEL (WK29)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49646>

Items: Defense Seed
580G
Battle Axe

The tunnel is just north of Arcbolt. When you get to the guards, they will let you pass after noticing the coffin. There will be two beasts blocking access to the tunnel, fight them.

Battle - Horror Walker 167HP, and Fighter Panther 210HP

These two will be random battles later in the game, they shouldn't be too much trouble so just keep your HP high.

Enter the tunnel and take the east branch to get the Defense Seed from the chest. Proceed west and grab the 580G from the next chest. Stick to the west past and follow it past the blue monster who mumbles about a strong man and take the stairs. From the steps head north, and east past the path heading south to get the Battle Axe from the chest. Head back to the steps and head southeast to take the next set of stairs. There will be eggs on this floor that when searched, you will be attacked by a Hell Viper. Anyways, take the north path, ignoring all others and you will find the man you say earlier dragging the coffin. His name is Terry and he will be talking to the monster. Speak to Terry and he will exclaim that he will defeat the monster. Go to the monster and Terry will once again say that he doesn't need help and then attacks, and defeats the monster. He then mentions that he is returning to the castle, you should do the same. The guards will take your coffin as you

leave the tunnel.

When you enter the castle Terry will be leaving and he will laugh in your face as he has claimed the Sword of Thunder. Speak to the King and you will be reminded that since Terry did indeed defeat the creature, the Sword of Thunder is his. Now that that is settled, go back to the tunnel as it should be finished by now. Head north after emerging from the tunnel and you should find three houses.

=====

THREE HOUSES

(WK30)

Items: Medical Herb
7G
Small Medal
Gold Ring
Fairy Water

There is an inn that has a Medical Herb in the dresser. A mans house will have a Small Medal and 7G in a dresser and pot. A Gold Ring and Fairy Water will be in the couples house. The man in the couples house says you shouldn't head west as people have apparently seen a stairway to the heavens and people have gone missing. Follow RPG rule 101 (If you are told not to go somewhere, ignore the warning and go there anyways) and take the stairway. After taking it you will be on the northeast island in the dream world. After walking for a while you will find a cave, enter it.

=====

CAVE

(WK31)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49640>

Items: Small Medal

This cave is very linear and the only thing to note is the Small Medal in the chest. There is also an inn in the cave if you wish to replenish your strength. When you exit the cave, you will be on the opposite side of the mountain and a town will be near. Enter the town.

=====

CALCADO

(WK32)

Items: 2 Small Medals
Wayfarers Clothes
Fairy Water

Once you enter the town you should notice that it is rather run down and poor. Folks around town will speak of a land of happiness. Apparently when the moon is full, a floating island on the western peninsula will appear to take people to the land of happiness. The moon will be full tonight. A man in the northwest house says that many people who have gone to the land of happiness have not returned... so they must be happy. Yeah. Search a pot in this mans house for a Small Medal. At the top floor of the inn is a man named Mohamed, tell him you have heard about the land of happiness and he will say it's just an old story. After speaking to everyone in town, night time will fall. Once this happens, leave town and head west. You will see a floating island, enter

it. You will be greeted by a fellow who welcomes you and tells you to speak to the captain when you wish to leave. Do so and the floating island will depart. Go inside the building and mingle with the other passengers. Most of them will be excited but Mohamed will still be suspicious. Speak to the bartender and get two drinks from him. He will then give you the option to get some rest before you arrive. Do so and you will see the island float to it's destination.

You will be awoken by monsters. They will lead you to a nearby castle and tell you that Jamiras is waiting. Inside the castle you will see that a ceremony is about to begin as you are brought into a room filled with worshipping monsters. The folks from Calcado will have been turned to stone. Jamiras will speak about how foolish humans are, and that even though Mudo is gone, the demon clan will survive. He then explains that a sacrifice will be made. You are then led to Jamiras as he says you will be the first to be sacrificed. He will also wonder how you resisted his charm before attacking you.

Boss Battle - Jamiras 1500HP

This battle can be tough if you aren't leveled to the mid twenties. Increase your defense and lower his. Jamiras can attack twice per round and has some attacks that hit the whole party. Power up and attack normally to play it safe.

When you defeat Jamiras he will wonder if you are the warriors that defeated Mudo. He calls out to his master but his words are mumbled before finally perishing. After he dies the stoned folks will return to normal. Mohamed will note that his suspicions were correct. Suddenly spirits from all the previous sacrifices will rise, including the Medal King who says that the seal to his castle has been broken, and to bring him all the Small Medals you find. The townsfolk will realize that their family members didn't come home because they were sacrifices. Leave the castle and head back to the floating island. Talk to the old man and he will head back to Calcado. Go inside the building and everyone will thank you. One man will wonder who Jamiras's master really is. Check the barrel at the bar that you couldn't get to earlier for a Small Medal. If you have followed this walkthrough and collected them all you should have 15 at this point. If you go downstairs you can find some chests behind bars that you won't be able to get until later in the game. Speak to the man at the bar and rest until you arrive back at town. After awakening you will learn that the floating island is now yours so you can travel the waters of the dream world now. Head back to town and the folks will be more upbeat. Mohamed will say that people across the sea might need your help. Before you go exploring the sea, you should go see the Medal King if you have 15 Small Medals. His castle is northwest of Shiena, the area the first hole in the ground was located that you fell into at the beginning of the game.

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MEDAL KING CASTLE

(WK33)

Items: None

A man inside will say that Jamiras probably sealed the castle in fear of the treasures being used against him. There is a priest on the first floor and an inn in the basement. Head up the stairs to see the King. If you speak to him he will take all of your small medals, and if you have enough, he will give you an item. Since you should have 16 medals by now, he will give you a Staff of Punishment. Talk to the girl at the counter to see all the treasures you can get by trading in your medals. One thing to note is that every medal you collect is added to your overall total. If you give the King 15 medals now,

and 10 later, that will count as 25 medals given. Give him 10 more and your total will rise to 35 and so on. Here is a list of all the treasures you can receive, and the number of medals required to get them:

Staff of Punishment.....	15
Ruby of Power.....	25
Platinum Sword.....	30
Sword of Miracles.....	40
Sands of Time.....	50
Mystic Armor.....	60
Metal King Helm.....	70
Mysterious Bolero.....	80
Book of Dragons.....	90
Very Secret Item.....	100

The very secret item is the Naughty Underwear. Return here often when you have enough medals for the treasures, or if you just want to dump some off to free up space in your bag. When you are finished here, warp back to Calcado and prepare to explore the sea in your new floating island.

=====

EXPLORING THE WATERS OF THE DREAM WORLD (WK34)

Items: 3 Small Medals
Medical Herb

If you explore a little southwest of Jamiras castle you should find a little cabin on a small island. Inside a man will tell you that there are four legendary arnaments, and that whoever collects them will be delivered unto the castle of the gods. Your first step lies on an island to the south where steps descend. Check his pot for a Small Medal and follow his advice and go south. The stairway in question lies on a small island just above a large desert mass. Don't take the steps just yet, there is still more to explore. Head east of the large desert mass and then south between two hard mountain ranges. Eventually you should come to a cave, enter it. There will be a man there who says he is looking for Sufida's Shield, one of the legendary arnaments the man in the cabin was talking about. He then says "first go north, then to the east, north at the first intersection, west to the next, then south". Press the X button to remember the conversation as this is a huge clue for much later in the game. Check the graves for a Small Medal and Medical Herb. Northeast of this cave but below the two mountain ranges and to the east is another hole in the ground. You can't get to this yet though. Anyways, head back north but this time follow the east coastline until you are able to walk on a landmass above you. From here walk east until you come upon a well. Descend it.

=====

WELL (WK35)

Map:
<http://www.gamefaqs.com/console/snes/file/588293/49641>

Items: 3700G
Small Medal

The monsters here are tough. You should note that you can't cast Outside while in this well. From the entrance go east past the steps that lead to the water, and past a man who is looking for a legendary weapon that is found in a cave.

Just past him is a chest with 3700G inside. Head south and follow the path, grabbing the Small Medal from the chest before continuing on and exiting the well.

If you go back to the staircase you will find a large desert to the south. There will be a tower to the south that you can't enter right now. When you are finished exploring, head back to the island with the steps and take them to the real world. Head south and pass through the gate, the guard that was sleeping if you came here before is now gone. There is an inn here if you wish to rest. Check the pot for a Small Medal. As you continue on you will eventually come to a town.

=====
HOLCOTTA

(WK36)

Items: 2 Small Medals
Full Moon Herb

Holcotta is a small farming town. Most of the residents talk about Prince Holse from Holstock Castle to the west, and how he is to have a ritual baptism but keeps running away. There is a Full Moon Herb in the dresser in the old couples house. A Small Medal lies in a barrel outside of the inn as well as another Small Medal in a pot in Prince Holse's friends room. Once you are done here, head west to Holstock.

=====
HOLSTOCK CASTLE

(WK37)

Items: 3 Small Medals
Wisdom Seed
Magic Key
Poison Needle

Once you enter the castle a man will ask you to go see the King as you look like adventurers. Holse's brother will comment on how Holse always goofs off. Search the pot for a Small Medal. Before taking the stairs to see the King, you should explore the castle a bit. Take the stairs down to the northwest. You will now be in an underground escape route for the castle which Holse uses for sneaking around. If you head left and take the stairs you will be in Holse's room. There will be a door that you cannot open because you don't have the correct key. Explore the escape route some more to find that it leads to a courtyard as well as a dead end. Search the barrel above the old man in the escape route for a Wisdom Seed. Head back inside the castle and take the stairs to the throne room. Speak to King Holton and hear him out. He will explain how it is a tradition for royal family members to be baptized on their fifteenth birthday and that Holse is fifteen today. The baptismal cave to the south is occupied by monsters strong enough to best his strongest soldiers. He asks you to escort Holse to the cave. After saying yes, the King will send for his son. After some small talk the minister will return without Holse saying he is missing. The King suggests that he must be hiding. He tells you that once you find him to report back. Now it's off to find the prince. If you go to Holse's room, a friend will say that he hid in a barrel once while playing hide and go seek with the prince and he was not discovered. Go to the room with the barrels and search to find the Prince. He then says he will go upstairs to see his father. Speak to the king and after scolding his son, Holse will join your party as a non playing character. Once you descend the stairs though, Holse will take off again. He will be hiding on the ledge outside of the escape tunnel. Find him and he will say that he wont run away

again. Leave the castle and head to the baptismal cave to the south.

If you happen to warp to a town or place besides Holstock or Holcotta, Holse will not come with you and you will find him back at Holstock. This also applies if you die.

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BAPTISMAL CAVE

(WK38)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49648>

Items: 2 Small Medals

Half Plate

Chain Cross

As soon as you enter the cave, Holse will take off once again. You will find him in Holcotta in the room that his friend was in. After rejoining with him, go back to the cave. This cave is very straight forward and every floor will have a boss like character in the form of a "trial". Grab the Chain Cross from the chest before facing the first trial.

Battle - First Trial 1000HP

The first trial has the ability to confuse you. Don't bother with any fire attacks. Keep your defense and HP up and you should be fine.

After the battle Holse will have run off. Find him near the empty treasure chest and carry on. You will need Holse to head through the doors and to go down the stairs. Grab the Small Medal from the chest before facing the second trial.

Battle - Second Trial 1500HP

Second Trial has the ability to put you to sleep. Don't bother casting spells on it as they will be reflected back at you.

After beating the second trial, prince Holse will have run off again. Find him near the entrance stairs and continue on, passing through the door and taking the stairs. Head south and grab the Small Medal and Half Plate from the chests. Beware of the left chest as it is a man eater. Go north and face the third trial.

Battle - Third Trial 1300HP

Third trial can attack twice in a round and will often lower your defense before attacking. Keep your defense up and be aware of it's storm attack that hits the whole party.

After the battle, head through the door and a priest will be there to greet you. You will be in the baptismal spring and Holse will get baptized and receive his baptismal certificate. Holse will then request you take him home.

When you get to the Kings room he will be proud of his son, and since Holse is baptized, he can have the throne whenever he feels he is ready. Holse decides to hold off for now as he feels he still has much to learn. The King announces a big celebration and the group is invited. A scene of celebration is shown, then the day breaks. Go speak to the King again and he will ask you if you took any of the treasures in the baptismal cave as they were apparently

royal treasures. Lie and say no and he will call your bluff. Say yes and he will have expected you to and will let you keep them. He will then give you the Magic Key which will enable you to open the red doors now. Head to Holse's room and you can use the key to open the door. Once outside go to the wall on the right hand side near the cliff, and search the left area of the tree for a Small Medal. Now that you have the magic key, head back to Arcbolt and open the magic door in the tower on the eastern side of the castle for a Poison Needle in the chest. Search the pot for a Small Medal. Take a trip to the Medal King as you should have enough Small Medals for the Ruby of Power. When you are finished, go back to Holstock and enter the cabin to the southwest. Open the door with the magic key and enter the well. Be prepared to defeat a Well Mimic. After defeating it you will end up at the bottom of a well in the dream world. After walking for a while, you will find a town nearby called Clear Vale.

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CLEAR VALE

(WK39)

Items: Small Medal
Fairy Water
Piece of Cloth
Dancer Clothes

Upon entering town you should pick up on the rumor of a flying bed. Most people in town seem to be disappointed as they haven't seen it yet. There is a Small Medal in the dresser of the adopted child's house. Notice that you cannot go inside the northwest house as the door is locked from the inside. When you are done looting items, leave town and head southwest until you come to a stairway. Take it and you will be in the real world. Across the bridge and to the east is a town. Enter it and you will be in Clear Vale in the real world.

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CLEAR VALE (REAL WORLD)

(WK40)

Items: Small Medal
Wing of Wyvern
Piece of Cloth
Wayfarers Clothes
50G
Strength Seed

This town will be more eventful than the last. A young boy named John has recently passed away. When you enter the church, you will see John's parents there. Apparently John was born sick and died at only ten years of age. The priest will convince the parents that John was a happy boy. They thank the priest and then leave. The priestess will say that the parents made John a promise before he died, and they might feel better if they can keep that promise. Go to John's house in the northeast and speak to his mother. She will explain that a traveling actor, Panon, has promised to bring John a badge of courage. One can be made from a piece of courage rock. Panon never ended up returning and John has since passed away. If only they could bring one to his grave. Search the pot for a Strength Seed. If you try to go upstairs to John's room you will find it locked. According to the man in the armory, courage rock is at the top of the wall of destiny to the northeast. Don't forget the Small Medal in the dresser in Amanda's house before leaving town.

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49645>

Items: 2 Small Medals

Nut of Life

Golden Pick Axe

350G

Flying Bed

Fragment of Courage

When you get to the wall, you will notice that you will have to climb. If you aren't careful, you may fall off. Falling down will be required in some areas though. Head inside the cave at the bottom of the wall and speak with the priest. He will tell you that you need the Golden Pickaxe before you can make it to the top of the wall. The nun can revive any fallen party members here but you won't be able to save. Now, take the far west path up the wall, grabbing the Nut of Life from the chest along the way. When you get to the fork, head west, and as you climb you should notice a cave towards the right that you will need to drop down to. Do so and enter it. Read the letter on the wall and take the Golden Pickaxe from the chest. Drop down and head west, drop down again to enter another cave. Avoid the hole and use the pickaxe on the barricade blocking the chest. Grab the Small Medal from the chest and drop down the hole to land in the bottom cave. Exit it and take the east path, dropping to grab the 350G from the chest. Drop down again and climb back up the eastern path, sticking to the east and enter the cave that branches off to the left. Use the Golden Pickaxe and take the stairs. Use the pickaxe a few more times and take the stairs. Exit the tunnel and take the path east to enter another cave. Use the pickaxe and take the stairs. Exit the cave and take the path to drop down to enter yet another cave. Take the stairs and exit the cave. Follow the path to the top of the wall. Now that you have reached your goal, use the pickaxe on the big rock to claim the Fragment of Courage.

Now go back to Clear Vale and give the Fragment of Courage to John's father. He will get excited and after thanking you, he will offer that you spend the night. Say yes and you will be led to John's room as he tells his wife of your generosity. As you fall asleep you will hear that familiar sound... as you are warped to the dream world. The bed will suddenly float and it will fly out the window! As you fly you will be greeted by John's ghost. Don't be alarmed as he appears to thank you for the Fragment of Courage. He will also let you keep the flying bed. You will then start to float around town, much to the excitement of the townsfolk. When the scene is finally finished, you will be just outside of town with your new flying bed.

Note: While flying in the bed you will not be attacked by monsters. You cannot fly over forested areas and mountains though.

Walk onto the bed and press "A" to start flying and the "B" button to get off. Go back to Clear Vale and enter the house you were not able to get into before. Search the dresser on the top floor for a Small Medal. Notice that when you now warp to places, your bed will follow you in this world, exactly like your floating island. Now that you have the flying bed, you can now get a secret item from Amoru. This next part can be skipped as it is not required to continue.

Items: Meteorite Armband

If you head back to Amoru after getting the flying bed, you will see a little scene with Gina and Iria as children. The text isn't yet translated but note where they are standing. Return to Amoru in the real world and search the area they were standing to find a Meteorite Armband. When equipped, this item will double to users speed.

=====
FLYING ON A BED

(WK43)

Items: 4 Small Medals
Defense Seed

Now that you can explore the world a bit, feel free to do so. An island to the southeast will have a fortune telling hut on it. If you speak to the fortune teller, she will tell you that north across the sea lies a well that is a doorway to another world.

Above the fortune telling hut island on the west side is an island with a shrine on it. Enter it and you will be in a prison. There is a chest that you will not be able to get right now, but you can search the barrel for a Small Medal. Just northeast of here in where the well the fortune teller was talking about is located. Lets ignore her for now, however.

If you head to the black spot in the middle of the southern ocean, you will see another large hole in the ground.

Head west of the hole, and land on the area south of the fortune telling hut. Make your way southeast and enter the church. The Nun will mention that a King once fought a great demon, but one day his castle suddenly fell to ruin. She goes on to say that one of the legendary arnaments, Orgo's Armor, is rumored to be there. You now know where two of the four legendary arnaments are as Sufida's Shield is in a cave somewhere. Check the dressers here for a Defense Seed and Small Medal.

South of the Dhama shrine is a small house. Inside a man mentions that a well in the south of Amoru holds an illusion, and that a person is there. I have yet to understand this clue and it may be a mistranslation as there is no one in either Amoru well. I personally think this is a clue about the Amoru secret but if anyone else has any ideas feel free to email me. Grab the Small Medal from the barrel.

***Updated

Thanks to various people who have emailed me throughout the years to point out that the clue was to infact mean the well south of Amoru on the world map that warps you to the Foan Castle area.

A little bit south of the house and across the mountains is a stairway that leads to the real world. Be careful as the monsters here will be tough. Head north to the town of Longadeseo. Upon entering the town you will be kicked out though. Just north of the town is a shrine. It is actually an empty graveyard. Search below the southern most grave for a Small Medal before

heading back to the dream world,

There is another fortune tellers hut just southwest of the Medal King's castle. The fortune teller will say that she see's an island nation appearing in the southern sea. The legendary city of magic, Calberona. Remember that big hole in the sea.....?

West of Jamiras's castle lies a hut, enter it to find a well. Enter the well and you will be warped to the real world in a shrine. Leave the shrine and head southeast to make your way towards a town. Note that the monsters will be a bit difficult. Enter the town.

=====
ZAXON (WK44)

Items: Defense Seed
Small Medal
Beauty Plant
Wisdom Seed

This is the small town of Zaxon village. There is nothing much to note except that a great armorer named Ende, disappeared from town about five years ago. One guy mentions that Ende was so depressed he disappeared into thin air. While exploring the town you should notice that you wont be able to enter the house with the dog blocking the entrance (Ende's house). Two of the three barrels beside Ende's house have items, a Defense Seed and a Small Medal. Grab some Beauty Plant from the barrel in the house northeast of Ende's. The southern most pot in the pot pile to the east of the town entrance is a demon pot. A Wisdom Seed can be found in one of the other pots. There is nothing else going on in this town right now so make your way back to the well, and the dream world. A well mimic will greet you on your way back. Finally, lets go to the well that the first fortune teller was speaking of. It's north of the first fortune tellers hut.

=====
FOAN CASTLE (WK45)

Items: 4 Small Medals
Nut of Magic
Beauty Plant
150G
Watergate Key

There is a house at the bottom of the well. Inside, a man will say that Foan Castle is to the south and is known for having a princess in a mirror. The King of Foan also has the Watergate key. Check the dresser for a Small Medal and take the well beside the house, beating a well mimic to arrive in the real world. Head south to get to Foan Castle.

Once inside the castle you will learn that the princess is trapped inside the mirror because of a curse, and the King is not letting people see her any more. Go upstairs and grab the Small Medal from the dresser in the west room with the two men. A woman in the east room wonders if the Mirror of Ra can life the princesses curse. Search the pot for a Nut of Magic. Go to the throne room and tell the minister that you have business with the King. He will tell you that the King is in the basement but will alert the guard that you wish to see him. Go upstairs into the Kings room to grab a Small Medal from the dresser. Head back downstairs and speak with the guard who will let you pass.

Go downstairs into the basement. The eastern door has a bank and two chests. Take the Beauty Plant and 150G from them and leave. Speak to the guard blocking the middle door and he will say that no one may enter the mirror room without the King. Try to walk into the mirror room and you will hear the King speaking out loud. He will then exit the room and tell you that if you wish to see the princess, you might as well leave. If you have business with him however, go upstairs. Speak with him in the throne room and he will explain how his father let everyone see the princess and Foan became famous for it. His views are different and he doesn't think the trapped princess is a sideshow act. He then tells you to be on your way. Speak with him again and he will request you to find the Mirror of Ra. Speak with him once more and you will show the King that you have the mirror. Excitedly he will tell you to follow him as he leads you to the mirror room. He asks you to hold the Mirror of Ra in front of the cursed mirror. Do so and the princesses face will change into a strange demon that will start laughing at you. The King will note that the mirror didn't break the curse and then wonder about the demon. It seems familiar with him and he will ask to meet with you once more upstairs.

Speak to him again in the throne room and he will recall a story between a prince and princess in love, but a magician named Miralgo interfered. The demon face in the mirror reflects that of Miralgo. The King will then ask you to defeat Miralgo to lift the curse. Say yes and then speak with the minister. He says that if the story is true, there should be a tower in the lake, north of the castle. There is no tower to the north though, but if you do happen to find the tower, the door is magically sealed. Cast Identify to break the seal. Leave the castle now and go north, through a swamp to find a well. The old man inside will say that long ago a tower stood where this well now stands, and "big hint" sometimes he still dreams of it. It now stands in an ocean of sand and a powerful magician is at the top. Check the dresser for a Small Medal. If you haven't figured the hint out by now I will tell you. The old man is referring to the dream world, the large desert mass in particular. Head back to the dream world and use your flying bed to reach the desert in the middle of the world and enter the tower.

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MIRALGO'S TOWER

(WK46)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49662>

Items: Small Medal
1300G
Magic Potion

Cast Identify on the door as the minister explained to lift the magical seal and enter the tower. Take the southeast of the four sets of stairs as the other ones lead nowhere. Head south through the opening and make your way east while being careful not to fall off the edge. If you do, you will have to climb the tower from the bottom. Head north through the next opening and take the stairs. You will notice a spiral staircase heading north. Avoid that for now and take the staircase from behind it. Grab the Small Medal and 1300G from the chests and go back. Now take the spiral staircase to the top and enter the room. Take the steps to reach the top of the tower and you will see a little house. Heal up before entering as there is a rather difficult battle ahead. When you enter the house there will be a man staring in a mirror. Search the pot beside him for a Magic Potion. Speak to this person and it will indeed be Miralgo. He will wonder how you know his name and the princess in the mirror. He will then explain how he sealed the princess, Erika, inside the mirror because she refused to be his bride. He won't let her

out until she changes her mind, but her stubbornness wont let her. You are then attacked.

Boss Battle - Miralgo 2400HP

This battle can be extremely difficult and Miralgo will cast reflect so spells will become useless against him. Cast Increase twice and Bikill on your strong characters if you have it. Miralgo will also call Lamp Mages into the battle. One useful trick to use is the Swordline skill if your character has the Sword of Slumber as the skill will randomly strike four times and increase the chances of those pesky Lamp Mages falling asleep. Miralgo's Firevolt spell can hit you for 50-75 HP worth of damage, over 100 if you try to Berserk him.

After the battle, Miralgo will release Erika as he dies. Now go back to Foan and tell the King about Miralgo's death. After you tell him the princess name, he will lead you to the mirror room. Once inside he will walk up to the mirror and begin and incantation. He then asks the princess to call out to the one she loves. The mirror will then glow as the princess calls out to Foan. She will then escape from the mirror and then thank the King and your party. The King will then propose to the princess before they leave. Go to the throne room now and speak with Erica. She will explain the story of how Miralgo murdered the one she loved so many years ago. He tried to comfort her but when she declined his proposal of marriage, he sealed her in the mirror. She explains that the King is a reincarnation of the man she once loved. She will then thank you once again. Speak with the King and he will give you the Watergate Key. Now that you have this key, you can open the Watergate to the northeast of Foan. Once you do so you can explore some new places. Warp back to San Marino and travel via boat to the Watergate northeast of Foan. Head right through it to open it.

Before continuing on towards the next part of your quest, you can now access the Stylish Smith. He lives in a well on one of the islands to the south. For a fee he can make your weapons more stylish. Style isn't really important right now though but note the location for future reference.

If you explore west of the style shop you will find a large island. You can't get very far by walking as there is a small body of water preventing you from getting to the castle on the other side. Note this place and carry on exploring in your ship.

You can actually grab one of the four legendary arnaments right now if you are bold enough. There is a magical cave to the east of Amoru that holds the Shield of Sufida. The monsters here are extremely difficult and get even harder the further you progress. Venture in if you like but there are some puzzles that you don't yet know how to solve. You will come here later in the game.

=====
PESCANI (WK47)

- Items: Full Moon Herb
- Defense Seed
- 60G
- 7G
- Boxer Shorts
- Small Medal
- Mermaid Harp

Your next destination is the town of Pescani, located to the west of Foan.

There is a nearby cave that will get you a glimpse of a mermaid if you enter. Head into town and you will dock. A man will walk up to you and ask if you have come to the village to see the mermaids. Say yes and he will say that it's just a fairytale. Say no and he will apologize for bothering you. Either way he will walk away and you will be able to explore the town. The folks around town discuss the lack of fish available since the sea monsters are eating them all. The town's best fisherman, Rob, can no longer fish as he was attacked by a monster while out fishing on his boat one night and was lucky to survive. A woman in town thinks that Rob is in love... If you go to Rob's house in the southeast, he will just tell you to get out. If you head to the northeast area of town you should find a cave. Inside, an old man will say that Rob sometimes sneaks around in the back of the cave. Enter the fish store to the west of the Priest and search the barrel for a Small Medal. Speak to the man at the counter and he will say that he is out of fish. Speak with him again and he will say that he has waited long enough before leaving. Leave the store and follow the man to Rob's house. Speak to the fish merchant again and he will head back to his store, but not before telling Rob that he "can't wait forever". As you leave Rob's house, Rob will leave as well. Follow him and he will head for the cave. Don't speak to him or else he will go back home and you will have to speak to the fish merchant to start the process all over again. Once inside the cave keep following Rob but be careful as he will look back from time to time. If he catches you following him you will have to repeat the process again. After tailing Rob to the end of the cave, he will stop at a wall, look around and then hit a switch before scampering off to the west. Go to the exact spot Rob was at near the wall and examine it to find a switch. Press it. Head west and a passage to the south will open up. When you enter this new passage Rob will be there with a mermaid. She will quickly dive underwater once she realizes she has been discovered. Speak to Rob and he will ask if you saw anything. Yes apparently means that you didn't see anything and Rob will tell you to beat it. Saying no apparently means you did see something and Rob will beg you not to tell anyone about the mermaid, Denae. He will then call out to her and she will submerge from the water. Denae notes that you look like kind people and Rob will once again ask you to keep quiet about her. You must answer yes to avoid the endless loop. Rob will then go on to explain how Denae saved his life when he went fishing during a storm. A huge wave hit his ship, injuring his arm and foot. Denae pulled him to safety as he was losing consciousness. Denae, however, got separated from her friends and can't return home because of the monsters. Rob has been hiding her ever since. Denae will then take off to swim. Speak to Rob again and he will ask if you know anyone with a ship who would be willing to take Danae home. Answer yes and he will ask to see your ship. Leave the town and sail into the cave with your boat. Rob will approve of your ship and ask you to return the mermaid to her friends. Answer yes and Rob will tell Denae to go with you. She will put up a fight but will reluctantly agree before giving him a goodbye kiss. As you leave, Rob will mention that Denae's friends live in a channel far to the northeast.

With that minor hint you are off. Explore the seas if you wish to find the channel yourself. The channel, for those who can't find it or don't want to explore, is to the east of Mudo's castle. There will be a bunch of rocks you can navigate through with your boat. When you enter the channel, Denae will explain her story to her sister Dina, and mention that humans can be kind, even though Dina thought she had been abducted. Dina will thank the party for returning Danae safe and sound. She will then give you a Mermaid Harp which will allow you to travel under the sea like a submarine. If you return to Pescani to speak with Rob who is at his house, the text will unfortunately be untranslated. According to Ian Kelley's wonderful walkthrough though, Rob will thank you and ask you to tell Denae that someday he will come in his own boat to see her.

Items: 3 Small Medals
Poison Needle
Agility Seed
Thick Armor
Glass Shoes
Final Key
Nut of Magic

Now that you have the mermaid harp, you can go almost anywhere and do the upcoming quests in any order you like. From now on the game will be very non linear and you can choose to do things differently then this walkthrough suggests. If you follow the walkthrough though you will pick up all of the back story so you might better understand the plot of what 痴 to come. Anyways, when you use the Mermaid Harp you will be submerged underwater while wrapped in a magical bubble. Press the B button at any time to return to the surface. There are so many new places to go and things to do under the waters.

If you use the harp at the mermaid channel, you can speak with the mermaids.

West of the mermaid channel is a castle. Inside you will meet the guardian of the world, Rubiss. She will ask if you remember her voice as it was she who you heard at the Lifecod festival at the beginning of the game. She was the one who provided the flute Muriel used to summon the dragon at Mudo's castle. She feels there is a stronger power that threatens the world.

North of the mermaid channel is another castle. Enter it and you will find two guards who are protecting treasure chests. I would totally advise not fighting them now as they would totally destroy you.

Just south of Gent is an underwater cave. Enter it and you will be in the temple of the naming god. You can change the names of your characters here if you like.

Travel under the bridge to the dream seeing drop cave south of San Marino and return to the surface. Follow the river until you come upon an island with a well. Enter it and you will be in a weapon and armor shop. There are many great (but expensive) items to purchase here. You probably wont be able to afford them all, but pick up an item or two. Search between the item shop counter and the wall for a very well hidden Small Medal.

Just south of Holstock castle is a house. Inside a woman will say that she is from the magical city of Calberona. She will tell you the story of the magical city if you let her. Calberona was a western town on an island off shore. The town did a lot of research on magic and discovered a powerful spell called Madante. The island was destroyed though and sank to the bottom of the ocean. Search the pot for a Poison Needle.

Above the style shop you can find a cheap inn. Search the wall on the right hand side for a Small Medal.

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49668>

North of Pescani is a sunken ship. The encounter rate is pretty high here so prepare for quite a few battles. Head to the north end of the ship and search the barrels for a Small Medal and Agility Seed. This place is pretty straight

forward. Try not to be numbed by the Ocean Nagas. Search the dresser for a Thick Armor. Search the two chests for the Glass Shoes and the Final Key. Now that you have the Final Key, you can open up all the prison like doors and backtrack to get some treasure you were unable to get before.

The channel north of Clear Vale contains a shrine with a skeleton on a lone island. Search the skeleton to read the corpse's diary. He will apologize to Mary and Sally. Search the base of the tree to find a Nut of Magic

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TREASURE HUNTING

(WK49)

Items: 7 Small Medals
Platinum Shield
Boxer Shorts
Magma Staff
Demon Armor
Magic Potion
1500G
Platinum Mail

- Reidock Castle (Real World) has a Platinum Shield and Small Medal in the chests in the prison.
- Reidock Castle (Dream World) has a Small Medal and Boxer Shorts in the prison chests.
- Use the flying bed to get to the prison shrine northwest of the fortune teller's hut to get the Magma Staff.
- Warp to a town and find your floating island. Press the B button to enter it. Grab the Small Medal, Demon Armor and Magic Potion from the chests in the prison.
- San Marino has a Small Medal and 1500G in the prison cell.
- Arcbolt prison has a Small Medal in the pot. The monster that Terry defeated will have resurrected. Speak to it and it will say it's "waiting for blue man".
- Holstock has a Small Medal and Platinum Mail behind the locked door.
- If you return to Mudo's castle, there will be a monster in the prison that will warn you there is someone stronger than Mudo.

Now that you have all of that treasure, pay a visit to the Medal King. Northwest of the sunken ship is a shrine with an old man who says there is a Sword in a southern mountain. The Priest Zam apparently knows how to break the seal. Search the base of the tree for a Small Medal.

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UNDERWATER CAVE

(WK50)

Map:
<http://www.gamefaqs.com/console/snes/file/588293/49663>

Items: 530G
Shield of Strength

Small Medal

If you sail underwater to Reidock, you will find an underwater cave that is actually the town well. 530G lies in a chest near the entrance. A Shield of Strength is in a chest to the west of the slime. Speak with the slime and he will mention that King Poseidon lives at the bottom of the sea. Tell the slime you have not yet met him and you will be told that Poseidon lies near Gandino Castle. Be sure not to miss the Small Medal in the chest north of the slime.

SLIME ARENA

(WK51)

Items: Slime Armor
3 Small Medals
Slime Clothes

On the western edge of the island below Torukka is a well that will take you to the dream world. Head south and press the button inside the shrine. The floodgate will open allowing access to the Slime Arena. The slime forest is here and all random battles will most likely involve a slime of some sort. If you have a beast master, you can recruit some slimes as you will need one if you wish to compete in the slime arena. If you feel like competing, read the Slime Arena section for instructions. One thing that most people miss in the slime arena is the little spade shaped hole in the northeast corner of the second floor. If you enter the arena with a group of slimes, or just one slime (slimes must go in alone while other party members are in the wagon or Luisa's place) you can enter the hole. Beyond is a little slime area where a bunch of slimes are discussing the contest. Grab a Slime Armor from a chest in the well, as well as 2 Small Medals from the pots in Champs house. Don't forget the Small Medal and Slime Clothes from the dressers on the northwest corner of the first floor. If you return to the real world through the well, a well demon will greet you.

STYLE CONTEST

(WK52)

Items: Small Medal
Headband
Beauty Plant
Slime Earrings

South of Torukka on the same island is an underwater tunnel. When you emerge you can enter the home of Calvin Jean-Porte. This place is the host of the best dresser contest where stylish people from across the world come to compete. This is the place where your style statistic will matter. This is more of a minigame than anything but you will need to win the contest a minimum of three times to be able to finish the game. The way the style contest works is a member of your party (your choice) will compete against three NPC's, and who ever has the highest style stat, or who ever is the most "stylish", will win. If you win the contest, you will also win a prize. There are eight different style contests and you must win them in order. Prizes are as follows:

- 1 - Silver Tray
- 2 - Stylish Bandana (must use a male competitor)
- 3 - Beautiful Carpet (needed to finish the game)
- 4 - Glass Shoes (must use a female competitor)
- 5 - Platinum Mask (must use a male competitor)

- 6 - Dress of Radiance
- 7 - Recovery Stone (must use a monster competitor)
- 8 - Hat of Happiness

One thing to note about style is that your equipment can give you a style bonus that is not reflected in the actual stat, thus it's more of a "hidden" style stat. This only applies to matching equipment. The equipment and their style bonus is as follows:

Slime Armor + Style Helm.....	+10
Demon Armor + Demon Hammer.....	+10
Dragon Killer + Dragon Mail + Dragon Shield.....	+15
Sword of Ramias + Shield of Sufida + Helm of Cevas + Armor of Orgo.....	+15
Gigant Armor + Ogre Shield.....	+15
Flame Sword + Flame Shield + Flame Armor.....	+20
Flame Boomerang + Flame Shield + Flame Armor.....	+20
Silk Tuxedo + Super Necktie.....	+25
Silver Tiera + Silver Mail.....	+25
Boxer Shorts + Pot Lid.....	+30
Metal King Helm + Armor + Shield + Sword.....	+30
Sword of Thunder + Aeolus's Shield.....	+35
Dancers Clothes + Moon Folding Fan.....	+35
Silver Tiera + Dress of Radiance + Glass Shoes.....	+40
Sun Folding Fan + Dancers Clothes.....	+40
Sword of Miracles + Mystical Armor.....	+40
Bunny Suit + Usamini Band + Silver Tray + Fishnet Stockings.....	+50
Princess Robe + Golden Tiera.....	+50
Platinum Sword + Platinum Shield + Platinum Armor + Platinum Mask.....	+50

When you compete, be sure to grab the Small Medal, Headband, Beauty Plant, and Slime Earrings from both dressing rooms.

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POSEIDEN'S CAVE (WK53)

- Items: 2 Small Medals
 Staff of Echoing
 Givelife Armband
 Silver Tray

After the slime arena and style contest you should find Poseidon's cave that the slime from the underwater cave was talking about. Gandino castle is on the far southeast portion of the map. Just north of this big island underwater is a stairway that leads to Poseidon. Speak to the Sea King and he will explain that a sea creature named Glacos is wreaking havoc on the underwater world. He requests that you defeat him. The woman by the bed notes that the last ordinary people to come here were Masarl and Krimut a long time ago. Search the dresser for a Small Medal. Enter the cave to collect the other treasures: Staff of Echoing, Small Medal, Givelife Armband, and Silver Tray. Visit the Medal King before your next adventure.

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GLACOS PALACE (WK54)

Map:
<http://www.gamefaqs.com/console/snes/file/588293/49660>

- Items: Small Medal

Wisdom Seed
270G
Beauty Plant
Magical Skirt
Pink Pearl
Sand Container
Spear of Glacos

Glacos's lair lies under the water north of the style shop. Enter the palace and you will notice that some sections are blocked off by water. You will have to press some switches to drain the water. Take the east path crossing the bridge in the process. Follow the path and open the chest to the west for a Small Medal. From the chest go all the way north and east, passing the stairs. Head south to grab the Wisdom Seed and 270G from the chest and then go back to take the stairs. Follow the path and take the fork north to grab the Beauty Paint from inside the room. Exit the room and go east, grabbing a Magical Skirt from another room. Now head north and follow the path all the way to the east, ignoring the first path to the south. Continue on and fight the Mimic in the building if you would like. Follow the path and you will eventually come to some stairs. Avoid them for now and go northeast for a Pink Pearl before taking the stairs. From the stairs go south, and then south again. Follow the path and go west at the fork, and then west again to take the stairs. Take the stairs until you are at the first floor. Hit the button to drain the water and enter the room below you and take the stairs. Go south and hit the button to drain the water. Go east now and follow the path all the way down to hit another switch. Go back north, and then east and go through the previously water filled area. Follow the path until you come to another switch. Avoid it for now and take the Sand Container from the nearby chest. Go east from the chest and then south to take the stairs. Head north and you will see the sea monster Glacos, sitting on his throne. Heal up and then speak to him. He will wonder if you have come to break the seal on the magical city of Calberona. Either answer will lead to an attack.

Boss Battle - Glacos 3000HP

Glacos and cast Snowstorm which can cause massive damage. If you have a superstar who knows the Hustle Dance, the battle will be a whole LOT easier. Transforming Amos can be helpful as well.

After defeating him, he will drop the Spear of Glacos and the seal on Calberona will be broken. You will then see the city rise out of the water as it covers up the hole in the Dream World. Go back to the Dream World and use the flying bed to get to Calberona. It is located on an island in the middle of the ocean in the same area where Glacos palace was in the real world.

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CALBERONA (WK55)

Items: 2 Small Medals
Wizards Ring
Nut of Magic
Magic Potion

Make sure Barbara is in your active party before entering town. The lady near the entrance will say that they have been waiting for your arrival. The old man nearby will explain that while they were sealed, their souls watched over the world, and that he watched over Barbara. This city is Barbara's home. The man goes on to explain that when the Demon King sealed this town, Barbara's magical power ignited and her soul was sealed from them. He found her nearly

unconscious and she was very weak. Barbara will act a bit puzzled. Go to the inn to the southwest of town and the lady inside will mention the Calbes, who live in the northern house. You won't be able to meet them until you meet everyone else. Barbara will seem confused again when the lady says that Barbara should be the new town elder. You can stay at the inn for free if you want. North of the inn is a bunch of kids playing with fire, north of them you will see someone who looks like the hero. Go towards him and he will float up to the top floor of the house. Head east and take the stairs to get into the house. The old man inside will talk about his Mimic spell. Check the pot for a Small Medal. Northwest of the mimic house, a person will ask if you know about the Magic Carpet. Say no to learn that you can fly with this carpet and that a rich stylist now has it. Answer yes to learn that the Calbes made the carpet. Northeast of the town entrance, a Wizards Ring is at the bottom. Enter the building north of the entrance. You can find the weapon and armor shop here. Inside a woman will mention the town elder, Bubole, is on the other side of the lake and to take the stairs down to see him. Go upstairs first past the nun and speak with the people here. You can restore HP and MP from the orbs. The statue of the legendary sorceress, Barbarella, is also here. Grab the Nut of Magic in the dresser in the room with the old woman. A Small Medal lies in the barrel in the room with the man by the stove. Take the north stairs and enter the elders house. You will notice that everything seems to loop and you can't progress. Take a look at the sand though. Have Barbara use the Sand Container while standing on the sand to gather it. The Sand Container was in Glacos palace, I sure hope you remembered to get it or else you will have to backtrack and that would suck lots. Anyways, after Barbara collects the sand you will continue on. The lady inside will say that she has been waiting for Barbara's return. There isn't much time left for the elder and she will ask if you know about the Madante spell. She will explain that it is a powerful spell that uses all of your magical power. She says the Demon Emperor is watching her and then the elder will transfer her power to Barbara. Barbara will now learn Madante.

Suddenly the elder will be struck down and killed by lightning from the Demon Emperor. Now go to the Calbes house in the northwest area of town, Mrs. Calbe wishes for Barbara to stay as the new town elder. Mr. Calbe mentions that he invented a Magical Carpet. Grab the Magic Potion from the pot.

Note: When you do win the Magic Carpet from the Style Contest, you must bring it to Mr. Calbe so he can repower it for it to fly

Anyways, now that you have defeated Glacos you should return to Poseidon. He will thank you and give you a hint for finding the Shield of Sufida. The hint is this:

"Down three floors, and up two. Then the road will be made clear".

Three puzzles guard the shield and that is one of them. Remember this conversation and carry on.

Now your quest will be to find the four legendary armaments. You can get them in any order you like as the game is very non linear at this point. Feel free to do them in the order this guide suggests, or your own order.

Mt. Snow is located on the large island to the west of Pescani in the real world. Near the bottom of the island is an inn. Inside a man will say that he is fifty years late in regards to searching for the legendary sword. One man will mention that a priest named Zam has been missing for the last fifty years. The priest beside the man will say that Zam is the only one who knows how to release the legendary sword. Grab the Small Medal from the barrel and then leave. Head north from the inn and you will come upon a town.

Upon entering the town you will find all of the villagers frozen in place. Head to the second floor of the inn to find an unfrozen man who has the nerve to charge you for a room. The house north of the inn has a Fur Hood in a dresser. North of that house will have another place with an unfrozen fellow inside. The old man though wont have much to say. Grab the Small Medal from the dresser and as you leave, the old man will stop you. He will warn you to stay away from the north cave. This of course means that you should go there. Head west to the church were you can write in the adventure log yourself to save if you try to speak to the frozen nun. Now leave town and go head to that cave that you were supposed to avoid. The cave is northeast of town. When you step on the ice inside the cave, you should notice that you will slide until you hit a wall of obstacle. Get used to controlling yourself on the ice as you will be stepping on some later. Speak to the woman on the throne and she will wonder why you came, and note that you probably don't know who she is. She tells you to go back to town and find a man named Goran who will explain who she is.

Go back to town and find the old man. As you enter the room you will see Terry speaking with him, mentioning that he is of no help to him before leaving. Ask the old man about Goran and he will say he is indeed Goran. He notes that you went to the cave and once again tells you to stay away from it. Of course you should ignore what he says and return to the cave. Speak to the woman once again and she will show her true form if you can say her name. The hero won't answer and she will ask if it's true that you don't know. Say yes and she will wonder why Goran didn't say anything but figures he is still mad at her for freezing the village fifty years ago. She then decides to life the curse and identifies herself as Yurina, the Snow Queen. She explains that she saved Gorans life a long time ago as he lay in the snow. She told him to keep it a secret but since he didn't, she froze the whole town, except for him. She then undoes the curse and notes that people in town will not know what happened except for Goran. Head back to town.

When you get to town, the folks will be back to normal like the Snow Queen said. Speak with the folks and gosee Goran. He will ask if you met the Snow Queen. It doesn't matter what you say as he will repeat the story told by Yurina. Head to the church and a priest will say the famous priest Zam is alive and well. Speak to Zam in the adjacent room and he will tell you that the legendary sword lies deep in a cave to the northeast. There is a door that seals the entrance and you must recite several phrases to break the seal. He knows the phrases though and asks if you wish to hear them. Answer yes and Zam will explain that a password and several sentences are required. He tells you that the password is "Cold Blaze", the first sentence is "By myself, I am honest", the second sentence is "The daughter of a strong man can lift barrels", and the final sentence is "When you eat ice, your nose gets cold". He will tell you to come see him again if you find the sword. Leave town and enter the northern most cave after remembering the conversation.

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ICE CAVE (WK57)

Map:

Items: 1900G

- Small Medal
- Rusted Sword
- Longadeseo Pass

Once inside the cave, slide across the door and examine the door. You will be given the option to repeat the password Zam told you. Do so and the door will awake. You will then be asked what the first phrase is. The options are:

- 1 - With a pure heart
- 2 - Now is the time
- 3 - Just like a legend

The second phrase options are:

- 1 - A beautiful princess
- 2 - Don't fight with me
- 3 - A blade of hidden powers

The final phrase options are:

- 1 - Appears before me now
- 2 - Breaks free of the ice
- 3 - Lights up my life

After picking your choices you will say them all together. If you are correct, you will be allowed inside. If incorrect, you will be warped outside. You should have noticed by now that Zam's answers seem totally off, but if you pick the closest answers, you will get 1-3-2.. which reads: "With a pure heart a blade of hidden power breaks free of the ice". Once the seal is broken, the door will tell you that the road ahead is a long one. The next room can be very confusing since you can slide endlessly on the ice and get lost. Stand on the western most tile of snow and slide north, west, north, east, south, east and north to get to the stairs. From here take the east path, skipping the steps to get 1900G from the chest. Take the steps down and grab a Small Medal from the chest and go back. From here go to the north part of the room while stepping across some loose ice. Beware though that if you step on the same piece of loose ice twice, you will fall to the lower floor. Once you get past that take the stairs. Slide across the ice in the next room and take the stairs. The next room will have a puzzle. There will be four switches on the weak ice as well as a sign. Read the sign to learn that "north, west, east and south is the way". This is referring to the order in which you have you press the buttons. This puzzle may seem difficult at first but it is actually quite easy. Go to the eastern most spot of snow and follow the eastern wall, passing the east switch. Once you are in line with the north switch, walk to it and step on it. From here, head south until you are in the exact middle of the switches and walk to and hit the west switch. From there go down one step and go east until you are one step to the right of your previous broken trail. From here go north one square and east until you hit the third switch. Now head to the south switch and then take the western wall to get to the door. You will now be in the sword room. As you get close to the sword, Terry will appear. He will grab the sword and note that it looks nothing like his Sword of Thunder. He will then put the legendary sword down and laugh that he did all that searching for nothing. He will then say that you can take the "garbage" sword as he leaves. He also tells you that the Demon King is very strong, and even with that sword you wont stand a chance. If Muriel is in your active party Terry will seem familiar to her. Go get the sword and you will acquire the "Rusted Sword". Not exactly what you were expecting but go back to

town and see Zam.

Speak to Zam. After being shocked at how rusted the sword has become, he will wonder what to do. He will tell you to go to Longadeseo, south of the Dhama Shrine, which is full of innocent people and hooligans. A legendary line of blacksmiths live there and may help you. He then gives you the Longadeseo pass which will allow you to enter the town. If you have followed this guide, you will have been to the town already. It was the one you weren't allowed to enter a while ago. Either way it is located south of the Dhama Shrine. Warp or sail there now.

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LONGADESEO

(WK58)

Items: 2 Small Medals
2 Wisdom Seeds
Beauty Plant
Fishnet Stockings
Thief Key
2500G
Nut of Life

Show the Longadeseo Pass to the guard and you will be allowed in the town. Murder is tolerated in this town and thievery is common. Speaking to the townsfolk should inform you about a master of disguise named "Hawk" residing in town. You should also learn that the legendary blacksmith can't be found. East of the item shop has a building with a casino, and an "adult" section which will cost you 100G to enter. If you pay the fee and go down the stairs, at the north part of the room you will meet a woman who says she is from Gandino castle. If Muriel is in your party she will seem familiar with the mention of the castle. Check the dressers for Beauty Plant and Fishnet Stockings. Leave the adult area and play at the casino. The items you can receive at this casino are:

Silk Tuxedo.....500
Dragon Shield.....2000
Platinum Mail.....3500
Wizards Ring.....5000
Falcon Sword.....10000
Givelife Armband..20000

Northeast of the casino building a man will be blocking the passage to the north area of town. Speak to him and he will lead you to his shop and insist that you purchase something. His items suck however, so don't bother. Search the dresser near the old man for a Small Medal. South of the old man, you can find another style shop as well as enter the bartender area. You can find a Small Medal inside one of the barrels. Just south of the casino building you can enter a well. There will be a house down the well, along with another well. The other well will be empty and guarded by a well mimic. Inside the house, a woman will say that Hawk might be at the bar. Speak to her again and she will mention something about laundry. Search the dresser for a Thief Key. In the northeast part of town is a room with a lady and some stairs. She is blocking the steps and if you talk to her, she will tell you to get out of her house. Head southeast past this girls house and you will eventually come to some stairs. There is a bank here, as well as two false walls. Go through them and down the steps to claim the Wisdom Seed and 2500G from the chests. If you enter a building to the east of the well, a woman inside will mention that she hears people having sex in an adjacent room. If you walk to the side of the building where the laundry lines are hanging (remember the girl down the

well who mentioned something about laundry?), you can enter a well hidden door to enter the building. The man by the bar will try to scam 50G off of you and the old man will tell you that Hawk is upstairs. The lady with the bunny ears by the stairs will offer you a makeover. Say yes and she will lead you into another room and give the hero a "puff puff". Your style will increase by 5 because of this. Puff puffs are a running gag in the dragon quest series. If you don't get the insinuation then you should look it up elsewhere, or ask on the message boards. If you leave and come back, you can keep getting puff puffs but your style wont increase. Grab the Nut of Life and Wisdom Seed from the chests and go up the stairs. Speak to Hawk and tell him that you need help finding the blacksmith. Hawk will explain that he just arrived in town a few days ago but can find out some information. He then leaves. Go downstairs and he will discuss payment. He proposes you pay him 50 000G for the information. He then notes that that is probably too much and makes a proposition. He will disguise himself using three costumes to gather the information. If you can find him in each costume, he will only charge you 2000G Say yes to begin. If you say no he will wait at the bar until you change your mind. Now your mission is to find Hawk in the three costumes.

His first hiding spot will be in the church. As you enter, a priest will be speaking about a girl named Sally who is mourning the loss of her father. Speak to the priest and he will undisguise as Hawk. He then goes off again.

His second location is past the adult dancers room and down the steps. when you enter a lady will mention that Sally is not there and then leaves. Speak to the lady who asked about Sally and will end up being Hawk. He will then leave again.

His third location is at the bar. If you speak to the bartender he will note that liquor isn't the only thing you will find at the bar. Go around to the bartender area and speak with the barkeep. He will ask if you want a drink. Say no. He will then ask if you are looking for someone. Say no again. He will then ask if you have business with him. Answer yes and Hawk will reveal himself and wonder how you knew it was him. He explains that he has gathered all the information and to speak with the two people on the other side of the bar before going back to his place to speak with him.

Speak to the two people at the bar and you will overhear them speaking about a man named Coble (the corpse in the shrine north of Clear Vale) who was a legendary blacksmith who worked on the legendary sword. He ended up leaving behind Mary and Sally when he went looking for the sword one day. Go to Hawks house (down the well) and speak with him. You will then have to pay him the 2000G if you have it like promised. If you don't have the money, speak with him when you do. Hawk will explain that the legendary smith, Coble, lived here and would be around 50 years of age if he was still alive. 10 years ago he left to recover the legendary sword and hasn't been seen since (poor guy). He left behind his wife Mary, and daughter Sally. Mary has since passed away while Sally lives alone and is quite bitter towards her father. She did learn the skills of a blacksmith though, and her skills have surpassed even her fathers. Sally lives north of the hidden bar (remember the lady who told you to get out of her house?). If she isn't home, she might be at the northern temple as that is where her mother is buried. Go to Sally's place and sure enough, she isn't there.

Head outside of town to the north temple to find her. You should have been here earlier to claim the Small Medal from the southern grave. Sally will be putting flowers on her mothers grave while insulting her father. Speak to Sally and you will tell her that you have the Sword of Ramias. She will then mistake you for the Demon King and wonder why you haven't attacked her. Show her the sword and Sally will be upset that her father left her family for a

Rusted Sword. She will then say she never wants to see the sword again, but then agrees to remove the rust. She then goes back to town. Follow her to her house and again ask her to forge the sword. As long as you agree to only use it for good, she will forge it. She will then look deep in your eyes to see if she trusts you. Do not move or press any buttons as she does this or else she will refuse. She will see good in your eyes if you didn't move and will decide to work on the sword. She will finish tempering the sword once you find all of the other legendary arnaments. If you have found the other three, proceed to the Cloud Castle part of the walkthrough.

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CASTLE GRACE

(WK59)

Items: Agility Seed
Strength Seed
2 Small Medals
Aeolus's Shield
Beauty Plant
Armor of Orgo

To complete this quest, you must have won the magic carpet from the best dresser contest. Don't forget to get Calbes to charge it up in Calberona. Use the magic carpet to fly to the southwest island in the real world and you can cross a body of water to reach a castle. When you enter the castle, it will be in ruins and a man at the top will be upset that he can't find a great treasure that was apparently buried here somewhere. Enter the well at the base of the castle and you will be transported to castle grace in the dream world. As soon as you move, a guard will tell you that you should be inside the castle and leads you in. Once inside he tells another guard that there is an important ceremony today, and that no one is to leave the castle.

You now have control of the party. If you try to exit the castle by the front gate, you will find it locked. You can't use your return spell here and if you leave via the well, when you return, the scene will play out from the beginning. If you leave the main floor of the castle where you were led to, you can go in the left door to find a training room. The door to the right leads to a kitchen where the female cook is thinking that snake soup with dried frog is an odd request... search the pot for an Agility Seed and go upstairs. Search the dresser above the sick old man for some Beauty Plant. Upstairs you can find a Priest. People there are wondering if the "monster" can defeat the Demon King. Go back to the main floor you were led to. A man there says the King is attempting to summon a very powerful monster. Go upstairs and the king will be dismissing soldiers to begin preparations for the summoning ceremony. The room to the east of the king will hold an armor and have two men staring at it. Speak to the man on the left and you will overhear him explain to the man beside him that the Demon King will come for the legendary armor that only a hero can wear. He also explains how the Demon King was powerful enough to destroy the Dhama Shrine and Calberona, and that this armor will eventually attract the enemy. Search the armor to confirm that it is the Armor of Orgo. Go to the west room and take the stairs. Inside the next room the Queen and princess will be wondering if something bad will happen during the ceremony. Search the dresser for a Small Medal and take the stairs in the southwest room. Speak to the man guarding the door, he will ask if you have brought the offering. Say no and then return to the kitchen and speak to the lady. She will then give the offering to you if you let her. Take the offering back to the guard. He will then go inside the ceremony room. Speak to him again and he will tell one of the guards to inform the king. Go back to the throne room and the king will be informed that the ceremony is ready. Return to the ceremony room and speak with the guard. The ceremony will then begin with the

king summoning a demon. Once the demon is summoned, the king will be struck down and killed. The nearby guards will also be killed as the demon says he exists only to kill before disappearing. The man guarding the door will rush to the queen and princess to inform them of what just transpired. The two men who were watching the Orgo Armor will come in and note that it is too late to help anyone and to save yourself. You are then led to the kings room, past the dead chancellor as the Orgo Armor is gathered and you are led downstairs. The castle will be under attack as people are being struck down left and right from above. Once downstairs, the general decides to hide the Orgo Armor in the underground warehouse. You are then led to the training room and the general will remove a floorboard to reveal a hidden staircase. He then tells everyone to get out of the castle while he hides the armor. He also mentions that no one will be able to get in without a pickaxe. Big hint there. You are then led out of the castle and upon your exit, you are warped back to castle grace in the real world. Now think about what the general said about the pickaxe. Go to the top of the castle and use the pickaxe on the northeast floorboard. Take the hidden stairs down and you will eventually make it to the Armor of Orgo. Read the blood on the wall if you would like and return to the top of the castle. Now that you have the Orgo Armor you may think that this quest is over, and it technically is. There are still some treasures you can get if you go back to the dream world castle grace by taking the well. When you take the well, be sure to use the pickaxe on the northeast tile in the training room and claim the Small Medal, Aelous's Shield and Strength Seed from the chests below. In case you were wondering by now, yes you could have skipped the majority of the events in this chapter if you just used the pickaxe in the first place. What fun would that have been though ^_~? If you have all four of the legendary arnaments, proceed to Cloud Castle, if not...

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GANDINO

(WK60)

Items: Wayfarers Clothes
6 Small Medals
2 Beauty Plants
Agility Seed
Wizards Ring
70G
Wisdom Seed
Nut of Life
Fairy Water
Silver Bracelet

Gandino is located on the southeast island in the real world just south of where Poseidon lives. Upon entering town you will learn that a new king has taken over, and that things have been easier now that a mafia like group called the Gindoro, have less influence on the country. The old man at the church will be begging for forgiveness as he had gotten involved with the Gindoro. He asks the gods to help his daughter before leaving. Northwest of town you can take the stairs to find Luisa's place. Slightly northeast of these stairs is a Small Medal. The southeastern most house has Beauty Plant in a pot. North of here is a house with a well. Enter the well, killing the well mimic to find a man hiding below the Gindoro. Grab the Agility Seed and Small Medal from the barrels, as well as the Wizards Ring from the chest. Exit the well and enter the Gindoro's house to the east. Inside, the man who was praying earlier is being told by the Gindoro that they can't return "the girl". They explain that they don't have his daughter and describe how they gave his daughter to the previous king. They explain how the new king released all the previous slaves and that she may have escaped. The Gindoro had accepted his daughter as payment for a debt. Speak with the old man and he will leave. Go downstairs

for a Small Medal in the barrel, and 70G in the dresser. If you go to the old mans house which is east of the armor shop, he will call out to "Muri" in his sleep.

Head inside the castle now and a man there will ask you if you are looking for the legendary shield of the castle. Say yes and he will explain a rumor that the previous king gave the shield to the Gindoro, but it was a fake. A man in the northeast room says he heard that the real shield was well hidden in a cave at the end of a river. Search the nearby barrel for a Wisdom Seed. Go to the basement, just north of the stairs leading to the second floor of the castle. There is a monster called Pott inside one of the pots in the cells. It can be difficult and can instantly kill a party member with the Beat spell. There is a Small Medal in the other pot. The old man in the cell will explain that a female slave with mysterious power got away. She was always talking about finding her brother and she also carried a flute. If you haven't figured this out by now, Muriel is the person in question and she apparently has a brother. There is a tile you can move that contains a hidden stairway. If you take it you will fall down a hole and land at the bottom of the well in town. This is how Muriel apparently escaped. Anyways, go up to the second floor. The man in the east room is studying the legendary shield for the king. He says that south of the gargoyle statue, when you come to a wall, to follow it around to the left and look in the first corner.... This is a clue to one of the secrets for acquiring the shield, remember it. Search the dresser for a Nut of Life. The man in the west room explains how the empress was a very jealous woman who would lock all the pretty girls in the dungeon. Search the pot for Fairy Water.

Finally, speak to the king. He will ask if peace has finally returned to the world. Answer yes and he will say that he wishes to improve his country. Speak to him again and he will have his doubts. Answer no and he will comment that it might be a good idea to have the legendary shield around. Speak to him again and he will note there are too many monsters around for it to be truly peaceful, and that the death of Mudo has had little effect on the world. Head downstairs, taking the steps to the north and you will be in the bathroom. Search the garden below for a Small Medal located two steps east of the southwest bush. Head upstairs to the Queen's room and grab the Beauty Plant from the dresser. Head outside to meet the Queen. She will comment that women in the past weren't allowed inside the castle. Head west of the Queen and take the stairs, grabbing the Small Medal from the barrel below. Below this room is the empresses room. She will talk about how her husband, the previous King, is on a journey and he left the country in her control. She warns you to stay away from the basement as a hideous monster is down there (I am assuming she is referring to the Pott). She then goes on about how others think she has lost her power. If you haven't noticed, the empress is kind of nuts. Search her dresser for a Silver Bracelet. Now that you have done everything here, it's time to go find that shield.

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MAGICAL CAVE

(WK61)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49664>

Items: 3 Small Medals
Defense Seed
1900G
Swordedge Armor
Shield of Sufida

The magical cave is located east of Amoru in the real world and is accessible by boat only. If you wander around the cave you will notice that it has many endless loops. From the entrance go east at the intersection and then south for a Small Medal. There are two other chests you can get by going north all the way from the entrance until you hit a wall. From here go east, passing two paths to the north while taking the third path north. Now go west and then north to get the chests that contain a Defense Seed and 1900G. You are probably wondering how to get the shield by now. Go back to the entrance and remember that there are three puzzles that you will need to solve in order to get the shield. You should have got the first hint from a man in a cave a while back. "First go north, then to the east, north at the first intersection, west to the next, the south". Follow this clue and make sure you go south once you pass the treasure chests and take the stairs. Follow the path and make sure you grab the Swordedge armor from the chest. Continue on and take the north path. You will be in an area with a Gargoyle statue. Make sure to grab the Small Medal from the nearby chest. Here is where the second clue comes into play as you should recall a conversation from Gandino. "Go south from the statue of the gargoyle. When you come to a wall, follow it around to the left... look in the first corner". Do what the clue says and when you hit the wall. Go to the heroes left and search in the corner for a set of stairs. Take the stairs and the final puzzle will come into play as this room will seem like an endless loop. Remember what Poseidon said? "Down three floors and up two. Then the road will be made clear. Follow Poseidon痴 instructions and there will be a crack in the south wall that you can get through. Take the stairs down and head left for a Small Medal in a chest. Go east from the stairs, north, and then west to get the Shield of Sufida. If you now have all four legendary arnaments then proceed to the Cloud Castle section of the walkthrough. If not, it's on to...

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LIFECOD MOUNTAIN

(WK62)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49665>

Items: 3 Small Medals

880G

Beauty Plant

You have probably been almost everywhere in the real world by now except for where you started in the dream world, Lifecod. Lifecod is located in the same area in the real world as the dream world. You can get to it by sailing east from Torukka. Just south of the mountain pass is a lone house. A man outside the house will mistake you for the Prince of Reidock and say that the fake prince was seen in a village to the north. Inside the house, an old man will talk about his dream of a town where traveling merchants can gather. His dream is actually Shiena. Grab the Small Medal from the dresser and head north to the mountain pass. Judy will be at the bottom and wonders why Rand isn't with you. She will then wonder why you put up with him since he has disliked you ever since Tania saved you..... The inn from the dream world will be empty next to Judy. Head through the cave, grabbing the 880G from the chest along the way. Just outside of the cave you will see Rand talking to what appears to be the Hero. He is asking him, and I shall refer to him as "clone", how long he plans to keep up the charade with Tania. Rand is obviously jealous of the closeness between the two. Rand tells the clone to leave the village despite his protests of not having anywhere to go. After they both walk off, go west across the bridge and drop down to get a Small Medal from the chest. Go back to where Rand and the Heroes clone were talking and drop off the east ledge to claim the Small Medal and Beauty Plant from the cave. Now make your

way to the top and enter Lifecod.

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LIFECOD

(WK63)

Items: Defense Seed
Pot Lid
Royal Clothes
Medical Herb
Small Medal
Stylish Bandana
10G

Word around town is that Tania is in love. There is 10G in the barrel outside of the silk making house. Rand is on the second floor of the bar. He will mistake you for the clone and ask if you wish to fight him. Answer yes and he will laugh at you as he doesn't fight cowards. Answer no and he will call you a chicken. Search the dresser for a Defense Seed. A pot in the bar will contain a Pot Lid. Go to Tania's house and she will refer to you as a brother to her. She will then ask if Rand gave you any trouble. Both responses will lead to Tania telling you to ignore him. Search the dresser for Royal Clothes, and the pot for a Medical Herb. Search the pot outside the Elders house for a Small Medal before going inside. Search the dresser for a stylish bandana. Speak to the elder and he will note your wounds have healed (mistaking you for the clone). He will say that you should spend more time with Tania. Go back to Tania's place and she will wonder if you really are her brother. Head back to the Elders place and your clone will be there. The Elder will freak out at the sight of two heroes and then go to bed as he thinks he is dreaming. Speak with your clone and you will both start to glow, the clone will then break the fusion and run away. Leave the house and the man nearby will say that the clone ran down the mountain. Leave town and head back to the mountain. You can find your clone in a cave by dropping off the east side of the mountain (where the two chests are). When you speak to your clone, he will say that everything seemed clear when you touched earlier. He will go on to explain that you and him are both one person and got separated when Mudo cast his spell at the beginning of the game. He says that you and him must become one again, and is afraid of what will happen. He explains that after you become one, that you can then return to mom and dad.

Suddenly a little boy will come running in and report that the village is under attack by monsters. Return to the village. When you return to the village it will be in flames and monsters will be attacking the villagers. Defeat all the monsters in the village and note that you can heal at the church as often as you like. Your clone will be protecting Tania from the attack. After beating all of the monsters, return to Tania's house. A monster will be attacking your clone. If you speak to the monster, you will have an option to fight it. Do not fight it if you wish to have an easier battle. Instead, speak to your clone and he will agree to merge with you as long as you promise to protect Tania. Do so and the clone will remember that he is the prince of Reidock and was searching for a cure for his parents illness which led him to Mudo. Mudo, however, separated his spirit from his body. You will now start to fuse as one and learn the Zap spell. You are then attacked by the monster.

Boss Battle - Demon General (1500 HP if you aren't fused, 400 HP if you fused)

Demon General can attack twice per round. If you merged the Hero then this battle will be simple. Just cast Zap and increase your defense. Zap is the only magic spell that will work on him.

Once you beat the Demon General you will complete the fuse with the clone. Tania will be confused and upset while asking if you are the same person as the clone. She will go on about how the clone was the wrong person and that she will miss him. Leave the house and then enter again and speak with Tania. She will say that she has been doing some thinking about when her parents died. She always wanted a brother and found the clone one day on the southern mountains. The clone always treated her like a brother would and she asks if she can still call you brother. Say no to be a jerk or yes to give her peace of mind. Speak to the elder and he will ask you if you know why the monsters attacked the village. Whatever you answer the elder will say that the monsters were looking for you, and that he would rather you leave the village. For Tania's sake though, he says that you can decide what happens. When you leave town, Rand will be at the bottom of the mountain top and will tell you that you are welcome at the village anytime, for Tania's sake.

You may now be confused as to where to go to next, but if you remember a conversation with your clone, you should recall him saying that after you fuse that you should see mom and dad. Head to Reidock in the real world.

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REIDOCK CASTLE

(WK64)

Items: Helm of Cevas

When you enter town, General Franco, who took over for General Tom will greet you and explain that a fortune teller hired by the King and Queen, had predicted that the prince would return today. He continues on about how the Queen explained how you lost your memory, and asks if your memory has returned. Answering yes will get him to ask if you remember him. Saying yes again will have him explain how he was there when your younger sister was born. He will then lead you to the castle. If you answer no to any of his questions he will comment on how frustrating that must be before leading you to the castle.

You will be in the throne room now and the King will welcome you back and call you son. He says that his wife explained to him how you would return once you became whole again. He will then ask you if you are ok. Answer yes to avoid the endless loop. The King will notice how you look a bit different and the Queen will mention that you have grown quite strong from all that fighting. The King goes on to mention how you will be a fine King some day and decides to have a big celebration tonight, and all of your companions are welcome.

A screen will pop up mentioning that word spread quickly of the Prince's return, and how the celebration continued all night.

When you awake from your sleep, Granmaz will be standing over you. She will note how you have changed, and explain that she was the fortune teller the Queen saw. Granmaz notes that your recovery took longer than both Muriel and Hassan's, and because of this, your dream self has become much stronger. She then tells you to search the castle for your memories. You are now free to roam the castle. When you see a flashing star, step on it to see a past memory.

By the Soldiers Planning Table:

Tom will be speaking about how the Heroes parents have been asleep for a long time, and how a scholar from the Gent Clan was contacted and suggested defeating Mudo to save them. The nearby soldiers object as they can't possibly defeat a creature of his power. Tom dismisses the soldiers to go work on a plan. The Prince will tell Tom that he has to defeat Mudo, despite Tom's

objections that he stay at the castle.

Second Floor Parapet on the West Side:

The Prince will be practicing battle with Tom and Tom will comment on how strong the Prince has become. He asks the prince if he thinks his parents are in danger but understands if he doesn't want to answer. He explains that the Queen has left to do research, and that the King is preparing his army to battle Mudo.

Second Floor Parapet on the East Side:

An elderly man will be telling the Prince how the Queen is upset at the loss of your sister Sarah, and notes that you are as well. He explains that Franco's parents had died when he was young, and Franco notes that it is easier because of friends like General Tom. Franco explains that Mudo is on the assault and even though it must be difficult dealing with the loss of your sister, you still have to concentrate on those still alive. The Queen will enter and say that she is leaving to research Mudo. The old man cries out that that is not a Queen's job, and asks what the King has to say about this. She explains that he understands, and asks how the Prince is doing. The old man says that the Prince understands his royal duties and that he wouldn't consider himself a good tutor if he didn't.

First Floor in the Kitchen:

Princess Sarah will be making soup for the Prince and a lady will tell her that she shouldn't be playing with boiling water. Sarah then brings the Prince some soup and the lady remarks that she really must love her brother in a rather touching scene.

First Floor Library:

A man will be speaking to the Prince and will explain that Prime Minister Geban has been trying to raise local taxes and wants to recruit a larger army to expand the territory. He says the King would never allow it and that they should have listened to Franco when he warned people not to elect him. Geban will walk in and ask the Prince to come with him, as he is going to a meeting with his parents to discuss some issues.

First Floor in the Gardens:

Hassan will bump into the Prince and introduce himself as Hassan from San Marino. He explains that he came to help the King and Queen but second guesses himself. He then asks who the Prince is.

Once you have viewed all of the flashbacks, head to the throne room for the final one.

Final Flashback:

The King will be telling the Prince that tomorrow he intends to confront Mudo. If something is to happen to him, he wants the Prince to help the Queen rule the country.

Once the last flashback is over, the King will wake up. He asks if you plan to leave again and says that you should get some rest. You will go back to sleep and the day will start with the Prince standing in front of the King. The King will ask if you still wish to save the world. It doesn't matter how you answer as the King will have something he wishes to show you. The King will

display a helmet he found on his way to battle Mudo. He will give you the Helmet and you will receive the Legendary Helm of Cevas. The King will tell you to be careful on your journey. If you now have all four legendary arnaments, proceed to the Cloud Castle section of the walkthrough.

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CLOUD CASTLE

(WK65)

Items: Sword of Ramias
2 Small Medals
2 Leaf of the World Tree
Nut of Life
Sap of the World Tree

Once you have found all of the legendary arnaments go back to Longadeseo and speak with Sally. She will have just finished tempering the rusted sword and will present you with the Sword of Ramias. She says she noticed some writing on the sword when she was working on it but can't figure out what it means. If you speak to her again she will ask that if you see her father, Coble, on your journey, to let him know that she is waiting for him. Equip the sword and you should notice that it is quite powerful. You can make it even more powerful if you take it to the style shop to make the sword more stylish. Doing so will increase the swords style, as well as increase the swords attack power by five points. You can do this only two times and it is quite expensive. \$10 000 the first time and \$24 000 the second time. If you speak with Hawk at his home, he will explain that each piece of legendary equipment bears a symbol and acts of a key of some kind.

If you sail just west of Gandino, you will find a shrine on an island. You will have to use the Mermaid Harp to get there. Inside, a man will explain how he used to research a castle of the ancient Gods. He was able to figure out "Body to body, hand to hand, head to head. The mark should appear". If you now sail west from the shrine and a bit north, you should find a lone standing tree on the land mass. If you step on it you will be in another shrine which has four buttons that change when you step on them. There are eight images that can appear when you step on the tiles:

Star
Moon
Heart
Drop
Sun
Cross
Lightning
Wings

If you remember what the man at Gandino said, it will provide a clue as how to solve this puzzle. Hawk also provided a clue when he said that each piece of legendary equipment bears a symbol. Cast identify on the pieces of equipment and you will find that..

Sword of Ramias = Lightning Bolt
Armor of Orgo = Heart
Shield of Sufida = Cross
Helm of Cevas = Sun

The Hero is right handed so all you have to do is put the symbols in the correct spots. The answer is:

Sun

Lightning Bolt

Cross

Heart

When you put the correct symbols together, you will head to the middle of the shrine and it will start to glow. A castle from the sky will lower and you will be attacked.

Boss Battle - Hell Cloud 3000HP

Hell Cloud can cast infermost which can hit the whole party for 80 damage points each. Make sure to boost your defense and use the Gent Cane or have a Superstar use Hustle Dance to heal.

After the battle you will be at the base of a castle. The monsters will wonder who you are. Right before they attempt to attack you, a voice will tell them to wait. One of the monsters says the name "Duran" and the voice will go on to explain that you are important guests and that you may pass unharmed. Enter the door to the left and then enter the door in front of you. The spirit of the corpse there says that you are in Cloud Castle, and that the King Zenith of the Dream World who ruled the castle was sealed away. Exit this room and enter the room above the well. Grab a Nut of Life and Leaf of the World Tree from the dresser. The nearby monster warns you that Duran will defeat you and that you are not the only humans to come here. Inside the western most door at the top of the castle a monster will ask if he knows you. Answer truthfully and he will say that another human came seeking power. The top east most door has two monsters discussing how you got into the castle, and how the legend must be incorrect in regards to the legendary equipment, as another human came before the Hero did. Take the middle most stairs until you reach Duran. He will explain how he is the ruler of Hell Cloud Castle. He notes that because you have the legendary equipment, you are a threat to him. He then summons two monsters to attack you.

Boss Battle - Killer Machine 600HP and Land Armor 410HP

Try to kill the Killer Machine first as it is very powerful. The Land Armor will often protect the Killer Machine by absorbing any attacks directed towards it. Keep your defense high and avoid casting spells.

After defeating the monsters, Duran will compliment you but tell you that your next battle will be harder as he is human like you. His desire for power brought him to Duran, and to test his loyalty, he will fight you. Duran will then summon Terry who you first met at Arcbolt castle to attack you.

Boss Battle - Terry 2500HP

Your HP from the previous battle is carried over here. Terry can use the Sword of Thunder which will damage the whole party for around 80 points of damage. Stick to physical attacks and keep your HP and defense up.

After the battle, Duran will attack.

Boss Battle - Duran 3000HP

You will have full HP and MP to start this battle.

Duran has many attacks that will effect the whole party. Stick to physical attacks and keep your defense up. Hustle dance is a must.

After the battle, Duran states that this isn't the end. He goes on to explain

that Mudo, Jamiras, Glacos and himself are nothing compared to their leader, the Demon Emperor, Deathtamoor. You now know who is behind everything now. Duran tells you to grow stronger as he will be looking forward to a rematch once he is reborn. After Duran dies, Terry tells the party to wait. He asks if you are just going to leave him there. He goes on about how he wanted to become stronger, and that you are indeed stronger since you nearly killed him. If Muriel is in your party she will speak up and tell you to wait. If she isn't in your party she will come into the room. She will say that she remembers and then asks Terry if he remembers. Terry notes that she looks familiar. Muriel then scoffs at him because he doesn't recognize his own sister from Gandino. Terry apologizes for not recognizing her and Muriel notes that she just recognized him just now. Terry apologizes for not protecting her (Muriel was the girl who was sold as payment for a debt to the Gindoro and because of this, Terry has been on a quest ever since to become more powerful). Muriel asks Terry to join the party and your comrades agree. Terry accepts and Muriel will then take him into the wagon. When you leave the castle, you will see a big hole being filled in the Dream World with another castle.

Now that you have Terry, you can go to Arcbolt and acquire a secret character. Terry must be in your active party when you return to the prison. The monster will offer to join because he admires Terry for defeating it. If you accept his offer you will now have Drago in your party and he will start with one of the secret classes, the Dragon class. When you are ready, return to the Dream World and sail to the southeastern most land mass. Eventually you will come to the castle you just unsealed, just past a shrine in which you can heal up by drinking the water.

Enter the castle to find yourself in Cloud Castle, home of King Zenith. Enter the western most door and go straight. A little boy will give you a Sap of the World Tree. Once you use it, you can return and he will give you another. Search the dressers in the middle room for a Small Medal and Leaf of the World Tree. Head downstairs to find a man standing next to an egg which the King claims is important for the future. There is a priest down here if you wish to save your progress. The western most room at the top of the castle has a woman talking about a Pegasus. The eastern most room has a man who will ask if you know about the Dark World. He will explain that Deathtamoor resides there and that a Pegasus can help you get there. The soldier at the top will explain that there is a tower connected to the castle where the Pegasus lives, and that is why the castle was sealed. Speak to King Zenith and you will learn that Deathtamoor was the one who scattered the legendary equipment as well as sealed threats like the Dhama Shrine, Medal King, Calberona and Cloud Castle. The legendary Pegasus learned to fly at the tower near his castle. Without Pegasus though, there is no way to reach the Dark World. The King then tells you to go through the well in the castle and return with Pegasus so he can give it a special blessing. Search behind the throne for a Small Medal and then head for the well. When you reach the bottom, head back up and you will be in a shrine just outside the Pegasus Tower in the real world. There is a Death Hole in the well if you try to go back.

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PEGASUS TOWER

(WK66)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49661>

Items: 2 Strength Seeds
2 Small Medals
Leaf of the World Tree
Dragon Killer

Nut of Life
Fire Claw
Reigns of Pegasus

Enter the tower and enter the door to the east. Search the pots for a Strength Seed but be careful as one is a Pott. Down the stairs and old man will mention how he cared for the Pegasus for years but Deathtamoor had it turned to stone. Go back and take the stairs to the north. From here take the western stairs down to get a Small Medal from the chest. Go back and head east, and then south avoiding the steps going down, and take the steps going up. Head east and claim the Leaf of the World Tree from the chest. You can get some well hidden treasures in the area if you would like. From the chest go east and then north up the narrow path. There is a hidden door to the west which will lead to three chests. A Dragon Killer, Nut of Life and Small Medal are inside. Go back and head north through the door. You will now be in a room with four sets of stairs. Take the northwestern most set and proceed to the northeastern most steps. In this room claim all the treasures from the chests (Fire Claw, Mimic) before taking the southwest exit. Be careful not to fall off the edges either. Grab the chest to the east for a Strength Seed and then go north, climbing the ladder. When you reach the top you will find the stone Pegasus. When you inspect it, Falshion will start merging with the statue. Right as the merge is about to complete, Deathtamoor will summon three monsters to attack you.

Boss Battle - Hologhost 280HP, Lamp Demon 870HP and Devil Papiyon 310HP

Be careful as the Hologhost can instantly kill your party with one attack. Defeat it first.

After the battle Falshion will fuse with the Pegasus and start to fly around. When it comes back, you will receive the Reigns of Pegasus. If you use the Reigns of Pegasus you will be able to fly. Return to King Zenith and he will congratulate you for freeing Pegasus. He then asks if you figured out how to make him fly. If you don't know he will tell you. He explains that the Pegasus alone will not get you to the Dark World. King Zenith will then begin a chant that will restore the Pegasus's powers. Just press the "X" button while riding the Pegasus to get to the Dark World.

Before going to the Dark World you might want to level up a bit, trade in your Small Medals, visit Dhama, etc. Now is also a great time to go to the Underwater Castle just north of the Mermaid Hideout and battle the guardians of the treasure.

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UNDERWATER CASTLE

(WK67)

Items: 2 Small Medals
 Aeolus's Shield
 Gringham Whip

There are two guards, the guard to the left will be a:

Battle - Killer Machine 600HP and Guardian 420HP

Just focus on one monster at a time and heal every round using the Hustle Dance.

They are guarding a Small Medal and Aeolus's Shield.

The guard on the right will be:

Battle - Two Killer Machines 600HP each

Heal each round and just keep attacking.

The treasures they guard are the Gringham Whip and Small Medal.

Anyways, when you feel that you are ready, ride the Pegasus and press the "X" button to go to the Dark World.

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DARK WORLD AND DISPAIR TOWN

(WK68)

Items: 3 Small Medals
2 Wing of Wyverns
Nut of Life
Defense Seed
Piece of Cloth
58G
Endes Tools

When you arrive in the Dark World you will see a town to the immediate northeast. Also note that your party's maximum HP is 1 and you have no magic. Head to the town and run from any encounters that may get in your way. This town is called Despair Town as people who have lost all desire to live reside here. Everyone in town is depressed and Deathmoor brings people who lose all hope from both the Dream and Real World to Despair town. A man in the bed at the inn says there is a rumor of a road which leads out of the Dark World. Grab the Small Medal from the pot beside him. You will also learn from the townsfolk of a great armorer in town who used to sell expensive armor in a happier place. There is a monster in the top floor of the bar but don't fight it. If you speak to the priest he will become excited when you mention that you arrived in town on the Pegasus. There is a Small Medal right below the northern most cross where a man is standing, you can't get to it now but don't forget to get it later. Just below the bar, a man will mention a spring to the west. Search the pot nearby for a Nut of Life. Don't use it until your stats get restored though or it will be a waste. Just below the tombstones you can get a Wing of Wyvern from the pot. Take the nearby stairs down and speak to the elderly man laying in bed. He will mumble that he will never make Armor or see his family again. After he learns that you have come to defeat the Demon Emperor, he will give you a rusted pipe to take to his wife in Zaxon Village to trade for his tools. He gives his name as Clark Ende, the man who mysteriously disappeared from Zaxon Village. If you bring him his tools, he will believe your story. Search the nearby pot for a Defense Seed. Now you should follow the leads in town and head northwest to find the Hot Springs. Escape from any random encounters along the way.

When you arrive at the spring, most of the people will be happy and cheerful. Grab the Piece of Cloth and Wing of Wyvern from the dressers. The lady by the spring will give you instructions on how to use the springs. While in the spring you will notice you will be pulled in a clockwise manner. As you are going around you should notice a cavern in the middle of the spring. Make your way to this cavern and enter it. Search the nearby skeleton for a Small Medal. Make your way through the cave and enter the well at the dead end. You will be warped to the real world on an island just above Gandino. Your stats will still be reduced. Now use the Reigns of Pegasus and fly to Zaxon Village which is north east of Gent. Once you enter the town head to the dog who is blocking the house and use the rusted pipe. The dog, Silver, will grab the pipe and run

inside. Follow the dog and Endes wife will ask if Clark is still alive. After answering she will give you Ende's Tools so they can cheer him up. Search the pot for 58G before leaving.

Return to the Dark World and speak to Ende. After giving him his tools and letting him know his wife is still alive, he will offer to make you an item. You have a choice between a Helmet, Armor or Shield.

The Armor of Ende is +90 in defense and protects against flame damage. There are better armors though which you can get shortly.

The Helm of Ende is the second best Helm in the game behind the Metal King Helm.

The Shield of Ende is the fourth best shield in the game and third best if the cursed Shield of Ruin is excluded.

Chances are you won't have the Metal King Shield that you can win from the Slime Arena and the only stronger shield is one you have in the Shield of Sufida. With that said, the Shield of Ende is the best current shield for everyone but the Hero. Once you decide which piece of equipment you would like, Ende will start working on it and suggest you get some rest. You will then go to sleep and wake up with a new piece of equipment. When you head upstairs you will have regained all of your stats and the townsfolk will be cheerful. You can now get that Small Medal at the grave as well as purchase new weapons from the weapon shop. The Priest at the inn says that a powerful sage, Masarl, once fought the monsters of this world and found many treasures which he hid in Greed Town. Remember when the lady in Poseidon's underground cave mentioned that a Masarl and Krimut were the last two humans to see Poseidon? Anyways, a man outside the inn mentions that Greed Town is to the northeast. Leave Despair Town which the people now call "Hope Town", and head for Greed Town.

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GREED TOWN

(WK69)

Items: 600G

- 2 Beauty Plant
- Small Medal
- Armband of Sacrifice
- Nut of Life
- Dragon Robe
- Medical Herb

A woman near the town entrance will warn you that some folks may try to con you. The cons in town are the little boy who charges 50G for you to walk on his mat, A man who sells a normal Medical Herb for 80G. Finally, a man who charges you 200G to see pretty girls inside a building. If you pay the fee there will be girls inside. There will also be 600G in the barrel, but as you leave, you will be charged an additional 1200G for a total loss of 800G, 1400G if you forgot to check the barrel. As you can tell, this town lives up to it's name. Grab the Beauty Plant in the pot in the house above the armor shop. In the northern most part of town there will be some houses, a weapon shop and a cave that leads to a mine. If you go to the inn, the people inside will be mumbling about a man named Morgan, who happens to know about the Sage Masarl's treasure. Downstairs is the third and final casino. Prizes are as follows:

Leaf of the World Tree....1000
Wizards Ring.....5000

Falcon Sword.....10000
Givelife Armband.....20000
Metal King Armor.....150000
Iron Ball of Destruction..300000

Upstairs is a nun who can save your game. In the house above the weapon shop lies a man who will be in possession of the great Sage's robe. Search the grass just west of the house to find a Small Medal. Enter the big house above the inn and you will be in Morgan's Mansion. Search the pot for an Armband of Sacrifice. Speak to Morgan upstairs if you want and beware of the chests as they are mimics. You can find a Nut of Life beside an old man at the grave. Head into the mine when you are ready.

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MINE

(WK70)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49666>

Items: Strength Seed

Head east from the entrance and follow the path until you reach a chest which contains a Strength Seed. Go back to the entrance and head north, then east, and then south to the stairs. Pass the mimic in the chest and go north, following the path until you reach the stairs. Follow the path until you reach a chest. The chest will contain a note which says "I know where Masarl hid the treasure" signed by Morgan. Head back to town and speak with Morgan.

Mention that you have business with him and he will offer to sell you the information for 5000G. Once you give him the gold, he will say there is a lake in the forest to the northwest. The Sage's treasure should be sitting at the bottom.

Head northwest of town and walk over the forest to find the lake. People will be gathered here wondering how to get the treasure at the bottom of the lake. One man will ask if you would sell your soul to a demon to get the treasure. When you answer yes, the water in the lake will drain and everyone will flip out and rush to find the treasure, killing each other in the process. Head to the bottom of the lake but note there is a correct and incorrect way down. If you drop off the ledge you will have taken the incorrect way. After speaking to everyone after making it to the bottom, two demons will appear. Speak to them and they will kill all but one person. Speak to him and Dewitt will attack you. After the easy battle a voice will call out and explain that this isn't how it's supposed to be. You will then be warped to before all of this madness occurred. Do everything over again but when it's time to go to the bottom of the lake, take the correct way, the stairs. Head to the chest and open it. There will be nothing inside!

Everyone will gather and get upset over the fact that they were willing to kill each other over an empty chest. They will then decide to return to town and inform everyone. Head back to town as well and everyone will thank you for showing them the error of their ways. The man who has the Sage's Robe will let you have it for saving the town if you speak with him. Inspect the robe to receive the Dragon Robe. Go to Morgan's house and his maid will explain that a beast appeared, flew around and then disappeared. Morgan then went unconscious. Morgan will be in bed asking Deathmoor to forgive him... At the inn a man will be talking about how Masarl created an underground tunnel used to avoid the Demon Emperors wrath, and that someone in town should know more. The old man in the northwest corner of town will ask if the chest was

empty. Answer yes and he will tell you a secret that Masarl told him long ago. "Sleep below the treasure". Anyways, go back to the hidden lake and search the chest again. You will find a hidden staircase under the chest. Follow the path and grab the Medical Herb from the chest if you'd like. It would be wise if you left it as you would take more damage from the poison marsh. Take the stairs at the end of the tunnel and you will be outside of a cave on the large island north of the hidden lake. Travel on and enter the well along the way. There is a man who will heal you for free (visit him often) inside, as well as a Priest you can save at. Do so and grab the Beauty Plant from the dresser as you leave, and then head north and enter the nearby castle.

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PRISON TOWN

(WK71)

Items: 6 Small Medals
Soldiers Uniforms
Agility Seed
Chain Sickle
4 Seeds of Strength
Nut of Magic
Nut of Life
4800G
Shield of Ruin
Orb of Truth

When you enter the castle a man will be blocking the entrance. Speak to him and you will be attacked.

Battle - Sorrow Giant 2800HP

The Sorrow Giant can hit you with critical blows so always keep your HP high. Stick to normal attacks and Swordlines. The Sorrow Giant will drop a Small Medal after he is defeated.

After the battle, the Sorrow Giant will say that you must be the ones his brother is waiting for and lets you pass. Speak to the other giant and he will wonder if you are the people the great Sage foretold would come to fight the Demon Emperor. Suddenly a spirit posing as a servant for Deathtamoor will speak. It will say that it has waited a very long time for someone to confront the Demon Emperor and then tells the Sorrow Giant to open the gate. The giant will now be sure you are the ones the sage spoke of and explains that himself and his brother are the last of a lost race of giants that the Demon Emperor killed a long time ago. Since then, they have been forced to serve him. You will then be warned that Akbar rules the castle and is very powerful. You will then be given a key that you can use to speak with the prisoners and are told that Masarl should be able to help you find Deathtamoor's castle. You will have to defeat Akbar to free him though. Once you enter the castle the guards will mistake you for new prisoners and escort you to the prison. Since you have the Prison Key, you can leave your cell. Head north across the damage tiles and take the stairs. Speak to the guard and he will recognize you. He is General Soldi from Reidock! He explains that the day he was returning home after Mudo was defeated he somehow ended up in the Dark World. He mentions that the great Sage is behind the electrified door and that you will need to kill Akbar to free him. He then gives you Soldier Uniforms so you can travel in the castle freely. Search the pot for a Small Medal. Go back and explore the castle. If a guard sees you, he will throw you back in the jail. Put on the Soldier Uniforms to get past the guards. Speak to everyone in the cells. If you are in Soldier Uniforms they will be more defensive so try speaking to them with and without the uniforms on. Speak to the Nun, Anna, in the first cell and she

will promise not to tell anyone you are pretending to be guards.

When you eventually take the stairs, you will be in the main "city". This isn't much of a city but more of a prison as the town name suggests. One man in town will mention that his brother is to be executed. Search the pot in the southwest corner for an Agility Seed. One of the two pots below the staircase has a Chain Sickle. Everyone is upset that sister Anna was taken away as she was the only one that cheered the people up. The people in town are also secretly planning a revolt. Search the barrel above the bar for a Small Medal. One woman is so depressed she is contemplating suicide by jumping in the well. When you are done exploring the town, put on your Soldier Uniforms and head through the north door. When you get to the main floor you can leave the town if you like. A soldier near the stairs says that Akbar plans to summon a demon to possess sister Anna and then marry her. Search the dresser in this room for a Nut of Magic. Go upstairs and a guard will mention that Akbar is outside and not to upset him or you may be beheaded in front of the prisoners like the last guard. Search the top of the east tower for a Small Medal. Go outside using the southeast door and take the northwest stairs to get a Small Medal, 4800G, and Shield of Ruin from the chests. Head back to the town area of the prison and speak to the female at the bar in normal clothing to let her know of Akbar's intentions with Anna. The woman can tell that you wish to fight Akbar and asks that you speak with the shopkeeper. Speak with the shopkeeper (above the sleeping old man) and he will ask you to speak with Gon at the southeast corner of the room. Speak to Gon and mention that you have business with him and you will explain to him the situation. He will thank you for the information and let you go behind the bar. Speak to the shopkeeper and he will say that Akbar is too strong and that you will have to dig sister Anna free. He then gives you some wine and says that the other barrel is full of "special wine". As you leave, the guards will bust in and say it's time to execute a prisoner. The man who previously mentioned that his brother was going to be executed will begin to freak out as his brother is being led in. Gon says that you can't let this happen and you are led to the soldiers who warn you to stay back. Gon tries to stall the execution and asks if there is anything that can be done to save the man. It doesn't matter what you say as the guards will attack you.

Boss Battle - Two Prison Guards 100HP each

This battle is very easy, just stick to normal attacks and heal when needed.

After the battle the remaining soldiers will charge you but the General will stop them and ask what is going on. After the soldiers explain, you are attacked.

Boss Battle - Zozogel and Dogma

This is a battle that you are meant to lose.

It is possible to win this battle if you have massively leveled up your characters, though the same events will transpire as if you had lost. After the battle you will be thrown in the prison and your prison key and uniforms will be confiscated. Two of the three guards will then leave to go have a drink. The party will then go to sleep and when they wake up, the guard will be laying on the floor outside the cell. After checking the guard through the cell, another guard will wonder what is going on as everyone in the castle is asleep. Suddenly, the guard will be rushed by the people from prison town and Gon will laugh as the liquor the guards drank was spiked with a sleeping drug. You will then be unlocked from your cell and notified that sister Anna has been taken to Akbar. Head back to the town area and the woman at the bar will now be a Luisa's place so you can change party members if need be. People will be gathered near the north door. Speak to the man at the door, Tonra, leader of

the rebellion. He informs you that they can handle the remaining soldiers and that you must save Anna. Say yes when he asks if you are ready and you will be given the Prison Key as well as four Seeds of Strength. Use the seeds and head to Akbars chambers at the top of the castle. Zozogel will be sleeping beside Akbars chambers. If you speak to him, he will wake up and attack you. This battle is optional.

Boss Battle - Zozogel 3500HP

He is easier this time around so stick to normal attacks.

Head into Akbars chambers when ready and you will interrupt a ceremony as two monsters and Akbar are with Anna. One of the monsters will wonder if you are the ones Deathtamoor is concerned about before you are attacked.

Boss Battle - Akbar 3300HP and Two Guardians 420HP each

This battle will be hard. Akbar can attack twice and do an earthquake attack that can do massive damage to the whole party. He can also revive the guardians if you kill them. Make sure you heal the party every round. Magiblade can work on Akbar for over 200 damage but will usually miss. Sometimes Akbar will revive a healer instead of a guardian. If this happens, kill the healer immediately.

After the battle, Akbar will wonder if the prophecy is true. he then says "the two of them cannot be allowed to meet" before dying. Tonra and the others will come in and mention that the soldiers just disappeared when Akbar was killed. The two men will tend to Sister Anna and Soldi will come into the room and give you praise. After everyone leaves, Soldi tells you that you should be able to see the great sage. One your way to the sage, the scholar that was working for Akbar will ask for forgiveness if you speak to him. Say yes and he will tell you that the Demon Emperor's castle lies on a lake to the northwest and to not be fooled by his deceptions. Go to the sages room (where Soldi gave you the Prison Key and Soldier Uniforms). Soldi will tell you to open the door as it is no longer sealed with Akbars power. Go up to the sage and use the Prison Key on him to unlock his chains. The sage will explain that he is blind but his hearing is good. He will also explain that he is not the great sage Masarl, but his younger brother Krimut. He says that Masarl has already gone to Deathtamoor's castle and that he feels a mysterious power from the party. He also notes that you must be the people the Demon Emperor fears. He says that Masarl should have waited for you. A light will flash and Krimut will give you a ball of light. He explains that the ball is the Orb of Truth and is to be used at the sea of nothingness to reveal the way. Krimut will then pass out and Soldi will suggest you let him rest. Speak to Soldi again and he will say that he knew you were special when you first met.

When you leave the room, the game will narrate that everyone celebrated their newly found freedom that night. As the sun rose, Deathtamoor will say that he can't allow this behavior and turns everyone, except the party to stone. Go see Krimut who has a force field around him and he will ask if the villagers are ok. As you leave he tells you to use the Orb of Truth to cross the sea. Speak to him again and he will ask you to tell Masarl that he is ok.

Leave Prison Town and head to the north most point on the island (just north and a bit east from the well). Use the Orb of Truth and you will be warped to another island. Enter the nearby shrine and take the stairs in the room beside the corpse. Eventually you will come to a man who looks like Krimut. All of a sudden, the man will glow and the party will enter his mind. Two demons will be asking the man to pledge his loyalty. They identify the man as Masarl and insist that he must be under the control of the Demon Emperor. Masarl will say

no and the demons will manipulate his mind so that he views a scene with Krimut about to be decapitated. The demons ask him again to pledge his loyalty or Krimut dies. He refuses and Krimut is killed. The demons say that Masarl will relive the experience of watching his brother die over and over again until he gives in. You will then be warped out of Masarls mind.

Go back to Prison Town and see Krimut again. He will ask if you found his brother. Answer yes and after explaining the situation to him, he will ask to be taken to him and will join your party as a non playable character. Take him to his brother and he will explain that the Demon Emperor is controlling his mind. He says that he must enter his brothers mind and the brothers will begin to glow. He will enter Masarls mind and right as Masarl is about to give in and pledge his loyalty, Krimut will speak to him and tell him he is alive and well and that he is being deceived. The party will be there as well as Krimut explains that you are the group that will defeat Deathtamoor. The monsters say that the Demon Emperor told them not to let the brothers meet. Krimut and Masarl will begin an incantation to combine their powers. Before they can finish though, the party is attacked.

Boss Battle - Zuikaku 2500HP and Shoukaku 3500HP

Zuikaku can do a rock attack which can hit the whole party for over 100 damage to each character. This battle shouldn't be too hard.

They will drop a Small Medal after the battle and then perish.

You will now be in the shrine and Krimut will unchain his brother. Speak to Masarl and he will say that if he combines his power with his brothers, they will be able to distort space. They can open a door into the sky, a travel door and that is the power the Demon Emperor feared. The brothers will then combine their power and will collapse the mountain that Deathtamoor's castle was resting on. A portal that leads to the shrine west of Gandino will be behind the brothers. Use it if you wish to return to the real world, Dhama Shrine, Medal King, etc. Anyways, leave the shrine and prepare to enter Deathtamoor's castle.

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DEATHTAMOORS CASTLE

(WK72)

Map:

<http://www.gamefaqs.com/console/snes/file/588293/49822>

Items: 2 Small Medals

Demon Spear

Golden Tiara

Book of Dragons

Princess Robe

Medal King Sword

Deathtamoor's castle is home to some of the strongest monsters in the game. Hologhosts can kill you instantly with the Death Dance. You may have to make a couple of runs through the castle just to clear out the treasure and gain job levels. Make your way to the room with arrowed tiles and use the tiles to lead you to the switch in the middle of the room. After stepping on it, the arrowed tiles will disappear and you can continue on. Take the stairs to reach the basement to get a Small Medal from the chest. Head back up the steps and take the southwest arrowed tiles across the hole, which if you fall into leads to the basement. Take the next tiles north for a Demon Spear in the chest before taking the tiles south. Hit the switch and go north up the stairs to get to a

healing tile. Each time you step on it your HP and MP are restored. Go back, hit the switch and take the arrowed tiles up to the northeast section and take the stairs.

You will now be in a room with platforms that will launch the party a few tiles forward in the direction it is facing. If you are launched off the pillars you will land in the room below. If you take the first platform to the left, there will be a Mimic in the chest. Take the north most platform facing west from the entrance and take the next north most platform facing west out of the four. Take the platform leading to the stairs and take the platform beside the stairs to grab a Golden Tiara from the chest. Take the stairs down. After stepping on a button the room you are in will move north. Go up the stairs, use the platform and take the stairs. Go north and enter the door. You will now be in a room with multiple doors. There is a chest with a Book of Dragons to the north. If you enter the incorrect door, it will lead to the floor below. The correct door is the one below the treasure chest. Enter it and you will be in a dark room that only lights up lightning strikes. Make your way left following the path and using the lightning to guide you. When you come to a fork that leads east, take it to get the three treasure chests that you saw when you first entered the room. The northern most chest will be a Mimic and the other two will have a Small Medal and a Princess Robe. Make your way back to the fork and go west and then north until you reach a door. Don't go in the door just yet. Instead, take the path east to claim the Metal King Sword from the chest. Now go through the door and follow the path around until you see an open door. DO NOT ENTER THIS DOOR unless you are ready to face Deathtamoor. If you enter this door and take one step forward you will glide down to the floor below and be forced to face the Demon Emperor as Outside won't work. Enter this door when you are absolutely ready for the battle. Now would be a good time to go back to Dhama put your characters in their best classes. You should also visit the Medal King for any remaining treasures. You should have 100 Small Medals if you have followed the walkthrough. Enter Deathtamoor's chambers when you are ready. When you reach him he will tell you that he will smash you for coming, and that the entire world will know his name. He then attacks.

Boss Battle - Deathtamoor 2000HP

Deathtamoor will have two orbs beside him which he will use to unleash both fire and ice attacks. He will also attack twice in most rounds and can meditate to recover his health. Gigaspark and Giga Slash can take over 200HP from him each round.

After the battle, Deathtamoor will show his second form and attack.

Boss Battle - Deathtamoor pt 2 3000HP

His second form can rush a member of your party for great damage. Gigaslash works really well here damaging him for 300+ damage.

After defeating his second form he will say that he was just toying with you and reveal his third and final form.

Boss Battle - Deathtamoor pt 3 3000HP

His final form will consist of Deathtamoor and his left and right hands.

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ENDING

(WK73)

After the battle, Deathtamoor will die and Masarl will call out. He will tell you to leave as the Dark World is falling apart. He says that he will save the people of the Dark World and that you should escape. The Pegasus will carry the party up through a hole in the dimension and carry the party to Zenethia.

In Zenethia, King Zenith will congratulate you. He thanks you on behalf of the Dream World and says that you don't belong here as it was Deathtamoor's power which made this world exist. Soon the Dream World will disappear. You can walk around the castle and learn that a new future will be born from the egg in the basement. When you leave the castle, Pegasus will fly you to Reidock Castle in the Dream World.

Dream World Reidock:

You will be greeted by the castle guard and let inside. If you try to leave, the guard will stop you and tell you that the King is waiting. You will also learn that Soldi has returned if you speak to the soldiers by the stairs. Soldi will be in the throne room and after thanking you, will explain that the King hasn't been around lately, but left a note. "Congratulations, Hero and Hassan. I'm glad you're ok too, Soldi. I look forward to seeing you below." You may now leave Reidock Castle. Your next stop is...

Calberona:

The Hero and Barbara will be speaking with Calbes as he tells Barbara that she is powerful enough to become a great sorceress. Calbes tells Barbara to study under King Zenith so she can eventually become the town elder. Barbara says she will consider the option but says that she will make her own choices as she still doesn't know who she really is. Next stop is...

Lifecod (Dream World):

A man will greet the Hero and will tell you to follow him as the whole town has been buzzing about your travels. The Hero, Barbara, Hassan and Chamero will be led to the bar and greeted by the elder. He praises you and tells everyone to celebrate. You are now free to roam the town. Judy will say that she wishes she would have married you. Rand will be outside Tania's house and says that Tania is still sad, even with the monsters being gone. When you speak with Tania, she will make you promise her that you won't forget her. Tania will start to say that she loves you but she will flash and become transparent. She then says goodbye and tells you she loves you. When you leave the house, everyone in town will be transparent as the Dream World will slowly be fading away. Leave town and your next stop will be...

Granmaz (Real World):

Hero, Hassan, Barbara, Chamero, Muriel and Terry will be huddled around a table with Granmaz. Muriel will tell Granmaz that she is back and with Terry. Granmaz will say that she has been watching over them. She will praise everyone for defeating Deathtamoor. Muriel will tell Granmaz that she wishes to become her student and train to become a fortune teller to help others. This decision makes Granmaz proud. Next stop...

San Marino:

Hassan will walk into his house as his parents are talking about him. Hassan's father will be upset that his son was facing danger as a man of his skills would be better suited as a carpenter. Hassan then says goodbye to the group as he wishes to become a great carpenter like his father. Chamero will be a

little sad. Next stop...

Gent:

Chamaro will go see his grandfather at the shrine where the Devine Ship has returned. Chamaro will wonder how the boat returned and the elder will note that it is a magical ship and it came when it was no longer needed. Chamaro's grandfather will give praise for ensuring the skills of the Gent clan will not be forgotten. Chamaro then says his goodbye to the party. Next stop...

Gandino:

Muriel and Terry will walk to their parents house. They will wonder if it is indeed Muriel and her father will wonder why she still calls him father, even after he sold her. Muriel says that it's because of him that they are the way that they are. She tells her dad that she wants to become a fortune teller under Granmaz. Muriel explains to the Hero that they must part now as Terry, herself and her parents have a lot to discuss. Speak to Terry and he will give you a clue about the Bonus Dungeon. He says "You didn't do much for me, but thanks anyway. I'll probably see you again exploring a cave somewhere". This bit of info will come in handy in a bit. Next stop...

Lifecod (Real World):

You can actually skip this part by just exiting the town upon arrival. After walking around town with Barbara, she will notice that nobody is there. The elder will be outside his house and explains that there is a huge party in Reidock and that is where everyone is. The elder stayed behind as castles make him nervous. Next stop...

Reidock Castle (Real World):

The Hero and Barbara will be in the throne room with the King, Queen and some soldiers. The King thanks you and notes that the clear sky is a sign of peace. The Queen says you can now take your rightful place as Prince of Reidock. The King will wonder who the cute girl you are with is. Barbara wonders if he means her and the King says that the Hero has done well to return with someone so beautiful. The King explains that he has prepared a great banquet and invited all of your friends! The celebration begins with people dancing in the garden. Muriel, Tania, Rand and Chamaro will be dancing. If you speak to the King, he will ask you where Barbara went. Hassan will be on the second floor parapet on the west side. He mentions that the castle is worn down and offers to fix it up good when you become King. Terry and Franco will be at the training table. Terry mentions that he isn't much of a party person and will probably leave soon. Go to the throne room and Barbara will be there. She will be transparent. She tells the Hero that it seems her time has come and since she has no physical form, she isn't like normal people. She then glows and says goodbye before disappearing entirely. Her that words are to tell everyone that she won't forget them. Zenethia then rises to the heavens as the credits roll.

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CREDITS (WK74)

As the credits roll you will see scenes with all of the characters. Watch Terry's scene very carefully and note the sparkling thing he notices. Also note the location of it to realize that he is in the Amoru cave. After the credits roll you can once again control the hero. You will be in the throne

room and a guard will mention that you are leaving to see your friends. The next scene will show the Hero, Hassan, Chamaro and Terry at Granmaz's house, huddled around Muriel and her crystal ball. Hassan will wonder why she called everyone there. Muriel's ball will glow and she will see the Zenith Castle with the King and Barbara around the egg as it starts to hatch. The egg will hatch and the game will end.

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BONUS DUNGEON

(WK75)

Items: Small Medal
Book of Babbles
Strength Seed
Defense Seed
Mystic Armor

To have access to the bonus dungeon, when the credits finish rolling and "The End" is on the screen, reset the actual super nintendo system and load a normal save game (no save states). You must finish the game before you can enter the bonus dungeon. The actual entrance to the dungeon is in the torch room of the Dhama Shrine. If you have leveled all of the classes up to five stars, seventeen of the eighteen torches would be brightly lit. The reason why the final torch is not lit is because you cannot get the Metal Babble class until after you beat the game. If you watched Terry closely during the credits, you will see him in the Dream World Amoru cave noticing something shiny on the ground. Go to the exact spot and search to find the Book of Babbles. Return to Dhama and assign this class to a character. Once you level this class up enough you will be able to enter the bonus dungeon via the torch room. The bonus dungeon is not really a dungeon itself, but rather areas of previous dungeons all linked together. This dungeon is long and hard, and also has some exceptionally difficult and exclusive monsters.

From the entrance, head north and east, taking the path south to get to the chest. Open the chest to collect the 101st Small Medal. Go back to the entrance and go south and then west, and south taking the stairs. Follow the linear path while grabbing the Strength Seed and Defense Seed from the chests along the way. After taking the stairs, head southeast and then west at the fork, and west again to take the stairs. Grab the Mystic Armor from the chest to the east and then go north through the cave opening. From here head north through the opening and you will now be in Deathcod!

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DEATHCOD

(WK76)

Items: 2 Small Medals
4G
Echoing Hat
Orihalcon Fang

When you arrive, the elder will greet you and say that you have safely returned with the Spirit Crown and then leave. Note that you won't be able to get in most buildings as they will be blocked off by people. This town is a mix of both the Dream and Real world Lifecod. 4 Gold is in the barrel at the pub. A Small Medal lies in the pot northwest of the well. Go to your house and search the pot for another Small Medal, and the dresser for an Echoing Hat. Speak to the woman inside and answer yes when you ask if you are ready. You will then be shown the true form of the village, you will be shown Deathcod.

Various monsters will reside in this village. If you speak to the demon upstairs in the pub, he will tell you to search five paces north and five paces west of the well in Calcado. Actually go to Calcado and do this to find the Orihalcon Fang. Note that you can warp back to Deathcod using the return spell. If you visit the inn, you will see Taloon from Dragon Warrior Four. The weapon shop will sell a Staff of Revival as well as a Book of Dragons. You may purchase as many as you wish but be prepared to pay through your teeth. Inside the elders house you will find another dragon warrior reference. Sancho and the main characters two children from Dragon Quest Five will be there. Inside your house a woman will ask if you have seen her sister Menea. This is a Dragon Warrior Four reference. Enter the elders house and go through the well to continue on with the dungeon.

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BONUS DUNGEON CONTINUED...

(WK77)

Items: Small Medal
Shield of Strength
Ruby of Power
Angels Leotard

Follow the path until you come to the lava filled room. From here go north and head through the opening. From here head west and south through the lava to fight a mimic if you like. Go back and head north and then east to get a Shield of Strength from the chest. Go back to the entrance of the lava cave and go west and south, taking the stairs. From here go all the way north through the lava and take the stairs. Search the northeast gravestone for a Ruby of Power. From the Shield of Strength chest head east through the lava and east again to take the stairs. Now go all the way south and take the stairs. From here head north through the cave. From here go east and search the skeleton for a Small Medal. Now go all the way north and take the stairs. You will now be in Castle Grace where the demon was summoned. DO NOT enter the main room yet, but take the door at the end of the hallway to get the Angels leotard from the chest. Heal up, go into the main room and step on the platform. Meditate when prompted and Dark Dream, who destroyed Castle Grace, will ask who summoned him. You will then be attacked.

Boss Battle - Dark Dream 13000HP

Don't even attempt to battle Dark Dream until your levels are in the low 70's. This boss is the toughest in the game and makes Deathtamoor seem like a slime in comparison.

Note: The following strategy was contributed by forum user The Admiral. This strategy can work with characters with levels in the high 40's, low 50's.

My four main characters are in Hero class and two others, Barbara and whoever else knows Madante (Metal Babble skill), are Sages. The rest of my party is usually Terry (in Dragon or Hero class) and a Healer in Sage class (since he knows HealUsAll). I don't have the patience to recruit a Lamp Demon, but he would be an excellent replacement for the Healer. Here is how the fight goes.

Round 1: Hero casts Increase, Hassan casts BiKill on himself, Amos uses GigaSlash, and Barbara uses Madante. Madante, at these levels, usually does 900-1000 damage.

Round 2: Swap Barbara for the other character that knows Madante. Hero used Gigaslash, Hassan uses PowerUp, Amos uses Hustle Dance, fourth character uses Madante.

Round 3: If everyone's HP are above 300, I swap Muriel back in the party. If they're low, I put the Healer in for a round and have him cast HealUsAll. Hero uses Gigaslash, Hassan uses Spirit Punch, Amos uses Gigaslash, Muriel uses Hustle Dance/Healer uses HealUsAll. Hassan's Powered-up Spirit Punch does 800-900 damage.

Rest of Fight: Hero uses Gigaslash every round, Hassan continues to use the Power Up-Spirit Punch routine, Amos uses Gigaslash every round, and Muriel uses Hustle Dance. If Amos runs out of MP, I'll have him start doing Hustle Dance and Muriel starts doing Gigaslash. I continue to swap in the Healer if everyone's HP drops dangerously low.

Some notes: I typically give Muriel the Meteorite Armband since she's the dedicated healer. I'll give the Speed Ring to the Healer so he goes relatively soon if I swap him in for emergencies. In my experience, Hustle Dance combined with the Hero class's natural healing is usually enough to keep HP high. One thing I don't do is spend lots of time buffing the characters at the start of the fight. Why? Because Dark Dream always seems to negate those effects when I do. I have no idea what the criteria for him doing that is, but once I cast more than a few Increases or Bikill more than one character, he always seems to do it. Using the method I described above, I have never seen him use it.

After defeating him, Dark Dream will tell you not to think that you have defeated him. He will wonder how you can be so strong before telling you how many rounds it took to defeat him. If it took more than twenty, he won't consider it a victory and will await your return. There is also a small possibility that Dark Dream will drop a Book of Babbles after the fight. To see the true ending of the game, defeat Dark Dream in under twenty rounds and then confront Deathtamoor.

ITEMS: (ITMS)

- Agility Seed - Increases agility by 1-5
- Antidote Herb - Cures Poison
- Beauty Plant - Increases style
- Book of Babbles - Allows a character to change to the Babble class
- Book of Dragons - Allows a character to change to the Dragon Class
- Defense Seed - Increases Defense by 1-5
- Dew of the World Tree - Completely revives and heals the whole party
- Fairy Water - Repels weaker enemies from attacking (same as Repel spell)
- Full Moon Herb - Cures Paralyzed character
- Leaf of the World Tree - Revives fallen character
- Medical Herb - Cures around 30HP
- Nut of Life - Increases Max HP by 1-5
- Nut of Magic - Increases Max MP by 1-5
- Sage's Stone - Restores around 50HP to party
- Sands of Time - Restarts battle from the beginning
- Small Medal - Give these to the Medal King
- Strength Seed - Increases strength by 1-5
- Water of Amoru - Restores around 60HP
- Wing of the Wyvern - Same as return spell
- Wisdom Seed - Increases Wisdom by 1-5

EQUIPMENT:

(EQMT)

Weapons:

ATK = attack power

STL = applicable style increase/decrease if equipped

IMP = can weapon be improved at style shop?

Special = attribute and action when used as item in battle

	ATK	STL	IMP	Special
Bamboo Spear.....	5	1	no	
Battle Axe.....	49	15	no	
Big Mallet.....	10	-5	no	
Bladed Boomerang.....	25	19	no	Attacks all enemies
Blizzard Sword.....	105	38	no	Ice damage
Boomerang.....	15	5	no	Attacks all enemies
Bow Gun.....	110	25	yes	
Broad Sword.....	33	16	no	
Bronze Knife.....	12	8	no	
Calbero Boot.....	97	45	yes	Attacks group of enemies
Chain Cross.....	28	18	no	Attacks group of enemies
Chain Sickle.....	27	13	no	Attacks group of enemies
Club.....	9	5	no	
Copper Sword.....	13	9	no	
Cypress Stick.....	2	0	no	
Demon Claw.....	90	29	no	
Demon Hammer.....	115	33	no	
Demon Spear.....	99	19	yes	
Dragon Killer.....	95	35	yes	Increased damage to Dragons
Falcon Sword.....	67	32	yes	Attacks twice per round
Flame Boomerang.....	65	25	yes	Attacks all enemies
Flame Claw.....	53	21	no	Fire damage, Casts Blazemore
Flame Sword.....	87	33	yes	Flame damage, Casts Bang
Gent Cane.....	15	6	no	Casts Healmore
Giant Hammer.....	30	6	no	
Gringham Whip.....	145	57	no	Attacks group of enemies
Holy Sword.....	42	23	no	Casts Fireball
Ice Blade.....	62	31	yes	Casts Snowstorm
Iron Ball of Destruction	125	26	yes	Attacks all enemies
Iron Cane.....	22	8	no	
Iron Claw.....	21	15	no	
Killer Earrings.....	35	32	no	Attacks group of enemies
Magic Fang.....	73	25	no	
Magma Staff.....	63	30	no	Casts Flame Breath
Metal King Sword.....	130	40	no	
Moon Folding Fan.....	60	30	no	
Morning Star.....	38	14	no	Attacks group of enemies
Orihalcon Fang.....	135	37	no	
Platinum Sword.....	60	45	no	
Poisoned Knife.....	24	13	no	Can paralyze enemy
Poison Needle.....	1	15	no	Can instantly kill enemy
Rusty Sword.....	63	12	no	
Saw Blade.....	54	-2	no	
Sharpened Bone.....	6	3	no	
Spear of Glacos.....	58	-10	yes	Casts Upper
Staff of Anti-Magic.....	40	18	no	Casts Nullify
Staff of Echoing.....	74	42	no	Casts Cold Breath

Staff of Punishment.....	35	20	no	Casts Infernos
Staff of Revival.....	66	38	no	Casts Vivify
Staff of Thunder.....	29	24	no	Casts Fireball
Steel Fang.....	35	8	no	
Steel Whip.....	65	22	no	Attacks group of enemies
Stone Axe.....	19	4	no	
Stone Fang.....	12	3	no	
Sun Folding Fan.....	110	49	yes	
Sword of Decimation.....	95	15	no	Can attack all enemies
Sword of Miracles.....	100	38	yes	Heals HP each attack
Sword of Ramias.....	130	32	yes	Thunder damage, Casts Bikill**
Sword of Slumber.....	65	28	no	Can cause sleep
Sword of Temptation.....	70	51	no	Can cause confusion
Thorn Whip.....	18	7	no	Attacks group of enemies
Thunder Sword.....	95	40	yes	Thunder damage, casts Zap
War Hammer.....	64	13	yes	
Zombie Killer.....	80	5	no	Increased damage to Zombies

** The Sword of Ramias can be improved twice at style shop

Armor:

DEF = defensive power

STL = applicable style increase/decrease if equipped

IMP = Can armor be improved at style shop?

Special = attribute gained by equipping

	DEF	STL	IMP	Special
Angel's Leotard.....	95	88	no	Fails instant death spells cast on wearer
Armor of Ende.....	90	17	yes	Resistance to flame
Armor of Orgo.....	80	32	yes	Resistance to flame
Boxer Shorts.....	15	-100	no	
Bronze Armor.....	21	12	no	
Bunny Suit.....	17	38	no	
Chain Mail.....	19	23	no	
Clothes Hiding.....	28	11	no	Can evade some attacks
Dancer's Clothes....	20	25	no	
Demon Armor.....	85	12	no	Reduces speed by 255
Dragon Mail.....	60	37	yes	Resistance to flame
Dragon Robe.....	95	60	no	Resistance to flame and blizzard
Dress of Radiance...	55	61	no	Reflects magic
Flame Armor.....	70	33	yes	Resistance to blizzard
Full Plate.....	30	27	yes	
Fur Mantle.....	18	18	no	
Giganto Armor.....	92	15	yes	Resistance to flame and blizzard
Half Plate.....	23	4	no	
Iron Armor.....	25	19	no	
Leather Armor.....	11	15	no	
Leather Dress.....	17	15	no	
Leather Suit.....	12	-20	no	
Magical Skirt.....	45	35	no	Resistance to magic
Magic Armor.....	50	38	yes	Resistance to magic
Metal King Armor....	115	45	no	Resistance to flame and blizzard
Mirror Armor.....	95	50	no	Reflects magic
Mysterious Bolero...	40	-50	no	Absorbs MP from spells cast on wearer
Mystic Armor.....	75	55	no	Wearer recovers HP each round
Piece of Cloth.....	3	0	no	
Platinum Mail.....	66	51	no	Resistance to magic

Princess's Robe.....	85	72	no	Resistance to magic
Royal Clothes.....	23	28	no	
Sage's Robe.....	37	10	no	Resistance to magic
Scale Armor.....	15	9	no	
Sexy Underwear.....	23	100	no	Can distract monsters
Shell Armor.....	33	-15	no	
Silk Robe.....	13	28	no	
Silk Tuxedo.....	10	40	no	
Silver Breastplate..	36	30	no	
Silver Mail.....	43	40	yes	Resistance to magic
Slime Clothes.....	20	13	no	
Spirit Armor.....	55	35	no	Resistance to magic
Swordedge Armor.....	55	15	no	Can reflect 1/4 damage back to attacker
Thick Armor.....	50	-30	yes	Resistance to flame and blizzard
Tunic.....	4	2	no	
Water Flying Clothes	65	42	no	Resistance to flame
Wayfarer's Clothes..	7	6	no	

Shields:

DEF = defense power

STL = applicable style increase/decrease if equipped

IMP = can weapon be improved at style shop?

Special = attribute and action when used as item in battle

	DEF	STL	IMP	Special
Aeolus's Shield.....	35	18	yes	Casts limbo
Bronze Shield.....	11	7	no	
Dragon Shield.....	30	25	yes	Resistance to flame and blizzard
Flame Shield.....	40	22	yes	Resistance to blizzard
Iron Shield.....	16	12	no	
Leather Shield.....	4	2	no	
Magic Shield.....	20	21	yes	Resistance to magic
Metal King Shield...	70	40	no	Resistance to blizzard
Platinum Shield.....	25	40	no	Resistance to flame and blizzard
Pot Lid.....	2	-20	no	
Ogre Shield.....	48	-10	yes	Resistance to flame and blizzard
Scale Shield.....	7	4	no	
Shield of Ende.....	60	8	yes	Resistance to flame
Shield of Reflection	55	38	no	Resistance to flame
Shield of Ruin.....	62	5	no	Cursed
Shield of Strength..	45	33	no	Casts Healmore
Shield of Sufida....	65	35	no	Resistance to blizzard, casts Reflect
Silver Tray.....	18	23	no	

Helmets:

DEF = defense power

STL = applicable style increase/decrease if equipped

IMP = can weapon be improved at style shop?

Special = attribute and action when used as item

	DEF	STL	IMP	Special
Echoing Hat.....	25	2	no	Casts a spell twice
Fur Hood.....	11	3	no	
Golden Tiara....	45	50	no	Prevents status ailments

Great Helm.....	50	30 yes
Hat of Happiness	35	-17 no Walking recovers MP
Hat of Wind.....	28	8 no Casts Return
Head Band.....	7	10 no
Helm of Cevas...	45	24 yes Prevents status ailments
Helm of Ende....	55	15 yes Resistance to magic
Helm of Wisdom..	40	21 no Increases wisdom
Iron Helm.....	16	15 yes
Iron Mask.....	25	-10 yes
Leather Cap.....	2	2 no
Metal King Helm.	70	38 no Recover HP after each round
Platinum Mask...	38	42 no
Pointed Hat.....	3	-2 no
Shell Hat.....	7	-7 no
Silver Tiara....	14	25 no
Slime Helm.....	40	12 no
Usamimi Band....	20	15 no
Wooden Hat.....	6	-15 no

Accessories:

STL = applicable style increase/decrease if equipped
Special/Attribute = applicable stat change/action if equipped

	STL	Special/Attribute
Antique Ring.....	-20	+2 Def
Armband of Sacrifice	10	Sacrifices user to revive party members
Broken Heart.....	9	+15 Def
Fishnet Stockings...	40	+5 Def
GiveLife Armband....	10	Sacrifices user to revive party members
Glass Shoes.....	45	-20 Speed
Gold Ring.....	5	+5 Def
Longadeseo Pass.....	45	
Meteorite Armband...	15	Doubles speed
Old Pipe.....	15	
Orb of Truth.....	30	+10 Def
Pink Pearl.....	40	
Ruby of Power.....	18	+15 Power
Slime Earring.....	35	+5 Power
Silver Bracelet.....	20	+15 Def
Speed Ring.....	18	+30 Speed
Star Fragment.....	10	Can confuse enemies
Stylish Bandana.....	28	+5 Def
Super Necktie.....	33	+2 Def
Wizard's Ring.....	0	Increases MP when used

SPELLS: (SPLS)

Here are all the various spells that can be learned in Dragon Quest 6. Note that most spells are learned from the applicable classes in the game. Others are learned automatically once a character reaches a certain level.

MP = Magic points needed to cast spell

AFFECTS = Determines if spell affects user, party, enemy, enemy group, all.

CLASS = Class that learns skill:

sld = soldier, fgt = fighter, wz = wizard, pst = priest, dan = dancer,
thf = thief, bst = beastmaster, mer = merchant, gof = goofoff,
bmst = battlemaster, mgk = magic knight, pld = paladin, sg = sage,
rgr = ranger, ss = superstar, Hero = hero, drg = dragon, mtb = metal babble

EFFECT = Effect spell has

	MP	AFFECTS	CLASS	EFFECT
Absorb....	2	user	sg	caster absorbs MP from spells cast upon user
Antidote..	2	ally	pst	cures poison
Bang.....	5	all		does small damage to all enemies
Beat.....	4	enemy	pst	attempts to instantly kill enemy
BeDragon..	18	user	bst	turns user into a dragon
Bikill....	6	ally	mgk,sg	doubles attack power
Blaze.....	2	enemy		does small damage to enemy
Blazemore.	4	enemy	wz	does medium damage to enemy
Blazemost.	10	enemy	mgk	does large damage to enemy
Boom.....	8	all	wz	does medium damage to all enemies
Bounce....	4	user	wz	reflects spells
Caravan...	15	N/A	mer	summons a store
Chance....	12	random	gof	random effects, both good or bad
Chaos.....	5	group	wz	confuses enemy group
Defeat....	7	group	pst	attempts to instantly kill enemy group
Defense...	4	group	wz	defense 1/4 on enemy group
Dig.....	0	N/A	mer	dig in earth to uncover items or gold
Expel.....	1	group	pst	attempts to remove enemy group from battle
Explodet..	15	group	sg	does large damage to enemy group
Firebal...	4	group	wz	does small damage to enemy group
Firebane..	6	group	wz	does medium damage to enemy group
Firevolt..	10	group	wz	does large damage to enemy group
Forget....	0	hero		forgets a remembered conversation
GiveLife..	all	party	pld	user dies to revive all with max HP
Icebolt...	3	enemy		does small damage to enemy
Identify..	1	N/A	mer	gives details on items, equipment,etc
Increase..	3	party	pst	raises parties defense by 1/4
Infermore.	4	group	pst	does medium damage to enemy group
Infermost.	8	group	pld	does large damage to enemy group
Infernos..	2	group	pst	does small damage to enemy group
Ironize...	2	party	ss,hero,mtb	party is immune to attacks but can't move
GigaSpark.	25	all	hero,mtb	does massive damage to all enemies
Goldsniff.	0	N/A	thf	indicates # of treasures left in area
Hawkeye...	0	N/A	thf	indicates where nearest town is
Heal.....	2	ally	pst	restores around 35HP to one ally
Healall...	7	ally	pst	restores all HP to one ally
Healmore..	5	ally	pst	restores around 75HP to one ally
Healus....	18	party	sg	restores around 100HP to all allies
Healusall.	36	party		restores all HP to all allies
Lightning.	15	group	hero	does large damage to enemy group
Limbo.....	8	enemy	mgk,sg	sends enemy out of battle, no exp gained
Locate....	2	N/A	thf	indicates where treasure is
MagiWard..	3	enemy	pld,sg	decreases effects of spells cast by enemy
Mapreader.	2	N/A	thf	indicates area you are in
MegaZap...	10	enemy	hero	does massive damage to enemy
Numboff...	2	ally	pst	cures paralyzed ally
Outside...	8	party	wz	warps party outside of dungeon
Reflect...	4	party	mgk	reflects spells cast on party

Recall....	0	hero	displays a past conversation
Remember..	0	hero	remembers a conversation
Repel.....	4	N/A	rgr avoids random battles with weak enemies
Rest.....	0	user	gof user sleeps to restore HP and MP
Return....	1	party	wz,mtb warp back to previously visited town
Revive....	20	ally	sg revives fallen ally with full HP
RobMagic..	0	enemy	wz steals MP from enemy
Sacrifice..	1	user	sg user explodes to do massive damage
Sap.....	3	enemy	lowers enemies defense by 1/4
Sleep.....	3	group	wz attempts to put enemies to sleep
Sleepmore..	5	group	wz attempts to put enemies to sleep
Snowblast..	5	group	wz does medium damage to enemy group
SnowStorm..	12	all	sg does large damage to all enemies
Stepguard..	2	party	rgr party can walk over damage tiles
Stopspell..	3	group	pst prevents enemy group from casting magic
Surround..	5	all	wz lowers hit rate success of enemies
Unforget..	0	hero	remembers a conversation that was forgotten
Upper.....	2	ally	pst raises allies defense by 1/4
Vanquish..	15	all	sg attempts to instantly kill all enemies
Vivify....	10	ally	pst attempts to revive ally
Whistle...	0	N/A	gof starts random battle by summoning monsters
Zap.....	8	all	hero does medium damage to all enemies

SKILLS: (SKLS)

Skills are like spells although they don't cost MP to use. Most skills are learned from the various classes in the game.

CLASS = Class that learns skill:

sld = soldier, fgt = fighter, wz = wizard, pst = priest, dan = dancer,
thf = thief, bst = beastmaster, mer = merchant, gof = goofoff,
bmst = battlemaster, mgk = magic knight, pld = paladin, sg = sage,
rgr = ranger, ss = superstar, Hero = hero, drg = dragon, mtb = metal babble

EFFECT = effect skill has

		CLASS EFFECT
Air Wall.....	rgr	reflects fire and ice attacks
Barrier.....	sg	reduces fire and ice attacks
Berserk.....	pld	increased power while lowering defense
Big Bang.....	mtb	does large damage to all enemies
Blizzard Breath..	drg	does large damage to all enemies
Bolt.....	ss	does small damage to enemy
Chaos Dance.....	dan	attempts to confuse enemy group
Cold Breath.....	bst,drg	does small damage to all enemies
Crystal Breath..	drg	does massive damage to all enemies
Dark Lick.....	bst,gof	reduces enemies defense
Dazzle.....	rgr,ss	blinds all enemies and reduces their hit rate
Death Dance.....	dan	attempts to instantly kill all enemies
Defend.....	pld	protects ally by taking damage in allies place
Defenses.....	rgr	whole party perries
Deflect.....	fgt,dan	deflects damage onto other allies
Discharge.....	bmst	does small damage to enemy
Double Slash....	sld	does two weaker attacks instead of one normal attack

DragonCut.....	bmst does extra damage to dragons
Eerie Light.....	ss reduces all enemies magic power
Electric Slash..	bmst does large damage to enemy group
Entice Dance....	dan distracts enemy group so they lose a turn
Fierce Blaze....	drg does large damage to enemy group
Fire Breath.....	drg does small damage to all enemies
FirstStrike.....	sld strikes firsts in the round, slightly weaker
Flame Breath....	bst,drg does medium damage to all enemies
FlameOrb.....	rgr does medium damage to enemy
Flame Slash.....	mgk does medium damage to enemy
Flasher.....	gof male does damage while female stuns enemy
GigaSlash.....	hero does massive damage to enemy and costs 20MP
GiveLife Dance..	ss user dies while reviving all fallen allies
Goof-off.....	gof random effects both good or bad
Grand Cross.....	pld does medium damage to all enemies and costs 20MP
Hide.....	dan avoids physical attacks
Hustle Dance....	bmst restores around 80HP to party
Ice Breath.....	drg does medium damage to all enemies
Ice Slash.....	mgk does medium damage to enemy
Jumpkick.....	bmst does more damage to flying enemies
Life Song.....	ss revives all allies for 20MP
Lunge.....	sld attacks enemy but user takes small damage
Madante.....	mtb use all MP for massive damage, good on metal enemies
Magiblade.....	sld strong attack that often misses, good on metal enemies
Magma.....	mgk does medium damage to all enemies
Meditate.....	hero user recovers around 500HP
Metalcut.....	bmst increase hit chance on metal enemies
Moonsalt.....	ss does medium damage to all enemies
Nullify.....	hero nullifies all magical enhancements
Poison Breath...	bst attempts to poison all enemies
PowerUp.....	sld gathers power so next attack is more powerful
Protect.....	user covers protected ally from attacks and magic
Quake.....	rgr does medium damage to all enemies
Recruit.....	mer summons enemies to fight for a price
Repeat.....	gof repeats the prior action
RobMagic Dance..	dan steals enemies MP
RockSlide.....	bmst does small damage to all enemies
RockThrow.....	thf does small damage to all enemies
Sandstorm.....	thf lowers enemies hit rate
Scorching Breath	drg does large damage to all enemies
Scream.....	mer stuns all enemies
Shove.....	thf shoves weak enemy out of battle
Slowness.....	sld does massive damage on random ally/enemy
Sneak.....	thf same as repel spell
Spin Kick.....	fgt damages enemy group decreasing from left to right
Spin Lick.....	gof stuns enemy group
Spinning Sword..	bmst does medium damage to all enemies
Spirit Punch....	fgt does small to massive damage on one enemy, misses lots
Stillness.....	dan prevents enemies from dancing
Strange Jig.....	dan,mer steals MP from enemy
Strike Weakness.	fgt attempts to instantly kill enemy, does medium damage
Stun Breath.....	bst stuns all enemies
Summon.....	sg summons a monster to aid you
Sweet Breath....	bst attempts to put all enemies to sleep
SweepKick.....	fgt stuns enemy
Swordline.....	fgt does four attacks on random enemies
ThrowSelf.....	mer damages the enemy as well as the user
TossFiend.....	fgt attempts to remove enemy from battle
Toxic Breath....	rgr damages and poisons all enemies
Transform.....	transforms into monster

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Tremor.....|      sg|attempts to instantly kill all enemies
Tsunami.....|      sg|does large damage to all enemies
Vacuum Blade....|    pld|does medium damage to all enemies
Wind Slash.....|    fgt|does medium damage to enemy
WindUp.....|      mer|same as powerup
ZombieCut.....|    bms|does more damage to undead monsters

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*****
CLASSES:                                     (CLSS)
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One of the unique features of Dragon Quest 6 is the job system. Once you defeat Mudo and free Dhama, the job system becomes available.

How it works:

Once you assign a character a class, you can improve that class by defeating monsters. You master your class by defeating a set amount of battles. The game does make it interesting, you can't simply kill slimes all day to gain job levels. You must defeat strong monsters or else battles with weaker enemies don't count towards your job levels. Each class has its own set of unique skills that you will learn as well as appropriate stat gains/decreases. Once you start to master some classes, hybrid classes will become available so that you can learn even more skills. Each class has 8 levels that are indicated by a yellow star in the menu. Each level will have an appropriate name associated with it in the menu. The purple witch at Dhama can tell you the exact amount of battles you need to defeat before advancing the next level in your class.

There are 18 total classes. 9 normal classes, 7 hybrid classes and 2 hidden classes. The classes, stat gains, ranks and skills learned are as follows:

NORMAL CLASSES

Soldier

149 battles to master

- Strength +10%, Speed -35%, Wisdom -30%, Max HP +10%, Max MP -60%

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Level 1 - Apprentice.....Nothing
Level 2 - Trainee.....Powerup
Level 3 - Squire.....Nothing
Level 4 - Veteran.....Lunge
Level 5 - Soldier.....First Strike
Level 6 - Expert.....Slowness
Level 7 - Swordsman.....Double Slash
Level 8 - Swordmaster....Magiblade

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Fighter

199 battles to master

- Speed +15%, Defense -10%, Max MP -50%

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Level 1 - White Belt.....Sweepkick

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Level 2 - Orange Belt....Spin Kick
Level 3 - Yellow Belt....Wind Slash
Level 4 - Blue Belt.....Deflect
Level 5 - Brown Belt.....Spirit Punch
Level 6 - Red Belt.....Strike Weakness
Level 7 - Black Belt.....TossFiend
Level 8 - Fighter.....Swordline

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Wizard

179 battles to master

- Strength -40%, Speed -5%, Defense -40%, Wisdom +20%, Max Hp -40%, Max MP +10%

Level 1 - Apprentice.....Blazemore, Sleep
Level 2 - Book User.....Fireball, Surround
Level 3 - Memorizer.....Firebane, Return
Level 4 - First Order....Chaos, Defense
Level 5 - Second Order...Outside, Boom
Level 6 - Magician.....Snowblast, Robmagic
Level 7 - Mage.....Sleepmore
Level 8 - High Mage.....Firevolt, Bounce

=====
Priest

149 battles to master

- Strength -20%, Speed -10%, Defense -30%, Wisdom +10%, Max HP -20%

Level 1 - Apprentice.....Expel, Heal
Level 2 - Trainee.....Infernos, Antidote
Level 3 - Annex.....Upper, Stopspell
Level 4 - Priest.....Numboff, Healmore
Level 5 - Minister.....Beat, Increase
Level 6 - Monk.....Infermore
Level 7 - High Monk.....Defeat, Healall
Level 8 - Pope.....Vivify

=====
Dancer

119 battles to master

- Strength -30%, Speed +30%, Defense -40%, Style +10%, Max HP -30%, Max MP -20%

Level 1 - Twirler.....Entice Dance
Level 2 - Leaper.....Deflect
Level 3 - Stage Debut....Strange Jig
Level 4 - Breakdancer....Chaos Dance
Level 5 - Tangoer.....Hide
Level 6 - Applauded.....Stillness
Level 7 - Great Dancer...Robmagic Dance
Level 8 - Diva.....Death Dance

=====
Thief

139 battles to master

- Strength -10%, Speed +20%, Defense -30%, Wisdom -10%, Style -20%, Max HP -10%
Max MP -40%

- Level 1 - Runner.....Sandstorm
- Level 2 - Vagrant.....Hawkeye
- Level 3 - Pickpocket.....Rock Throw
- Level 4 - Robber.....Shove
- Level 5 - Burglar.....Mapreader
- Level 6 - Spy.....Sneak
- Level 7 - Assassin.....Goldsniff
- Level 8 - Crime Boss.....Locate

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Beastmaster

164 battles to master
- Strength -15%, Defense -20%, Max HP -20%, Max MP -30%

- Level 1 - Slime Master...Nothing
- Level 2 - Animal Tamer...Sweet Breath
- Level 3 - Zombie Tamer...Poison Breath
- Level 4 - Metal Master...Dark Lick
- Level 5 - Demon Master...Cold Breath
- Level 6 - Troll Master...Flame Breath
- Level 7 - Killer Tamer...Stun Breath
- Level 8 - Dragon Tamer...BeDragon

=====
Merchant

129 battles to master
- Strength -5%, Speed -40%, Defense -20%, Wisdom +20%, Style -20%, Max MP -50%

- Level 1 - Browser.....Identify
- Level 2 - Buyer.....Windup
- Level 3 - Clerk.....Dig
- Level 4 - Stocker.....Strange Jig
- Level 5 - Shopkeeper.....Scream
- Level 6 - Trader.....ThrowSelf
- Level 7 - Big Trader.....Caravan
- Level 8 - Millionaire.....Recruit

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Goof-off

154 battles to master
- Strength -30%, Speed -30%, Defense -40%, Wisdom -20%, Style +5%, Max HP -30%,
Max MP -40%

- Level 1 - Forgetter.....Goof-off
- Level 2 - Player.....Whistle
- Level 3 - Teaser.....Spin Lick
- Level 4 - Rester.....Flasher
- Level 5 - Arrogant.....Rest
- Level 6 - Facemaker.....Dark Lick
- Level 7 - Partier.....Repeat

Level 8 - Super Player...Chance

HYBRID CLASSES

In order to use hybrid classes, you must first master at least two normal classes.

Battlemaster

Required - Soldier and Fighter

249 battles to master (+20 Strength bonus if mastered)

- Strength +15%, Speed +10%, Defense +10%, Wisdom -20%, Max HP +20%,Max MP -40%

Level 1 - Juniorweight...Discharge

Level 2 - Flyweight.....Zombie Cut

Level 3 - Lightweight....Hide

Level 4 - Middleweight...Spinning Sword

Level 5 - Heavyweight....Jump Kick

Level 6 - Prize Fighter..Dragon Cut

Level 7 - Champion.....Rockslide

Level 8 - Hand of God....Metal Cut

Magic Knight

Required - Soldier and Wizard

239 battles to master (+20 Max MP bonus if mastered)

- Strength +5%, Speed -10%, Defense -15%, Max HP -10%, Max MP +10%

Level 1 - Blazefighter...Flame Slash

Level 2 - Bikiller.....Bikill

Level 3 - Zapkiller.....Electric Slash

Level 4 - Superkiller....Reflect

Level 5 - Blizarder.....Ice Slash

Level 6 - Expeller.....Limbo

Level 7 - Magmasword....Magma

Level 8 - Forceroad.....Blazemost

Paladin

Required - Fighter and Priest

259 battles to master (+20 Max HP bonus if mastered)

- Strength +10%, Speed +15%, Wisdom +15%

Level 1 - Bronze Arm.....Defend

Level 2 - Iron Arm.....Vacuum Blade

Level 3 - Steel Arm.....Berserk

Level 4 - Silver Arm.....Infermost

Level 5 - Gold Arm.....MagiWard

Level 6 - Crystal Arm....Protect

Level 7 - King's Arm.....GiveLife
Level 8 - Holy Arm.....Grand Cross

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Sage

Required - Wizard and Priest

269 battles to master (+20 Max MP bonus if mastered)

- Strength -30%, Speed +5%, Defense -20%, Wisdom +20%, Max HP -20%, Max MP +20%

Level 1 - Warlock.....Absorb
Level 2 - High Warlock...Barrier
Level 3 - Bishop.....Limbo, Bikill
Level 4 - High Bishop....Tsunami, Summon
Level 5 - Wizard.....Healus, Tremor
Level 6 - High Wizard....Revive, SnowStorm
Level 7 - Arch Wizard...MagiWard, Sacrifice
Level 8 - Grand Mage.....Explodet, Vanquish

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Superstar

Required - Dancer and Goof-off

219 battles to master (+15 Style bonus if mastered)

- Strength -20%, Speed -10%, Defense -10%, Style +15%, Max HP -20%, Max MP -10%

Level 1 - Watcher.....Dazzle
Level 2 - Learner.....Ironize
Level 3 - Debut.....Bolt
Level 4 - Newface.....GiveLife Dance
Level 5 - Idolstar.....Eerie Light
Level 6 - Performer.....Hustle Dance
Level 7 - Prizewinner....Moonsalt
Level 8 - Moviestar.....Life Song

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Ranger

Required - Thief, Merchant and Beastmaster

199 battles to master (+20 Speed bonus if mastered)

- Strength -10%, Speed +20%, Defense -20%, Wisdom +10%, Max HP-10%, Max MP -30%

Level 1 - White Ranger...Repel
Level 2 - Gold Ranger....Toxic Breath
Level 3 - Red Ranger.....Stepguard
Level 4 - Green Ranger...Quake
Level 5 - Black Ranger...Dazzle
Level 6 - Power Ranger...Defenses
Level 7 - Mega Ranger....FlameOrb
Level 8 - King Ranger....Air Wall

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Hero

Required - Battlemaster, Sage, Superstar and Ranger (Main Hero only has to master one of those classes for Hero class to become available)

149 battles to master (+40 MP bonus if mastered)

- Strength +10%, Wisdom +15%, Style +15%, Max HP +10%, Max MP +10%

- Level 1 - Village Hero...Ironize
- Level 2 - City Hero.....Nullify
- Level 3 - Island Hero....Zap
- Level 4 - Country Hero...Lightning
- Level 5 - Nation Hero....Meditate
- Level 6 - World Hero.....GigaSlash
- Level 7 - Super Hero.....GigaSpark
- Level 8 - Legend.....MegaZap

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HIDDEN CLASSES

In order to use hidden classes you must find their appropriate book. The Metal Babble class only becomes available after you beat the game.

Dragon

279 battles to master (+20 Strength bonus if mastered)

- Strength +20%, Speed -20%, Defense +20%, Wisdom -10%, Max HP +30%,Max MP -20%

- Level 1 - Dragonfly.....Fire Breath
- Level 2 - Dragonkiss.....Cold Breath
- Level 3 - Lesser Dragon..Flame Breath
- Level 4 - Green Dragon...Ice Breath
- Level 5 - White Dragon...Fierce Blaze
- Level 6 - Silver Dragon..Blizzard Breath
- Level 7 - Dragonkiss.....Scorching Breath
- Level 8 - Great Dragon...Crystal Breath

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Metal Babble

299 battles to master (immune to all offensive magic if mastered)

- Strength -40%, Speed +100%, Defense +100%, Wisdom -20%, Max HP -80%,
Max MP -30%

- Level 1 - First Metal....Nothing
- Level 2 - Only Metal.....Ironize
- Level 3 - Lonely Metal...Nothing
- Level 4 - Street Metal...Return
- Level 5 - Heavy Metal....Nothing
- Level 6 - Hyper Metal....Madante
- Level 7 - Dura Metal.....GigaSpark
- Level 8 - Metal King.....Big Bang

SLIME ARENA: (SLIM)

The slime arena is a place where you can have your slimes compete in battles for prizes. There is a fee to enter the contests and the fee gets higher for every battle you win. The battles are automatically fought so you don't have any control and you must win three rounds to win the special item. You probably won't beat the slime arena until after you beat the game, or unless you really level up a slime. When you do defeat the final monster in the arena, Champ, speak to Sludge and he will offer to buy your slime. It doesn't matter what you say as you won't be selling your slime. Sludge will ask you to train his slime Rookie. Accept this offer and you will have found a secret character in Rookie.

Here is a layout of the battles/prizes/fees, etc in the Slime Arena.

Rank A: Invite Class Fee = 200G

Battle 1 - 3 Slime Knights

Battle 2 - 1 Poison Carrot, 1 Dancing Carrot, 1 Mandrake

Battle 3 - 1 Skull Rider

Prize: Hat of Wind

=====
Rank B: Student Class Fee = 300G

Battle 1 - 2 groups of 2 Kedamon, 1 Peep

Battle 2 - 2 Garahei

Battle 3 - 1 Stone Beast

Prize: Bladed Boomerang

=====
Rank C: Family Class Fee = 500G

Battle 1 - 2 groups of Wind Mages, 1 Slave Soldier

Battle 2 - 2 groups of Lesser Demon, 1 Healer

Battle 3 - Fighting Panther

Prize: Poison Needle

=====
Rank D: Amateur Class Fee = 700G

Battle 1 - 2 Wyverns

Battle 2 - 1 Dark Horn

Battle 3 - 1 Hell Viper

Prize: Slime Armor

=====
Rank E: Business Class Fee = 1000G

Battle 1 - 2 groups of Barnba, 1 Fusion Dragon

Battle 2 - 2 Curers

Battle 3 - 1 Haunted Mirror

Prize: Ice Blade

=====
Rank F: Survival Class Fee = 2000G

Battle 1 - 1 Heat Cloud, 1 Living Dead, 1 Orcman
Battle 2 - 1 Frost Cloud, 1 Spotted Behemoth, 1 Magic Fly
Battle 3 - 2 Axe Dragons

Prize: Killer Earring

=====
Rank G: Expert Class Fee = 3000G

Battle 1 - 1 Megaborg, 1 Givelife Rock, 2 Killer Machines, 1 Hell Onion
Battle 2 - 2 Groups of Killer Bats, 1 Hell Jackal
Battle 3 - 1 Stone Hulk

Prize: Metal King Shield

=====
Rank H: Master Class Fee = 5000G

Battle 1 - 2 groups of 2 Last Tensks, 1 Evil Wand
Battle 2 - 1 Berserker, 1 Land Armor
Battle 3 - 1 Demon King
Battle 4 - Champ

Prize: Book of Dragons

SMALL MEDALS: (SMDL)

There is exactly 104 small medals to be found in Dragon Quest 6. If you have followed my walkthrough this is the order they will be found in:

- 1 - Dresser in Torukka
- 2 - Dresser in Tower of Trials
- 3 - Pot in Kitchen in Reidock Caste
- 4 - Pot in Amanda痴 room in San Marino
- 5 - Pot in old lady's house in Reidock?
- 6 - Dresser in house with a well in Amoru
- 7 - Pot in Gina's room in Amoru
- 8 - Treasure chest in Cave of Amoru
- 9 - Hidden on tile in torch room of Dhama Shrine
- 10 - Dresser in house north of Item shop in Monstoru
- 11 - Sand surrounded by bushes in Monstoru
- 12 - Pot in Kitchen in Arcbolt
- 13 - Pot in training room in Arcbolt
- 14 - Dresser in mans house in three houses
- 15 - Treasure chest in cave before Calcado
- 16 - Pot in house in Calcado
- 17 - Barrel in bar on floating island
- 18 - Pot in cabin on small island just south of Jamiras castle
- 19 - Grave in cave with man talking about Shield of Sufida
- 20 - Treasure chest in well south of Dhama
- 21 - Pot in house in gate prior to Holcotta
- 22 - Barrel outside of Inn

- 23 - Pot in Prince Holse's friends room
- 24 - Pot in Holstock Castle
- 25 - Treasure chest in Baptismal Cave
- 26 - Treasure chest in Baptismal Cave
- 27 - Tree outside of Holse's room in Holstock Castle
- 28 - Pot in Arcbolt Castle
- 29 - Dresser in adopted child痴 house in Clear Vale
- 30 - Dresser in Amanda's house in Clear Vale (Real World)
- 31 - Treasure chest in wall of destiny
- 32 - Dresser in house in Clear Vale
- 33 - Barrel in prison shrine
- 34 - Dresser in church west of style shop
- 35 - Barrel in house south of Dhama
- 36 - Grave in temple north of Longadeseo
- 37 - Barrel beside Ende's house in Zaxon
- 38 - Dresser in Well west of Foan Castle
- 39 - Dresser in Foan Castle
- 40 - Dresser in Kings room in Foan Castle
- 41 - Dresser in Well north of Foan Castle
- 42 - Treasure chest in Miralgo's Tower
- 43 - Barrel in fish store in Pescani
- 44 - Floor in secret shop near Dhama
- 45 - Wall in Inn north of Style shop (underwater)
- 46 - Barrel in Sunken Ship
- 47 - Treasure chest in Reidock Castle (real world) prison
- 48 - Treasure chest in Reidock Castle (dream world) prison
- 49 - Treasure chest in prison in floating island
- 50 - Prison cell in San Marino
- 51 - Pot in Arcbolt prison
- 52 - Behind locked door in Holstock Castle
- 53 - Tree in shrine northwest of sunken ship
- 54 - Treasure chest in Underwater Cave
- 55 - Pot in Champs house in Slime Arena
- 56 - Pot in Champs house in Slime Arena
- 57 - Dresser in Slime Arena
- 58 - Dressing room in Calvin Jean-Porte's Style contest
- 59 - Dresser in Poseidon痴 cave
- 60 - Treasure chest in Poseidon痴 cave
- 61 - Treasure chest in Glacos Palace
- 62 - Pot in mimic house in Calberona
- 63 - Barrel in kitchen in Calberona
- 64 - Barrel in Inn south of Mt Snow
- 65 - Dresser in old mans house in Mt Snow
- 66 - Treasure chest in Ice Cave
- 67 - Dresser near old man in Longadeseo
- 68 - Barrel at bar in Longadeseo
- 69 - Dresser in Castle Grace
- 70 - Treasure chest in Castle Grace
- 71 - Northeast of stairs that lead to Luisa's place in Gandino
- 72 - Barrel in Gandino well
- 73 - Barrel in Gindoro's house
- 74 - Pot in Gandino Castle
- 75 - Gandino Castle garden
- 76 - Barrel in Gandino Castle
- 77 - Treasure chest in Magical Cave
- 78 - Treasure chest in Magical Cave
- 79 - Treasure chest in Magical Cave
- 80 - Dresser in cabin south of Lifecod Mountain
- 81 - Treasure chest in Lifecod Mountain
- 82 - Treasure chest in Lifecod Mountain

- 83 - Pot outside Elders house in Lifecod
- 84 - Dresser in Cloud Castle
- 85 - Behind the throne in Cloud Castle
- 86 - Treasure chest in Pegasus Tower
- 87 - Treasure chest in Pegasus Tower
- 88 - Treasure chest in Underwater Castle
- 89 - Treasure chest in Underwater Castle
- 90 - Pot in Despair Town
- 91 - Skeleton in Hot Springs
- 92 - Grave in Despair Town
- 93 - Grass in Greed Town
- 94 - Sorrow Giant drops after defeated in Prison Town
- 95 - Pot in Prison Town
- 96 - Barrel above bar in Prison Town
- 97 - Top of east tower in Prison Town
- 98 - Treasure chest in Prison Town
- 99 - Zuikaku and Shoukaku drops after defeated in Masarls mind
- 100 - Treasure chest in Deathmoors Castle
- 101 - Treasure chest in Deathmoors Castle
- 102 - Treasure chest in Bonus Dungeon
- 103 - Pot northwest of well in Deathcod
- 104 - Pot in house in Deathcod
- 105 - Skeleton in Bonus Dungeon

Small Medals are given to the Medal King in exchange for items. The items you can get are as follows:

Staff of Punishment.....	15
Ruby of Power.....	25
Platinum Sword.....	30
Sword of Miracles.....	40
Sands of Time.....	50
Mystic Armor.....	60
Metal King Helm.....	70
Mysterious Bolero.....	80
Book of Dragons.....	90
Very Secret Item.....	100

*very secret item is infact the Sexy Underwear.

 MONSTERS: (MSTR)

HP = Hit Points
 EXP = Experience gained
 GOLD = Gold
 ITEM = Items monster sometimes drops

=====
 A
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	HP	EXP	GOLD	ITEM
Akbar.....	3300	8500	388	Silk Tuxedo
Aqua Hunter.....	135	125	68	Iron Helm

Arrow Dog.....	22	14	12	Leather Cap
Axe Dragon.....	370	250	75	Battle Axe

=====
B
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	HP	EXP	GOLD	ITEM
Babble.....	19	16	9	Antidote Herb
Baby Goyle.....	32	24	9	Bamboo Spear
Bao.....	250	155	62	Half Plate
Barnba.....	300	216	64	Half Plate
Battle Rex.....	520	580	92	Strength Seed
Berserker.....	460	950	130	Echoing Hat
Berserk Orc.....	250	266	112	Silver Mail
Big Face.....	25	21	13	Scale Shield
Biggs.....	500	520	250	Boxer Shorts
Big Iguana.....	85	90	32	Full Moon Herb
Bloody Paw.....	370	260	370	Defense Seed
Bomb Crag.....	300	120	13	Armband of Sacrifice
Bone Fighter.....	800	980	112	Dragon Mail
Bone Prisoner.....	230	283	27	Shell Armor
Boss Troll.....	320	310	80	Strength Seed
Brast.....	1800	450	0	Nut of Life
Bull Savage.....	900	1380	110	Sword of Decimation
Burning Breath.....	110	110	53	Wisdom Seed

=====
C
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	HP	EXP	GOLD	ITEM
Cave Worm.....	9	4	4	Medical Herb
Chameleon Man.....	75	80	32	Chain Sickle
Chanter.....	50	20	14	Tunic
Chaos Lizard.....	113	118	54	Star Fragment
Chunpa.....	200	228	60	Agility Seed
Cloud Giant.....	150	160	58	Clothes Hiding
Curer.....	170	120	43	Sage's Stone
Cursed Lamp.....	150	146	48	Defense Seed
Cursed Mirror.....	510	580	130	Silver Breastplate
Cyrus.....	250	232	21	Staff of Antimagic

=====
D
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	HP	EXP	GOLD	ITEM
Dancing Carrot.....	56	48	29	Antidote Herb
Dancing Jewels.....	90	50	370	Gold Ring
Dark Dream.....	13000	5500	880	Book of Babbles
Death Farena.....	45	28	8	Poisoned Knife
Dark Goyle.....	160	113	63	Bamboo Spear
Dark Hobbit.....	63	50	38	Medical Herb
Dark Horn.....	235	170	48	Staff of Antimagic
Dark Mage.....	380	425	213	Wizard's Ring
Dark Satan.....	400	475	90	Beauty Plant
Death Hole.....	670	1350	35	Usamimi Band
Death Slave.....	52	18	18	Club
Death Staff.....	460	495	135	Gent Cane

Deathtamoor.....	2000	0	0	Nut of Magic
Deathtamoor (2nd Form).....	3000	0	0	Strength Seed
Deathtamoor (3rd Form).....	3000	0	0	Strength Seed
Deathtamoor Left Hand.....	2000	0	0	Defense Seed
Deathtamoor Right Hand.....	1700	0	0	Beauty Plant
Deep Biter.....	250	175	112	Shell Armor
Demon General.....	1500	1800	320	Medical Herb
Demon General 2.....	400	1800	320	Medical Herb
Demon General 3.....	150	1800	320	Medical Herb
Demon King.....	990	1800	250	Magma Staff
Demonic Lamp.....	240	330	61	Platinum Shield
Demon Mirror.....	91	68	35	Nut of Magic
Demon Pot.....	250	170	135	Water of Amoru
Devil Armor.....	81	108	45	Iron Armor
Devil Papiyon.....	310	282	135	Poison Needle
DeWitt.....	2000	0	0	Medical Herb
Digong.....	400	240	120	Strength Seed
Dogma.....	7000	500	0	Nut of Magic
Dog Sniper.....	87	72	27	Wooden Hat
Dragon Soldier.....	310	310	90	Battle Axe
Duran.....	3000	5500	252	Strength Seed

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E
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	HP	EXP	GOLD	ITEM
Eel.....	180	98	45	Steel Fang
Elder Tree.....	28	18	14	Cypress Stick
Evil Driver.....	200	130	43	Sharpended Bone
Evil Fly.....	190	153	99	Nut of Magic
Evil Franken.....	900	705	80	Iron Ball of Destruction
Evil Hawk.....	280	306	107	Aeolus's Shield
Evil Pot.....	55	74	28	Defense Seed
Evil Statue.....	230	217	44	Stone Axe
Evil Wand.....	250	315	53	Magical Skirt

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F
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	HP	EXP	GOLD	ITEM
Fairy Dragon.....	50	49	27	Silk Robe
Fighting Panther.....	210	160	78	Iron Claw
First Trial.....	1000	550	220	Agility Seed
Flame Man.....	42	38	22	Nut of Life
Flower Mage.....	38	19	20	Iron Cane
Flying Duck.....	160	130	32	Wing of Wyvern
Frost Cloud.....	165	160	43	Ice Blade
Furrat.....	8	2	2	Medical Herb
Fusion Dragon.....	230	142	53	Water of Amoru

=====
G
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	HP	EXP	GOLD	ITEM
Gamanian.....	90	100	47	Agility Seed
Ganko.....	23	15	11	Wing of Wyvern
Garahei.....	100	78	28	Fairy Water

Garcia.....	1300	310	0	Strength Seed
Gas Cloud.....	19	13	10	Fairy Water
Ghost Manatee.....	110	79	74	Super Necktie
GiveLife Rock.....	300	252	70	GiveLife Armband
Glacos.....	3000	3700	388	Spear of Glacos
Goopi.....	130	63	50	Agility Seed
Grabooopi.....	150	83	37	Beauty Plant
Granite Titan.....	600	700	120	Demon Armor
Gray Bat.....	10	6	5	Medical Herb
Guardian.....	420	427	125	Platinum Sword

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H
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	HP	EXP	GOLD	ITEM
Harbuckle.....	40	33	19	Wayfarer's Clothes
Haunted Mirror.....	250	215	50	Nut of Life
Healer.....	48	33	18	Wizard's Ring
Heat Cloud.....	52	53	17	Beauty Plant
Hell Beast.....	350	165	210	Sage's Stone
Hell Blaze.....	220	325	86	Flame Armor
Hell Cloud.....	3000	2200	0	Defense Seed
Hell Crusher.....	400	370	80	Dragon Killer
Hell Dorado.....	150	113	85	Steel Fang
Hell Guard.....	520	530	150	Nut of Life
Hell Hornet.....	41	22	17	Antidote Herb
Hell Onion.....	160	80	30	Boomerang
Hell Pirate.....	150	144	72	Iron Mask
Hell Viper.....	180	144	18	Steel Fang
Hell Jackal.....	300	257	69	Fur Mantle
Helzaen.....	130	98	46	Wisdom Seed
High Mage.....	25	19	8	Cypress Stick
High Orc.....	250	210	65	Chain Sickle
Holiday.....	1300	110	0	Defense Seed
Hologhost.....	280	240	60	Water Flying Clothes
Horror Beast.....	380	330	250	Iron Claw
Horror Walker.....	167	137	84	Clothes Hiding

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I
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	HP	EXP	GOLD	ITEM
Iron Turtle.....	140	132	80	Shell Armor

=====
J
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	HP	EXP	GOLD	ITEM
Jamiras.....	1500	1050	430	Fire Claw
Jutshushi.....	120	105	77	Nut of Magic

=====
K
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	HP	EXP	GOLD	ITEM
Kadamon.....	90	38	28	Fur Hood

Killer Bat.....	250	250	52	Piece of Cloth
Killer Demon.....	450	550	130	Staff of Revival
Killer Goose.....	75	55	25	Wing of Wyvern
Killer Jack.....	330	420	135	Killer Earring
Killer Machine.....	600	1100	123	Sword of Miracles
Killer Machine 2.....	250	350	73	Falcon Sword
Killer Moth.....	230	270	88	Full Moon Herb
Killer Wave.....	110	115	20	Staff of Echoing
King Eater.....	180	174	97	Fur Mantle
King Merman.....	330	300	250	Demon Claw
King Slime.....	265	200	115	Broken Heart
Kirikabu.....	20	10	10	Medical Herb

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L
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	HP	EXP	GOLD	ITEM
Lamp Demon.....	870	920	250	Mysterious Bolero
Lamp Mage.....	380	250	58	Strength Seed
Land Armor.....	410	420	69	Defense Seed
Last Tensk.....	190	233	78	Dancer's Clothes
Legend Horn.....	260	310	93	Wisdom Seed
Lesser Demon.....	145	115	39	Iron Claw
Lipps.....	14	7	7	Fairy Water
Living Dead.....	200	170	32	Nut of Life

=====
M
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	HP	EXP	GOLD	ITEM
Mad Wave.....	160	119	70	Staff of Echoing
Magic Bat.....	50	55	28	Super Necktie
Magic Fly.....	180	165	96	Bunny Suit
Magiwyvern.....	180	127	43	Wing of Wyvern
Mandrake.....	9	3	3	Medical Herb
Man-Eater Chest.....	180	99	80	Agility Seed
Man'o War.....	95	77	34	Full Moon Herb
Marine Serpent.....	120	126	80	Saw Blade
Marine Slime.....	90	120	70	Shell Hat
Megaborg.....	270	330	46	Boxer Shorts
Metal Babble.....	6	10050	10	Hat of Happiness
Metal King Slime.....	14	30010	15	Echoing Hat
Metal Rider.....	180	125	60	Broad Sword
Metal Slime.....	6	1350	75	Boomerang
Metal Slime 2.....	8	1015	20	Slime Helm
Mimic.....	380	150	91	Nut of Life
Miralgo.....	2400	2000	288	Nut of Magic
Moko-Moko.....	51	27	8	Sharpened Bone
Monstora.....	800	310	170	Stone Fang
Mud Doll.....	40	21	12	Sage's Stone
Mud Lobster.....	220	159	103	Pink Pearl
Mudlon.....	92	88	19	Leaf of the World Tree
Mudo (1st).....	900	2270	68	Nut of Magic
Mudo (2nd).....	500	1000	0	Defense Seed
Mudo (3rd).....	900	2300	258	Sage's Stone
Mummy Wisp.....	300	330	91	Shield of Ruin
Muscle Animal.....	680	770	121	Magic Fang

N

	HP	EXP	GOLD	ITEM
Nelson.....	250	120	0	Strength Seed

O

	HP	EXP	GOLD	ITEM
Ocean King.....	200	167	87	Strength Seed
Ocean Naga.....	240	169	94	Killer Earring
Octopus Jar Boy.....	87	92	50	Iron Helm
Octo Sentry.....	250	195	127	Platinum Shield
Ondina.....	250	89	105	Nut of Life
Onion.....	12	8	9	Medical Herb
Onion Man.....	42	24	16	Pointed Hat
Orcman.....	80	65	40	Strength Seed

P

	HP	EXP	GOLD	ITEM
Peep.....	34	19	15	Medical Herb
Piero.....	95	110	65	Pink Pearl
Poison Carrot.....	92	79	28	Antidote Herb
Poison Killer.....	110	80	60	Full Moon Herb
Poison Zombie.....	360	280	57	Nut of Life
Pott.....	630	450	158	Defense Seed
Prawn.....	100	117	40	Pot Lid
Prison Guard.....	1500	500	0	Medical Herb
Prison Guard 2.....	100	125	53	Medical Herb
Puppet Man.....	160	163	69	Cypress Stick

R

	HP	EXP	GOLD	ITEM
Red Slime.....	16	9	6	Fairy Water
Roari.....	18	11	12	Medical Herb
Rotting Corpse.....	90	67	15	Piece of Cloth

S

	HP	EXP	GOLD	ITEM
Samyo.....	160	96	42	Scale Shield
Satan's General.....	710	1500	210	Metal King Helm
Scary Dog.....	300	377	62	Magic Fang
Scott.....	1200	120	0	Wisdom Seed
Sea Flower.....	80	80	65	Sage's Stone
Sea Ghost.....	130	95	63	Nut of Life
Second Trial.....	1500	750	380	Strength Seed
Shadow.....	25	23	10	Defense Seed
Shoukaku.....	3500	4400	38	Small Medal

Silence Sheep.....	55	28	13	Iron Claw
Skullgaroo.....	49	46	30	Agility Seed
Skull Rider.....	83	95	41	Sharpened Bone
Slave Soldier.....	77	73	20	Club
Sleep Horn.....	130	85	30	Full Moon Herb
Slime.....	12	4	3	Medical Herb
Slime 2.....	150	24	18	Slime Armor
Slime Behemoth.....	240	347	112	Slime Helm
Slime Knight.....	35	23	14	Cooper Sword
Slime Snail.....	124	69	35	Defense Seed
Smok.....	320	305	124	Boxer Shorts
Sorrow Giant.....	2800	6300	68	Small Medal
Spotted Behemoth.....	180	94	80	Slime Armor
Spotted Slime.....	7	1	2	Medical Herb
Spotted Slime Boss.....	100	63	49	Water of Amoru
Squire.....	14	12	11	Leather Shield
Steel Mage.....	280	312	99	Magic Shield
Stone Beast.....	80	82	37	Stone Axe
Stone Hulk.....	450	462	90	Strength Seed
Strong Animal.....	250	238	74	Steel Fang
Stun Bat.....	142	83	69	Full Moon Herb
Super Tensk.....	80	81	52	Dancer's Clothes

=====
T
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	HP	EXP	GOLD	ITEM
Tail Eater.....	28	15	14	Medical Herb
Tensk.....	13	6	8	Beauty Plant
Terry.....	2500	1300	0	Stylish Bandana
Tiger Claw.....	240	290	100	Fire Claw
Third Trial.....	1300	1250	168	Wisdom Seed
Tower Guard.....	150	95	0	Medical Herb
Troll.....	350	215	55	Club
Troll Bomber.....	510	510	70	Demon Hammer

=====
U
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	HP	EXP	GOLD	ITEM
Ultrawyvern.....	200	417	98	Wing of Wyvern
Unicorn.....	160	120	45	Wisdom Seed

=====
W
=====

	HP	EXP	GOLD	ITEM
Well Demon.....	230	135	60	Stylish Bandana
Well Mimic.....	500	238	68	Stylish Bandana
Wind Mage.....	157	90	57	Hat of Wind
Winged Devil.....	260	405	99	Demon Claw
Winged Snake.....	148	135	47	Steel Fang
Wizard.....	57	42	27	Iron Cane
Wyvern.....	123	103	65	Wing of Wyvern

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Z

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                |HP   |EXP  |GOLD |ITEM
Zozogel.....| 3500| 1000|    0|Strength Seed
Zuikaku.....| 2500| 3300|  338|Small Medal
Zushio.....|  400|  534|   90|Shield of Ruin

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*****
RECRUITABLE MONSTERS:                                     (RMST)
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Just like in Dragon Quest 5, you can capture monsters and have them battle along side you as allies. You must have mastered the Beastmaster class and have an available slot open in the wagon in order to capture a monster. There are 20 monsters you can catch including 2 hidden monsters that you have to acquire by other means.

Difficulty to acquire indicates how difficult it is to capture the monster. A monster with a * rating is much easier to capture then one with a ***** rating.

Here are the available monsters you may capture in Dragon Quest 6:

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BATTLE REX: DRAGO

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Drago is one of the two monsters that you will have to find along your journey.

Max Level: 99

Skills learned:

- Flame Breath.....Level 5
- Double Slash.....Level 5
- Magiblade.....Level 9
- Fierce Blaze.....Level 15
- MetalCut.....Level 20
- Revive.....Level 25
- Scorching Breath.....Level 30

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=====
BOMB CRAG: ROCKY

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Max Level: 30

Difficulty to acquire: ***

Skills learned:

- Sacrifice.....Level 5
- ThrowSelf.....Level 10
- Magma.....Level 15
- Defenses.....Level 20
- GiveLife.....Level 25
- Meditate.....Level 30

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=====
BOSS TROLL: TOBY

```

Max Level: 99

Difficulty to acquire: ***

Skills learned:

Shove.....Level 5
Quake.....Level 10
Tremor.....Level 15
Protect.....Level 20
ThrowSelf.....Level 25
RockSlide.....Level 30

=====

DARK HORN: UNKEL

Max Level: 99

Difficulty to acquire: ***

Skills learned:

StopSpell.....Level 5
Scream.....Level 7
PowerUp.....Level 10
Dazzle.....Level 15

=====

FURRAT: MOKOMON

Max Level: 99

Difficulty to acquire: *

Skills learned:

RockThrow.....Level 7
Fireball.....Level 10
Sleep.....Level 15
Firebane.....Level 18
Bounce.....Level 20
Absorb.....Level 25
Firevolt.....Level 30

=====

HEALER: HEALIE

Max Level: 99

Difficulty to acquire: **

Skills learned:

Heal.....Level 4
Healmore.....Level 9
Healall.....Level 15
HealUs.....Level 18
HealUsAll.....Level 23

=====

KILLER MACHINE 2: ROBIN

Max Level: 66

Difficulty to acquire: *****

Skills learned:

Slowness.....Level 4
Spinning Sword.....Level 4

=====

KING SLIME: KINGS

Max Level: 99

Difficulty to acquire: ***

Skills learned:

Heal.....Level 3
Healmore.....Level 3
Vivify.....Level 3
Flasher.....Level 4
WindUp.....Level 5
Shove.....Level 7
ThrowSelf.....Level 10
Revive.....Level 15
Chance.....Level 20

=====

LAMP DEMON: KADABOO

Max Level: 99

Difficulty to acquire: ****

Skills learned:

Increase.....Level 10
Bikill.....Level 10
Chance.....Level 10
Barrier.....Level 12
Recruit.....Level 15
HealUsAll.....Level 18
Absorb.....Level 20
Air Wall.....Level 23

=====

LESSER DEMON: RESSA

Max Level: 99

Difficulty to acquire: *

Skills learned:

Defense.....Level 5
Eerie Light.....Level 5
Firebal.....Level 8

Bang.....Level 10
Deflect.....Level 13
Bolt.....Level 15
Defeat.....Level 20

LIPPS: MARLON

Max Level: 50

Difficulty to acquire: *

Skills learned:

Spin Lick.....Level 2
Dark Lick.....Level 7
Sweet Breath.....Level 10
Strange Jig.....Level 15

METAL BABBLE: BABS

Max Level: 16

Difficulty to acquire: *****

Skills learned:

Firebal.....Level 1
Ironize.....Level 3
Return.....Level 5
Madante.....Level 7
Big Bang.....Level 14

MUD DOLL: JIMMY

Max Level: 99

Difficulty to acquire: *

Skills learned:

Strange Jig.....Level 1
Deflect.....Level 3
Sweep Kick.....Level 7
Entice Dance.....Level 10
Increase.....Level 13
Repeat.....Level 17
Hide.....Level 20
Transform.....Level 25

ROTTING CORPSE: SMITH

Max Level: 50

Difficulty to acquire: *

Skills learned:

Poison Breath.....Level 5
Spin Lick.....Level 5
Toxic Breath.....Level 10
Defense.....Level 13
Stun Breath.....Level 18
TossFiend.....Level 20
Death Dance.....Level 25

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SLIME: ROOKIE

Rookie is one of the two monsters you will have to find along your journey.

Max Level: 99

Skills learned:

Healmore.....Level 20
Blazemore.....Level 20
Firebane.....Level 20
Increase.....Level 20
Sleep.....Level 20
Scorching Breath.....Level 90

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SLIME: SLALIN

Max Level: 99

Difficulty to acquire: *

Skills learned:

Scorching Breath.....Level 90

=====

SLIME KNIGHT: PIERRE

Max Level: 99

Difficulty to acquire: *

Skills learned:

Heal.....Level 1
RobMagic.....Level 3
Increase.....Level 8
PowerUp.....Level 13
Hide.....Level 18
Double Slash.....Level 25

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SUPER TENSK: SUUN

Max Level: 99

Difficulty to acquire: *

Skills learned:

Entice Dance.....Level 2
Strange Jig.....Level 2
Chaos Dance.....Level 5
RobMagic Dance.....Level 10
Death Dance.....Level 15
Stillness.....Level 20
GiveLife Dance.....Level 23
Life Song.....Level 27

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WIND MAGE: MELBY

Max Level: 99

Difficulty to acquire: ****

Skills learned:

Infernos.....Level 10
Infermore.....Level 10
Firebal.....Level 15
Firebane.....Level 20
Infermost.....Level 25

=====

WYVERN: MECKY

Max Level: 99

Difficulty to acquire: ***

Skills learned:

Healmore.....Level 5
Cold Breath.....Level 5
Icebolt.....Level 7
Snowblast.....Level 12
Ice Breath.....Level 18
Healall.....Level 20
Blazemore.....Level 23
Blizzard Breath.....Level 30

SECRETS/MISCELLANEOUS: (MISC)

To be honest, there aren't that many secrets in this game. There are three secret characters in the game. Amos, the first secret character, can be found in Monstoru. Read the Monstoru section for more detailed information on how to acquire him. The other two secret characters are monsters. Drago, the monster that Terry defeated, can be acquired by visiting the Arcbolt prison with Terry in your active party and speaking to the monster. Rookie, the third secret character can be obtained if you beat the slime arena.

The Orihalcon Fang is another secret. This item can be obtained after beating the game and visiting Deathcod. A demon will tell you to visit Calcado and search an area for the item.

Obtaining the Meteorite Armband is also another secret. After acquiring the flying bed, revisit Amoru to view a scene with Gina and Iria as children. After viewing this scene, return to Amoru in the real world and search the spot where they were playing to find this item which doubles the users speed.

The Bonus Dungeon is the most obvious secret in the game. To access the bonus dungeon simply beat the game, reset and search the spot Terry is watching during the credits to find the Book of Babbles. After having all classes leveled up to at least 5, the bonus dungeon will become available.

CONTACT AND ACKNOWLEDGEMENTS: (CONT)

Please bare with me as this is my first walkthrough and I hope it has been helpful. If you have any questions about this game that are not answered in this FAQ, feel free to email me at `corystahlbaum"@"yahoo.com` (remove quotes) and put "Dragon Quest 6" in the subject line. Please note that I check my email very infrequently so it may be a while before I get back to you if at all. If your question is in this guide it will probably be ignored. Feel free to contact me if you see any errors or wish to make any contributions to this FAQ. Credit will be given of course. I don't view emails that have any attachments and whatnot so send text only. I'm not sure if and when I will update this guide as it is pretty much complete though I'm sure I missed a few things and made a couple of errors. If the remaining 10% of the NoProgress patch is ever translated I will most surely make the appropriate additions to this guide.

Most of the factual information in this guide was accumulated by myself after playing through this game three times. I also cross referenced a lot of monster stats from `www.rpgclassics.com` which maintains a great Dragon Quest 6 Shrine. The Shrine maintainer has credited Terii Senshi for the monster stats and so shall I.

I would like to thank Ian Kelley for his great Dragon Quest 6 FAQ which helped me greatly during my first run though the game, and was also a partial inspiration for me to create this FAQ as there wasn't a full one based on the english translation. I would also like to thank my ex-girlfriend Michelle who was responsible for destroying a cool ASCII Dragon Quest 6 logo that I created on my own with my very limited skills. She also offered to proofread this guide for which I am appreciative. Enix also deserves thanks for producing this wonderful game and wonderful series. Finally, NoProgress deserves thanks for taking the time to translate this masterpiece and making it possible for english speaking fans to enjoy this great game.

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