



## OFFICIAL WALKTHROUGH / STRATEGY GUIDE

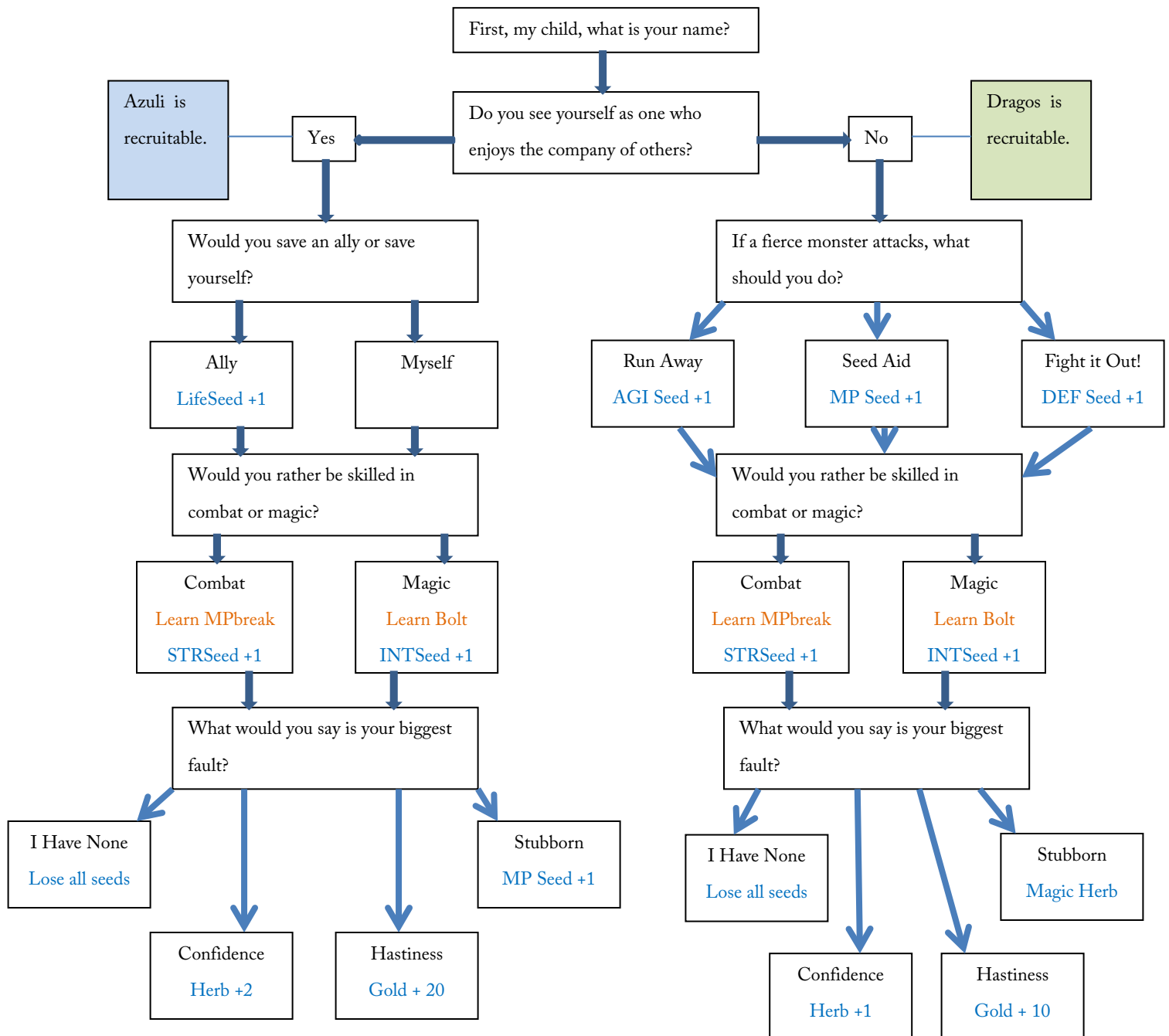
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[wt001] Erdrich Region: Questionnaire and Introductions

Like many Dragon Quest games, Legacy of the Lost begins with an introductory questionnaire to assess your personality. Your responses to the questions that follow determine which items you begin with, which special skill you begin with, and which monster you can recruit later in the game.



When you finish the introduction questionnaire, you will see a scene that depicts what happened to a land known as Rhemhage.

The introduction sequence begins with two guards talking about how chilly it is at night. One of the guards says that he is nervous about his first night of guard duty and mentions that it feels eerie standing out here at night. Then, the king of Rhemhage emerges from the castle, saying that he was having trouble sleeping. Thinking that a stroll through town would do his old bones good, he asks the guards to accompany him on his walk. As the king and guards walk on, a fog emerges and a demonic figure emerges from the darkness.

When the guards raise their weapons in defense of the king, the demonic creature subdues them with fire. Then, the demon transforms the king into a skeletal warrior. With this, he leaves, claiming that his lord's bidding is complete and that this world will be forever engulfed in the skeletal king's shadow.

As you will learn later in the game, the event pictured here is the transformation of Rhemhage's king and the reason that the island of Rhemhage disappeared. The introduction continues to tell you that that island that fell on that day has been forever erased from history, and that there is no remnant of its passing. You, the hero, then awakes to the sound of your mother's voice who asks you to get ready to escort her to the castle. She has come down with a sickness and wishes to see Dr. Rothberg before it worsens.

[wt002] Erdrich Region: Finding Dr. Rothberg

With the introduction finished, you now gain control of the Aldain (the hero, unless you named him differently). You will begin the game in Sarah's Cottage. You will make your way outside and a battle will ensue.

Once you are outside, you'll meet your mother. As you and her begin to leave the cottage, a blue slime that was sitting atop your house jumps down and ambushes you. A battle ensues!

BOSS BATTLE: Azul Slime

DIFFICULTY RATING: Very Easy

RECOMMENDED LEVEL: 1

HP: 15            MP: 0            STR: 4            DEF: 2            INT: 2            AGI: 3

EXP: 6                      Gold: 10

DROPS: Herb (10%)

Skills: Attack

STRATEGY: This battle really serves as the introductory battle. While it is technically possible for Azul Slime to kill you, it is highly unlikely. Azul Slime can hardly do any damage to you and should fall in a few hits. If you have Bolt, you can probably kill him in one hit.

When the battle concludes, Sara worries about your safety. Heading to the castle in your current attire would be suicide. She asks you to go up to your room and change. When you go back to your room, you'll also obtain **Cypress**

**Stick and Clothes.** Be sure to equip both of them on the equipment screen! You can also use **Aldain's Bed** to rest and restore your HP.

After changing, you'll be able to leave the cottage and make your way to Erdrich Castle, to the southeast.

### **Bestiary for the Erdrich Region:**

**Note: Monsters with a (\*) by their name only appear on the right side of the bridge.**

**MONSTER NAME:** Slime

HP: 7              MP: 0              STR: 3              DEF: 2              INT: 1              AGI: 3

EXP: 2                      Gold: 3

DROPS: Herb (5%), Slime Drop (1%)

Skills: Attack

**MONSTER NAME:** Red Slime

HP: 10              MP: 0              STR: 4              DEF: 4              INT: 2              AGI: 3

EXP: 4                      Gold: 5

DROPS: Herb (5.5%), Slime Drop (1.1%)

Skills: Attack

**MONSTER NAME:** Small Dragon

HP: 14              MP: 3              STR: 7              DEF: 5              INT: 1              AGI: 6

EXP: 6                      Gold: 6

DROPS: Herb (10%), Dragon Scale (1.2%)

Skills: Attack, Frizz

**MONSTER NAME:** Big Bird\*

HP: 24              MP: 4              STR: 6              DEF: 4              INT: 14              AGI: 15

EXP: 5                      Gold: 8

DROPS: Herb (25%), Feather (1.6%)

Skills: Attack, Heal, Wait

**MONSTER NAME:** Leaf Slime\*

HP: 14              MP: 6              STR: 8              DEF: 3              INT: 5              AGI: 10

EXP: 7                      Gold: 5

DROPS: Antidote (10%), Slime Drop (1.5%)

Skills: Attack, Sap

**MONSTER NAME:** Plant Slime\*

HP: 23              MP: 6              STR: 9              DEF: 3              INT: 8              AGI: 10

EXP: 7                      Gold: 7

DROPS: Antidote (10%), Slime Drop (1.5%)

Skills: Attack, Poison Spore

Points of Interest

Weapon and Armor Shop		Item Shop	
Copper Sword	160g	Herb	8g
Cypress Stick	10g	Exit Bell	30g
Club	50g	Warp Wing	25g
Clothes	15g	Antidote	18g
Training Suit	50g	Moon Herb	22g
Leather Robe	320g		
Hairband	80g		
Inn and Church Prices			
Inn Charge	3g		
Purification (Rid Poison)	15g		
Omission (Rid Curse)	40g		
Revivification (Rid Death)	60g		

In Erdrich Castle Town, all you really need to do at this point is head straight to the castle. However, there is an old man NPC south of the armor shop who will tell you an interesting story. If you listen to his tale, you will have unlocked the ability to pursue Melody's relic weapon later in the game. Make sure to head to the inn and snag the **Warp Wing** located in one of the pots. Now simply head north to the castle.

To make it to Dr. Rothberg's room, simply take Stairs A to B, and then B to C. You'll find Dr. Rothberg's office and when you talk to him, a scene will ensue with you, him, and your mother.

Sara will explain the Rothberg that she has started to feel increasingly weak as of late. Without much information to go by, Dr. Rothberg is puzzled. Sara claims that her only symptom is that she wakes up every day weaker than she was the day before. Constant disintegration isn't common for a medical disease, and Dr. Rothberg knows that. He says that he believes Sara is under the influence of a curse – as he has seen a patient die in front of his very eyes who claimed the same symptoms. Luckily, he knows of a cure. If Aldain can gather the Moon Flower and Holy Water, he can concoct a powerful medicine known as the Vile Elixir which he believes may rid the disease – or at the very worst, delay its progress. With this, Sara has left your party Rothberg gives you 45 gold to buy supplies.

[wt003] Erdrich Region: The Quest for Holy Water

In order to attain the Holy Water, Dr. Rothberg told you to seek out the head priest in the village. Head back outside the castle and speak with the cleric who resides next to the church. He'll tell you of a man named Gustav who lives in Erdrichia. The monsters near Erdrichia are tougher than the ones near the castle though. Before making your way to Erdrichia, it is strongly encouraged to get to Level 2. In addition, I would strongly encourage buying either the **Club** or **Training Suit** from the shop. If you are ok dealing slightly less damage, I would go with the Training Suit because the Club can be found in a treasure chest elsewhere.

After you have made the necessary preparations, you will need to head northeast of Sara's cottage to reach Erdrichia.

Points of Interest

Weapon and Armor Shop		Item Shop	
Cypress Stick	10g	Herb	8g
Club	50g	Exit Bell	30g
Clothes	15g	Warp Wing	25g
Training Suit	50g	Antidote	18g
		Moon Herb	22g
		Magic Herb	20g
Inn and Church Prices			
Inn Charge	7g		
Purification (Rid Poison)	15g		
Omission (Rid Curse)	40g		
Revivification (Rid Death)	60g		

In Erdrichia, you will run into the man named Gustav in the house to the right. He'll explain to you that he would be happy to lend you Holy Water in order to save your mother, but he can't get back into his supply room. He claims that a thief swiped his keys while he was in the Erdrich Forest and ran off the southernmost Poison Marsh Cave. He tells you that if you can find his keys, he'll give you any Holy Water you need, which is a bargain, as Holy Water normally costs a hefty sum!

The Poison Marsh Cave doesn't have any new enemies, but it is strongly encouraged to make it level 3 before attempting the caves. In addition, I would recommend buying a small amount of herbs and maybe an antidote or two before heading that way. You won't need much most likely, as the enemies outside will drop Herbs and Antidotes with relative decent frequency. Once you feel ready to conquer the caves, head all the way south of Erdrichia.

The Poison Marsh Cave is relatively small cavern but it is filled with poisonous marsh. I'd encourage running up the north of the entrance and grabbing the 3 chests. Do your best to avoid the purple area as much as possible as stepping on a purple marsh will cause you to lose 1 HP.

Take the west passage from the entrance to get to three possible stair choices. If you didn't already buy a club or wish to get another one to sell, you can find another club by heading through the top stairs.

However, to complete the area, you will need to fall down the pit below the stairs you entered for the club. You won't be able to return from this point until objectives are complete or you use an ExitBell. You will face a boss at the end, so if you don't feel adequately prepared, I'd recommend heading back and stocking up on supplies. As long as you are level 3 though and have 2-3 herbs, the boss should not pose a threat. At the end, you will find a hammerman in your wake. When you talk to him, he'll attack!

BOSS BATTLE: Bandit

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 3

HP: 89            MP: 0            STR: 32            DEF: 5            INT: 1            AGI: 1

EXP: 20            Gold: 40

DROPS: Copper Key (100%)

Skills: Attack, Wait

STRATEGY: Even though the Bandit has high attack power, his accuracy is extremely low. Between his low accuracy and him deciding to use up a turn to wait, it is unlikely you will take much damage from the Bandit. If you are equipped with just clothes or if your level is under three, the Bandit will do some serious damage to you if he manages to hit!

Upon defeating the Bandit, you will receive the Copper Key. Exit to the left and you'll reach the Abandoned Caves that will take you back to Erdrich Castle Town. The Abandoned Caves will also lead you to the Sacred Shrine later in the region.

Head back to Erdrichia and talk to Gustav. He will give you the Holy Water!

[wt004] Erdrich Region: The Forest and the Moon Flower

With Holy Water in hand, you head south of Erdrichia to the Erdrich Forest. At the end of this small forest maze, you will find the Moon Flower.

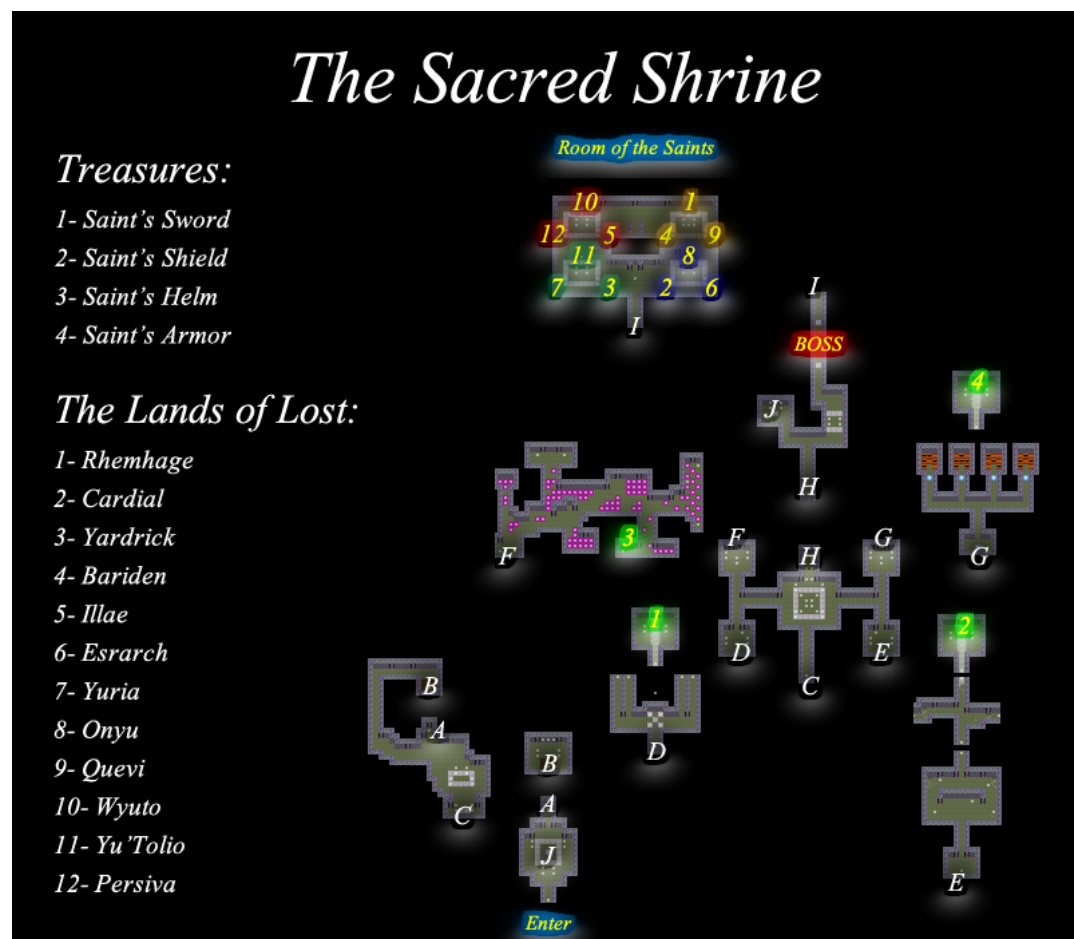
Once you get to the part of the forest that has a path to the north, west, east and south, you will have to navigate a specific path. When you talked to Dr. Rothberg the first time, he told you the path. Just in case you forgot, its **West, West, South, East, North**. Once you go that path you'll make it to the end of the forest where the purple flower called the Moon Flower resides.

Return to Rothberg in Erdrich Castle with Moon Flower and Holy Water in hand and he will cure your mom of the curse!

When Sarah awakens, she will request for you to go to the king of Erdrich Castle. He will be amazed by your ability to procure such rare ingredients to save your mother. With such valor and courage, he appoints you as an official knight of Erdrich. As your first duty in knighthood, he requests of you to explore a mysterious shrine that resides in the middle of the island. To get there, he gives you a **Shrine Key** that opens the door in the Abandoned Caves that leads to the shrine.

Stock up on any needed supplies and head to that central shrine!

[wt005] Erdrich Region: The Secret of Time





The Sacred Shrine is where the time travel aspect of Legacy of the Lost comes in! It is the same concept as Dragon Warrior 7! You will complete a series of puzzles in this dungeon to unravel the gift of time. Unlike all other dungeons, the Sacred Shrine is a safe place and not only are there no enemies, but you can **save** here at any time! Navigate to area C on the map and you'll be at a room with four statues. Each statue is missing a piece of armor. Your job is to complete each of the trails of the saints!

#### Trial 1: Courage (Stair D)

This trial was meant to test one's courage. You will be shown four monsters. They will dance around you and head off in separate directions. You must follow the most dangerous looking monster and prove that you aren't scared (Dracolord)! Upon doing so, you will receive the **Saint's Sword**.

#### Trial 2: Wisdom (Stair E)

This trial tests your wisdom or ability to recall the finer details. In this trial, Drackies will attempt to help navigate you through the maze ahead with scrambled clues. The path you need to take is as follows: Right, Up, Left, Right, Up. Completing this trial will earn you the **Saint's Shield**.

#### Trial 3: Intelligence (Stair F)

This trial tests your ability to make smart decisions. This trial is littered with treasure chests. All but one of them require you to cross poison to reach it. Only a foolish man would poison their bodies for treasure! Pick the correct chest and you will receive the **Saint's Helmet**.

#### Trial 4: Avarice (Stair G)

This trial honors the fourth saint who always followed the most honorable path. The fourth saint wasn't concerned with gold or material belongings. In this trial, select the room that contains the least number of chests and you will reach the **Saint's Armor**.

Upon completing the first four trials the barrier blocking the 5th trial will unlock.

#### Trial 5: Power (Stair H)

At the end of this long corridor, a sword hangs on the wall. As you walk under it, it begins to speak, telling you that you must now prove you have a trait that all saints shared – all saints were marvels on the battlefield!

REGION BOSS BATTLE: Sabreman

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 4

HP: 159      MP: 118      STR: 33      DEF: 5      INT: 1      AGI: 8

EXP: 60      Gold: 60

DROPS: Nothing

Skills: Attack, Wait

STRATEGY: The Sabreman is just a bit harder than the Bandit. The Sabreman doesn't suffer from low accuracy at all and is less likely to wait a turn out. You must make use of your Heal spell and any herbs you have to outlast the sword and achieve victory! If you learned **MP Break** at the beginning of the game, if you use that ability to take out his MP, Sabreman will be extremely likely to wait his turn instead of attacking you.

With Sabreman defeated, you have successfully cleared Erdrich and unlocked the Room of the Saints. It is here that you can place ancient shards to unlock the lands of lost. Can you think of anywhere you've seen one of these shards? If you recall, Dr. Rothberg has a brown shard laying in his office. Visit Dr. Rothberg and explain to him that you would like to use the shard – he'll be happy to oblige. Place the shard on the pedestal labeled "1" on the map and you will unlock region 2, Rhemhage!

Also, with the region cleared, there is a sidequest for you to complete back at **Sarah's Cottage**. I would recommend waiting until you do a little bit in Rhemhage. This sidequest is only available until you clear Rhemhage.

[wt006] Rhemhage Region: Misfortune and Famine

### Bestiary for the Rhemhage Region:

**MONSTER NAME:** DanceVegi

HP: 27      MP: 6      STR: 12      DEF: 1      INT: 4      AGI: 14

EXP: 18      Gold: 9

DROPS: Timber (1%)

Skills: Attack, RobMagic

Notes: RobMagic costs exactly 6 MP. If Aldain has MP Break, you can stop it from ever using it. DanceVegi is also weak to fire.

**MONSTER NAME:** Saccor

HP: 34            MP: 8            STR: 14            DEF: 6            INT: 21            AGI: 7

EXP: 21            Gold: 9

DROPS: Timber (16%)

Skills: Attack, Sap, Buff

Notes: Weak to fire. Strong against ice.

**MONSTER NAME:** Puddle Slime

HP: 25            MP: 8            STR: 8            DEF: 1            INT: 1            AGI: 10

EXP: 16            Gold: 6

DROPS: Magic Herb (1.9%), Slime Drop (1.5%)

Skills: Attack, Crackle

Notes: Strong to ice.

**MONSTER NAME:** Cave Shade

HP: 21            MP: 5            STR: 16            DEF: 22            INT: 5            AGI: 21

EXP: 24            Gold: 2

DROPS: Herb (10%)

Skills: Attack

Notes: High defense and low INT makes using magic the best option.

**MONSTER NAME:** Money Bags

HP: 36            MP: 2            STR: 14            DEF: 7            INT: 4            AGI: 11

EXP: 20            Gold: 14

DROPS: Moon Herb (10%), Gold Ore (1%)

Skills: Attack

Notes: Drops the highest amount of gold of any regular enemy in Rhemhage. Strong to ice damage.

**NOTORIOUS MONSTER:** *Foo the Hero*

HP: 164      MP: 155      STR: 30      DEF: 12      INT: 24      AGI: 8

EXP: 280      Gold: 120

DROPS: Foo Foil (100%), Yggdrasil Branch (33%)

ENCOUNTER: You can only encounter Foo the Hero on the field of Rhemhage (so not in the caves).

Skills: SquallHit, MidHeal, Attack (only when MP is 0)

Notes: Weak to fire. Foo the Hero can be hard to kill if you are low level but if you are at least level 4, it should be relatively easy to kill him. Again if you learned **MP Break**, this fight is slightly easier as you can stop him from healing and attack before you with SquallHit.

Rhemhage is your first region in the past and it is where you will get your first permanent party member. There are three locations you can reach right off (Rhemhage Caverns in the northeast, Oruba's Cottage in the northwest and Rhemhage Village in the southwest). You are going to want to head to the village.

When you come to Rhemhage Village, you will notice right away that the town seems to be on hard times. As you talk to the villagers, you'll gather that the rich castle town to the north has denied the villagers the essential food they need to survive and the infertile soil of south Rhemhage just isn't enough to feed the people of the village. The amenities available here are as follows, I would strongly encourage you to buy a **Rope Whip** for Aldain if you can afford it. **Leather Hat** and **Small Shield** are really good purchases as well.

## Points of Interest

Weapon Shop		Armor Shop	
Cypress Stick	10g	Clothes	15g
Club	50g	Training Suit	50g
Rope Whip	180g	Leather Armor	300g
Rosevine Whip	210g	Leather Robe	320g
		Pot Lid	60g
		Small Shield	100g
		Hairband	80g
		Leather Hat	80g
Inn and Church Prices			
Inn Charge	6g		
Purification (Rid Poison)	15g		
Omission (Rid Curse)	40g		
Revivification (Rid Death)	60g		

The first step in completing Rhemhage is to talk to every villager (you don't actually have to talk to every one of them, just the majority). Then, visit the Rhemhage Inn and talk to the farmer twice. He will mention that there is a

magician named **Oruba** who lives in cottage up north. Talk to him a second time to reveal that Oruba is the **mayor's brother**.

Now visit the mayor in the lower right part of town. As long as you have talked to enough people and learned that Oruba is the mayor's brother, he will open up to you. He'll tell you that the town is on verge of starvation and thanks to the recently monster infested Rhemhage Cavern and the vine that blocks the entrance, no one is strong enough except his brother **Oruba** to make it to the castle and ask for the crops the village so desperately needs. However, he'll tell you that him and his brother have had a falling out. He says that if Oruba thinks that the mayor sent you that he'll never help.

Now head up north the cottage where Oruba lives. When you meet with him say the following:

1. Rhemhage Needs You!
2. We Need a Messenger.

Oruba will agree that he doesn't want his hometown to suffer and wants to help. He says it has been awhile since he has fought and asks you to accompany him to the castle. Agree and Oruba will join your party.

## JOIN UP!

Name: Oruba Stacain

Class: Mage

Level: 1

Equipment: None

[wt007] The Rhemhage Caverns

The next step is to venture forth into the caverns so that you can reach the northern castle town. In order to even enter the cave, you will need to get Oruba to level 2 so that he learns Frizz. Then, Oruba will be able to destroy the vine that blocks the cave entrance.

I would encourage you to enter the cave and go to the right to pick up the **Tie** in the chest. This accessory gives defense and intelligence +1. I would encourage you to give it to Oruba at this point to help make his weak defense slightly better and his spells more powerful. Before you go too far in the cave, it would be wise to get Oruba to level

3. It shouldn't take too long and it will help make your journey easier. Then, return to the town and use the inn to rest up.

If money permits, you should outfit Oruba with some armor. A **Training Suit** and **Pot Lid** should be adequate enough. (I would say a Leather Hat, but you'll get a much better hat in the cave for him). If you have to choose between the suit and the pot lid, I'd choose the Pot Lid because you get an armor for Oruba in the cavern as well.

Return to the cave this time with the intention of completing it. This time enter and go to the left. In the middle area there is a treasure chest you must grab that has the **Rhemhage Key #1** inside. Grab the key and head to the northeast side of the cave. There is also a chest that contains **Clothes** that Oruba can use if needed. Open the door and head up to the second floor.

The second floor branches off into multiple paths. I recommend taking the south path first. Doing so will net you two **herbs** and a fantastic head piece for Oruba, the **Mage Hat**. Not only does this hat give a good defense boost, but it boosts his INT as well.

Now take the remaining path. There is an optional chest on the northwest side for 50 gold but ultimately you are spiraling around to the bottom right corner where a bag lies on the floor. Try to open the bag and a boss emerges!

BOSS BATTLE: Jewelbag, Moneybags x2

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 4

HP: 92            MP: 0            STR: 16            DEF: 13            INT: 6            AGI: 15

EXP: 40            Gold: 30

DROPS: Rhemhage Key (100%), Moon Herb (8%)

Skills: Attack

STRATEGY: There's not much to say about this battle. It is your first boss battle that involves multiple enemies though. The Moneybags are the same as the ones you can find in the wild. None of the foes should be particularly difficult. This battle will earn you some pretty fast cash though!

Return to the locked door in the upper right corner of this floor to proceed. Observant players will notice another locked door on this floor, but you can't get it until you have the **Thief's Key**.

On the third floor, the majority of the floor is pitch black and shadow monsters lurk in each passageway. At the beginning of the cavern, the NPC mentioned this puzzle to you. The shadow monsters all face each other except one. If you choose the wrong shadow, you are warped back to the beginning of the cave. The correct shadow the very last one on the top right corner. Once dead, you'll get **Rhemhage Key #3** and can continue on.

Head up to the fourth floor. Head all the way north and grab **Rhemhage Key #4**. This key, while optional, serves to make passage between the north and south side really easy. Then proceed to the southwest corner. Take the series of stairs and you're done with the cave. The north exit takes you to the castle and the south exit (that Rhemhage Key #4 opens) takes you back to the village.

[wt008] Rhemhage: The Conclusion

Visit Rhemhage Castle Town. You'll notice that the villagers here are much happier than those in the village. They do mention that there king has been acting strange since an event that happened **several years ago**, but nothing *seems wrong*.

#### Points of Interest

Item Shop		Inn and Church Prices	
Herb	8g	Inn Charge	6g
Magic Herb	20g	Purification (Rid Poison)	15g
Exit Bell	30g	Omission (Rid Curse)	40g
Warp Wing	25g	Revivification (Rid Death)	60g
Antidote	18g		
Moon Herb	22g		

If you were running low on items, you'll be glad an item shop is here. I'd recommend stocking up on some items which should be pretty easy to do as gold shouldn't be that scarce after your trek through the cave. At this point you are all more than able to tackle Foo the Hero easily too.

There is an important thing to do in the item shop. Go upstairs and **talk to the merchant's wife**. If you paid attention in Rhemhage, you'll remember that it used to have an item shop but the family moved before the famine. This is the first point in the game where the hidden stat, **honesty** comes up. At various points in the game, you will be asked questions where you can give honest responses or lie. This meter affects achievements and rewards available to you later in the game.

## HONESTY METER!

Who? Rhemhage Castle Town Item Lady

What?

If you say you've never visited Rhemhage, **dishonesty +1**.

If you say you have visited Rhemhage and everything is going great, **dishonesty +1**.

If you say you've visited Rhemhage and they are going through some harsh times, **honesty +1**.

Now, head to the castle. The castle folk will talk about how strange the king is acting. One of the guards talks about a psychic who lives in the castle. You will need to visit the psychic. On the outside of the castle look on the left side and enter it from the side (there is a bit of road sticking out that makes finding the path relatively easy).

The psychic will tell your fortune for a measly 30 gold coins. He'll tell you that the king and servant are not who they say they are and only something **holy** in nature will reveal them for who they really are. The only holy like item you have received at this point is **Holy Water**. You will need to return to Erdrichia in present time to retrieve more **Holy Water**.

## MISSIBLE SIDEQUEST!

On your way back to Rhemhage, make sure you stop by **Sarah's Cottage**. This technically could have been done earlier, but it is so much easier now. Outside of your house a slime is running around. Rest up if needed in your bed upstairs and then attack him. This is the same slime you fought at the beginning of the game and he is back for a vengeance!

BOSS BATTLE: Azul Slime

DIFFICULTY RATING: Easy – Medium

RECOMMENDED LEVEL: 4

HP: 160      MP: 0      STR: 26      DEF: 3      INT: 20      AGI: 22

EXP: 100      Gold: 15

DROPS: Herb (10%)

Skills: Attack

STRATEGY: Azuli has been training and this time he is ready for revenge! Despite all of that, he is still pretty much a pushover. You may need to heal a few times or could get unlucky if he only decides to attack Oruba, but he should go down pretty easily. **Sap** is worthless here because his defense is so low already, so just hack away with Aldain and have Oruba use **Crack**.



When Azul Slime falls, one of two things will happen.

If at the beginning of the game you said you like the company of others, **Azul Slime** will offer to join you!

## JOIN UP!

Name: Azuli

Class: Slime

Level: 1

Equipment: None

\*Azuli will be extremely weak unless you level him up some. Fortunately, he levels up very quickly.

If you said you don't like the company of others, Azul Slime will flee instead. This is still important to do though because it affects your ability to recruit a different monster later on.

With Holy Water and Azul Slime slain, head back to Rhemhage Castle Town. Use the inn if needed and make your way to the king's chamber. Throw holy water on the guard to reveal his true form:

BOSS BATTLE: Evil Shadow

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 4

HP: 166      MP: 65      STR: 30      DEF: 32      INT: 21      AGI: 24

EXP: 88      Gold: 16

DROPS:

Skills: Attack, Sap

STRATEGY: Evil Shadow doesn't pose much of a threat. The only thing he has going for him is relatively high defense. If you learned MP Break at the beginning of the game, you can use it to quickly take out his MP and prevent him from sapping your defense – because low defense coupled with his high attack power can devastate your party. Have Oruba use Sap and then Frizz/Defend as needed and this fight will be over quickly.

It is quite possible you were barely damaged or have plenty of resources left to recover from this fight. If needed, rest up at the inn and then go and confront the king.

REGION BOSS BATTLE: Deadking

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 5

HP: 265

MP: 120

STR: 45

DEF: 24

INT: 19

AGI: 8

EXP: 180

Gold: 50

DROPS: Cotton Thread (100%)

Skills: Attack (only if MP is low), Poison Cloud, ThickFog, Crack, Midheal, Crackle (HP under 40%)

STRATEGY: Despite being a region boss, Deadking is relatively easy. He can become annoying with status effects though with Poison and Blind so be sure to bring a couple of antidotes and moon herbs. Deadking is actually a bit easier when he does have MP than when he doesn't, because of his high attack power. As long as you are decently well geared, he should fall pretty quickly.

With the king downed, he will revert back to his original form briefly. He will thank you for what you've done and tell you that he attained the accursed form when he was attacked outside the castle by a **demon lord**. He'll beg you to tell the castle guard to deliver the needed crops to the village.

You don't have to, but you have another chance for honesty here. Report to the guard who is in front of the door where the castle keeps the crops.

### HONESTY METER!

Who? Crop Castle Guard

What?

If you tell him to deliver the crops, **honesty +1**.

If you tell him to not deliver the crops, **dishonesty +1**.

Return back to the psychic of the castle. With Rhemhage saved, he will give you his **Water Shard** as he knows it will do you more good than it does he. You are now ready to move on to the next region!

[wt009] Cardial Region: The Dance of Death

When you return to the Great Shrine, Oruba will finally acknowledge that you are a time traveller. He'll say that he wants to be a part of something greater than staying back home and wishes to go with you. He notices the pedestals and inquires how you got to Rhemhage. If you got the water shard already, he'll tell you to look around and see if it

fits anywhere. If you haven't gotten the shard yet, he'll make the observation that the **psychic** had a shard that looked like it may fit on one of the pedestals. The Cardial pedestal is the blue one of the left.

Upon arriving in Cardial, you will notice it is very small. So small in fact, the only place to go is the town. Head towards the town known as Cardial Port City.

#### **Bestiary for the Cardial Region:**

**MONSTER NAME:** Little Demon

HP: 42            MP: 3            STR: 8            DEF: 11            INT: 21            AGI: 16

EXP: 26            Gold: 6

DROPS: Magic Herb (10%), Tin Ore (10%)

Skills: Attack (when MP is 1 or 0), Frizz, Firebal

Notes: Like most demonites in Dragon Quest games, Little Demon is only smart enough to cast one spell. Strong to fire damage. Weak to ice damage.

**MONSTER NAME:** Healslime

HP: 40            MP: 16            STR: 16            DEF: 4            INT: 25            AGI: 17

EXP: 265            Gold: 8

DROPS: Slime Drop (1%)

Skills: Heal, Attack

Notes: Extremely annoying to fight. If you have **MP Break**, it is really helpful. If not, kill them last and have Oruba use attack as magic is pretty ineffective.

**MONSTER NAME:** Butterfly Dragon

HP: 38            MP: 10            STR: 19            DEF: 8            INT: 8            AGI: 25

EXP: 32            Gold: 12

DROPS: Dragon Scale (1%)

Skills: Attack, Blazeair, Sleepair

Notes: One Crack and this monster is history. Can be annoying if he gets Sleepair off.

**MONSTER NAME:** Ghost

HP: 31            MP: 22            STR: 25            DEF: 8            INT: 22            AGI: 20

EXP: 30            Gold: 10

DROPS: Echo Herb (12.5%)

Skills: Attack, MouthShut, Poison Cloud

Notes: Frizz is super effective. Because of his high agility, he'll sometimes silence you before you spell goes off.

**MONSTER NAME:** Sea Crab

HP: 16            MP: 0            STR: 28            DEF: 4            INT: 400            AGI: 15

EXP: 25            Gold: 11

DROPS: Herb (25%), Water (12.5%)

Skills: Attack, Guard

Notes: Magic will never work.

**MONSTER NAME:** Zombie

HP: 95            MP: 5            STR: 25            DEF: 1            INT: 1            AGI: 4

EXP: 31            Gold: 20

DROPS: Cotton Thread (12.5%)

Skills: Attack

Notes: Although it has high HP, fire magic will kill Zombie quickly.

**MONSTER NAME:** Aqua Balloon

HP: 31            MP: 9            STR: 19            DEF: 2            INT: 23            AGI: 15

EXP: 34            Gold: 12

DROPS: Water (12.5%)

Skills: Attack, Watershot

Notes: Ice magic works the best to kill it. Along with Sea Crab, easiest way to get **Water** in the game.

**NOTORIOUS MONSTER:** *Asphyxiated Amsel*

HP: 233      MP: 450      STR: 20      DEF: 17      INT: 18      AGI: 9

EXP: 580      Gold: 100

DROPS: Golden Thread (100%), Tempest Sash (33%)

ENCOUNTER: You can only encounter Asphyxiated Amsel in Sea Devil's Lair.

Skills: Vacuslash, Smog, Sizz

Notes: Strong to ice damage. Asphyxiated Amsel isn't too hard to kill. Because he attacks twice, if he chooses to use Sizz two times in a row it can be painful, but because he is so slow, you have time to recover should he choose to do that.

Cardial Port City is one of the thriving port cities in Araginol. Upon first glance, there appears to be nothing wrong at all in the city. You'll notice that the talk of the town is supposedly this famous dancer who is performing in the bar at night. Before we attempt to watch the dancer's performance, check out the amenities offered in the town.

## Points of Interest

Weapon and Armor Shop		Item Shop	
Mage's Wand	300g	Herb	8g
Bronze Sword	430g	Magic Herb	20g
Pike	800g	Antidote	18g
Leather Armor	300g	Moon Herb	22g
Leather Robe	320g	Echo Herb	22g
Small Shield	100g	Yggdrasil Leaf	250g
Hairband	80g		
Leather Hat	80g		
Flashy Coat	325g		
Inn and Church Prices			
Inn Charge	12g		
Purification (Rid Poison)	15g		
Omission (Rid Curse)	40g		
Revivification (Rid Death)	60g		

Now, how do you see the dancer perform? The first step is to talk to every villager and then make your way to the bar. Make sure you are fully healed and purchase any weapons/armor you need. Then, talk to the two guards and the red wizard. Once you have talked to the red wizard, as long as you've talked to enough villagers, it'll become night time and the bar will be filled with people watching the dancer's performance.

Now talk with each member attending the bar. Talk with the red wizard twice now. He'll a sound that resembles a typical monster squeak. Everyone in the bar heard the noise and it goes silent, as all turn their attention to the strange man in red. He'll get angry and reveal his true form. He mentions the magnificent dancer by name and says that he has come here to kill her, but will first kill you!

BOSS BATTLE: Deathmage, BlackSentinelx2

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 6

DeathMage

HP: 160      MP: 160      STR: 15      DEF: 5      INT: 20      AGI: 6

EXP: 400      Gold: 25

DROPS: Mage's Wand (10%)

Skills: Crackle, Kasap, Crack, Attack (if MP under 5%)

Black Sentinel

HP: 61      MP: 0      STR: 28      DEF: 25      INT: 35      AGI: 8

EXP: 0      Gold: 0

DROPS:

Skills: Attack, Guard

STRATEGY: This group doesn't go down too easily and is by far the toughest boss battle you'll have faced so far. What makes this battle difficult is that you have to take down three relatively tough foes at once. For this particular battle, I would recommend not using the whip because it gives you no control over your target – instead opt to equip Aldain with his strongest melee weapon (**Foo Foil if you have it**). The gist of this battle is simple, you want to take out the Black Sentinel's as quickly as possible – they don't have much HP, but they do guard on occasion. Have Oruba sap the one you plan to kill, kill it and then repeat. Once they fall the battle really shouldn't be too difficult. With Deathmage left, you can choose to MP Break him or just whittle his HP down. If you managed to get Oruba to level 6 before this fight, it is even easier. You can use Sizz to make short work of the Sentinels. If you find this battle to be difficult, make sure you are adequately geared.

At the battle's conclusion, the dancer (Rosa) tells the town that danger is quickly approaching. She doesn't tell them what it is, but she says that they don't have much time. She runs outside and tells the villagers to follow her. She then whisks them away to the tower on the island close to the city. She then comes back to you and begs you to follow her.

Meet her outside and she'll warp you to the tower as well and fully heal your party. She begs of you not to linger on the lower floors of the tower for too long.

## [wt010] The Safe Tower

This abandoned tower is separate from the Cardial mainland and as such it is inhabited with monsters on the lower floors. Cardial Safe Tower is six floors, but the encounter rate is really low. Which is fortunate, because you have not had the opportunity to save since your last encounter.

The tower is pretty straight forward, but it houses some pretty great treasures that are miss-able. Head up to the second floor. Then in the southwest part of the dungeon, you'll see five holes you can fall down. Fall down the one marked with a "O".

X X X O X

This will lead you to a room where you can find the following treasures: Lovewater, Tie, Mystic Seed, Defense Seed. These items can be permanently missed. Just as a suggestion, I always give mystic seeds to Aldain and early in the game, I always give Oruba defense seeds. If you give Oruba a decent amount of defense seeds, it really helps his survivability.

Now head up the 4th floor of the tower. There is another miss-able treasure here. Right before the stairs to the 5th floor, there is a chest that has a **tinymedal**. Make sure you grab it.

Make your way to the 5th floor. This floor of the tower is 100% safe and the villagers are all here. You can also **save your game here**. You can use the inn in the central room for free to recover any damage you've incurred. As you talk to the townsfolk, most of them have a lot of anger towards Rosa. They don't know why they were taken to this musty tower and they are planning to find a way home.

Head up to the 6th floor and talk with Rosa. Rosa understands the strife the villagers are in but she claims that they just don't know what is about to happen. She tells you the story of how she encountered a demonic creature in that submerged cavern off the coast of Cardial. The cavern entrance is below sea level, but most of the cave is not submerged. She ran into a demon lord and his henchmen (Deathmage) inside. They made short work of her but somehow, she survived. The demon lord inside can control the tides and sea level. She thinks that the demon lord is seeking revenge on her because she somehow survived.

Just as she finishes explaining this to you, the floor trembles. As you and Rosa gaze out at the ocean, it begins to happen.

The sea becomes violent and rises. Everything below the 3rd level of the tower has become completely submerged in water. Rosa begs of you to take a **Raft** and make your way to the cavern. She senses greatness in you and knows you are the only person able to stop this. She says you'll need to look for a spot you can exit the tower from, because the lower levels of the tower have flooded.

#### [wt011] The Great Flood

With the tower flooded, the villagers still have angst towards Rosa but are glad they didn't flee. You can still rest and buy items from the shop if needed. Make your way to the middle of the 3rd floor and set down your raft. This will allow you to reach the coastal cavern known as Sea Devil's Lair.

The cavern is relatively small, but the demon's lair is sealed by a door. To get the key, you are going to have to deactivate a laser panel by triggering switches in the correct order. Beside each switch, there are brown square panels. You want to hit the switches in the order from the smallest number of squares to the largest. This is all explained by an epitaph in the top left corner of the dungeon. To make it easier for you, use the following guide:

```
=====
|      4          BOSS      2      |
|                                |
|                                |
|      5          |
| ENTER          3 |
|      1          |
=====
```

Once all switches are deactivated, grab the chest in the center. Before you go and face off with the boss, I would strongly encourage you to save your game. In order to save you'll have to go back to the **Safe Tower**. Also, this is



your last chance for a **long time** to defeat Asphyxiated Amsel. If you want a Tempest Sash, you may want to fight him now.

Once you are ready, enter the boss' room and face off against the Sea Devil. At first, the battle is **unwinnable!** He will be too strong and will probably use Kaboom and wipe you out in one round. Do not waste your items and try to win though, because it will be too hard.

When you die, Rosa will emerge. She will cast her exclusive spell **Majustis** on Sea Devil. This spell severely weakened Sea Devil to the point where is beatable. In addition, she uses holy magic to fully revive and heal you. The magic she has cast has weakened her though, and she says it is up to you to finish him off. Enraged, he vows to kill both you and Melody.

REGION BOSS BATTLE: Sea Devil

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 6

HP: 486          MP: 400          STR: 45          DEF: 16          INT: 7          AGI: 20

EXP: 600          Gold: 60

DROPS:

Skills: Attack, Poof, Boom, Drain HP, SlowAll, Sleepair

STRATEGY: Sea Devil can be one tough customer. He has a very high attack rating and will attack most often.

This battle is really just a battle of survival. Make sure you come with at least two magic herbs and a handful of herbs to win safely. Even though he has low INT, he is resistant to fire and ice making Oruba less effective. Having Oruba use Sap and then defend/heal as needed seems to work best in this battle. If you have a monster companion, he can help soften the blow the Sea Devil can deal to you. He has a significant MP pool, but if his spells bother you that badly and you have MP Break, it can be a viable tactic.

With Sea Devil's defeat, the great flood of Cardial is averted. Rosa whisks the people back to their homes and thanks you for everything you have done. Despite the fact that she helped save the village, she still feels hatred in the villager's eyes. She decides to leave the village...

[wt012] A New World on the Horizon!

With the disaster of Cardial averted, you have essentially "saved" every nation. The great flood of Cardial was far reaching and if allowed to fully cover Araginol, it would have prevented any island from emerging. Now that it is

saved and the flood was stopped, the two islands you have saved now have emerged in present time (Rhemhage and Cardail)!

Head back to the king of Erdrich and he will tell you that somehow, two new islands have emerged on the oceanfront. He finds it hard to believe that two islands could just appear, but can't help but attribute their emergence on what you have uncovered at the Great Shrine. He tells you that it is only fitting that you have a chance to see the wonders of these new lands and gives you permission to use the castle's **boat** to travel to the new nations. In addition, he gives you permission to use the **scholar's room** in the castle. The king believes that ancient shards help you on your quest and gives you a **Wind Shard** (however, this wind shard does not open up a new path for you just yet).

In the scholar's room, learned scholars are keeping track of the world of Araginol. The central scholar allows you to board the boat for the first time in which you will be taken to the world map and get to choose your destination (to board the boat other times all you have to do is visit **any dock**). In addition, there are two scholars up top who allow you to change **party configuration and party order**.

Now you can visit both islands in present time. I recommend going to Rhemhage first, even though there is nothing you *have* to do here.

You'll notice that Rhemhage Village is doing very well. The town is now green and much nicer looking than it was in past time. The villagers talk of how they took up magic because an ancient ancestor saved their village with magic. In the south side of town there is a new building, the Alchemy Shop. However, it is still under construction and not open to the public yet. An NPC nearby tells you what it is though, the process of combining items to make better ones, and mentions that monster materials are vital in the process. You can get a free **Beast Hide** from a drawer in town.

Head to the north side of the island where the castle used to be and you'll come to the **Great Breeding Center**. Just like all great Dragon Monster games, just because you can see the breeding center, doesn't mean you can use it yet! This game is no exception. A large line of people are trying to get into the center which stops you from entering at this time (also the fact that who would want to grind to level 15 now anyway??)

The fact that you just visited the breeding center though will open up a sidequest you can do in Cardial Port City!

Now go to the dock (or back to the Scholar Room) and head to Cardial Port City. You can talk with the villagers and notice that the city is doing very well. They thrive as a port city and are all great fishermen. If you visit the woman in the top right house, she will tell you that her husband found a **mysterious shard** when he was fishing. The fisherman husband is on the left side of town on the beach area. Talk with him and you'll get the **Wind Shard** you need to advance in the game.

However, those adventurers who are observant, can't help but notice the two bunnygirls who are guarding that egg in the house. They say that this is the beach house of Professor Monster, the great man who runs the Breeding Center.

### **MISSIBLE SIDEQUEST: To Hunt a Water Monster!**

In the south side of town, you'll run into none other than Professor Monster. If you have visited the breeding center, he'll have a request for you.

He'll say that try as he might, he cannot seem to catch a water monster and really wants to add one to his collection. He says if you manage to bring him back a water monster, he'll reward you handsomely. Where might you find a water monster? The former Sea Devil's lair of course!

Inside the cavern, you will notice that there are no more switches. If you entered the cave before now, it was in fact completely empty. But now, there are three different types of water monsters lurking about: Aquarellas, Skullfishes and Fishriders.

The sidequest is simple. Your goal is to kill many of these water beasts and eventually, one will offer to join your party. When exactly? After you kill eight of them, the ninth one will offer to join you. If you don't like the ninth one, you can do the tenth or eleventh one too, but if you say no to all them, you forever lose your chance to get one. These monsters are wild and are uncontrollable, in addition, you can't breed them either.

Once you recruit a monster, return to professor monster. He'll give you a **monster egg** and even offer hatch it for you in his other seaside home, his egg hatching center. The monster you get depends on which monster you recruited in the Coastal Cavern:

Aquarella = HideEgg

Skullfish = Pyuro

Fishrider = Deadnite

Once you have finished the sidequest, you are ready to move on to the next region, Yadrick. Return to the Great Shrine and enter Yadrick with the fisherman's windshard.

[wt013] Yadrick Region: I Want to be a Champion Too!

Yadrick is a region with no apparent problems right away – well, no problem that would cause a nation to disappear. There are four locations in Yadrick: Yadrick Castle in the southwest, Yadrick Mountain in the middle, a cottage straight north of the portal, and Cresende Village to the northwest. The first thing you'll want to do is head towards Cresende Village if you want a **tinymedal**.

When you arrive in Cresende you notice that it is completely empty. Enter the well and you'll get a **tinymedal**. If you don't get it now, it is forever lost. Also one of the pots has **200 gold** inside. You can potentially get it later, but it would probably help you now, so go ahead and grab it.

The monsters here are a good bit stronger than those in Rhemhage in Cardial, but nothing that should be too hard to handle. Now head towards Yadrick Castle Town...

#### **Bestiary for the Yadrick Region:**

**MONSTER NAME:** Demonbird

HP: 65            MP: 9            STR: 41            DEF: 19            INT: 34            AGI: 26

EXP: 49            Gold: 16

DROPS: Feather (10%)

Skills: Attack, Smog

Notes: Really weak to water damage – although it is super unlikely that you have water magic now.

**MONSTER NAME:** Grimlin

HP: 48            MP: 10            STR: 29            DEF: 11            INT: 24            AGI: 16

EXP: 42            Gold: 22

DROPS: Tin Ore (3%)

Skills: Attack (when MP is 0), Heal, Firebal

Notes: MP Break can be a lifesaver. If you got Deadnite, this thing is your worst nightmare. Even if he is decently leveled up, he should pretty much defend until it dies.

**MONSTER NAME:** Lizardfly

HP: 14            MP: 3            STR: 46            DEF: 22            INT: 28            AGI: 28

EXP: 45            Gold: 19

DROPS: Dragon Scale (1%)

Skills: Attack, Poof

Notes: Only thing annoying about it is that it is fast. Weak to ice. Completely resists fire damage (so no Sizz to kill!)

**MONSTER NAME:** Madpecker

HP: 39            MP: 3            STR: 39            DEF: 15            INT: 33            AGI: 41

EXP: 40            Gold: 26

DROPS: Feather (7%)

Skills: Attack, BiAttack

Notes: Weak to water, but you probably don't have again. One Sizz from a decently geared Oruba though should kill it in one hit.

**MONSTER NAME:** Stormdevil

HP: 48            MP: 18            STR: 28            DEF: 19            INT: 14            AGI: 20

EXP: 54            Gold: 22

DROPS: Beast Hide (5%)

Skills: Attack, Woosh

Notes: Not much to say about this monster. Woosh can be annoying but is infrequent.

**NOTORIOUS MONSTER:** *Helldiver*

HP: 341            MP: 111            STR: 38            DEF: 6            INT: 44            AGI: 14

EXP: 1021            Gold: 133

DROPS: Great Feather (100%), Calamus Overcoat (33%)

ENCOUNTER: You can only encounter Helldiver **in outside areas** of **Yardrick Mountain**.

Skills: Attack, Radiant, Kasap

Notes: Probably the easiest NM so far. He can be annoying though when he chooses to use Radiant because it has a high chance to hit and blind you. Calamus Overcoat for now and if you really feel like it, you might even want three of them. Not only that, Helldiver gives a ton of EXP. Like all NMs, he does attack twice though.

Yardrick Castle Town is well-known for its **arena**. This town also offers significant upgrades to your equipment, so hopefully you have come with a decent amount of gold at your disposal! This town introduces a new type of shop too – the monster accessory shop. Monster accessories are the only pieces of equipment monsters can wear and can really help out! Before moving on, check out the amenities offered in the town. I might encourage you to purchase an **orange medal** or **blue medal** for your monsters to help them with their defenses. Traveler's Vest is insanely good and encouraged for you to pick up for Aldain.

#### Points of Interest

Weapon and Armor Shop		Item Shop	
Boomerang	510g	Herb	8g
Mage's Wand	300g	Exit Bell	30g
Fire Staff	880g	Antidote	18g
Bronze Sword	430g	Moon Herb	22g
Deathbringer	650g		
Club	50g		
Pike	800g		
Rosevine Whip	210g		
Leather Armor	300g		
Small Shield	100g		
Leather Hat	80g		
Small Helmet	220g		
Brass Ring	50g		
Traveler's Vest	488g		
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	15g	Red Medal	145g
Purification (Rid Poison)	15g	Orange Medal	145g
Omission (Rid Curse)	40g	Blue Medal	145g
Revivification (Rid Death)	60g	Green Medal	145g

When you've purchased the gear you'd like, head to the arena in town. There are two counters in the arena. Talk with the woman on the left. She'll welcome you to the fine arena but tell you that you look too young to participate... although under special circumstances that young people are allowed to enter the arena. On the right counter, the prize woman is there. She takes arena tokens (earned by winning arena battles) and exchanges them for prizes.

Arena Prizes	
Magic Plug*	1 token
Antivenom Ring	2 tokens
Plasma Shield	3 tokens
"Vivify" Essence	3 tokens
Cupid's Bow	4 tokens

\*You have to buy magic plug first.

Look at the bottom of the arena and there is a monster master who is obviously younger than you. Talk with her. She introduces herself as Leslie and tells you that you too can participate. All she had to do was **talk with the king** and he gave her permission after she completed a very small task.

Now visit with the king of Yardrick. He'll welcome you to the city with open arms and just as he is about to grant you permission without completing a task... a wounded soldier emerges from Cresende. The soldier murmurs that somehow the well of the village is now surging with magic energy and terrible monsters are spawning from it's depths...

The king doesn't know what to do but notices that you look like a well-travelled young man. He begs of you to run to Cresende and fight among his knights to quell the monster outbreak in Cresende.

#### [wt014] Demons from the Depths of Well

Well, your goal of just fighting in the arena has been sidetracked. The demons in Cresende will put up quite a fight, so much so that it will might be hard to win without running back to the castle town at least one to replenish damage done. I would strongly encourage if you are using monsters that they at least be level 4. Even at level 4, some monsters are better off just defending, but that will at least give them a fighting chance. Buy some **herbs** so that Aldain isn't stuck being the only healer. If you have HideEgg, he'll learn Heal to help out too.

When you're ready, head to Cresende. Your goal here is to help the villagers and knights kill off the demons. As you kill them, more continue to spawn from the well. Your job is to kill **at least 7 of the demons**.

BOSS BATTLES: Well Demon

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 7

HP: 132      MP: 55      STR: 51      DEF: 23      INT: 69      AGI: 22

EXP: 188      Gold: 25

DROPS: Iron Ore (10%)

Skills: Attack, Resist, K.O Dance (every six turns it is possible he can use this)

STRATEGY: Even though it is weak to ice damage, it is very ineffective due to his high intellect. In addition, he knows the resist spell which raises magic defense further. Your best bet to take down this monster is to have Oruba use sap and then defend/heal as needed. If you got Deadnite, he can deal pretty good damage towards Well Demon too as can Azuli. I would recommend not using MP Break to diminish his MP so that he can waste turns using Resist and not hurting you.

When seven demons have been killed, Oruba will notice that it is no use. He begs you to return to the Yardrick king and seek reinforcements.

Return back to Yadrick Castle and the king will thank you for your brave efforts. He knows it was not fair to have you become involved and thinks you have done more than enough to earn the right to fight in the **arena**. He tells you that he'll send more reinforcements and that should be enough to solve the monster infestation.

Well, you can now participate in the arena! It probably comes off as strange to you to just let NPCs fend off the monsters as you know that is never good enough... but for now you have to. If you talked to villagers in town two NPCs mention something of importance. The bard NPC in the castle talks about how Yadrick will unless you fight at **battle's core (the arena)** as the **evil well** bodes farewell. Also an NPC in the arena talks about how one of the arena prizes, the **Magic Plug**, is so nice because it is designed to cover any well.

So what do you think you need to do? You need to earn yourself a magic plug and save Cresende! Enter the arena and compete in the **E Class** (which is your only choice).

Battle 1: Mistress Aylinda	Combatants: Drakslime x2, Slimewing
Strategy: This is the only arena battle where Oruba doesn't shine. All three monsters are resistant to fire damage. Your best bet is to take out the Drakslimes first (have Oruba use Crack) and then kill Slimewing. Use herbs as necessary to keep HP at good levels. Each one has about 60 HP.	
Battle 2: Fighter Edward	Combatants: Gupple x2, Attack Apple
Strategy: As long as Oruba is still alive, this fight couldn't be any easier. They have low agility so he'll attack before them and one good Sizz and the rest of your team ganging up on Attack Apple will result in a win!	
Final Round: Darling Leslie	Combatants: Mimic x2, MadMirror
Strategy: Not too hard of a fight. MadMirror can and will transform into either a Slimewing or Attack Apple and can change every turn if he wants to. It is best if he transforms into Attack Apple so that fire magic murders him. Just have Oruba spam Sizz and everyone else focus on keeping each other alive and victory is yours!	

Even though the other arena classes open up to you now, you are strongly discouraged from trying them now. They will be incredibly difficult and they cost money too. While you are fully healed and revived upon failing a match, the money is, of course, not refunded.

With the arena cleared you are presented with one Yadrick Arena Token. Use it to buy the **Magic Plug** and then return to Cresende Village. Plug up the well and the town will be saved and villagers will re-emerge from their hiding spots.

[wt015] The Mayor's Daughter

With the villagers re-emerged in Cresende, there are a few things to do. You'll notice talking to villagers all of them talk about how thankful they are, but they can't help but still feel sad for the mayor's missing daughter... Melody.



The town has a few amenities here for you to look through:

#### Points of Interest

Armor Shop		Item Shop	
Leather Armor	300g	Herb	8g
Small Shield	100g	Exit Bell	30g
Leather Hat	80g	Antidote	18g
Small Helmet	220g	Moon Herb	22g
Brass Ring	50g	Statesand	45g
Traveler's Vest	488g	Lovewater	70g
Inn and Church Prices			
Inn Charge	10g		
Purification (Rid Poison)	15g		
Omission (Rid Curse)	40g		
Revivification (Rid Death)	60g		

Before we worry about Melody, there is an **honesty choice** for you here. The guard just north of the well has a request for you... he wants you to tell the Yardrick King that the soldiers wish to stay in Cresende for the time being to help out just in case another monster uprising emerges. If you agree to tell the king, you have a chance for honesty.

#### HONESTY METER!

Who? Concerned Guard

What?

If you say that you will tell the king but don't, **dishonesty+3**.

If you say that you will tell the king and do (before you defeat the region boss), **honesty +3, dishonesty -3**.

Okay, now if you try to visit the mayor and have been following the guide, it is likely his guard won't move for you because you don't know where Melody is. Now we have to find her. (If you've already found her, he'll move of course).

Exit Cresende and walk all the way to the right to the cottage. An Old Man is starting at a stone statue of a woman. Talk to the man and the statue and then return to Cresende. Now the guard will move and you can talk to the mayor.

The mayor comes off as a bit of a jerk, but asks you to take him to his daughter. Take him to the statue and talk to the statue to begin custscene. The mayor curses the world for what happened to his daughter and the old man who lives at the cottage tells him that cursing will help no one. The old man says that he found his daughter in his yard a few days ago. He blames the increased monster population on her affliction. He believes that no ordinary magic or

medicine will cure her, but only if the monster who caused this accursed fate was felled would her petrification be reversed.

The mayor turns to you. As you are the brave adventurer who saved Cresende he wants you to help him out again. The Old Man mentions that it is possible the beast lives atop Yadrack Mountain which is impossible to climb due to the heavy winds. Mayor has a solution though and asks you to return to him back in Cresende. Return to him in Cresende and he'll give you his prized **Iron Boots**, which will make you so heavy that no wind could ever blow you off.

#### [wt016] Rescue

Make any necessary preparations and you are now ready to head towards Yadrack Mountain and climb it. The mountain is relatively small, but has a few good items for you to collect. You'll come across **3 pinches of statesand**, a yggdrasil leaf, and an exclusive item, the **Stone Helmet**.

Statesand comes in very handy on the boss as it removes any status affliction. Even though the mountain is not long and the encounter rate isn't too terribly high, it is highly likely that you are wounded trying to get the treasure. I would encourage you to return to any inn and save before you tackle the boss who is all the way on the northwest side of the mountain.

When you are ready, speak with the dragon with a stone glare to begin the boss battle:

REGION BOSS BATTLE: Basilisk

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 8

HP: 710      MP: 55      STR: 49/**61**      DEF: 28/**32**      INT: 81      AGI: 34

EXP: 1220/**1320**      Gold: 120

DROPS: Gold Ore (20%), Great Scale (1%) / **Gold Ore (20%) / Great Scale (100%)**

Skills: Attack, BiAttack, Heal, **Petrify, StoneHit**

STRATEGY: You will notice that Basilisk has some stats/drops/skills in bold. This is because Basilisk alternates between two states. When his eyes are the default red color, he is slightly weaker and very susceptible to ice damage. In this state he cannot petrify you. When his eyes glow white he gets a physical damage boost and access to **petrify and stonehit**. He also becomes strong to ice damage. If you kill him while he is enraged, you guarantee yourself a Great Scale and slightly more EXP. As for strategy, have Oruba spam Crack while he is normal. Aldain can use MP Break if you want because he has a low MP pool or Pyuro can use OddDance. When enraged, have Oruba use sap

and then defend. You don't want the enraged Basilisk to hit Oruba especially if he is poorly geared on the defense side. The battle will be a little tough, but it should certainly be manageable!

With Basilisk defeated, you need to return to the cottage. You will notice that Melody (the girl) is no longer petrified. Talk with her and while a little out of it, she thanks you for what you've done. Escort her back to the village to see her father, the mayor.

When she returns to the mayor, the reunion is sort of bittersweet. The mayor is extremely happy to see her and while she is happy to see him, she blows up at him because he is only happy to see **her**. She sensed no concern for her sister whom Melody loves so dearly. Even when she confronts him about it, he acts as if he didn't hear her. She gets so mad she storms off and the Mayor asks you to follow her (but not without taking the Iron Boots from you because they are so expensive).

Return to the cottage and you'll find Melody there crying. Talk with her and she'll rant about her father some but then tell you how nice you were to help you and she can't help but feel an attraction towards you. She'll tell you that she is actually a good fighter and knows a bit of magic too and with that, you have choice but to let her join you (you really don't ☺).

## **JOIN UP!**

Name: Melody

Class: Maiden

Level: 4

Equipment: None

If you had 4 members in your party, she'll join but not actually join your group. The game will mention for you to return to the scholar room in the castle to pick her up. With Melody joining your party, Yadrack is saved and you can return to present time!

[wt017] The Mystery of the Sun Ring

Return to the scholar room in the castle. Another island has emerged on the oceanfront and it is up to you to explore it! I would encourage you to pick up Melody here if she didn't actually join your group. Melody becomes particularly valuable late game and is a great addition to your team.

With Melody in your party, a cutscene will play in the map room. She'll look at the map of Araginol and ask where all the islands are. She'll tell you that it is anything but an accurate representation and then you explain to her what has been going on.

Now, visit the island of Yardrick and enter Yardrick Arena Town. There is quite a lot for you to do here. Much like the past, there is an arena here as well with different prizes and battles. There are even more classes in the arena as well. Before we look at exactly what to do, let us look at what can be bought here at the arena:

#### Points of Interest

Weapon		Item Shop	
Boomerang	510g	Herb	8g
Mage's Wand	300g	Magic Herb	20g
Fire Staff	880g	Antidote	18g
Bronze Sword	430g	Moon Herb	22g
Iron Sword	890g	Echo Herb	22g
Deathbringer	650g	Mind Herb	25g
Club	50g	Awakesand	30g
Dagger	760g	Statesand	45g
Pike	800g	Yggdrasil	250g
Rosevine Whip	210g	Lovewater	70g
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	15g	Red Medal	145g
Purification (Rid Poison)	15g	Orange Medal	145g
Omission (Rid Curse)	40g	Blue Medal	145g
Revivification (Rid Death)	60g	Green Medal	145g
		Spore Shield	200g
		All-Seeing Eye	250g

Let us now take a look at the arena. It is entirely possible for you at this point to be successful at the first class of the arena (although a bit hard). The prize list for the present arena is as follows. Arena battles, because they are optional, will be covered in the unknowns and extras walkthrough.

Arena Prizes	
Mega Herb	1 token
"Stopspell" Essence	1 token
Base Whip	2 tokens
Shimmering Dress	4 tokens
Power Shield	4 tokens
Halycion	5 tokens

The next bit of optional content comes with the **Treasure Chest Game** which is where the castle used to be. This game houses terrific prize for your level and can help you save and make a lot of money. In addition, you can power up all of your characters here too (especially in defense).

The Treasure Chest Game gives you 25 seconds to make it across to one of the four chests. It costs 200 gold for six tries for 50 gold coins for 1. No matter how you look at it, buying six is always the better deal. Each time you play, the prizes are different, but it is not random. Just to make sure there is no confusion, each chest has a number:

1            2            3            4

Let us look at the prize list. The first time you play, the prizes are what you see under “1st Time”. The next time it’s 2nd time, then 3rd time. After the 3rd time it resets back to the “1st Time” prize. In the list, you will notice some items in bold and some items that are italicized. Bold items are replaced with **lovewaters** after you play the game 15 times and italicized items are replaced with *warp wings* when they are obtained:

	1st Time	2nd Time	3rd Time
Chest 1	Ice Staff	<b>Defense Seed</b>	<b>Defense Seed</b>
Chest 2	<b>Life Seed</b>	Golden Thread	<i>Tinymedal</i>
Chest 3	<b>Magic Seed</b>	<i>Tinymedal</i>	<b>INT Seed</b>
Chest 4	<b>AGI Seed</b>	Tin Suit Armor	Iron Sword

Unless you really don’t like the treasure chest game, it is a pretty good idea to go ahead and play the 15 times, trying to gather as many seeds as you can. If money is low, Ice Staff sells really well and Tin Suit Armor and Iron Sword sell pretty well too. In terms of gear, I would advise that you try to pickup one Ice Staff, two Tin Suit Armors, and one Iron Sword to keep. Also, the treasure chest game is the easiest place to get **golden thread** and the prize never goes away.

There is another thing to do in the town. A villager offers to let you fight his slime team for a monster egg, but the battle is too tough at the moment and I don’t encourage that you try.

Now that I’ve bombarded you with extras, let us look at what you actually *need to do* here. Rest up if needed and visit Yardrick Mountain. Scale the mountain and you will exit at the other side. Then you’ll be on the central island on Yardrick and one of the “mound” tiles will take you to a special area. The battles that occur vary based on what you said in the beginning of the game. I’ll explain both scenarios:

*Scenario 1:* Two Dragons are circling the sparkling mound

If you said you **like companionship** at the beginning of the game, there will be two dragons here. Try to pick up whatever is sparkling on the mound and they will attack you.

BOSS BATTLE: Sunboa and Dragonkid

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 8

Sunboa

HP: 158      MP: 5      STR: 57      DEF: 35      INT: 33      AGI: 38

EXP: 188      Gold: 50

DROPS: Statesand (100%), Great Scale (12.5%)

Skills: Attack

Dragonkid

HP: 90      MP: 5      STR: 62      DEF: 45      INT: 33      AGI: 12

EXP: 233      Gold: 50

DROPS: Herb (10%), Dragon Scale (50%)

Skills: Attack

STRATEGY: Neither one can do anything threatening. Sunboa is slightly harder but taking on two monsters at once is harder than taking on one, so quickly dispose of Dragonkid and then kill Sunboa. Both are highly susceptible to ice damage and resistant to fire.

*Scenario 2:* One Dragon is circling the sparkling mound

If you said you **don't like companionship** at the beginning of the game, there will be one dragons here. Try to pick up whatever is sparkling on the mound and it will attack.

**If** you said you don't like others in the introduction questions **and** you attacked Azuli at your cottage and let him flee, when you enter a blue slime will be on the screen, be startled when it sees you, and runs away.

BOSS BATTLE: Sunboa

DIFFICULTY RATING: Very Easy

RECOMMENDED LEVEL: 8

Sunboa

HP: 158      MP: 5      STR: 57      DEF: 35      INT: 33      AGI: 38

EXP: 188      Gold: 50

DROPS: Statesand (100%), Great Scale (12.5%)

Skills: Attack

STRATEGY: Use ice damage. It would be so hard to die.

Regardless of which scenario happened, at the battle's end, you will obtain the **Sun Ring**. If Oruba is in your party, he will mention that it looks an awful lot like the **sun statues** you saw in **Yardrick Castle**. Seeing that the castle is no longer standing, you must journey forth into the past with the ring.

Go into Yardrick Castle and talk with the scholar on the right side. He'll use the ring to open up a passageway and it will reveal the **Thief's Key**. While you are in the past, it wouldn't be such a bad idea to fight a few battles to get Melody to **at least** level 5.

With this key you can do two things:

- 1.) The locked door in Rhemhage Cavern can now be opened. It has a **Strength Ring** which is very helpful.
- 2.) The treasure room in Erdrich Castle can now be opened (2F on the Dr. Rothberg side). Inside you will find the Poison Spike spear, a tinymedal, and the **Landshard** that you need to continue on to the next region.

Retrieve that landshard and you are ready to move on to the next region!

If you got **scenario 2**, a sidequest is now available to you:

### MISSIBLE SIDEQUEST: Blue Slime's Revenge

Return back to the mound where you got the sun ring. A dragonkid is in the corner and **Azul Slime**, your arch nemesis, is picking on that little dragon for some EXP. You *can kill* Dragonkid, but if you do, he obviously won't join you. Talk with Azul Slime for a boss battle!

BOSS BATTLE: Azul Slime

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 9

HP: 1024      MP: 80      STR: 48      DEF: 10      INT: 20      AGI: 22

EXP: 355      Gold: 0

DROPS: Slimedrop (100%)

Skills: Attack, Firebal, Call Help

STRATEGY: This battle can be pretty hard. He has a lot of HP and decent strength. However, he is still pretty squishy and due to that, sap isn't particularly helpful. If you have **MP Break**, **Odddance**, **Stopspell**, **Mouthshut**, or **Fizzle**, they can come in very handy here. He has a low MP pool and/or can be silenced, which will stop him from using Call Help or Firebal. Call Help is especially deadly. A few herbs may be required to win this battle!

As long as you didn't kill Dragonkid, he'll come up to you and offer to join you. Melody will freak out at all the talking monsters. If you say no to him, you can never recruit him again.

## JOIN UP!

Name: Dragos

Class: Dragonkid

Level: 1

Equipment: None

If you were able to do the sidequest, you are done. Now take that landshard and open up Bariden, which is quite possibly the longest region in the game (maybe Persiva or Quevi)!

[wt018] Bariden Region: No Troubles, What Can I Do!?

Bariden is probably the longest region in the game and is the point where the story starts to pick up a bit more. Despite its small size (island wise) it is home to many unique areas and towns. There are two possible destinations when you arrive: Spirit Shrine to the north and Bariden Village in the middle of the small island. You will first want to head towards **Bariden Village**, if only to see what the town has to offer and buy some exclusive items. While the chances of getting to a random encounter here is really small, try to avoid walking back and forth on the map too much. The enemies will be a pain until later.



### Bestiary for the Bariden Region:

**MONSTER NAME:** Fireweed

HP: 65            MP: 388            STR: 41            DEF: 21            INT: 36            AGI: 22

EXP: 72                      Gold: 34

DROPS: Cotton Thread (10%)

Skills: Frizz

Notes: Strong to fire damage

**MONSTER NAME:** Venom Slug

HP: 78            MP: 120            STR: 39            DEF: 23            INT: 41            AGI: 17

EXP: 95                      Gold: 24

DROPS: Tin Ore (5%)

Skills: PoisonHit

Notes: Annoying because poison procs pretty often. Try to take these guys out first.

**MONSTER NAME:** Desert Crab

HP: 88            MP: 120            STR: 43            DEF: 55            INT: 74            AGI: 18

EXP: 99                      Gold: 24

DROPS: Copper Ore (16%)

Skills: Guard, Attack, Surround, PanicAll (every 3rd turn can use)

Notes: Weak to ice. If it gets PanicAll off and you're unlucky, can really devastate your party.

**MONSTER NAME:** Wizard Cat

HP: 88            MP: 388            STR: 41            DEF: 21            INT: 42            AGI: 19

EXP: 102                      Gold: 24

DROPS: Cotton Thread (20%), Beast Hide (16%)

Skills: Crack, OddDance

Notes: Kill it fast so that it doesn't use OddDance to drain your MP. Can only find in Pyramid.

**NOTORIOUS MONSTER:** *Armored Arnie*

HP: 522      MP: 188      STR: 76      DEF: 101      INT: 56      AGI: 18

EXP: 984      Gold: 234

DROPS: Iron Ore (100%), Iron Ore (100%)

ENCOUNTER: You can only encounter Helldiver **in Bariden Passage (caves)**.

Skills: Attack, Resistance, Stopspell

Notes: Not particularly difficult. His high defenses and the fact that he can use resistance to buff magic defenses can prove annoying though. While this monster doesn't drop unique treasure like all other NMs, it is the only reliable way to get iron ore for a long time.

Bariden Village is a well-off desert oasis. All of the villagers are content and everything seems to be going really well. One villager mentions a legendary bird known as the Phoenix, who is said to be able to command the power of fire. You actually don't have to stop here, but the weapon and armor shop has some rather nice equipment and there is a lone merchant who sells **Bottled Water**. It is cheap and heals 45HP. This is the only place in the game you can get it and once a certain event plays out, you can never get it again. So stock up on them if you want some cheap healing that is better than an herb! (Iron Sword is fantastic, but you can win it at Yardrick's Treasure Game).

## Points of Interest

Weapon and Armor Shop		Item Shop	
Ice Staff	1400g	Herb	8g
Iron Sword	890g	Magic Herb	20g
Short Bow	1300g	Exit Bell	30g
Silk Robe	500g	Warp Wing	25g
Leather Shield	360g	Antidote	18g
Tin Suit Armor	670g	Moon Herb	22g
Copper Helmet	390g	Echo Herb	22g
Bandana	250g	Mind Herb	25g
		Awakesand	30g
		Statesand	45g
		Yggdrasil	250g
		<b>Bottled Water*</b>	35g
Inn and Church Prices			
Inn Charge	20g		
Purification (Rid Poison)	15g		
Omission (Rid Curse)	40g		
Revivification (Rid Death)	60g		

The house on the left side of the map is the Mayor's Home. If you go in, you'll notice that he is in a meeting. You can't do anything in the town, so head to the Spirit Shrine.

Spirit Shrine is the church of Bariden. The priests there serve the people of Bariden with spiritual guidance and also claim that the spirits guide them to the right path. When you go in, run all the way to the top to see a priestess dressed in red (named Cybil). You don't have to talk to her now, but doing so gives you a chance to add/subtract more from your honesty meter. Cybil loves monsters and asks if you have one...

## HONESTY METER!

Who? Cybil

What?

If you say you have a monster and you have one in the current party, **honesty +1**.

If you say you have a monster and you don't have one in current party, **dishonesty+1**.

If you say you don't have a monster and you have one in the current party, **dishonesty +1**.

If you say you don't have a monster and you don't have one in current party, **honesty+1**.

After getting whatever honesty/dishonesty points you wanted, head to the right side of the shrine. There is a priestess running in circles saying that she saw a monster in the basement of the temple. Head to the basement and face off against the foe that awaits...

BOSS BATTLES: Fire Sapling

DIFFICULTY RATING: Easy - Medium

RECOMMENDED LEVEL: 8

HP: 256      MP: 86      STR: 38      DEF: 16      INT: 46      AGI: 19

EXP: 340      Gold: 10

DROPS: Iron Ore (12.5%), Timber (1%)

Skills: Attack (MP is low), Frizz, Dilapidation, Firebal

STRATEGY: These guys can be pretty nasty and you will fight a whole lot of them. You'll be kind of glad though because by the time you kill them all, everyone will probably have leveled up – some multiple times! I generally approach battles with Fire Saplings the same way. I may try to have Melody or a monster use **Fizzle or Stopspell**, but I always have Oruba equipped with the **Poison Spike** you picked up in the castle. The spear poisons a target almost every time and allows you to dwindle down their HP that much faster. It helps particularly because magic isn't so effective on them. Of course you might could use **MP Break** or **Odddance** to dwindle down their MP to nothing, but you probably won't want to do that because you fight so many of them. They become easier as you fight them because people will no doubt level up. If you have **Deadnite**, I strongly discourage you from bringing him or if you do, I encourage you not to care if he dies.

After you kill off the Fire Sapling, the head priest of the church (Olian Ryuza) will ask to speak with you. When you walk upstairs, a cutscene ensues when you talk with Olian **as long as Melody and Oruba are in your party**.

Olian commends you for your actions and thanks you for killing the monster in the basement. He says that he has no idea how such a creature made its way into the temple, he assures you that they will be on high alert and prevent any monster from terrorizing the temple again.

In response, Oruba and Melody exclaim that they do not believe that that is the case. They explain that something is sure to happen to Bariden and there must be something they can do to help. Olian declines the offer for help and wishes you the best. At this time, you leave the room and Olian looks down, as if he feels something ominous could be coming.

Outside the room, Melody and Oruba recommend returning to **Erdrich**. They say that perhaps a shard was missed and you need to go to another island. As it turns out, you must do exactly that. Return to **Erdrich Castle Town**.

[wt019] Rain Down Fire and Despair

When you return to the Erdrich Castle throne room, the king tells you that another set of islands has emerged on the oceanfront. The team is amazed. Head towards the new set of islands and see what has occurred in Bariden...

Everything seems to be there... Spirit Shrine is still standing and so is the village. If you go into the shrine, you'll notice that is completely empty. What you need to do though, is just go into the town.

As soon as you enter, it is obvious that something has gone horribly wrong. The village is in ruins and as you and your team walk through the remnants, you stop at what used to be the mayor's mansion. As you stand there wondering what you could do, a ghost appears. The ghost recalls the events that befell Bariden and tells you that you must **return to Bariden**.

The ghost tells you that far north on the island, there resides a great pyramid. In the pyramid, a most devilous creature called forth an army of Fire Saplings and ordered a bird known as the Phoenix to use their power to burn down Bariden. The cutscene shows the bird dropping the fiends in the town and the villagers running away in despair. Now you need to return back to Bariden in **past time** and help the villagers!

When you return to Bariden Village this time, as you would expect, the village is on fire and monsters are everywhere. You, being the hero, are tasked with fending off these monsters from the helpless villagers! You have to kill all of the fiends, but easily, the first fiend you will want to kill is the one that is attacking the priest in the inn. Once saved, she will **perform a full recovery** for you and your party for no charge (and it doesn't count towards getting the Church Achievement later in the game). Once you kill all of the saplings, you can enter the mayor's residence. To save the mayor you will face off against **three firesaplings!** (First you fight one, then two without a chance to rest).

Once the beasts are subdued, the mayor thanks you for your help. However, the fire still remains in the village and they have no way off dousing the flames. The mayor begs of you to go get Olian from the Spirit Shrine.

Return to the shrine and Olian will offer to join your group for the time being. (If your party is full, he won't join, but you can talk with Cybil to rearrange your party setup).

## JOIN UP!

Name: Olian Ryuza

Class: Priest

Level: 10

Equipment: Short Bow, Bandana, Silk Robe, Brass Ring

Olian will prove as a godsend to your group. He comes with Heal, MidHeal and **HealUs** and can also cure poison with **Squelch**. Not only that, he quite the able fighter. For this region, you will not be allowed to remove Olian from the group (but you wouldn't want to).

Return with Olian to the mayor and he'll mention that while regular water won't douse the flames, he believes **Clearwater Dew** located in a forest to the north will do just the trick. Olian talks briefly about the makeup of the island and while this nation is made up of many islands, there is a cave network (known as the Bariden Passage) that allows you to access all parts of the island with ease – faster than boat. He says to get to the cave, go back to the shrine and there is a hidden wall – guarded by Cybil – that leads to the cave. Return back to the shrine and talk with Cybil and she'll move, granting you access to the cavern. (Note: If you talk with her again, you can change your party configuration. However, you will want to keep all of your human characters throughout this region)

The Bariden Cave Network (or Bariden Passage) is a relatively short channel that connects the islands together. It is infested with monsters though, so tread carefully. In the first room of the cave, head to the right side. You will find an agility seed and two mind herbs. Then return back to the central room and grab the chest with five antidotes and then run to the north side. In the next section of the cave, it branches off to the left and north. Left is just a dead end, so head north. Not walking too far to the north, a cutscene will ensue...

You will run into two merchant brothers known as **Rin and Zin** (if you were observant, you will notice they were who the mayor was having a meeting with). They are travelling salesmen trying to grow their tarot card (stat enhancing items) business. They travel everywhere together, but it appears that one of the brothers lost the bag he was carrying that has the **key** needed to open the locked gate and leave the caves. When Rin questions his brother Zin about how he lost it, he says a big ugly bat took it. Argument ensues and the scene ends.

Rin and Zin aren't about to go looking for their bag, so it is up to you to do it for them. Go downstairs and head to the left side of the map (both the north and south routes lead you there) and you'll find a bat-like monster with a pile of treasure behind him...

BOSS BATTLE: Big Bat?

DIFFICULTY RATING: Very Easy

RECOMMENDED LEVEL: 9

HP: 289      MP: 120      STR: 38      DEF: 21      INT: 48      AGI: 22  
EXP: 599      Gold: 60

DROPS: Cotton Thread (100%), Magic Beast Hide (50%)

Skills: PanicAll, Kasap, SleepAll, Attack (if MP is low), Ironize

STRATEGY: This is almost meant to be a joke battle. The only way he can deal any damage to you is to use PanicAll and you not cure it. He'll use Ironize sometimes too and that just makes him become resistant to all damage and sit there for 3 turns. Just let him spam his attacks and take him out quickly.

With the bat thing defeated, grab the bag and return to the merchant brothers. They are so grateful and will open the door to Lidenburg (the northern village) for you. Anyways, they say they like to have fun and have yet to have fun in their trip to Bariden. There is another door in the cave on the left side and they'll open that one for you if you play a game of **trivia** with them. The answers to the trivia questions are as follows:

1. Northwest
2. 6
3. Clyde

For winning, they open both doors and give you a sample of their tarot cards (“The Knight” and “The Warrior”).  
The door on the left side has a chest with a **strength seed** inside (give it to any character but Oruba).

The right side leads to a brief exit from the cave and puts you out at an extremely small island. On the island there is a little forest cottage. This is where you need to go.

#### [wt020] The Clearwater Temple

In the forest cottage, a man lives there by himself. He lets you rest for free and you are allowed to save your game in the cottage, so take advantage of the opportunity. The Clearwater Temple that has the dew you are after resides in this very forest. Head north to get to the main forest so you can find the Clearwater Dew.

The Clearwater Forest is basically a simple maze. There is no treasure to find and lots of dead ends. The path to the temple is relatively short, but it isn’t the most obvious route to take. When you enter the forest, keep going until you get to the first lake. Turn down at the lake until the forest branches off to you being able to take a path to the right and a path to the left. Take the left path and this will lead you to the temple in a roundabout way.

When you get inside the temple, there are some skeleton sentries blocking your way. They will **fight you** unless you answer a riddle correctly.

The first skeleton offers up a simple riddle that gets hard only if you think about it too much. The correct answer is **white**. If you said any other color, you will fight the skeleton sentry known as Remains.

Not much further into the temple, another skeleton blocks your path. This one offers up a recall type riddle. There are four switches on the ground near him and he asks you to go in the order of “Wind, Earth, Fire and Water.” He is referencing the arrangement of the pedestals in the shard room. Just for memory, the shard room is arranged like so:

```
-----  
| Fire   Earth |  
|         |  
|Wind   Water|  
-----
```

As long as you go in the correct order, the skeleton won't fight you, but you only get one shot. Avoid/fight the sentry and head on.

Now the path branches. To the right, a flame blocks your way so you must take the southern path. At the bottom, another sentry awaits. This one wants to know if you **know yourself**. He asks you if you are a dishonest or honest person. Answer based on the choices you've made in the game so far. If you weren't 100% honest or 100% dishonest though, you will end up fighting this sentry no matter what.

With the skeleton defeated, the flame dies down. Take that path and it branches into north and south paths. The north leads to the exit, but it is blocked by another flame. The south has the final skeleton sentry. This one doesn't have a riddle, but instead, you must fight him to proceed.

**MONSTER NAME:** Remains

HP: 1080	MP: 58	STR: 55	DEF: 24	INT: 28	AGI: 21
EXP: 444	Gold: 5				

DROPS: Cotton Thread (50%)

Skills: Attack, Drain HP, Crackle

Notes: Even though it has high HP, it is obliterated by fire. Have Oruba cast Sizz and if possible, have Aldain use MP Break. If Remains hits Aldain with Drain HP, it deals a ton of damage and heals him back.

With the skeletons defeated, take the northern path and you'll come out to Clearwater Lake. Grab some of the lake water and you now have Clearwater Dew in your possession. Olian will say that as many times as he's been to this temple, he has never seen those skeletal fiends before... but as they are gone now, he has nothing more to worry about. Return to the mayor of Bariden.

With the dew, the mayor is able to quell the flames in the village. While the village is damaged from the fire, the damage would have been much worse without the dew. The mayor can't help but feel this is a temporary victory though. He says the ravaging plants were dropped into the village by the Phoenix and that unless the beast is killed, what is to stop the attack from happening again? Olian and the group decide to hunt down the Phoenix.

[wt021] The Bird of Fire

You are left in Bariden with not much to go on by the mayor's conversation. If you recall, there was another entrance to Bariden Passage left unexplored, and that is precisely where you need to go. The game does give a hint



though, as of the of the Bariden people have left the village in search of the beast and travelled to Lidenburg, the city to the north.

Go back through the first part of the passage where you come out at the Forest Cottage. This time, instead of going into the forest, go into the other side of the cave.

This segment of the cave has four quadrants. The exit is in the southwest corner of the map and good treasure resides in every other corner. The northwest treasure is a Yggdrasil Leaf, the northeast treasure is Magic Water (**hold on to this!!**), and the southeast treasure is two chunks of copper ore. Magic Water can only be obtained from chests until very late in the game, so do not sell it. This item restores **45 MP** and you can use it **5 times**. Now go to the southwest corner and leave the cave. You'll come across a dock site. There are various people fishing and two gentlemen to the right block off the mayor of Lidenburg's boat. There is nothing to do here for the moment, so exit the south side and enter the caves again. This segment of the gave only has a traveller's gate, so enter it and you'll come out at the most northern isle of Bariden, where Lidenburg and the Pyramid reside.

This island, much like the southern one, is really small. However, you probably notice that it is a little more green than the rest of Bariden. Your first stop should be the Pyramid. Upon arriving to the pyramid door, if you try to read it, Olian will translate the hieroglyphics for you. The hieroglyphics state that the pyramid will remain forever closed as long as the eternal lives. You **have to do this** in order to progress in the region. With checking out the pyramid door, head to the nearby town of Lidenburg.

#### Points of Interest

Armor Shop		Item Shop (Tarot Shop)	
Blue Gem	450g	The "Agile"	900g
Purple Gem	450g	The "Phalanx"	900g
Green Gem	450g	The "Pugilist"	900g
Orange Gem	450g	The "Wizard"	900g
White Gem	450g	The "Knight"	2000g
Black Gem	450g	The "Warrior"	2000g
Marine Gem	450g		
Brass Ring	50g		
Fire Ring	500g		
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	40g	Nightguard	950g
Purification (Rid Poison)	15g	Fire Crest	440g
Omission (Rid Curse)	40g	Ice Crest	440g
Revivification (Rid Death)	60g	Thunder Crest	440g
		Aqua Crest	440g
		Earthen Crest	440g
		Air Crest	440g
		Light Crest	880g
		Bane Crest	880g

Lidenburg is a town that seems much more well off than Bariden Village. The people are happy, and the whole area is just full of life. Also, Lidenburg is home to some unique shops that you won't run across anywhere else. The armor shop here sells some "gems", a brass ring, and a Fire Ring. As soon as you clear Bariden, this is basically your one-stop shop for making elemental resistance rings through alchemy. Fortunately, enemies in Bariden are very much **fire attuned** so I strongly encourage you to buy Fire Rings (by the time you complete the region, you should gain money to buy more variety). Just to note, to make an elemental ring, you do it through alchemy unlocked when you clear the region by combining a colored gem with a brass ring. The color pretty much indicates what you get. The monster accessory shop also sells some pretty good items. The crests are like rings for the monsters and can really help with their resistances. Light and Bane Crests increase all stats by 7 too, which is pretty nice at this point for a monster. Also take note of the tarot card shop run by Rin and Zin. These are very helpful items especially early on, but they are pricey. I often sell the cards I get for money as you can win any battle without them and they sell for good money.

In Lidenburg, you know that you are here trying to put a stop to the Phoenix, but have no idea where he is. You should know a Bariden Villager did come here looking for the Phoenix as well. As you search the town, there is no sight of the Bariden Villager and the mayor (southernmost house) is not available to talk to you at the moment. So what do you do? You need to **stay at the inn**. If you notice, this inn is a little different from the others. Where most inns you just talk to the clerk and go to sleep, this one has a guard saying that only paying customers get to go to their rooms. Pay for a night's rest and you'll wake up upstairs. In the neighboring unlocked room, a Bariden man is there (**as long as you looked at pyramid hieroglyphics**). Talk with him and he'll ask you to come talk to the mayor with him – as he believes he's seen the bird of legend and knows where it makes its perch. However, the island it resides on isn't on the mainland and he needs a ship to get there – which mayor Liden possesses.

Now, if you enter the mayor's residence, he'll be there and you can talk with him. (Although it's unlikely you don't have her with the group, if **Melody** is not in your party, the mayor won't be there). The Bariden man will explain the situation to the mayor and the mayor is horrified by what has happened. He has some doubt for your safety, but agrees to let you use his ship. He also says that you know you are going against the **bird of fire**, and any wise adventurer would equip themselves accordingly. He gives you 300 gold and tells you to go buy some **fire rings** before you head out. (I strongly encourage you to buy as many as you can, but at the very least, buy a ring for Aldain and Melody as they have the **lowest INT** and therefore affected the most by **fire magic**.)

Once you feel you have made the necessary preparations, head back to the Fisherman's Dock you stumbled across on your way to Lidenburg. As you can save on the docks, I recommend you do so. Then head towards the ship and the game will give you a warning saying that you "cannot return until objectives are complete." Agree to travel to the island...

Upon arrival at the small island, you will run into the Phoenix. He mocks you with how similar life and death is and claims that you will never be able to stop him, forever leaving Bariden ablaze.

REGION BOSS BATTLE: Phoenix, FireSaplingx2      DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 9

HP: 905      MP: 9999      STR: 33      DEF: 31      INT: 33      AGI: 28

EXP: 1110      Gold: 244

DROPS: Nothing

Skills: Loverain, Blazeair, Frizz, Blazemore, Lifesong

STRATEGY: This battle can be hard, it all just depends on how you go about it. Fortunately, there are multiple ways to go about this battle. In general, Phoenix has two phases. As long as the Fire Saplings are alive, the only spell he knows is "Loverain", which is a mediocre healing spell with his limited INT. When the Fire Saplings are killed, he enrages and gains access to his fire spells. After a certain number of turns, he'll use Lifesong to bring his allies back to life. Unlike most normal bosses, Phoenix is immune to every status effect.

If you did purchase fire rings, take out the fire saplings first. Melody can silence them with relative ease if you need them to stop attacking you. Once you wipe them out, have Olian primarily heal and do your best to kill him before he uses Lifesong to revive his party (it takes him a long time to use Lifesong). Oruba isn't too effective here, but let him use Sap and Crack.

If you didn't purchase fire rings, I would encourage you not to kill the Fire Saplings first. While they are alive, all Phoenix does is spam Loverain which only heals him about 20. This will prevent him from using Blazemore and Blazeair which might be what is giving you trouble when the Fire Saplings die. Again, you can use Melody to silence the saplings or use MP damaging spells to render the saplings near useless.

With the Phoenix defeated, you might think you've saved Bariden. However, the Phoenix mentions that he will be just be reborn again as long as the **power surges through the pyramid**. Olian is perplexed, feeling that they are in a hopeless situation, but remembers the pyramid hieroglyphs: "As long as the eternal lives, none shall enter the pyramid." He suggests that while the Phoenix ("the eternal") is dead, perhaps we can enter the pyramid and put a stop to the energy source that will keep reviving the bird! With this revelation, it is time to return to the Pyramid.

#### [wt022] The Unholy Energy Source

Make any preparations you may need, and enter the Pyramid. The pyramid, as you probably would expect, is loaded with puzzles and traps. As soon as you enter, you come across a locked door that you can't get past and have the option of going left or right. You will want to take the left passage and then go down where there is a hole you can fall down.

When you fall down the hole, you'll notice that there is almost no light source. As you recollect yourself from the fall, a knight comes to life and runs into you, snatching the **Sun Ring** from your possession and running off. This dark basement floor is a winding corridor filled with knight statues. You need to find the right one and reclaim your sun ring.

Even though it is dark, you can still see. From where you fell keep going north until the second path that branches off to the right and take that path. You'll come to a large central room with pots on the floor and a pedestal in the center. If you observe the pedestal, Aldain will take note of the **sun symbol** that adorns the pedestal. From this central room, go right and take the north path. One of those statues is the one that mugged you, talk with the statues to find the culprit.

#### **MONSTER NAME:** Pyramid Sentry

HP: 212      MP: 58      STR: 68      DEF: 35      INT: 45      AGI: 15

EXP: 230      Gold: 35

DROPS: Sun Ring (100%)

Skills: Attack, Guard

Notes: Very basic enemy. Just keep healed if need be.

At his defeat, you will get your Sun Ring back. Now go back to that central room and touch the sun pedestal you observed earlier. The basement will be illuminated and the urns on the floor will light up with fire. The fire is

obviously telling you something and if you can guess what you need to do, you need to remember the order in which they lit up. It just so happens that on the first floor of the pyramid, there are some urns arranged in the exact same order and you have to relight them in the same manner. If you missed the pattern, you can touch the sun pedestal again to see it again, or just look below and see what to do...

You need to return back to the 1F. Because this pyramid is a sacred, magical place, the **escape** spell won't work. So you have to navigate back to the top. From the central room go the right and then head down. At the intersection go left and go up the stairs.

Back on the first floor, go directly up to come to a large series of rooms with an urn in the center of each one. This is arranged just like the pots were on the lower level. You need to light them in the exact same order. If you mess up, you have to un-light them and relight them in the correct order. The correct order is as follows:

4	6	5
7	1	8
9	3	2

With the torches lit, the locked door is now open, allowing you to make it to the second floor. As this point, depending on your health and magic levels, I might encourage you to return to Lidenburg to rest up and save. The fires won't reset so it is an easy trek back.

The second floor also contains a puzzle. In the central room, a large ancient tablet is there blocking your path to the stairs. If you recite the password, the way will open. Well, how can you find the password? In the room above there are Pyramid Sentries everywhere and four little stone tablets. On each tablet, there is a one word of the password. Find all words and put them in the logical order, and the way opens!

With the guide, you obviously don't have to do this, but I encourage you to do so. Fighting the sentries will yield good EXP which can help for the battle ahead. The password you need to put, as the game warns you, is a **two-entry password** and it is **case sensitive**. All words you found were capital, so do the same. The first password is: "EVIL WILL" and the second one is "NEVER FADE" (make sure you put a **space too**).

With those words spoken, the tablet shatters apart and moves out of the way. You're almost done! The third floor is small. Take the right passage first. You'll find a button to step on. Go ahead and step on the button which causes a

traveller's gate to emerge on the south side of this map that takes you back to the dungeon entrance (allowing quick transport between this floor and the first floor). You'll also notice a door, but it is **locked** (we'll come back to it later). Now take the remaining passage. If you go up the stairs, you are headed to the boss of the pyramid. I **strongly encourage you** to use the travellers gate to return to Lidenburg, rest up and save, then return.

On the fourth floor, you descend down a long corridor and you'll encounter the first demon lord. Exodus. Exodus exclaims that you can't stop what is already in motion, and that no matter how much you interfere, no matter how many people you save, the world and Bariden with it will crumble. And with that, your first demon battle emerges!

REGION BOSS BATTLE: Demon Lord Exodus

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 9

HP: 2380      MP: 9999      STR: 71      DEF: 39      INT: 33      AGI: 28

EXP: 2400      Gold: 0

DROPS: Great Feather (100%)

Skills: Attack, Buff, SlowAll, Blazemore, Charge, MegaBurn

STRATEGY: Like the previous battle, this one can be hard. This time though, it comes down to "Do you have Fire Rings?" or "Do you not?" If you purchased Fire Rings, the damage that Exodus can inflict will be greatly reduced. But you will notice that Exodus has a lot of HP, so even if you come with the Fire Rings, it can still be a relatively tough battle. As long as you bring a few MP Herbs or still have the Magic Water that was given to you in the Bariden Passage, you should be fine with the rings. Olian's powerful healing spells should be able to keep you alive. Ultimately, the battle is endurance. You will do your best to damage him (I strongly encourage Sap) and keep yourself healed. He is resistant to all status effects (barring stat affecting ones like Sap) because he is a demon lord. What makes this battle interesting though, is like all demon lords, Exodus has an "Ultimate Move". Each ultimate move from a demon boss can be avoided completely or at least have their damage reduced.

Exodus' ultimate move is **MegaBurn**. At various points in the battle the screen will flash red and tell you that Exodus is charging. After the flash you have one turn where Exodus continues to charge and won't attack your party. Then, on the next turn he'll unleash MegaBurn. **MegaBurn** deals **80 damage** no matter what (Fire Rings don't matter) to all members. As most people don't have 80 HP or not much more than that, it is deadly! However, if you defend when he uses MegaBurn, it only deals **40 damage** which is much more manageable. He more frequently uses MegaBurn as the battle goes on.

My only suggestion after Fire Rings is that you make use of Melody's **Slow spell** and her **Accelerate spell**. Exodus is fast and Olian really isn't. After each MegaBurn the natural response is to want to **HealUs** to recover all damage done. However, there is that chance that Exodus will attack before Olian. So by **Slowing** him down and **speeding up**

**Olian** you can make sure Olian always attacks first. The only reason I tell you to use **Accelerate** is that because Exodus knows SlowAll too, that could throw you off. Accelerate will overwrite one instance of slow or can be used to cure it. If Accelerate is up, he'll have to slow Olian two times to get him to be slower than he is.

With the demon lord downed, the Phoenix will never be revived and you have saved Bariden! You and your party returns to Bariden to let the mayor know of the good news. The whole town rejoices and Olian asks you to come back him to the temple. He personally thanks you for everything you've done, but tells you that his home is in this shrine guiding the people of Bariden. So, **Olian leaves your party** (but it is possible to get him again later). Now let us return back to present time to see what good has come to Bariden!

[wt023] A Love Story, a Shard, and Alchemic Endeavors

Back in present time, Bariden has reemerged as a saved nation. Return back to the Erdrich Throne Room and a cutscene will play. The king and his assistant introduce **alchemy to you**. They explain that the new alchemy shop is now open in Rhemhage and that it is "all the rage!" and that you should go try it. I do strongly encourage you to go to the alchemy shop as well, but it is not where you will find your shard. I will talk about alchemy strategies at the end of this section and keep in mind the "Unknowns and Extras" guide can assist you in coming up with alchemy recipes.

Set sail to Bariden and enter Bariden Village. The town is in good shape and people are here, so you've done your job in the time travel department!

#### Points of Interest

Armor Shop		Item Shop (Tarot Shop)	
Iron Sword	890g	Herb	8g
Rapier	1100g	Magic Herb	20g
Silk Robe	500g	Exit Bell	30g
Leather Shield	360g	Warp Wing	25g
Boxer Shorts	40g	Antidote	18g
Tin Suit Armor	670g	Moon Herb	22g
Copper Helmet	390g	Mind Herb	22g
Bandana	250g	Awakesand	25g
Turban	480g	Statesand	45g
		Yggdrasil	250g
Inn and Church Prices			
Inn Charge	20g		
Purification (Rid Poison)	15g		
Omission (Rid Curse)	40g		
Revivification (Rid Death)	60g		

Bariden has some good stuff in the shop, but something I strongly encourage you to buy is the **Rapier**. As long as you've not been extremely unlucky, it will help you craft an amazing weapon for Aldain for now. There is a sidequest to complete here in Bariden though, so let's do it! In the southeast house, there is a man with a Fire Sapling in his house. Talk with him. He mourns about how he lost the love of his life, named **Luna**. (Luna lives in Lidenburg, and you are going to help reunite the couple)!

Now go to the Spirit Shrine and use it to reach the Bariden passage. Enter the passageway and this time, take the north path first. It will lead you to a treasure chest containing a monster essence of "LoveRain." This allows you to teach the LoveRain spell to a monster as long as it meets level requirements. Personally, unless your monster was Pyuro, I do not recommend you use up LoveRain on your monster at this stage in the game. Now take the other path in the cave and go to the exit putting you on the little island. Go to the square where the **forest cottage** was in the past to enter Clearwater Forest. Make your way to the now empty temple and at the end of the temple you will find the **Fire Shard** you need taking you to the next region. But seeing as we have a couple to reunite, we aren't done here in Bariden! Exit Clearwater Forest and make your way to Lidenburg.

#### Points of Interest

Armor Shop		Item Shop	
Blue Gem	450g	Herb	8g
Purple Gem	450g	Magic Herb	20g
Green Gem	450g	Exit Bell	30g
Orange Gem	450g	Warp Wing	25g
White Gem	450g	Antidote	18g
Black Gem	450g	Moon Herb	22g
Marine Gem	450g	Echo Herb	22g
Brass Ring	50g	Mind Herb	25g
Fire Ring	500g	Awakesand	30g
		Statesand	45g
		Dispel Tonic	80g
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	40g	Nightguard	950g
Purification (Rid Poison)	15g	Fire Crest	440g
Omission (Rid Curse)	40g	Ice Crest	440g
Revivification (Rid Death)	60g	Thunder Crest	440g
		Aqua Crest	440g
		Earthen Crest	440g
		Air Crest	440g
		Light Crest	880g
		Bane Crest	880g

Lidenburg looks even nicer in present time than it did in the past. And fortunately, all the shops from the past are intact except the tarot card shop (if you want those, got to go back to the past every time!) The item shop introduces



a new item called **Dispel Tonic**, which does as you would expect. It removes all buffs from a foe. If you rest at the inn, you can grab a tiny medal from one of the drawers.

What you want to do though is go to the former mayor's residence. You'll see a girl and her father arguing as long as you talked to the sad man in Bariden and she'll be so mad that she storms off. (Her father is against her marrying a "lowlife" from Bariden).

You'll find the girl, Luna, at the north part of the village at the lake. Talk with her and she admits that she loves her father so much, but she just wishes she didn't care about what he said, because she loves the man from Bariden. She wishes there was a way for him to know how much he means to her.

Return to Bariden and talk with the lovestruck man. He'll mention he buried a diary in the Spirit Shrine (talk with him twice). Now go to the shrine and use the ENTER/confirm key to search the ground much like you would in old Dragon Warrior titles. You'll uncover the **Lover's Journal**.

Return to Luna with the journal and she'll run off to confront her father. Run back to the mayor's house to see another argument ensue in which Luna decides that her life is her life and she is going to go back to Bariden to marry her soul mate.

Now return again to Bariden and talk with the happy couple. The man will offer to breed his **Fire Sapling** with any of your monsters. Agree to this and he will make way to the Breeding Center (which is still closed for you, lol). This didn't have to be completed now, but you can, so I included it. When you clear the next region, the breeding center will open and the Bariden man will still be there awaiting you to choose a monster to breed with his Fire Sapling.

With everything you can do in Bariden for the time being cleared, I want to mention alchemy. The alchemy shop is open in Rhemhage Village now. You can find alchemy recipes in **bookshelves in present time only**. So while bookshelves are useless in the past, they aren't so useless in the present (however with this FAQ, they kinda are I guess)! Take a look at the "Unknowns and Extras Guide" to see if you can make anything cool. I strongly encourage you to make an **Iron Rapier** for Aldain though! The Iron Rapier is made with **Iron Sword + Rapier + Iron Ore + Timber**. Both the rapier/sword are bought in Bariden and unless you were super unlucky on monster materials, you should at least have one ore and one timber. Combine them to make Aldain a physical powerhouse! Now, return back to the Room of the Saints and visit your first region of fire, Illae.

[wt024] Illae Region: Blind Faith

Being a fire region, you're probably surprised that this region is covered in snow! It's a relatively nice looking area due to the newness of the graphics. Illae has one village, two forests and a mountain and is actually one of the shorter regions of the game. Monsters in this region give a bit more EXP than the foes of Bariden and it is encouraged to try and level a bit off of them depending on what level you made it to the region. As you would expect, the first thing to do is to head to the town. As you do that, here are the monsters you can encounter in the region.

**Bestiary for the Illae Region:**

**MONSTER NAME:** Wanderer

HP: 110      MP: 30      STR: 48      DEF: 18      INT: 36      AGI: 22

EXP: 201      Gold: 31

DROPS: Tin Ore (13%)

Skills: Attack (low to no MP), Crackle, Curse, Sleepair

Notes: Weak to fire. If they are in the battle, do everything you can to take it out first or take away it's MP.

**MONSTER NAME:** Polar Bear

HP: 160      MP: 30      STR: 64      DEF: 28      INT: 55      AGI: 19

EXP: 185      Gold: 29

DROPS: Beast Hide (20%)

Skills: Attack, Wait

Notes: Weak to fire.

**MONSTER NAME:** Stubsuck

HP: 88      MP: 10      STR: 49      DEF: 28      INT: 48      AGI: 19

EXP: 182      Gold: 28

DROPS: Timber (17%)

Skills: Kasap (always on 1st turn), Attack

Notes: Weak to fire.

**MONSTER NAME:** GoHopper

HP: 67            MP: 99            STR: 44            DEF: 19            INT: 99            AGI: 39

EXP: 152            Gold: 38

DROPS: The “Agile” (1%)

Skills: ChargeUp, Attack

Notes: Because it is not weak to fire, despite it's low HP, one Sizz probably won't kill it. Frequently uses ChargeUp first and it is fast. If it uses ChargeUp, make sure you defend low defense characters on the next turn.

**MONSTER NAME:** Penguin

HP: 79            MP: 9            STR: 51            DEF: 27            INT: 48            AGI: 33

EXP: 196            Gold: 20

DROPS: Feather (11%)

Skills: Acceleratle (always on 1st turn), Attack

Notes: Weak to water. If you have Pyuro with any INT boosting things on, will almost always 1 hit KO this thing before it can attack due to it's speed.

**NOTORIOUS MONSTER:** *Cyyrr*

HP: 561            MP: 288            STR: 87            DEF: 21            INT: 43            AGI: 8

EXP: 2311            Gold: 300

DROPS: Magic Beast Hide (100%), Glass Eye (25%)

ENCOUNTER: You can only encounter Cyyrr when on the **world map of Illae!**

Skills: Attack, Petrify, TriAttack

Notes: This is a pretty tough notorious monster fight! You have no real defenses against Petrify or TriAttack yet and he has relatively good STR. Just make sure you have some Statesand and keep yourself healed as best you can.

Luckily, his HP isn't insanely high. If you like Oruba and want to use him especially in late game, I strongly encourage you to pick up a **Glass Eye!**

Illae Village is probably another village that you don't feel has any inherent problems right off the bat. The people of the town are all excited about a festival known as the Ezyrian March. The people of Illae are devout followers of the goddess Ezyra, whom they believe bestows them with a good year to come for successful completion of the march. The march is carried out every year at the same time and is a highlight of the year. You just happened to arrive in Illae for the **march**, lucky you! There are plenty of good items to be bought in Illae:

## Points of Interest

Weapon & Armor Shop		Item Shop	
Rapier	1100g	Herb	8g
Algol	1780g	Magic Herb	20g
Iron Dagger	1456g	Exit Bell	30g
Trident	1600g	Warp Wing	25g
Crossbow	1300g	Antidote	18g
Silk Robe	500g	Moon Herb	22g
Leather Shield	360g	Echo Herb	22g
Boxer Shorts	40g	Mind Herb	25g
Copper Helmet	390g	Awakesand	30g
Bandana	250g	Statesand	45g
Turban	480g	Yggdrasil	250g
		Lovewater	70g
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	35g	Red Ruby	800g
Purification (Rid Poison)	15g	Orange Ruby	800g
Omission (Rid Curse)	40g	Blue Ruby	800g
Revivification (Rid Death)	60g	Green Ruby	800g

Once you've talked to everyone in the town, you've probably gathered that there is one villager (mage woman) who isn't too satisfied with this year's march, although at this time, you're not sure why. In the bar, there is a priest in red. Talk with him twice and he'll explain the town's situation.

The priest will go over the town's rich religious history and talk about how times are getting harder. It's become colder than normal and more monsters have emerged in the land, so much so that the village is struggling just to survive. They say the march was successful last year, but because of the hard times, they don't think they can provide enough during this year's march to appease Ezyra. The priest cites ancient scripture saying that in times of hardship, you must prove extreme devotion with human sacrifice. Illae's history documents one such case poor fortune was reversed with a young human sacrifice. The priest says the youngest member of the village is Sybil, the daughter of **Sherri** (the mage woman) in the village. The priest invites you partake in the year's ceremony and with that, you know the history of the town.

Upon conclusion of the talk, you'll notice that Sherri is no longer in the village. Her husband, Sheridan, says that she ran off in anger. You need to find her!

[wt025] See the March Through!

You need to find the angered woman before she does even more to anger the goddess! Heading outside, you have to options, a forest to the north and a forest to the northeast. She's in the forest directly north, the Illidus Forest.

When you enter the forest, there are two guards blocking the way. This forest leads to the mountain and they don't let people through to the mountain due to increased monster activity. They did say Sherri came this way and move so that you can attempt to find her.

Directly north of the soldiers is a chest that contains a chunk of Iron Ore. Grab that and make your way north. You'll soon find Sherri facing off against a mushroom foe. As you get close, the monster diverts its attention to you!

BOSS BATTLE: Mutant Toadstool

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 10

HP: 1180                      MP: 160                      STR: 33                      DEF: 27                      INT: 38                      AGI: 22

EXP: 2240                      Gold: 250

DROPS: Timber (20%)

Skills: Crackle, Dazzle, MP Break, Poison Spore (1st turn and every other), Attack, Wait (low MP)

STRATEGY: Can get annoying really fast. He spams Poison Spore and poison is more damaging than you might think. In addition Dazzle is annoying and Crackle hurts a lot. However, if you Silence him, he becomes pathetic.

Fire magic devastates this boss too. If you don't have silence (use Melody!), but if you really hate her, then hopefully you got MP Break and can take his MP down to nothing. If you don't want to do that, just endure his attacks and burn him down.

With the toadstool downed, Sherri regrets what she's done. She knows she almost got herself killed, but she's still not happy. She escorts you back to town and pays for you a night at the inn (by the way, this was really good sleep and all status, even death, was restored). When you wake up, it is night time at the village and Sherri is waiting on you. She thanks you and tells you the ceremony is about to start. Head up to the center and talk with the priest.

The priest has gathered the town and says the march is about to commence. Sherri argues again that there has to be another way, but to no avail. The town sets off to the Illidus Mountain to the north and leaves you to follow.

You're going to return back to Illidus Forest where you fought the Toadstool a few moments ago and head as far north as you can. At one point in the forest, the path branches. If you take the left path, you'll get to a treasure chest containing three slime drops, which at this point in the game, is pretty rare! When you exit the forest, head to the odd colored mountain and that takes you to Illidus Mountain.

Illidus Mountain is a rather straight-forward climb to the top. There are, however, three chests for you to get. One with a chunk of copper ore, one with two dragon scales (**get this!**), and one with a Deathbringer great sword. At the highest point on the mountain, a cutscene will ensue where you get to see the ceremony.

When you can see all the villagers, you notice that there is a statue in ruin. The villagers fear for their safety as that pile of rubble used to be the statue of Ezyra. The villagers know that not even a human sacrifice can repair the damage of Ezyra not having a statue and now know why they have been through such hard times. The villagers determine that they must rebuild the statue and call off the march for the time being... all of the villagers are in despair, except for the mage family! At the conclusion of this scene, you will be taken back to the village.

[wt026] Adorn the Statue with Gold!

When you return to the village, the city artisans are hard at work on the new statue. If you talk with the priest, he tells you about their progress. He mentions that there is a small cavern in the eastern Illu Forest that contains a golden rock known as Aurumite. While Aurumite is not real gold, it is beautiful, and with it the statue would be even better than it was before. However, he laments that no one in the village is strong enough retrieve any Aurumite.

You, being the nice guy that you are, must go and retrieve the Aurumite! This time go to the northeast Illus Forest so you can lay claim to the golden rock.

This forest, while not too large, has multiple branching paths and lots of treasure. To get everything, first take the left path from the center area. You'll find a chest with a spool of cotton thread. No go back to the center and take the north path, this time finding a chest with 250 gold. Now take a right from the center and immediately take the northern path. Grab the not too hidden chest for a tinymedal. This corridor in the forest will take you to the cavern where you'll find the Aurumite. Grab the stone and return to the village priest.

The priest will be overjoyed and can't wait to see how magnificent the statue will be. He says you've done more than enough for the people of the village and wants you to see the fruits of your labor. He and the artisans will be working into the night and want you to sleep at the inn and see how your hard work paid off. Go to the inn, which is on the house thanks the priest, and rest up.

Throughout the night you'll be shown scenes of the crafters working and when it is finally finished, the trio head off to bed. Before morning though, clamor ensues in the village and you hear the sound of monsters attacking something at the village. You awake to find that the statue is yet again, in ruins.

The priest says the goddess is so mad, that she won't even let them fix their fate. They know that they are fortune'd to die. He mentions that it was indeed a vine he saw that destroyed the statue. At this point, you are given no clues where to find this "vine". But surely you guessed that you can't leave the village like this! One of the drunks in the pub mentions that he has seen a vine monster in one of the forests (but he can't recall which). It turns out the forest is the Illus Forest! Rest up and make any preparations you may need. I strongly encourage Melody to be **level 10** for this battle.

In Illus Forest take the right passage as far as you can and head north. You'll run into Rosevine who claims he'll lay terror to the entire village as long as he lives. The battle starts as soon as you get near him.

REGION BOSS BATTLE: Rosevine

DIFFICULTY RATING: Easy - Medium

RECOMMENDED LEVEL: 11

HP: 2450                      MP: 9999                      STR: 87                      DEF: 19                      INT: 33                      AGI: 31

EXP: 2240                      Gold: 250

DROPS: Yggdrasil Branch (100%)

Skills: Attack, ChargeUp, Purge II, TriAttack, MidHeal, Fizzle

STRATEGY: High HP and attack probably makes this boss look really scary – especially since you lost your amazing healer from Bariden. Fortunately, this boss has one major weakness. First, the boss has a gimmick. He starts off as a regular enemy. He only knows attack really. It can hurt – but you can do something about it.

At various points in the battle, he will dig his vine hands into the ground and the two large tentacles will become targetable. All status afflictions on Rosevine will shed at this point and he becomes resistant to everything in this phase. Rosevine himself will use TriAttack as long as the tentacles are alive and the left tentacle uses MidHeal and the right one uses Fizzle. Have Oruba use Sizz to take them out quickly.

But – this battle can be super easy. When Rosevine is standing upright, he is actually **very susceptible** to **Paralyze, Poison, and Blind**. If you Poison or Blind him, he will use ChargeUp and after that he will use PurgeII. This wastes two turns. Even better though, you can paralyze him and he literally can do nothing. He'll shed all status ailments though when he digs his tentacles into the ground. But every time he gets back up, just paralyze him (Melody learns at level 10) and the battle should be pretty easy!

Eventually Rosevine will get tired and never dig back into the ground, but you have to be mighty slow for that to happen. ☺

With Rosevine's death, he reveals that his job was to cause panic. The village kept turning to religion as the cause of their downfall when in reality, it had nothing to do with Ezyra or the statue. The panic he was creating would have driven the village to the ground.

With his defeat, you are done with the region! You can leave now and never look back if you wanted to, but there is a chance to attain some more honesty points! Return back to the village and speak with the head priest for a conclusion to the region. He thanks you for your action and talks about how Ezyra is so almighty and powerful and the broken statue was the cause of their hardships. He says their next step is to fix the statue as fast as possible so that they can leave in good terms with the goddess.

### HONESTY METER!

Who? Illae Head Priest

What?

If you tell him that it is a **good idea** to repair the statue, you get **disonesty +2**.

If you tell him you're **not convinced** the statue was the cause, you get **honesty+2**.

If you were honest with him, the head priest, while grateful for what you've done, will be angered and not invite you to come to the ceremony ever again. He says that you will never take the faith away from the village.

[wt027] Monster Breeding and the Next Shard!

Like normal, return back to Erdrich Castle and talk with the king. When you get back, the king is having audience with a wonderful lady dragon tamer. The king tells you that **breeding** is now available and this woman was looking for a well-respected monster trainer. She looks at you and scorns that you aren't good enough to breed with her monsters. The woman leaves (now she's in the town beside the inn) and the king, jolly as ever, encourages you to try your hand at monster breeding, and commends you for your good work.

Depending on the type of person that you are, you've now reached the point where you can breed monsters. But given that you only get a certain amount of monsters, you may need or want to do some planning on how to breeding actually happens. If you just breed the first thing you can, you could potentially miss out on the



opportunity to make a rarer monster. If you don't want the element of surprise, I highly encourage you to look at the monster section in the "Unknowns and Extras" guide on RMN. Remember the Fire Sapling lovestruck man you helped earlier? He's in the center, ready to breed his monster. What is nice about trainers is only your monster has to be level 15, as theirs already is.

Just in case you forgot, the monster breeding center is on Rhemhage island. The breeding process is pretty simple, Professor Monster will let you breed any two monsters together (or with a trainer) that is at least level 15. Both mates have to be 15+. When you breed a monster, they pass on their innate skills (skills they would've learned/did learn naturally) as a monster essence so you can give it to their offspring. They also pass monster-specific status enhancing items known as a gene, one for every mate. When you breed with a trainer, you only get your essences/gene and not the one from theirs.

In the breeding center, there is also an egg center. Many of the monsters you have yet to get are monster eggs that must be hatched at the egg center. In addition, the egg evaluator will let you access the monster library to see all the cool monsters you have made.

Now, head to Illae in present time. You will instantly notice that it is no longer covered with snow.

#### Points of Interest

Weapon & Armor Shop		Item Shop	
Rapier	1100g	Herb	8g
Algol	1780g	Magic Herb	20g
Iron Dagger	1456g	Exit Bell	30g
Trident	1600g	Warp Wing	25g
Crossbow	1300g	Antidote	18g
Silk Robe	500g	Moon Herb	22g
Leather Shield	360g	Echo Herb	22g
Boxer Shorts	40g	Mind Herb	25g
Copper Helmet	390g	Awakesand	30g
Bandana	250g	Statesand	45g
Turban	480g	Yggdrasil	250g
		Lovewater	70g
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	35g	Red Ruby	800g
Purification (Rid Poison)	15g	Orange Ruby	800g
Omission (Rid Curse)	40g	Blue Ruby	800g
Revivification (Rid Death)	60g	Green Ruby	800g

Treasure hunters in the village mention that they have seen some treasure close to the statue on the mountain. But the treasure hunter's friend doesn't believe him and they refuse to scale the dangerous mountain. You however, need

to believe him. Head up to the mountain and observe the statue to earn yourself the **Water Shard** you need to continue to the next region!

### **SIDEQUESTS: Expand Your Monster Library**

It would be mighty mean to only have three monsters at your disposal come breeding time. What if you primarily had chosen slime monsters and now have a limited array of beasts to boast your army with? Well, at this point in the game, there are two **monster eggs** you can get with relative ease!

The first monster egg is an **Angel Slime**. Remember the trainer in Yardrick Castle Town? Well, you're almost certainly strong enough to beat his slime team now and earn yourself an Angel Slime. If the battle is too tough, you can always wait though as the opportunity never goes away. I'm not going to give the stats on the monsters for the battle, but the battle can be a little tough. Angel Slime has roughly 2k HP and both of his lackeys have around 1k HP. The two slime subordinates are Pinkslime and Limeslime. Pinkslime uses damage magic and Limeslime uses support. While Lime can be a little annoying, Pink is much worse and I highly encourage you to **silence him** which makes the damage that this team can inflict almost minimal. Haloslime does as you would expect healing his allies and attacking when he can. However, you **must kill Haloslime first**. If a lackey dies, he will revive them with full health on the next turn. What I recommend you do is silence Pinkslime and go all out on Haloslime. If Oruba knows Bang, have him cast that two dwindle down the HP of the lackeys. If all goes right, when Haloslime dies, the lackeys are so weak they die almost instantly. If Limeslime is last one standing, you can't lose, cause he really can't hurt you. When you win, the man gives you the egg to hatch at the **egg center**.

The next egg you can get is in Illae and is the egg of a **Demonite**. In Illae Village in the northwest house in town, a woman is from Bariden lives there. She talks about how she wanted to move, but didn't realize this place was so cold. She offers up a monster egg if you can bring her a **Fur Poncho** (only obtainable through alchemy now or a treasure chest later in the game). If you talk with her while **wearing the poncho**, she'll ask to take it from you. If you oblige, she'll exchange it for the monster egg. Hatch it at the **egg center**.

If you were able to get the Demonite, I might would encourage you to bring him with you to the next region. He has decent stat growth and is a mage-type with a **good sized MP pool**. Many monsters don't have good magic pools and this monster really can last you awhile. If you take the time to train him (you need a train a bit next region anyway), he is well worth the effort. With shard in hand and the party you want, return to the shrine for the next region!

[wt028] Esrarch Region: The Dangerous Tide

If you take a look at the bestiary below, you'll probably notice that enemies in Esrarch drop generous amounts of EXP. If you haven't been skipping too many battles and done some crafting, you may not need to level much off them at all, but if you struggle with the random encounters, I encourage you to level up some. In general, I recommend that your party is in the average level range of 13-14. While this may sound like it'd be really time consuming, it really isn't, due to the increased EXP gain. Esrarch is home to a port city, a shrine, a marshy cave and a forbidden tower. You can't enter the tower or cave yet, so your first place to visit should be the city! From the portal, the city is to the south of you.

**Bestiary for the Esrarch Region:**

**MONSTER NAME:** Curegel

HP: 82            MP: 9999            STR: 33            DEF: 12            INT: 140            AGI: 26

EXP: 411                      Gold: 58

DROPS: Slime Drop (9%)

Skills: HealUs

Notes: Two physical attacks should take them out. Your first priority will probably be to kill these just due to the fact that HealUs spam can be annoying.

**MONSTER NAME:** Drygon

HP: 177            MP: 8            STR: 87            DEF: 33            INT: 77            AGI: 18

EXP: 481                      Gold: 34

DROPS: Dragon Scale (14%)

Skills: Attack

Notes: Weak to ice. Immune to fire. Has a chance to do a critical hit.

**MONSTER NAME:** Lizardman

HP: 211            MP: 14            STR: 77            DEF: 45            INT: 122            AGI: 22

EXP: 499                      Gold: 65

DROPS: Dragon Scale (25%)

Skills: Rainslash, Guard

Notes: A good strategy is to use Robmagic on the Lizardman the first turn. He'll still try, unsuccessfully, to use Rainslash leaving him wide open to take damage. After MP is gone, all he does is guard.

**MONSTER NAME:** Merman

HP: 166      MP: 70      STR: 75      DEF: 39      INT: 88      AGI: 18

EXP: 476      Gold: 66

DROPS: Water (6%)

Skills: Attack, Snooze, ThickFog, Lifesong

Notes: Weak to thunder. Strong to fire/ice. Absorbs water. When extremely low on HP, will attempt to use Lifesong to revive any party members. As such, good idea to take these out first.

**MONSTER NAME:** Skull Slasher

HP: 244      MP: 25      STR: 58      DEF: 28      INT: 55      AGI: 31

EXP: 467      Gold: 48

DROPS: Tin Ore (12.5%), Cotton Thread (10%)

Skills: Weaken (always on 1st turn), Attack

Notes: It is not likely you'll kill it before it attacks, so if "Weaken" bothers you, good idea to use MP damaging/draining techniques.

**NOTORIOUS MONSTER:** *Stinging Sallie*

HP: 788      MP: 541      STR: 111      DEF: 43      INT: 66      AGI: 23

EXP: 3921      Gold: 50

DROPS: Water (100%), Stinging Whip (50%)

ENCOUNTER: You can only encounter Stinging Sallie on the **lowest floor** of the **Thief's Den**!

Skills: EerieLite, Shock, PoisonHit

Notes: Going against the monster without a **static bracer** can be suicide. Stinging Sallie can use AoE paralyze in the form of Shock and in addition to poisoning you, he is quite the adversary. Be glad when he wastes a turn using EerieLite as it is unlikely you are buffing yourself anyway (due to not having any buffs)!

Port Esrarch is a lively and colorful port city. Villagers here will be amazed that you have made it to the town due to the ocean around the island becoming malevolent. Port Esrarch has tons of great equipment to purchase which, thanks to the increased gold rate from monsters here, shouldn't be too far out of reach! As tempting as it is to buy only equipment, I do encourage you to purchase some lovewaters from the item shop. In the town, you can check both **crates and barrels** for treasure.

### Points of Interest

Weapon & Armor Shop		Item Shop	
Mage's Brand	1800g	Magic Herb	20g
Rapier	1100g	Exit Bell	30g
Algol	1780g	Warp Wing	25g
Iron Dagger	1456g	Antidote	18g
Trident	1600g	Moon Herb	22g
Crossbow	1300g	Echo Herb	22g
Great Bow	2100g	Mind Herb	25g
Magus Robe	1850g	Awakesand	30g
Bronze Shield	650g	Statesand	45g
Copper Helmet	390g	Yggdrasil	250g
Bandana	250g	Lovewater	70g
Coral Hairpin	790g	Dispel Tonic	80g
Static Bracer	1000g		
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	45g	Red Ruby	800g
Purification (Rid Poison)	15g	Orange Ruby	800g
Omission (Rid Curse)	40g	Blue Ruby	800g
Revivification (Rid Death)	60g	Green Ruby	800g
		Insignia	1500g

I know I told you that you should buy Lovewaters, and you should, but there is some fantastic gear here. Oruba finally gets some really good gear – Mage's Brand is fantastic and allows him to use a much needed shield as it is one-handed. Also, combining all available robes Leather/Silk/Magus in alchemy give an even better robe. You can take the Mage's Brand and make an even better one-handed staff too! For you monster lovers out there, **Insignia** is godly. It boasts +11 to every stat for you monster. While Insignia is good, you can use alchemy to make it better (probably can't right this second though)! An insignia plus 9 dragon scales results in a **Drake Emblem**, which is all stats **+22** and **resistance to fire!**

After your shopping spree or lack thereof, to progress in the region you need to go to the bar. You'll need to talk with the affable barkeep to hear about the town's problems. Let her talk about each thing: Hear about the band of thieves dubbed Malevocean, hear about a treasure known as the Genesis Rock, and hear about the increasingly malevolent ocean waters and jagged rocks. If you've played **Dragon Warrior Monsters 2**, this scenario is extremely similar. Basically, the villagers believe that the Genesis Rock (which keeps the waters calm), has been stolen by the band of thieves which is causing terrible ocean storms, making travel to/from the island almost impossible.

With knowing of the problems that plague the town, it is off to the shrine! The priests at Esrarch Shrine not only provide spiritual guidance, they are also trained warriors who protect the region. Talking with the all of the priests will reveal that their leader, Dalius, has ventured forth into the cavern to the north in search of the dastardly band of thieves named Malevocean. The clergy worries for his safety, though. The clergyman see something in you and give

you the **Thief's Key**, to open up the marshy cavern to the north where they believe the thieves reside. They say they have sent a scouting party as well to find Dalius, but no one has yet to return.

[wt029] Thwarting Thieves

Now your task is to enter the northern marshy cavern (dubbed the "Thief's Den"), in search of Dalius and the scouting party. This can be quite the task, so make sure you make any and all preparations you need. Like I mentioned earlier, if you're not around level 13-14, this cave will prove to be an extreme challenge.

Directly north of the shrine is the Thief's Den. Much like Poison Marsh Cave, this place is littered with poisonous tiles. You can avoid damage most times by taking the long way, and I encourage you to do so. Open up the locked door and enter the cavern.

The Thief's Den, while not incredibly large, boasts some great treasure. The treasure in this cave, however, does not come from chests, but instead, comes from rescuing the poor scouts who have come to look for Dalius. There are four scouts total who are still alive that you can save. If you decide to go ahead and confront the boss though, you will lose the opportunity to save the scouting party (and therefore, forfeit the treasure you could earn).

In the interest of thinking you'll want the treasure; here is what you want to do. From the start take the northern path and then take the path that branches off to the left. There is a large segment of poison marsh. Go ahead go south through the marsh (you only have to get hurt twice) to the stairs at the far south end.

Now that you're on the basement floor, follow the northern path to another flight of stairs. You will have to step over quite a few poison tiles, but do your best to minimize damage. When you go up the flight of stairs, you'll find your first captive. Talk with the thief and he'll fight you!

**MONSTER NAME:** Thief

HP: 577      MP: 120      STR: 82      DEF: 29      INT: 67      AGI: 41

EXP: 1500      Gold: 100

DROPS: Cotton Thread (15%)

Skills: ChargeUp, SquallHit, Attack (low MP), Guard (low MP)

Notes: SquallHit ensures that he strikes first. If Thief uses ChargeUp, it is in your best interest to defend! ChargeUp only lasts one turn, so you know the next turn is safe. His HP isn't too high, so the battle won't be too hard.

For killing this thief and rescuing the captive, you will earn a **Green Bandana**. Green Bandana is a **fantastic head piece** with great defense and an agility boost. Anyone is a good choice, but I tend to give it to whoever had the lowest defense rating at the time.

One thief down, three to go! Go back down to the basement and come back to the first floor where you entered the first time. This time, take the west most set of stairs. You'll emerge right there at a thief. Talk to this one to battle another thief. The prize this time is a **Mega Herb** (full HP/MP/Status recovery)!

At this point, I recommend using **Escape**. From the start point of the cave, take the north route again. In the big round room, there is a set of stairs surrounded in marsh on the bottom side. Take that set of stairs and you'll come to another thief and captive, who this time gives you a **Magic Water** for your troubles.

The final person to rescue in the northwest corner of the dungeon. There are two exits in the northwest corner, you want to take the one that is above the other. This staircase will lead you to a battle in which, upon victory, will award you with a **Tiny medal**.

With all the thieves downed, I encourage you to return back to town and rest up/buy any supplies you need. When you feel ready, return to the cave to confront the boss. Go back to the northwest corner again and take the other staircase. It'll lead you to the B2F where you see a somewhat familiar looking priest in green battling a thief crew...

Get close to Dalius and you will be thrown into battle. Dalius is confronting them for their evil ways and when the thief crew notices you, he thinks you are Dalius' backup. The thief crew reveals their true form and you are thrown into battle!

BOSS BATTLE: Whalemage, Starfish x2

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 14

Whalemage

HP: 1660

MP: 9999

STR: 1

DEF: 28

INT: 65

AGI: 28

EXP: 8000

Gold: 560

DROPS: Water (100%)

Skills: WaterShot, WaterWave, MidHeal

Starfish

HP: 1270                      MP: 9999                      STR: 79                      DEF: 31                      INT: 99                      AGI: 34  
EXP: 0                      Gold: 0

DROPS: Nothing

Skills (Left): Accelerate, Attack (if under Accelerate effect), RobMagic (if under Accelerate effect)

Skills (Right): Oomph, Attack

STRATEGY: This battle can be hard, but it shouldn't be too challenging. If you really are struggling you are probably under leveled (at least be level 13), but crafting some Aqua Rings can really help out. The battle would be daunting if it wasn't for Dalius helping you out. You essentially have five party members in this fight. Dalius knows HealUs, Resistance, Kabuff, and Life. He will use a spell every other turn and will always use Resistance on the 4th turn. Because of this, it is possible to never have to cast even one healing spell yourself in this battle. Dalius runs out of MP in 30 turns.

As for kill order, I would take out the right starfish first. Oomph is devastating and we don't want it to use that anymore. If you have a **dispel tonic**, it might be good to use it if it gets Oomph on itself (the left starfish is mainly harmless and on Whalemage it does not matter at all). Then take out the left Starfish and then Whalemage. Have Oruba cast **Boom** so that all get damaged the whole fight. Poisoning each boss can help with their HP totals. If you still struggle, check your gear. Alchemy was introduced – might need to use it!

At the conclusion of the battle, Dalius thanks you, finds the **Genesis Rock** in the chest... he knows this is a bad thing. Dalius goes back to the temple...

[wt030] Reaching the Ocean Tower

Back in the temple, Dalius talks with you more about the Genesis Rock. He is thankful that Malevocean is no longer harassing the people of Esrarch, but he says the waters have gotten even worse. Now even more jagged rocks protrude from the ocean depths and the waters are even more violent. Dalius notes that even when you arrived, it was nigh impossible to make it to the island and wonders how you got here. When you respond time travelling, he is shocked, but asks if it is possible for you to return to another island nation in past time. When you respond yes, he asks for you to seek out a **ship** to use so that you may make it to the coastal island with the tower.

Dalius gives you some suggestions on nations that may have boats at the ready, and now you must find a boat. Well, two region ago, you used a boat from **Lidenburg**, and it turns out, you will use the same boat. Use the shrine to go to Lidenburg on Bariden and the Lidenburg mayor will grant you permission to use his boat again. Head towards



the dock to hear another warning about “you can’t return until conditions are fulfilled.” Agree to take the boat, and you’re on your way to Esrarch!

As your boat is just about to reach the tower, a giant squid attacks your boat from the ocean depths!

REGION BOSS BATTLE: Kingsquid

DIFFICULTY RATING: Easy - Medium

RECOMMENDED LEVEL: 14

HP: 4201

MP: 250

STR: 112

DEF: 19

INT: 75

AGI: 26

EXP: 8215

Gold: 0

DROPS: Water (100%)

Skills: Attack, Sleepall, Stopspell, TriAttack, Wait

STRATEGY: Again, chances are that because you might not have a dedicated healer character now, you probably think looking at his stats that he’d be really hard. He can be – but it is a very doable fight! First of all, I can’t stress how helpful **Poison** is to dwindle down his HP. It never wears off and makes sure damage is occurring all the time in this battle.

Besides that, **blind** can be incredibly helpful. However, unless you have certain monsters, you may not have **blind**. **Paralyze** can stick on him, albeit at a reduced rate. If you don’t have blind, you just need to probably make due with just buying some **Lovewaters** and attacking him with everything you have. Lovewaters shouldn’t be that hard to purchase at this point because enemies in Esrarch drop pretty generous amounts of gold.

When the battle is over, you make your way onto the small coastal island and have a chance to enter the tower. You **never** get a chance to return to the tower, so make sure to grab all treasures. Fortunately, there are no enemies here. On the first floor, there is a very obvious looking chest that contains a **tinymedal**, be sure to grab it. On the second floor, there is a small puzzle to solve. There are four stairs, but if you notice, going in one sends you back to an identical room. You have to climb the stairs in a particular order to make it to the top. To know the order, all you have to do is look at the floor. Beside each staircase, there is a 1-4 different looking tiles. Just go in the order from 1 to 4.

**However!** There is a **secret** in the dungeon. The order of the stairs is below:

1	4
3	2

If you take the route: **1, 2, 3, 1**, you will come to a **secret room**. The game gives you small indication it is there, but if you were in a hurry and accidentally went that way, you would find it. The room has some really good treasure, it has four chests that will net you: **5 dragon scales**, one essence of “**Buff**”, two **strength seeds**, and two **defense seeds**. Obviously none of this is needed, but it sure is nice to have!

Get the treasure and take the right path “1, 2, 3, 4” and you’ll be at the top of the tower. Place the genesis rock on the pedestal and the waters will become more calm and the ocean rocks will subside! With this, you have **just saved Esrarch!**

You now have the option of two regions to explore, Yuria and Onyu (getting the shards is covered next section). To get to both will require doing some things in present time. However, there is a **side quest** now available that you won’t want to miss!

### **MISSIBLE SIDEQUEST: Recruiting Olian Ryuza**

You now have the ability to get the priest who left your party at the conclusion of Bariden, Olian Ryuza. You can complete this sidequest until you unlock the **Wyuto Region**, so if you don’t feel adequately prepared at this time, you don’t have to do this sidequest now. Anyways, to start the sidequest, go back to the Esrarch Shrine and talk with Dalius.

Dalius will thank for everything you’ve done, but when you tell him you got the ship from Bariden, he just has to ask. He introduces himself fully this time, as **Dalius Ryuza**. He asks you if you’ve ever met a man by the name of Olian Ryuza. **Now your response determines if you get to do this sidequest or not. It also has honesty tied to it, so if you are trying to be 100% dishonest, you cannot get Olian.**

### **HONESTY METER!**

Who? Dalius Ryuza

What?

If you tell him that you have indeed met Olian, you get **honesty +1**.

If you tell him you **never met Olian**, you lose the opportunity to recruit him but earn **dishonesty +8**. The point value is so high that you can earn all dishonest prizes and **never do anything** honest related again.

If you were honest with Dalius about knowing Olian, the sidequest will continue. Dalius will give you a bit of backstory on the brothers and how Olian ended up living in Bariden. He'll say that he misses his brother and wishes to see him again. He doesn't specifically ask you to go, but you should know, that it sure would be a nice thing to go check on Olian at this point!

Return to the **Spirit Shrine** in Bariden and look for Olian. You'll find that he is not there. Talk with either one of the assistants in his room and they'll tell you he is out doing a task for the Bariden mayor. Now go to the mayor and he'll tell you that the damage done by the Phoenix is not forever out of their minds, so the mayor asked Olian to return to Clearwater to grab some more Clearwater Dew just in case something ever happened again.

Return to Clearwater Temple and near the end of the dungeon, you'll find Olian surrounded by skeletal fiends. You'll have to kill them to save Olian!

BOSS BATTLE: Remains x3

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 15

HP: 1337      MP: 58      STR: 75      DEF: 24      INT: 44      AGI: 27

EXP: 980      Gold: 80

DROPS:

Skills: Attack, Drain HP, Crackle

STRATEGY: This battle can actually be pretty hard! Obviously, you will want Oruba on **Sizz** duty, but these three guys actually have decent HP and should they all choose to use Crackle, it can spell disaster! Fortunately, they can only use Crackle every so often (the first turn and every fifth turn after). I strongly encourage to keep Oruba using Sizz and have the rest of your party go all out on one of the skeletons. Once you get the battle down from three monsters, it becomes significantly easier. If you are really struggling, you might would benefit from **Fur Gear** or **Ice Rings**, or simply just **coming back later** before **Wyuto**.

With the Remains defeated, you have saved Olian. When you tell Olian what you've done for Esrarch, he has a revelation. He tells you a bit more about his past, but ultimately, wants to ask a favor of you. He talks about how he became a priest in Bariden to make a real difference in the world, but it is undeniable that the **change you are making**, is greater than what he is doing here at the temple. He asks to join you, and of course you have the option of saying no. (If you say no, you can't recruit him again).

## JOIN UP!

Name: Olian Ryuza

Class: Priest

Level: 14\*

Equipment: Depends on what you left him with at the end of Bariden.

\*Olian's level can vary. It will always be at least level 14, but ultimately what happens is, he gains **28000 EXP**. If you had overtrained in Bariden, he might be level 15 or really close to leveling.

If you went this far, you probably recruited Olian. With Olian recruited, Cybil takes over the shrine. There is something else for you to do though! Isn't the reason you came here in the first place **to reunite Olian and Dalius**? If Olian is in your current party, make your way back to Esrarch Shrine.

## HONESTY METER!

Who? Dalius Ryuza

What?

If you return to Dalius with Olian in your party, you get **honesty +5** and some more info on the brothers.

[wt031] The Road Divides

As I mentioned before the Olian sidequest, at this point, you have the option between two regions: Yuria and Onyu. Conquering Yuria first is the easier path, but either one can be done. Both shards you need will come from events that play out in Esrarch in present time.

Return to any dock in present time or the map room in the castle to set sail to Esrarch. There are a few treasures to grab in Port Esrarch, so I would head there first. Also, the town has good amenities just like it did in past time.

(see next page)

### Points of Interest

Weapon & Armor Shop		Item Shop	
Mage's Brand	1800g	Magic Herb	20g
Rapier	1100g	Exit Bell	30g
Algol	1780g	Warp Wing	25g
Iron Dagger	1456g	Antidote	18g
Trident	1600g	Moon Herb	22g
Crossbow	1300g	Echo Herb	22g
Great Bow	2100g	Mind Herb	25g
Magus Robe	1850g	Awakesand	30g
Bronze Shield	650g	Statesand	45g
Copper Helmet	390g	Yggdrasil	250g
Bandana	250g	Lovewater	70g
Coral Hairpin	790g	Dispel Tonic	80g
Static Bracer	1000g		
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	45g	Red Ruby	800g
Purification (Rid Poison)	15g	Orange Ruby	800g
Omission (Rid Curse)	40g	Blue Ruby	800g
Revivification (Rid Death)	60g	Green Ruby	800g
		Insignia	1500g
		Exocets	2100g
		Adargas	2100g

If you are still using a monster, I highly encourage you to equip that monster with a **Drake Emblem**. If you're using two or more (which I promise is viable), the more Drake Emblems you have, the better.

Anyways, loot the town as much as you want and make your way to the former **Thief's Den**. This cave is entirely empty with no treasure except in the room where you fought **Whalemage**. In that room there is a lone chest that contains the **WindShard** you need to unlock the Yuria Region.

Your next shard involves going to the Esrarch Shrine. Go to the back of the shrine and you will see two brothers arguing over something in the church. Oruba will take notice of the fight, and start acting a bit strange. It triggers a flashback of him and his brother. When Oruba leaves the room, Melody and Aldain chase after him. Oruba explains how he and his brother got on bad terms and seeing those two men fight, made him realize how awful he had treated his brother. In the back of his mind, he just knew he had wrongfully accused his brother for his father's death, but could never face the reality. Oruba tells Aldain that he never asks for much, but wants to return to Rhemhage.

Return to Rhemhage and attempt to go the mayor's residence. Oruba will enter alone and tell you to come back later. You need to **rest at the inn** and then try to go back. When you do, Oruba and his brother have made up, Oruba rejoins you, and the mayor gives you the **Water Shard** needed to access Onyu.

You are ready to choose your region! I am going to cover Yuria (wind region) first because it ends up being easier. Also take note that you can't complete **Esrarch Tower** in **present time** right now.

[wt032] Yuria Region: Never-ending Storm

Yuria is a rather small island. You'll notice as soon as you land on the island that it is raining, and quite heavily! The town is just to the southwest of the portal. Go ahead and make your way to the town to find out what troubles are plaguing Yuria. This region, much like Esrarch, will require some leveling up on your part. Again though, the EXP values of these monsters are significantly higher, making earning some levels relatively fun and not time-consuming. The enemies can be a bit challenging until you average the 15-16 range.

#### **Bestiary for the Yuria Region:**

**MONSTER NAME:** Koala Knight

HP: 241      MP: 18      STR: 98      DEF: 41      INT: 98      AGI: 39  
EXP: 888      Gold: 54

DROPS: Beast Hide (17%)

Skills: Attack, SquallHit, SlowAll

Notes: High agility and good strength can make these foes a pain to low-defense characters.

**MONSTER NAME:** Mad Apple

HP: 277      MP: 34      STR: 89      DEF: 28      INT: 144      AGI: 27  
EXP: 861      Gold: 44

DROPS: Timber (2%)

Skills: Attack, NapAttack

Notes: Weak to fire – although it may not seem it because of its high INT.

**MONSTER NAME:** Jelly Royale

HP: 166      MP: 188      STR: 66      DEF: 23      INT: 58      AGI: 28  
EXP: 744      Gold: 51

DROPS: Slime Drop (10%)

Skills: Bang, Drain HP, Attack, Escape

Notes: Will only escape if silenced or low on MP. It just so happens that **silence** is **super effective** on these guys. I do recommend either silencing them or taking them out as fast as possible as Bang can be nasty.

**MONSTER NAME:** Emyu

HP: 234      MP: 420      STR: 77      DEF: 26      INT: 88      AGI: 56

EXP: 692      Gold: 61

DROPS: Herb (25%), Feather (17%)

Skills: Attack, MidHeal, Wait

Notes: Weak to water. An upgraded version of “Big Bird” from the Erdrich region.

**MONSTER NAME:** Catichipillar

HP: 267      MP: 40      STR: 81      DEF: 55      INT: 101      AGI: 22

EXP: 906      Gold: 18

DROPS: Cotton Thread (8%)

Skills: Kabuff, Kasap, Attack

Notes: Anything that buffs the defense of allies is annoying! Drain his MP or keep him constantly rebuffing!

**MONSTER NAME:** Wind Wizard

HP: 188      MP: 521      STR: 81      DEF: 33      INT: 101      AGI: 22

EXP: 801      Gold: 43

DROPS: Cotton Thread (25%), GoldenThread (1%)

Skills: Woosh, Silent Ward

Notes: Absorbs wind damage.

**NOTORIOUS MONSTER:** *Gyro-Carlin*

HP: 1009      MP: 3000      STR: 101      DEF: 54      INT: 10      AGI: 28

EXP: 4777      Gold: 1200

DROPS: Gold Ore (100%), Focus Shield (33%)

ENCOUNTER: You can only encounter Gyro-Carlin on the **first floor and third floor** of the **Castle of Gales!**

Skills: Infermore, PsychUp, VacuSlash

Notes: This is a pretty tough foe! I encourage you to use Sap on him due to his decent defense and just wail on him as best you can. Characters equipped with wind-warding gear such as a Tempest Sash, will find his damage lackluster. His rarer drop, the **Focus Shield**, is phenomenal for the time and is something **Oruba or Olian** may very well want to equip forever. I encourage you to get at least one of these great shields!

As soon as you enter the town of Yuria, you'll notice the rain picks up even more. As you would expect, the townspeople talk about how it has been raining constantly for quite some time. It has caused the villagers to be apathetic and they worry that if it continues, the island could flood. However, to brighten the mood, when you take a few steps, you'll run into two familiar faces!

The merchants Rin and Zin pop out at you! They talk about how they are trying to expand their tarot card business. When Zin tries to tell you they've been unsuccessful here, Rin tells him to shut up. They do admit they haven't had any fun here though and offer up another game of trivia. If you answer correctly, you get one of every tarot card. The answers are:

1. Thief's Den
2. Lyndbuam
3. FurPoncho

Talking with the villagers you will pick up a few pieces of advice and a little bit about the island, but ultimately, you don't need to talk to anyone. You'll notice there are four warriors in one house who talk about the dreaded castle of gales and mention that they need to somehow make it to the castle. The castle is located on the other side of the Lyndbaum Mountain Range, but due to the dangers of the caves, it is incredibly hard to make it there. You know your goal... you need to make it to the Castle of Gales! Before you do, stock up on items/new equipment.

#### Points of Interest

Weapon & Armor Shop		Item Shop	
Mage's Brand	1800g	Magic Herb	20g
Rapier	1100g	Exit Bell	30g
Algol	1780g	Warp Wing	25g
Iron Dagger	1456g	Antidote	18g
Trident	1600g	Moon Herb	22g
Great Bow	2100g	Echo Herb	22g
Tin Suit Armor	670g	Mind Herb	25g
Chain Mail	1000g	Awakesand	30g
Turtle Shell	1000g	Statesand	45g
Magus Robe	1850g	Yggdrasil	250g
Bronze Shield	650g	Lovewater	70g
Iron Half-Mask	900g	Dispel Tonic	80g
Coral Hairpin	790g	Repellant	80g
Pirate Hat	2990g		
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	45g	Red Ruby	800g
Purification (Rid Poison)	15g	Orange Ruby	800g
Omission (Rid Curse)	40g	Blue Ruby	800g
Revivification (Rid Death)	60g	Green Ruby	800g
		Insignia	1500g
		Steel Fang	3500g
		Stunshield	600g
		Exocets	2100g
		Adargas	2100g



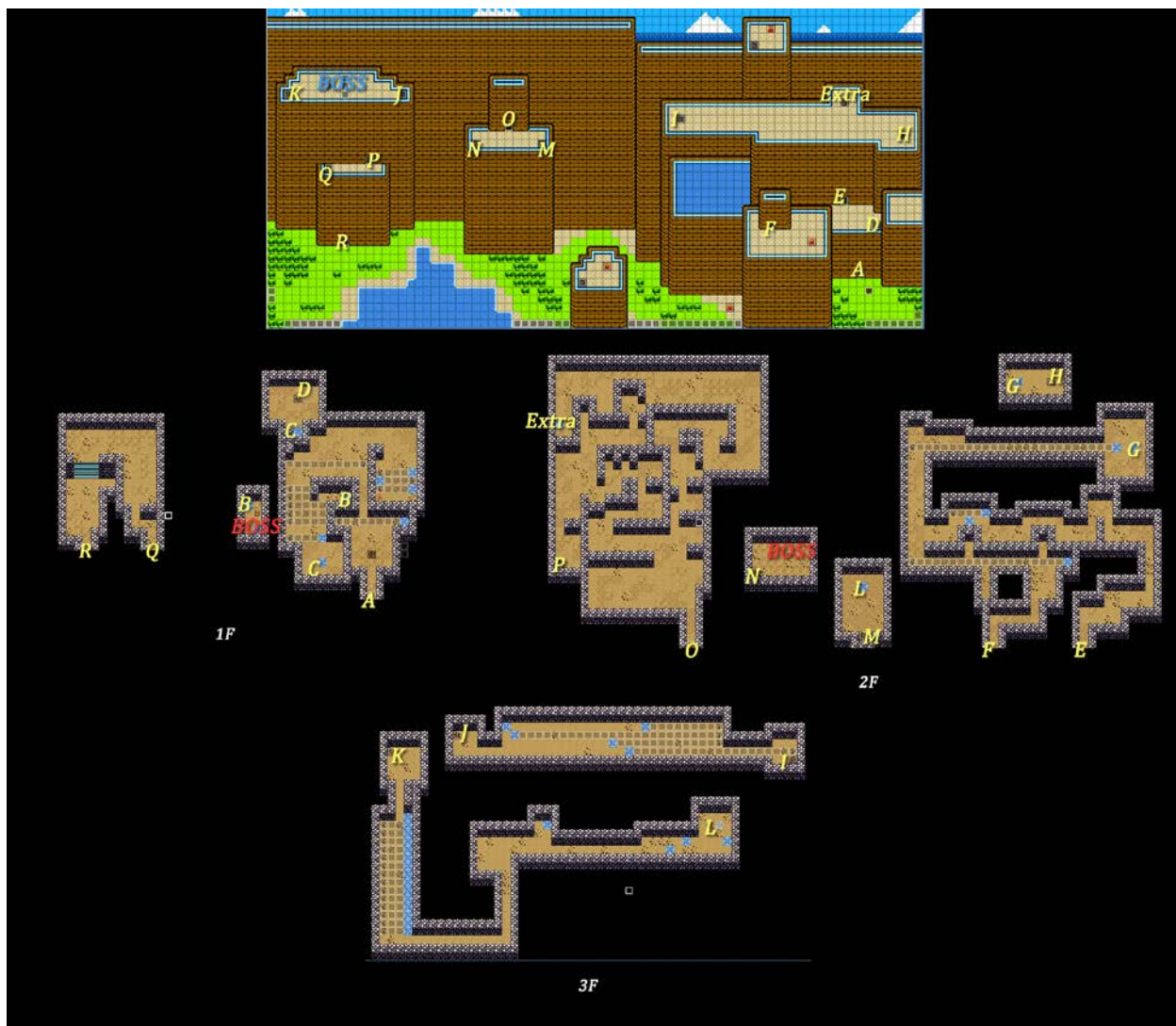
### [wt033] Lyndbaum Mountain: First Scaling

Lyndbaum Mountain is the largest cave system in the game. Not only that, it harnesses the power of wind. The cave has fans that turn on and blow you back (generally into a portal that sends you back to the dungeon entrance). With proper timing, you can make it through the cave. However, there are a few ways to make this trip a little easier, if you are observant and talked to all townsfolk! First of all, the fan's duration is about 8 seconds. Sometimes you might need to actually be blown by a fan to make it to the other side. The best hint though is that if you are **stopped** (as in not moving) when the fan turns on, Aldain braces himself and is not blown back by the wind. This can make some of the harder rooms easier!

Also, due to the sheer size of this cave, a map is included here (if it helps more than words). Your goal at first is simply to make it to the **blue** BOSS indicator.

1. Enter the cave and avoid the first fan. There is a chest on the right side that contains a golden thread. Grab it if you like. Your goal though is to make it to the bottom most portal that is by itself then go up the stairs.
2. From outside, run to the second cave entrance. This time, the path divides. The southern path takes you to a chest that contains a chunk of Iron Ore. A fan does block the way making it possible to be reset to the beginning, but by using the branching paths you should easily be able to make it to the Iron Ore. The correct path though, is up north. This can be a tad challenging! The idea is that the channel is so long that it will turn back on before you can make it out and it will cause you to be blown into the wrong portal. If you see the fan turn on and you wait about three seconds before you let it blow you, you will make it easily. Also, you can use the stop method if needed. Walk into the secluded portal and up the stairs.
3. Outside, there are two sets of stairs. One up north that takes you to an optional portal maze whereas the other is the correct way to go. The optional maze leads you to a chunk of Gold Ore (which granted, doesn't seem that impressive, but they are rare!) Ignoring the maze for now, head to the left staircase. This will lead you to arguably the most annoying room in the dungeon. Each fan has the same timer and is ensured you blow you into a portal easily. The easiest way to clear the room is to take it safe and use the stop and go method. However, the first fan, if you wait about 5 seconds after it turns on, will give you enough clearance to make it to a safe spot. Once you are safe, avoid any portal and make it up the stairs.

When you make it up the stairs, heal up and make your way to the staircase on the opposite side. As you attempt to cross, a SkyDragon will swoop down and attack!



BOSS BATTLE: Skydragon

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 15

HP: 2890

MP: 5000

STR: 87

DEF: 36

INT: 85

AGI: 51

EXP: 10000

Gold: 580

DROPS: Great Scale (100%)

Skills: BiAttack, BlazeAir, SuckAir

STRATEGY: The only thing that could make this battle challenging would be just not knowing when it was coming and walking into it with low HP. Skydragon does rather mediocre damage and ice damage tears him up. However, **SuckAir** can be a tad annoying. So to reduce all frustrations, equipping a mage with silence warding gear will really help out.

When you defeat Skydragon, you “technically” can clear the mountain if you really wanted, but I don’t encourage you to do so. The next room was designed to be a complete nightmare if you try to clear it, but by defeating the dragon, you’ll be able to earn a prize that makes scaling the mountain a breeze!

#### [wt034] Optional: The Boots of Iron

Return back to Yuria village. The villagers will commend you for defeating the Skydragon, but still mention that making it to the Castle of Gales is sure suicide. One villager will mention that she’s heard of some **boots** that are so heavy that it would stop the mountain fans from blowing you back. If you recall, Yardrick’s Mayor and Melody’s father loaned you some boots for that very purpose during the crisis in Yardrick... to prevent you from being blown off the mountain. Before you make your way to Yardrick, go to the house that had the four soldiers. Open the drawer that they were blocking for a strength seed.

At this point, return to the shrine and you can revisit Yardrick for the Iron Boots. The mayor is going to charge you 1000g for them, as he’s all about making money. However, if you have Melody in your party, you won’t be able to get them. Luckily, Aldain should at least be level 15 now and should know his Teleport spell making it very easy to return to Erdrich Castle and swap out Melody quickly.

Once you acquire the boots, feel free to get Melody back if you want and return to the Town of Yuria. I encourage you to stock up as much as you can and rest, because once you scale the mountain the second time, you aren’t going to want to return until you have cleared the region.

#### [wt035] Lyndbaum Mountain: Take Two!

Besides making it to the other side of the mountain, you have a few optional tasks you can complete here! The first is to slay the dreaded Tumbleweed twice and the next is to collect the optional dungeon treasure. The most important is to defeat Tumbleweed though so that you can get a tinymedal!

To encounter Tumbleweed the first time, enter the mountain 1F and go to the only other secluded portal (marked B on the map on the previous page). You’ll see a new enemy walking around, talk to him and face off against Tumbleweed!

BOSS BATTLE: Tumbleweed

DIFFICULTY RATING: Easy - Medium

RECOMMENDED LEVEL: 16

HP: 1488

MP: 3211

STR: 81

DEF: 22

INT: 38

AGI: 99

EXP: 3011

Gold: 22

DROPS: Tinymedal (100%), Dream Blade (100%)

Skills: PanicHit, Restore, PanicAll, Accelerate, Escape

STRATEGY: You will fight this guy three times if you want his treasure. The first two times, he will always run away before he is about to die. Bring some **mind herbs** or someone who can restore confusion against this foe. A sanity ring / angel charm can be a godsend in this battle. Tumbleweed is devastated by fire magic, so just do your best to outlast him. The battle won't take too long unless he gets really lucky with inflicting confuse on you. Also, if he **uses restore**, dispel it with a **Dispel Tonic!** Restore recovers a percentage of HP every turn, so with his large HP pool, it does a pretty steady recovery.

With Tumbleweed defeated the first time, enter either portal (both take you back to the beginning) and make your way back to the extra room mentioned earlier. This room is a maze of portals. Luckily, only a select few portals take you back to the dungeon entrance and the ones that do are obvious enough. Enter the maze and take the first portal then: bottom right, bottom right, bottom left. Then you'll be in a room with a lot of portals, take the only portal that is moving differently than the others (it will stand out) and then walk up the stairs to claim your Gold Ore. With the ore enter the portal to be transported back to the beginning. At this point, if you are low on health, I encourage you to return back to town and rest up/save.

When you're ready, go back to where you fought Skydragon and go down the left stairs. It will take you to a room that is now super simple since you have the Iron Boots. Make your way to the end and go in the central portal (all others take you back to the beginning).

With that done, you'll appear back outside. Take the stairs and you'll find Tumbleweed yet again. Defeat him so that he can flee. Now that you've killed him twice, he has retreated off the mountain to the Castle of Gales where you can kill him for good.

Go back up the stairs and into the cave entrance. This room is sort of like a maze, but not really that confusing. If you want an essence of "WhiteRain", a monster technique that recovers a small amount of HP and removes poison, sleep, blind and berserk effects, then take the northeast passage to the portal. When you enter the portal you will be

thrown into the portal maze again, only just a different side. From where you appear, enter the north portal. Then make your way to the marked portal.



From where that portal takes you, take the north portal and then take the stairs. You'll arrive on a secluded mountaintop so that you can obtain the WhiteRain essence!

Now make your way back to the where you went northeast to the portal and instead of going northeast, go northwest and go down the stairs. The stairs will lead you to where you can exit the cave on the ground floor so that you can make it to the Castle of Gales. When you make it outside, run all the way to the right and open a chest containing a Fur Poncho. Now walk out from any point to appear back outside on the Yuria Map. Head west a small distance and you'll reach Lyndbaum Castle (known as the Castle of Gales).

#### [wt036] Confronting the Storm

Now you've arrived in the isolated Castle of Gales! According to the townsfolk, the tremendous wind and neverending storm originates from this castle. The castle is a puzzle of activating switches to lower floor panels so that you can get by. Luckily, as soon as you enter the castle go into the central room to come across beds. You can fully rest in any bed and save your progress in this one room. For players who like to grind, this make the Castle of Gales a very safe area! Also, you can find the notorious monster Gyro Carlin on the 1F and 3F of the castle. I encourage you to face off against him at least once!

Exit the central room and go left. Walk up the stairs and activate the dark blue switch. Go back down and go to the right set of stairs. It'll eventually lead you to the lower cave looking area of the Castle of Gales. On this floor run all

the way to the right and hit the dark blue switch then all the back to the left side and hit the light blue switch. All floor panels here will be lowered and run to the northeast corner. This will take you back to the first floor and you'll face off against Tumbleweed for the last time (and collect his loot)!

BOSS BATTLE: Tumbleweed

DIFFICULTY RATING: Easy - Medium

RECOMMENDED LEVEL: 16

HP: 1488                      MP: 3211                      STR: 81                      DEF: 22                      INT: 38                      AGI: 99

EXP: 3011                      Gold: 22

DROPS: Tinymedal (100%), Dream Blade (100%)

Skills: PanicHit, Restore, PanicAll, Accelerate, Escape

STRATEGY: You will fight this guy three times if you want his treasure. The first two times, he will always run away before he is about to die. Bring some **mind herbs** or someone who can restore confusion against this foe. A sanity ring / angel charm can be a godsend in this battle. Tumbleweed is devastated by fire magic, so just do your best to outlast him. The battle won't take too long unless he gets really lucky with inflicting confuse on you. Also, if he **uses restore**, dispel it with a **Dispel Tonic!** Restore recovers a percentage of HP every turn, so with his large HP pool, it does a pretty steady recovery.

With Tumbleweed defeated, run back to the Castle Inn and rest/save. Also, be sure to hit the two switches that you can now reach. Then, exit the inn and take the north flight of stairs. All floor panels will be lowered until you make it outside the castle. It shouldn't be too hard to figure out where to go from here though. Each room to the left/right will lead you to the crystal switches you need to activate in order to make it to the center room. The center room will lead you to the boss's lair and you'll face off against two bosses in a row, so again, I'd advise you to return to the inn and rest/save! When you're good, go back to the top floor to the boss! When you arrive, the four warriors who you saw in the town are inside. When you approach them they are already out of energy, but the wind gets stronger inside the room and three more Gismos emerge. The spread out and attack you and the warrior party from Yuria!

REGION BOSS BATTLE: Gismo x3

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 17

HP: 1658                      MP: 3456                      STR: 131                      DEF: 37                      INT: 15                      AGI: 61

EXP: 4816                      Gold: 50

DROPS: Magic Herb (10%)

Skills: Attack, Smog, WhiteRain

STRATEGY: If you were fighting these guys without help, it would be an extremely hard battle. However, there is a warrior troupe who is fighting along with you. Basically, the longer the Gismos are alive, the faster the troupe dies. The troupe mostly attacks every turn, but gets picked off one by one until later in the battle in which they all die no matter what. You have a warrior who deals high physical damage, a mage who casts Kasap and strong damaging magic, and a bard who does slight damage and buffs your party. There is a berserker, but he dies before he can do anything.

In terms of actual strategy, I strongly encourage you to attack the same cloud that the troupe is attacking. The faster you can even the side of battle, the better. Healing won't be a huge ordeal most likely, but do be ready to heal damage should the clouds decide to gang up on a low defense character.

When the Gismos fall, the dreaded CloudQueen emerges and claims that no one can stop the wind! With her defeat, the evil residing in the castle will die and the storms plaguing Yuria will cease!

REGION BOSS BATTLE: CloudQueen

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 17

HP: 4976                      MP: 4444                      STR: 111                      DEF: 41                      INT: 124                      AGI: 71

EXP: 13051                      Gold: 300

DROPS: Life Seed (100%)

Skills: Attack, Barrier, Woosh, RobMagic, MidHeal

STRATEGY: This fight is probably a bit hard just due to the fact that it comes as soon as you defeat the Gismos (if you die to the queen though, you do not have to refight the Gismos). CloudQueen can do some pretty nasty damage with Woosh, and is more than happy to buff her magic defenses using Barrier, which renders mage characters next to useless unless you have a **dispel tonic** handy.

If you came to the battle equipped with wind-resistance gear, her threat level goes way down. Also, she is susceptible to **poison**, which helps with her high HP total. If you struggle with the battle too much, check your gear and/or level.

With CloudQueen's defeat, you have saved Yuria! You will notice that the rain still exists, but it is very light around the castle and in town. The townspeople will thank you for your effort. At this point, you could decide to go to Yuria in present time and there is certainly some things you could do there. In the essence of time though, if you've been following this guide, you also have the shard for the very short Onyu region. I would advise you go ahead and clear Onyu since you need to clear Yuria and Onyu to make it to the next region.

[wt037] Onyu Region: Isolation

Onyu is the smallest island in the game. There are no amenities in Onyu and the village is in ruin. It is apparent when you arrive that no one lives in Onyu. You can only find monsters outside luckily (even though the town is very small)! Onyu monsters give better experience and gold than monsters in Yuria, but because of the lack of an inn, it isn't really encouraged for you to try and fight them. Each monster also has a high drop rate on whatever item they do drop. Also due to the sheer difficulty of the notorious monster for this region at this time, I would not advise you to attempt to face him.

#### **Bestiary for the Onyu Region:**

**MONSTER NAME:** Hellbird

HP: 244      MP: 299      STR: 87      DEF: 24      INT: 54      AGI: 41

EXP: 1189      Gold: 75

DROPS: Feather (50%)

Skills: Zap, FullHeal

Notes: Can be a bit annoying. Zap will hurt a good bit and FullHeal will of course heal any of its comrades back to full. Water and Earth magic will take this foe down easily.

**MONSTER NAME:** Gateguard

HP: 311      MP: 18      STR: 105      DEF: 24      INT: 77      AGI: 33

EXP: 1301      Gold: 81

DROPS: Copper Ore (50%)

Skills: Attack, Kabuff

Notes: Not much of a threat. Weak to wind.

**MONSTER NAME:** Deatheater

HP: 277      MP: 108      STR: 75      DEF: 33      INT: 100      AGI: 33

EXP: 1011      Gold: 55

DROPS: Copper Ore (33%)

Skills: Iceslash, Radiant

Notes: A monster that is annoying only because it knows Radiant. Because AoE blind can be a killer, I always take these guys out first. They also have no real magic weakness and resist silence effects.



**NOTORIOUS MONSTER:** *Startled Shelly*

HP: 987            MP: 2432            STR: 70            DEF: 101            INT: 68            AGI: 33

EXP: 3211            Gold: 50

DROPS: Teal Medal (7%), MegaSlime Drop (100%)

ENCOUNTER: Anywhere outside of Onyu Village.

Skills: Utsusemi, Empower, Icebolt

Notes: With no ice resistance, Startled Shelly is a nightmare. Double Icebolt can murder a team, especially if he used Empower. He does have low HP and if you're high enough level, he will fall very easily. There is not much you can do against him at low levels unless you know Barrier/Resist from monster breeding besides equipping ice resistance gear.

When you fight the monsters you want to (if you do), go to the town. The town has poison marsh everywhere and no NPCs. There are two items to collect in town. One in a chest at the top which contains a Tinymedal and a Strength Seed in the bottom left barrel. Once you grab the treasure, run inside the abandoned inn and then leave. Save your progress. Walk towards the central square in town and a cut scene will ensue. A familiar darkness will appear around you and a demon lord (which if you are observant, you recognize him as the one that destroyed Rhemhage in the beginning of the game) emerges. He threatens you and mentions his lord Xylifer again (explaining that he needs the outcry of lives lost in order to revive his lord).

REGION BOSS BATTLE: Demon Lord Angsti

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 17

HP: 4998            MP: 9999            STR: 128            DEF: 31            INT: 88            AGI: 44

EXP: 19080            Gold: 2000

DROPS: Magic Beast Hide (100%)

Skills: Attack, Icebolt, Iceslash, Heal, Kabuff, EerieLite, Absolute Zero

STRATEGY: Like the previous battle, with a demon lord, this one can be hard. If you are adequately geared (Ice Rings/Ice Crests can be really helpful) this battle won't be too hard. He starts off only knowing Attack, Icebolt, and Iceslash. Icebolt is devastating and due to his high attack power, he packs a serious punch. If you have a monster with **buff**, consider yourself lucky! Angsti's ultimate move is **Absolute Zero** and you **need** to prevent it. Absolute Zero deals **500 damage** which nobody can survive. In the battle, Angsti will cause ice pillars to emerge from the ground. You have three turns to kill them. If you don't, he *will use* Absolute Zero and it is game over! While the pillars are out, he becomes more annoying but less of a threat though. He reverts to only knowing Heal, Kabuff, and EerieLite (dispel all). If you really struggle, **Tarot Cards** can really help turn the tide of battle.

With Angsti's defeat, he retreats and you have cleared Onyu! The incredibly small island will now emerge on the oceanfront. Now it is time to revisit Onyu and Yuria in present time! Both of these islands have a few things to do in present time that will keep you coming back to both of them for the duration of the game.

[wt038] Present Day Yuria: The TinyMedal Queen

Arriving in Yuria, you are finally about to be able to put to use those tinymedals you've been tracking down! There is actually nothing to do in the town of Yuria really besides loot the town and visit the shops if you like. However, there is one NPC (the first one you're likely to talk to) who will have influence over your honesty meter.

## HONESTY METER!

Who? Guy dressed in Red in Yuria

What?

If you have even one tinymedal and you tell him that you don't, you get **dishonesty+1**. If you tell the truth you get **honesty+1**.

After you talk to him one time, you can lie to him all you want to and honesty is not affected.

## Points of Interest

Weapon & Armor Shop		Item Shop	
Mage's Brand	1800g	Magic Herb	20g
Rapier	1100g	Exit Bell	30g
Algol	1780g	Warp Wing	25g
Iron Dagger	1456g	Antidote	18g
Trident	1600g	Moon Herb	22g
Crossbow	1300g	Echo Herb	22g
Great Bow	2100g	Mind Herb	25g
Magus Robe	1850g	Awakesand	30g
Bronze Shield	650g	Statesand	45g
Copper Helmet	390g	Yggdrasil	250g
Bandana	250g	Lovewater	70g
Coral Hairpin	790g	Dispel Tonic	80g
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	45g	Red Ruby	800g
Purification (Rid Poison)	15g	Orange Ruby	800g
Omission (Rid Curse)	40g	Blue Ruby	800g
Revivification (Rid Death)	60g	Green Ruby	800g
		Insignia	1500g
		Steel Fang	3500g
		Stunshield	600g
		Chimera Wing	3799g
		Exocets	2100g
		Adargas	2100g

When you are done in town, make your way to the former Castle of Gales (super easy to do now) and you'll come to the Tinymedal Palace!

It's amazing what time does to a former enemy filled castle. Now the deadly castle is home to the lovely Tinymedal Queen and her lovable metal slime companions. There are a few new recipes to discover in the castle and a Strength Ring in a drawer (a rare find!) on the lower floors. Make your way to where CloudQueen was to find the Tinymedal Queen. While the Tinymedal Queen is relatively optional, you have to have at least collected 5 medals to beat the game. Trade her 5 medals and you'll get **one of the Landshards** needed to unlock the Quevi region. Please note the bookshelf to the right of her throne also contains a **tinymedal!**

### The Queen's Rewards:

5 Tinymedals	Landshard* - Required to complete the game.
10 Tinymedals	Monster Egg (Gismo)
18 Tinymedals	Pinwheel
20 Tinymedals	Monster Egg (Dancevegi)
23 Tinymedals	Metal King Helmet
30 Tinymedals	"Magus Fortuna" Monster Accessory
40 Tinymedals	Liquid Metal Coat and a Disciple's Brand

Collect whatever rewards you've earned and then make your way to Onyu in present time!

[wt039] Present Day Onyu: Rebuilding a Village!

Onyu in present time is even more barren than it was in the past, but the poison marsh has at least cleared up. The final **landshard** you need is in the top right corner for the Quevi region though. Make your way to the only house in the village to meet Richard, an eccentric entrepreneur with a fanatical idea.

Richard claims that Onyu is destined to be the best town in all of Araginol. Richard is a master artisan, he just needs people to actually move here. Richard offers you a great reward if you can assist him in recruiting people to the island and gives you a brochure to entice visitors. You won't be able to rebuild Onyu until you have cleared the last main region, Persiva, but you will be able to rebuild it some now. Below is a list of everyone who will want to move to Onyu. The names in bold are the ones you can get at the current time.

### ONYU RECRUIT LIST:

**Guest 1 - Monster Trainer in Rhemhage Village**

**Guest 2 and 3 - Dad/Daughter in Erdrich Castle Town (counts as two people)**

**Guest 4 - Dragon Tamer in Erdrich Castle town (only if guest #1 recruited)**

**Guest 5 - Barry the Arena Man in Yardrick Castle Town (only if you cleared F class)**

**Guest 6 - Man in the first southern house in Bariden Village.**

**Guest 7 - Innkeep in Yardrick Castle Town (only if you've recruited at least 6 people)**

**Guest 8 - Jester in Yuria City (only if you've recruited at least 3 people)**

Guest 9 - Thief in the armor shop in Wyuto Villa.

Guest 10 - Man in the Esrarch Port inn. (only if you've recruited at least 9 people)

Guest 11 - Gardener in Yuria City (only if you've recruited at least 9 people)

Guest 12 - Woman who gives you the demonite egg in Illae Village (only if you've recruited at least 11 people)

Guest 13 - Bezerker NPC in Port Persiva.

Guest 14 and 15 - Bickering couple in Allagan City (count as two people).

Guest 16 - Castle guard NPC in Lidenburg City (only if you have recruited everyone!)

Onyu noticeably expands when you have sent **6, 9 and 15 people to the town**. At this point, you won't be able to get 9 people, however, you do unlock some good rewards.

One of the best rewards you can get at this current time is by recruiting the Dragon Tamer, she'll reappear in the town and offer to let you breed with her Dragonkid. For those of you that got Dragos, this will let you make Orochi or Greatdrak!

Also, by getting the innkeep from Yardrick, you have quick access to the cheapest inn in the game (only 2 gold!) In addition, there is a tiny medal in that abandoned house (which will later become the monster accessory shop!)

With both shards in hand from Yuria and Onyu, you are ready for the final brown pedestal - Quevi!

## [wt040] Quevi Region: Reminiscent Plague

Quevi is probably my favorite region in the game. The enemies in Quevi are noticeably harder, and the story and just how serious the demon lords are really begin to surface. While the monsters are harder, they give generous amounts of experience that makes grinding a breeze. This makes this region incredible for leveling up monsters to level 15 so that you can breed them (even better that Dharma Temple has a NPC that lets you swap out your party members). It also grants access to the Dharma Temple, which doesn't serve the purpose it does in most Dragon Quest games, but it does offer a great way to expand your character's potential.

### Bestiary for the Quevi Region:

#### MONSTER NAME: Swordgon

HP: 301      MP: 18      STR: 112      DEF: 41      INT: 111      AGI: 76

EXP: 1961      Gold: 75

DROPS: Iron Ore (15%), Dragon Scale (6%)

Skills: Attack, Oomph

Notes: Due to its high agility and strength, Swordgon can be a pain! Also if it casts Oomph on itself, it can very easily one shot your weak defense party members. If you use Oruba, blow it up with ice magic.

#### MONSTER NAME: Mis-Chief

HP: 223      MP: 300      STR: 133      DEF: 31      INT: 87      AGI: 56

EXP: 2181      Gold: 88

DROPS: Copper Ore (12%)

Skills: Sizz, Kasap

Notes: Go for these first! Equip your weak INT characters with fire resistance gear.

#### MONSTER NAME: Walking Dead

HP: 448      MP: 9999      STR: 87      DEF: 18      INT: 88      AGI: 41

EXP: 2499      Gold: 111

DROPS: Cotton Thread (10%)

Skills: Venomslash

Notes: Annoying only because it can poison you and has high HP. It is super weak to fire though which makes its HP total not so bad.

**MONSTER NAME:** Deathplant

HP: 276      MP: 9999      STR: 99      DEF: 27      INT: 141      AGI: 44

EXP: 2612      Gold: 44

DROPS: Timber (9%)

Skills: Drain MP, Drain HP

Notes: Weak to fire. Not much of a threat.

**MONSTER NAME:** Pikeman

HP: 340      MP: 44      STR: 118      DEF: 33      INT: 134      AGI: 55

EXP: 1855      Gold: 155

DROPS: Iron Ore (10%)

Skills: Attack, Resistance, EerieLite

Notes: Frequently uses resistance to buff all enemy's magic defense. No weakness to anything.

**NOTORIOUS MONSTER:** *Argus*

HP: 1333      MP: 2222      STR: 144      DEF: 80      INT: 78      AGI: 43

EXP: 13487      Gold: 777

DROPS: Golden Thread (100%), Optical Hat (33%)

ENCOUNTER: You can only encounter in the Quevi Caverns.

Skills: Attack, Buff, Majustis, Oomph, Kasap

Notes: Without Dispel Tonics and Statesands, Argus is a real pain. He has good enough strength that if he saps you and hits you, it is very painful. In addition, he knows the best debuff in the game (Majustis) that cannot be cured and weapons all of your attributes to the point where defending is really that character's only option. Luckily, his HP pool isn't that big and as long as you are prepared item wise, he should fall relatively easily.

The layout of the Quevi region is quite simple. You have Quevi Village to your north which should be your first destination. There is a secluded castle in the middle and a cave known as Quevi caverns to the Southwest. Quevi Caverns connect to the Dharma Temple and to that secluded castle mentioned above. Right now I encourage you to visit the town and then you can decide if you want to continue the story of this region or go to the Dharma Temple.

The village of Quevi is probably the saddest region. By talking to the townsfolk you realize that **everyone** is feeling ill. They all talk about how much pain they're in and obviously people are dying frequently. The town has a

graveyard too that villagers are saying is growing by the day. What you need to do is **talk to every villager** and then **talk to the little boy** at the **graveyard**. Doing so will trigger a flashback of Aldain and his mother.

Aldain will begin to think about these townsfolk and notice that his once healthy mother exhibited the same symptoms these villagers do. Aldain decides he wants to go check on his mother and also thinks that perhaps that Vile Elixir that cured his mother will do the trick for the villagers of Quevi.

With the scene over it is time to move back to the present to progress the story. However, I would encourage you go ahead and seek out the Dharma Temple and perhaps just do some leveling. Also, the shops of Quevi have some really great items!

#### Points of Interest

Weapon & Armor Shop		Item Shop	
Mage's Brand	1800g	Magic Herb	20g
Rapier	1100g	Exit Bell	30g
Algol	1780g	Warp Wing	25g
Iron Dagger	1456g	Antidote	18g
Trident	1600g	Moon Herb	22g
Great Bow	2100g	Echo Herb	22g
Iron Cuirass	1560g	Mind Herb	25g
Iron Armor	1800g	Awakesand	30g
Silver Cuirass	2600g	Statesand	45g
Turtle Shell	1000g	Yggdrasil	250g
Magus Robe	1850g	Lovewater	70g
Bronze Shield	650g	Dispel Tonic	80g
Mythril Helm	2960g		
Emerald Ring	1000g		
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	45g	Spore Shield	200g
Purification (Rid Poison)	15g	Red Ruby	800g
Omission (Rid Curse)	40g	Orange Ruby	800g
Revivification (Rid Death)	60g	Blue Ruby	800g
		Green Ruby	800g
		Insignia	1500g
		Steel Fang	3500g
		Resist Charm	1840g
		Gold Claws	4005g
		Gold Patas	4005g

If you are choosing to move on to the story, proceed to the next session, if you want to make it to the Dharma Temple read [wt044].

[wt041] Recurring Tragedy

With Aldain's flashback, we know to head back to his mother's house. Go there and you'll find that she's bedridden again. She tells you that she's just recently starting feeling worse, similar to how she was before. She asks you to return to Rothberg and see if you can get the elixir again.

Return to Rothberg and he deeply apologizes, as he's never used the elixir on anyone before, he didn't know if the effect was permanent. He says that he has plenty of Holy Water still, but has run out of the Moon Herb. He asks you to please run and grab more herbs from the Erdrichia Forest, reminding you that it was a maze.

Return to Erdrichia Forest and clear the maze by going left, left, down, right and up. As you approach the moon flower thick fog emerges and a shadowy figure emerges... the third and final demon lord, Necrov. Necrov warns you that your mission will only be met in vain and claims that to continue your quest will only bring you despair. Aldain won't back down though, and the fight ensues!

BOSS BATTLE: Demon Lord Necrov

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 19

HP: 5129                      MP: 9999                      STR: 174                      DEF: 111                      INT: 77                      AGI: 145

EXP: 27601                      Gold: 1800

DROPS: None

Skills: Attack, SlowAll, Zap, Paralyze, Watch, Necrocharge, Thunder Roar

STRATEGY: Necrov is probably the most challenging of the demon lord trio. He is attuned with the lightning element and can unleash some serious damage if you don't have lightning resistance gear for zap. However, what makes this demon lord harder than the other two, is that his ultimate move can put you in an almost endless cycle of being open to attack. Some players won't even recognize he has an ultimate move though, because it can be stopped and might be less obvious than Angsti's move. Necrov starts by only knowing Attack, SlowAll, Zap and Paralyze. If you are paralyzed, I strongly encourage you to remove it immediately.

Necrov's ultimate move is called **Thunder Roar**. Thunder Roar does extremely small damage but is an **unresistable paralyze**. Even if you wear paralyze resistance gear, it won't matter, because Thunder Roar will still paralyze you.

Necrov gets into a cycle of using Thunder Roar again shortly after you recover, making it tough to stop his assault if you are still paralyzed. So if you even once let Thunder Roar go off, expect a much harder and longer battle. How can you stop it? Well, Necrov will use a move called **NecroCharge** where it tells you that he is charging an attack. You have one turn after that message to **deal 200 damage** to him. If you manage to deal 200 damage, the next turn



you will get a message that his attack was interrupted. If you don't get that message, the next turn he will use Thunder Roar regardless if since the message you dealt 200 damage or not. As long as you don't get caught in a Thunder Roar, this battle shouldn't be too hard!

With Necrov defeated, you can grab the Moon Bundle and return to Rothberg!

[wt042] A Pain Worse Than Death

Rothberg will take the moon bundle from you (giving him a large supply of Vile Elixirs) and he will in return give you one. As Aldain's first priority is making sure his mother is well, one is all you need.

When you return to Sarah's Cottage, Aldain and company proceed to his mother's bed to give her the elixir. Unfortunately though... Sarah is not moving. When Aldain realizes that she doesn't respond to his presence, he tries to wake her but she never wakes up. Aldain's company is at a loss of words and he proceeds to his bedroom for a few days.

When Aldain finally decides to leave his room, his friends are still waiting on him. They don't pressure Aldain to do anything but Aldain decides that he wants to continue the journey... to put a stop to the demon trio and to make sure nothing else happens to innocent people. With the decision made, Melody and Oruba think there are two options, to try and find another shard (which there isn't one so this isn't a real option), avoiding Aldain the pain of seeing that disease, or to return to Rothberg and get enough elixir to help out the village. The latter is your only option.

[wt043] Demonic Thievery

Return to Rothberg and he'll give you **15 vial elixirs** which allows you to continue in Quevi. When you are ready, go back to Quevi Village.

When you return to the village, try walking towards the first villager so you can give him the elixir and another dark fog will emerge and a skeletal ghost emerges. The ghost circles around you and takes your vile elixirs (there goes that plan!) Talk to the townspeople who saw the ghostly fiend and he tells you that he's seen the spirit before lingering around Questis Castle, the secluded castle in the middle of the island. The only way to reach Questis Castle is through the Quevi Cave System, so that is your next destination!

## [wt044] The Path to Dharma

Make any preparations you need and proceed southwest of the village to Quevi Caverns. When you enter the caverns (if you didn't skip to access Dharma earlier) the ghost that swiped your elixirs will appear. He'll laugh at you and move upwards and hit the crystal switch which causes the stairs to vanish. With the stairs gone you'll have to take the long way around the cave.

Since the pillars to the left of you are raised preventing access from the western tunnel, your only option now is to go northwest. When you see some stairs, go up them to get a chest containing a Yggdrasil Branch. Go back down and around and eventually you'll get to the right side of the cavern.

The right side of Quevi Caverns is pretty simple. There are three dead ends and one correct path. The first thing you'll want to do is that the south-most path. It will lead to a chest that contains a Strength Ring. The path above the Strength Ring leads to a red crystal switch. Activating this crystal switch lowers the red pillars that was blocking your way on the left side of the cave. The now accessible path does lead to Dharma Temple, but I do encourage you finish this cave before you decide to go to the temple.

Leave the path with the crystal switch you just pressed and go two up and follow it down. It will lead you to another Crystal Switch that when pressed lowers the staircase that the demon got rid of when he laughed at you earlier. This will make it easier when you decide to move on to Questis Castle. Now I'd encourage you to make it Dharma Temple. Cast Evac (to be quicker) and run left all the way granting access to the temple.

In Legacy of the Lost, Dharma Temple is a place that allows you bestow new abilities to your comrades. Each ability is potent and gives some new utility to each character. Of course you can also save your progress here and there is an inn available (although it is really expensive). Even better, there is a NPC there that lets you change your party configuration allowing for fast grinding of your weaker characters since the enemies here give great EXP (he's not there for this purpose, but it works out really well)!

### Points of Interest

Gift Shop		Item Shop	
Holy Plate	1600g	All Items	Various Prices
Inn and Church Prices			
Inn Charge	120g	Omission (Rid Curse)	45g
Purification (Rid Poison)	15g	Revivification (Rid Death)	60g

The central priest in Dharma Temple will allow you to go through trials to quest new techniques. Each trial has the same format: you will procure either a Shrine or Saint's Emblem and then proceed to a trial involving the character that can earn the technique. You can only quest character exclusive techniques once and the Mysticism Trial can be completed up to 4 times (if you recruited Olian). The abilities the priest can confer to you are as follows:

Ability Name	Ability For?	Ability Description	Emblem Required
Mysticism	Any Hero	Recover a small amount of HP and a set amount of MP (based on how much MP you have left) and put you in a defending state.	Saint
Aggravate	Aldain	A stronger version of Taunt. Aggravate deals 50+ damage and is a stronger provoke. 3-4 aggravates makes Aldain an almost permanent tank.	Saint
Attunement	Aldain	Reduce defense rating by 60% but grant a significant increase in magic defense (all element types).	Shrine
Blood Rite	Oruba	For three turns, magic defense and defense are lowered by 50% but Oruba is granted a regen effect and recovers a significant amount of HP.	Saint
Last Rite	Oruba	Double your INT rating for the next turn. It also removes any INT down effects.	Shrine
Resonate	Melody	Reduce all stats (STR/DEF/INT/AGI) by 70%. It ONLY works on normal monsters. Mini-bosses and bosses will never be affected.	Shrine
Runic Ward	Olian	Prevent and remove paralysis and silence effects for a set amount of returns and increase INT rating by 10%. It also removes an INT down effect on Olian should it exist.	Shrine

Each Emblem is crafted by alchemy and requires one of the Holy Plates you can purchase in the temple.

Shrine Emblem: Holy Plate, Yggdrasil Branch, Gold Thread, Magic Water

Saint Emblem: Holy Plate, Yggdrasil Branch, Cotton Thread x2, Lovewater

Also keep in mind that once you choose a trial, it costs 3500 gold to abandon it and the priest will not refund any emblems you might've spent. The second part of the trial involves a battle with either a Saint Wizard or Saint Warrior. Some battles are simpler and some have a "winning condition" that you must fulfill at battles end otherwise you don't get the win for the battle. You can try battle as many times as you like without penalty and if you fall, you don't lose gold.

Trials that lead to the Saint Warrior are the "Saint's Emblem" trials and trials that lead to the wizard are the "Shrine Emblem" trials. There are two versions of the Saint Warrior/Wizard.

Saint Warrior #1	Saint Warrior #2
STATS: HP – 1081 MP – 77 STR – 113 DEF – 34 INT – 86 AGI – 91 Moveset: Attack (Common), BiAttack (Less Common), ChargeUp (Rare)	STATS: HP – 1081 MP – 77 STR – 199 DEF – 144 INT – 86 AGI – 91 Moveset: Attack (Common), BiAttack (Less Common), ChargeUp (Rare)
Saint Wizard #1	Saint Wizard #2
STATS: HP – 1677 MP – 9999 STR – 44 DEF – 4 INT – 121 AGI – 34 Moveset: Frizzle, Crack, Drain HP, Crackle, Last Rite (Rare)	STATS: HP – 799 MP – 9999 STR – 77 DEF – 4 INT – 177 AGI – 34 Moveset: Frizz, Crack, Sizz, Crackle, Blood Rite (Rare)

The strategies assume that the player is around level 20. If you are higher level, you might can avoid any and all strategy and just win with sheer force. The hardest trial is the Last Rite trial, but the wizard doesn't have a lot of HP.

Trial	Battle Against	Winning Condition	Strategy
Mysticism	Warrior #2	Just survive, all can enter	The easiest encounter. Low defense characters might find this battle challenging though.
Attunement	Wizard #1	Just survive, but only Aldain can enter.	Gear up as much ice/fire resistance as you can and probably bring lovewaters.
Aggravate	Warrior #1	Aldain only – must win with <b>full HP</b> .	If you have a Dream Blade / Slumber Sword, it is the easiest battle ever. He is super susceptible to sleep. If you don't have the sleep swords, do an attack/sleep/heal pattern when his HP is almost depleted.
Last Rite	Wizard #2	Oruba only – must win the battle with <b>full MP</b>	The hardest of the trials. Gear up as much ice/fire resistance as possible and try to wait until Oruba knows Frizzle. I recommend using <b>Dilapidate</b> right away, statesanding the INT down away, then Frizzle when he is at low HP. Near the end stop using Frizzle and only use attacks to subdue him after you recover MP. If he uses Blood Rite, dispel him right away.
Blood Rite	Wizard #1	Just survive, but only Oruba can enter.	Gear up as much fire/ice resistance as possible. Use dilapidate it is easy.

Resonance	Wizard #1	Melody only – inflict paralysis, slow, sap and silence on the wizard before his defeat atleast once.	Easy enough. Gear up as much ice/fire resistance as you can and bring some lovewaters. He's not all too hard to silence/paralyze and its quite possible if you keep both on him he'll never even touch you.
Runic Aura	Wizard #1	Just survive, but only Olian can enter	Gear up as much fire/ice resistance as you can and just beat him up slowly. Try not to use Sublimation and recover MP with items.

Quest any techniques that you would like to and then rest up and save and prepare to make the trek to Questis Castle. The castle is pretty straight forward and will lead to what many players think is one of the more difficult boss encounters.

[wt045] Castle of Darkness

To get to Questis Castle, just make it to the rightmost exit of the cave (up the stairs from the beginning and to the right). Questis Castle is relatively small and simple to navigate.

Once you arrive, the ghostly figure will emerge again and taunt you. As he moves towards the central chamber of the room, he'll raise the four pedestals which prevent you from entering the chamber. To lower them, you'll need to head north to go downstairs in the castle. The downstairs floor just has four stairs in each corner of the room and a chest blocked off by the pedestals that the ghastly figure raised. You'll be able to get the chest (which contains an Essence of Antidote and a MP Gene+) once you clear all rooms in each corner. The corner rooms will contain a switch to lower one pedestal color variant and a battle against a monster known as Minion.

BOSS BATTLE: Minion

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 20

HP: 1081                      MP: 99                      STR: 155                      DEF: 34                      INT: 177                      AGI: 91

EXP: 5000                      Gold: 0

DROPS: N/A

Skills: Attack, K.O Dance, Ramming

STRATEGY: If you have the Dream Blade/Slumber Sword, this fight is a joke. Give it to your slowest character (most likely Aldain) and Minion should only ever get off one attack on you. If you don't, make use of the Snooze spell instead.

With all Minions defeated and all pedestals lowered, you can make it to the boss. However, I would strongly encourage you to run back to Dharma Temple and rest up/save your progress. Also, it is strongly encouraged for you to obtain the mystic ability **Aggravate** from the temple. While Aldain will have **Taunt** if you are the recommended level, Aggravate is a significantly stronger version of taunt and will make the following battle much easier!

Once you are ready, make your way to the central chamber of the castle. You'll reach the throne room and the room will be enveloped in the usual purple mist. The demon trio of Angsti, Exodus and Necrov will emerge and threaten that your life will end here. They, however, are too busy to deal with you now and have the skeletal ghost who lured you here emerge to his true form... Death Templar!

REGION BOSS BATTLE: Death Templar

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 21

HP: 5824                      MP: 999                      STR: 161                      DEF: 99                      INT: 187                      AGI: 98

EXP: 38999                      Gold: 3421

DROPS: Gold Ore (100%), Iron Mace (25%)

Skills: Attack, BiAttack, TriAttack, StopSpell, Curse

STRATEGY: In my opinion, the battle against Death Templar is the hardest battle you will have encountered in the game so far, it is also one of favorite battles. Death Templar was summoned by the demon lord trio and is therefore immune to every status effect as they are – again though, status afflicting spells work on this foe.

Death Templar boasts a high attack power and to make matters even worse, he **attacks twice!** He will always use two skills every single turn. While his chance of doing so is low, he can theoretically pound your team with two uses of TriAttack, hitting your group **six times!** Well, what can you do to defend yourself against this monster!? First of all equipping mages with Silence resistance gear is almost a must. Nothing is more annoying than trying to cast and him silencing you. Also if you are silence resistant, you will be thankful when he does choose to use Stopspell. Being silent resistant won't make the battle easy though, so you need more.

At level 20, Aldain learned a move called **Taunt**. Taunt provokes an enemy into attacking you. However, Taunt is weak. You need to stack Taunt multiple times to get it to be almost guaranteed that Death Templar will strike Aldain. It takes about 6-9 uses of Taunt to almost forever divert his attention on you. Now, that isn't too much of a guarantee for those turns is it? In Dharma Temple you can choose to learn **Aggravate**. Aggravate not only deals damage, it only takes about 2-3 applications of Aggravate to almost have the enemy permanently locked on you. I do recommend you get Death Templar locked on Aldain in some method. Depending on how Aldain is geared, he might can deal out some damage to Death Templar too, but if you are poorly geared, have **Aldain defend!** Eventually, the foe will fall.

Once Death Templar falls, you will obtain the 15 vials of Vile Elixir that he stole from you. You should now return to the Village of Quevi and use the medicine on each and every villager (shopkeepers included) and your mission in Quevi will be complete!!

[wt046] Secret Magic of the Past

When you ride the boat to Quevi in the present, you will be taken to the Dharma Temple entrance of the island. In fact, access to the Village of Quevi will be blocked off at this time. Your first goal will be to assist the priests at Dharma Temple and then, complete the sidequest to get to the Village of Quevi.

Dharma Temple is mostly the same as it was in the past. The only difference is the shop that once sold **Holy Plates** now sells some nice Monster Essences. The HealRain monster essence is invaluable as it heals a decent amount of HP and bestows **restore** to all party members. Drain Magic is also incredible for any monster to have as it almost guarantees an easy time of keeping infinite MP.

#### Points of Interest

Gift Shop		Item Shop	
Heal	900g	All Items	Various Prices
HealUs	2200g		
Sizz	1600g		
Crackle	1900g		
Drain Magic	6500g		
Drain Heart	4900g		
WhiteRain	8800g		
Buff	21000g		
Barrier	21000g		
HealRain	15000g		
Inn and Church Prices			
Inn Charge	120g	Omission (Rid Curse)	45g
Purification (Rid Poison)	15g	Revivification (Rid Death)	60g

Talking with the priests in the shrine, they will tell you that their master priest has gone to the Esrarch Tower in search of an ancient power known as the Arcanum Scripture. They digress that he has yet to return and worry for his safety as that tower was designed as a maze. The priest who reveals this information to you urges you to talk with other priests in the temple who have tried to scale the tower for their master.

One of the priests will mention that ancient Esrarch Tower was built by a former god of the sea. He says this sea god once ruled an underwater cavern and knew of the secrets to make it to the hidden chamber of the tower where the scripture was held. This is your cue to return to Cardial and search for clues! Return to Cardial and dock your

raft from the south side outside the town. Make it to where you battled the Sea Devil and search the plaque behind him to reveal that the path through the tower is:

Northwest, Southwest, Southwest, Southeast, Northeast

Technically, because you have this guide, you don't have to go to the cavern and get the code. If you went in Esrarch Tower you could just go the correct route to continue with the mission. Note though that this is your chance to hunt Asphyxiated Amsel if you missed him earlier in the game!

Warp to Esrarch Port and rest up/save your game. Now head to the tower and go the route indicated above. Once you arrive to the top floor, a scene will play where a priest (presumably the master of Dharma) tries to open the chest and instead gets attacked by a mimic. You being the good person that you are, must rush over to him and save him from this terror! The battle will be against **DeathTrap** and it contains a hidden tinymedal. If you let him live for 10 turns, he will summon an additional enemy who will drop a Tinymedal. Be sure to grab it if you can!

BOSS BATTLE: DeathTrap / Killjoy Slime\*      DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 21

DeathTrap

HP: 678      MP: 9999      STR: 89      DEF: 381      INT: 444      AGI: 77

EXP: 0      Gold: 0

DROPS: Defense Seed (33%), Intellect Seed (33%)

Skills: Poof, Farewell, Call Help

Killjoy Slime

HP: 301      MP: 9999      STR: 89      DEF: 12      INT: 21      AGI: 111

EXP: 0      Gold: 0

DROPS: Tinymedal (100%)

Skills: FullHeal, Soulwave

STRATEGY: Like battles with Dragon Quest Mimics everywhere, DeathTrap knows instant death spells.

However, as one would expect, instant death spells aren't too accurate. DeathTrap does attack twice per turn though, allowing him the potential to wipe out your party with instant death curses. However, this scenario is extremely unlikely.

The battle starts off just against DeathTrap. He has insane defense so unless you sap his defense, you aren't likely to do any damage to him. Same for magic damage as well – unless Oruba makes use of **dilapidate**, don't expect to



damage him with magic either. Deathtrap can be poisoned though, which can make killing him not too difficult. So just poison him and outlast his attacks/not kill him until the 10th turn. On the **10th turn**, he summons **Killjoy Slime** to his aid. Killjoy Slime nets you a **tinymedal** for your trouble.

Once Killjoy Slime joins the fray, DeathTrap should almost be dead so I strongly encourage you to take him out with no regard to what Killjoy Slime can do. If Killjoy Slime gets off FullHeal on Deathtrap, swap your focus over to Killjoy. Killjoy Slime can be **silenced**, and I encourage you to do so. Soulwave hurts a lot and FullHeal can make it hard to kill him if you don't (even though he has low HP). Even without silence, unless you have low attack power, he will die without too much trouble. Then, if Deathtrap is still alive, finish him off!

Once DeathTrap dies, the priest will obtain the Arcanum Scripture, thank you for what you've done, and encourage you to come back to Dharma Temple for a reward.

Warp to the temple and speak with the priest. If Melody is in your party when you talk with him, you'll get another scene. If Melody was not in your party, don't fret, you can still get the special scene if you return with her in your group. Completionists will want to see the special scene even if you don't want to use Melody in your game by the time you get to Yu'Tolio.

The priest will explain that the scripture, that he risked his life for, bestows the power of Arcanisma to a select few who are lucky enough to be selected. He laments though, that no one in the temple could receive this gift. He thanks you for your service and gives you a **FireShard, 2000 gold coins**, and a **Yggdrasil Branch**!

If Melody was in your party, she will begin to glow with the power of the scripture. She will then perform a class change to the Arcanist class – a significant upgrade for her spell arsenal and utility! By becoming Arcanist, she will learn any missed spell in the list and be able to learn her buffing/healing/debuff abilities!

## **CLASS CHANGE!**

**Who? Melody**

**Town Daughter - > Arcanist**

**\*Melody will now appear in a green priest-like attire and have access to her full arsenal of spells. She also gains a defensive resistance to absorb type spells and weapon damage of slashing/piercing and blow types.**

With the FireShard, you can go to the next region, but I encourage you to do the next segment first!

[wt047] Monster in the Cavern

To make it to the Village of Quevi, you would need to go to the Quevi Caverns. However, once you enter the cave a priest there tells you that a dangerous monster is blocking off the passage and no one is to enter. He doesn't condone violence since the creature doesn't harm anyone who doesn't attack it first. However, he would condone a beast tamer coming and trying to quell the beast's anger. He recommends that a fisherman might could do that.

Once you've talked to him, return to Cardial in present time. Go and talk to the fisherman who gave you the Windshard that let you access Yardrick. He will offer to come and try to quell the beast and rushes off to the Quevi Cavern and waits for you. Warp back to the cavern and run to the right of the cavern. A cute scene will play where the fisherman throws a PorkChop and Sirloin at the beast to tame his heart. While the meat was successful, the beast attacks the fisherman to get to you and looks at you intently, wanting to join your party. Accept his party invite!

## JOIN UP!

Name: Adler

Class: HoodSquid

Level: 19

Equipment: None

With the HoodSquid gone, you can make it the Village of Quevi. While there is nothing to do there story wise, the town boasts some incredible items in the shops and a battle against a Mimic monster which could net you a defense seed and Gold Ore if you're lucky! The shop sells the powerful Dragonsbane greatsword, Posh Waistcoat, Sorcerer's Robe and other equipment that you won't find for quite some time if you didn't come to Quevi! You can use the Posh Waistcoat in alchemy to make really nice armor for Aldain, Melody and Olian too! If you can afford it, the Great Axe can make an amazing holy weapon called Deathbane which will decimate foes in the next region and the final two. You will also have access to the top tier monster claws without getting them as drops (although expensive) – the Avengers and/or Savant Fists! Also, an NPC here offers a chance to breed with **Slime**, the final NPC breeder!

The shop list is on the next page. Once you've bought everything you wanted, take the FireShard you obtained and head towards the next region – Wyuto!

### Points of Interest

Weapon & Armor Shop		Item Shop / Monster Accessory Shop	
Mage's Brand	1800g	Herb	8g
Scimitar	2180g	Magic Herb	20g
Algol	1780g	Exit Bell	30g
Dragonsbane	2890g	Warp Wing	25g
Great Axe	3468g	Antidote	18g
Iron Dagger	1456g	Moon Herb	22g
Trident	1600g	Echo Herb	22g
Short Bow	1300g	Mind Herb	25g
Crossbow	1300g	Awakesand	30g
Great Bow	2100g	Statesand	45g
Iron Cuirass	1560g	Yggdrasil	250g
Silver Cuirass	2600g	Lovewater	70g
Silver Mail	3210g	Dispel Tonic	80g
Turtle Shell	1000g	Repellant	80g
Posh Waistcoat	2800g	Gold Claws	4005g
Sorcerer's Robe	4250g	Gold Patas	4005g
Bronze Shield	650g	Avengers	20000g
Iron Half-Mask	900g	Savant Fists	20000g
Mythril Helm	2960g	Red Pendant	5800g
Clear Ring	1000g	Green Pendant	5800g
Omit Ring	1000g	Blue Pendant	5800g
Expel Ring	1000g	Orange Pendant	5800g
Sanity Ring	1000g	Resist Charm	1840g
Emerald Ring	1000g		
Stability Ring	1000g		
Iranguard Ring	1000g		
Inn and Church Prices			
Inn Charge	120g	Omission (Rid Curse)	45g
Purification (Rid Poison)	15g	Revivification (Rid Death)	60g

### [wt048] Wyuto Region: The Mountain of Fire

Wyuto is home to an expansive and interesting monster list. It is the first region where you can encounter a “Rare” monster, which is not a notorious monster, but one who frequently drops monster ingredients and other rare prizes. Some monsters appear anywhere in the region, and some only appear outside (marked with a \*) and some only appear in the volcano (marked with \*\*). These monsters also drop even more generous amounts of EXP than Quevi and is my favorite spot to level up in the game until Persiva – and it is outstanding for leveling up monsters from 1-15 in a small time frame. Wyuto is a snowy region with one town and a volcano to the north. Head west to the town.

To make this region easier, I would encourage you to equip each character with ice/fire resistance. If you can only pick one, pick fire resistance. However having both will save you some potential headache!

### Bestiary for the Wyuto Region:

**MONSTER NAME:** Wintersnake\*

HP: 371      MP: 888      STR: 111      DEF: 51      INT: 122      AGI: 81

EXP: 4078      Gold: 141

DROPS: Great Scale (5%), Dragon Scale (17%)

Skills: Attack, RainSlash

Notes: I encourage you not to try and flee if you see these guys and blast them with fire magic.

**MONSTER NAME:** IceFly

HP: 189      MP: 300      STR: 66      DEF: 11      INT: 88      AGI: 47

EXP: 4516      Gold: 134

DROPS: Tin Ore (13%)

Skills: Crackle, Resist

Notes: Weak to Fire. Not near as fast as you think a fly would be...

**MONSTER NAME:** Zombie

HP: 516      MP: 300      STR: 99      DEF: 31      INT: 100      AGI: 34

EXP: 4999      Gold: 131

DROPS: Iron Ore (20%), Life Seed (2%)

Skills: Attack, Poison Cloud, Paralyze

Notes: Extremely weak to Holy damage. Weak to fire. Immune to negative status.

**MONSTER NAME:** Fire Eye\*\*

HP: 188      MP: 300      STR: 66      DEF: 11      INT: 101      AGI: 56

EXP: 3881      Gold: 108

DROPS: Magic Beast Hide (20%)

Skills: Sizz, Surround

Notes: Weak to Ice. NOT strong to Fire, so use Sizz if majority of battle is not fire type foes.

**MONSTER NAME:** Yeti\*

HP: 666      MP: 30      STR: 133      DEF: 44      INT: 144      AGI: 44

EXP: 4000      Gold: 201

DROPS: Beast Hide (25%), Strength Seed (1%)

Skills: Attack, TwinHits, Dodge

Notes: Weak to Fire.

**MONSTER NAME:** Summersnake\*\*

HP: 381      MP: 888      STR: 121      DEF: 51      INT: 122      AGI: 81

EXP: 4178      Gold: 104

DROPS: Great Scale (5%), Strength Seed (1%)

Skills: Attack, RainSlash

Notes: Superior to their Wintersnake counterparts. These are only weak to ice and absorb fire damage.

**RARE MONSTER NAME:** Facetree\*

HP: 841      MP: 188      STR: 160      DEF: 99      INT: 211      AGI: 44

EXP: 7867      Gold: 233

DROPS: Yggdrasil Branch (50%), Savant Fists (10%)

Skills: Attack, Twice

Notes: Attacks twice per turn. Weak to Fire. It is suggested that you Diplipidate him or hit him with Melody's special skill Resonance. If none of them available, almost treat him like a boss battle and use buffs.

**NOTORIOUS MONSTER:** *Aiatar*\*\*

HP: 2231      MP: 5555      STR: 180      DEF: 222      INT: 121      AGI: 32

EXP: 18200      Gold: 799

DROPS: Great Scale (100%), Fire Crystal (33%)

ENCOUNTER: You can easily encounter Aiatar on the **lowest floor** of the **Wyubori Volcano!**

Skills: FireVolt, ChargeUp, FireSlash

Notes: Pretty unremarkable! Aiatar would only probably give you trouble if you just don't try too hard on him. Throw buffs up on yourself if you can and he'll be easy enough.

Wyuto is a bustling city in the snow. Villagers will talk of the volcano up the north and a few will talk about how it hasn't erupted in a long time and people explore the volcano for treasure. A few mention that they are afraid it

might erupt since it has been so long since it has last erupted. Anyways, explore the shops and stock up if you want to. Before you go to the volcano, you need to accomplish one thing – have at least one party member with the **SafeStep spell**. Oruba learns it naturally at Level 21 or there is a woman in town who sells the essence of SafeStep for only 1100g. Stepping on lava in the volcano saps **10 hp** from your group, so it'd be a painful trek without this spell. The woman who sells the spell also influences your honesty meter... if you are trying to be **dishonest**, make sure you **lie to her** the first time and then talk to her again to buy the item.

## HONESTY METER!

Who? SafeStep Saleswoman (Green Mage)

What?

If you say you are a monster master, **honesty+1**.

If you say you aren't a monster master, **dishonesty +1**.

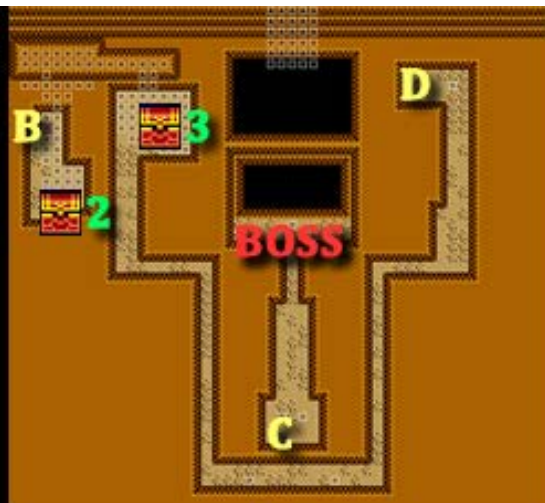
Afterwards, you the first time, you can tell her whatever you want (opening up the ability to buy the spell).

## Points of Interest

Weapon & Armor Shop		Item Shop	
Mage's Brand	1800g	Magic Herb	20g
Scimitar	2180g	Exit Bell	30g
Algol	1780g	Warp Wing	25g
Iron Dagger	1456g	Antidote	18g
Trident	1600g	Moon Herb	22g
Great Bow	2100g	Echo Herb	22g
Iron Cuirass	1560g	Mind Herb	25g
Silver Cuirass	2600g	Awakesand	30g
Turtle Shell	1000g	Statesand	45g
Posh Waistcoat	2800g	Yggdrasil	250g
Bronze Shield	650g	Lovewater	70g
Mythril Helm	2960g	Dispel Tonic	80g
Stability Ring	2000g	Repellant	80g
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	140g	Fire Crest	440g
Purification (Rid Poison)	15g	Ice Crest	440g
Omission (Rid Curse)	40g	Insignia	1500g
Revivification (Rid Death)	60g	Red Pendant	5800g
		Green Pendant	5800g
		Orange Pendant	5800g
		State of Mind	1840g

[wt049] Trek the Volcano: Round 1

The volcano is a large dungeon and it is full of treasure. Your goal is to make it to the boss marker indicated. Be sure to grab the treasure. Follow the map below! The dimmed areas are blocked off until you beat the boss here.



**3F**



**2F**



**1F**

## Mount Wyubori - Trek 1

**Path to Boss:**

**Start > A > C > Boss**

## Treasure Contents:

**#1 - Iron Ore x6**

**#2 - Tinymedal, "Awaken"**

**#3 - Tinymedal, Great Feather x2, Pronged Dagger, Agility Seed, Life Seed**

Collect all the treasure you want and make your way to the boss encounter! You will face off against LavaMan, who insults you for coming to the top of the volcano to “stop it”. He says that he’ll show you the way the bottom...

BOSS BATTLE: Lavaman

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 22

Lavaman (Phase 1)

HP: 3138                      MP: 311                      STR: 181                      DEF: 104                      INT: 100                      AGI: 29

EXP: 0                      Gold: 0

DROPS:

Skills: Attack, Blazemore, Fireslash, Empower

Lavaman (Phase 2)

HP: 1432                      MP: 900                      STR: 106                      DEF: 104                      INT: 100                      AGI: 29

EXP: 72775                      Gold: 1930

DROPS: Iron Ore x5 (100%), Gold Ore x5 (20%)

Skills: Wait, Blazemore, RobMagic, Smog, Resistance, Fizzle, Sap, Frizz

STRATEGY: This is a two-phase battle. At first, Lavaman starts off as just a singular enemy. He can deal some pretty strong damage with his fire-based skills, but shouldn’t put up too much of a fight, especially if you are wearing fire-resistant gear. When you’ve damaged about 50% of his HP, Lavaman will recognize that the battle is not going in his favor. He’ll dig into the ground and re-emerge as five Lavamans.

When he is split into five, he is weaker than he was before and without has hand, he knows know physical based attacks. As such, you are strongly discouraged from having Aldain use any type of provoking move. If you have a character with **Barrier** or some type of magic resistance buff, it is strongly encouraged. What is good about this phase though, is only of the Lavamen are the real thing. Once you kill the right one, the rest of them die off and you win. The correct Lavaman is always the furthest on the left. Once he is downed, you have won!

When to defeat Lavaman, he pushes you all the way down to the first floor and the volcano starts to erupt! Oruba tells you that the extremely fresh lava (aka the bright red lava that would emerge if you wait in the blinking areas too long) will **instant K.O your entire team**. From where you start throw up **SafeStep** and go down and to the right and follow the path to get out of the volcano. Hold **shift key** to go as fast as you can.

When you exit the volcano, go back to the village...



[wt050] Village on Fire

Wyuto is now on fire! The townsfolk are all in a panic and the inn is blocked off. There is no absolute indication of what to do at this point besides that you must help them. However, the theme it is playing and the scenario is exactly like when the Phoenix attacked Bariden. Hoping the player remembers the struggle in Bariden and how you solved it with Clearwater Dew, you are expected to go back to Bariden! What happens next is dependent on **if you saved Olian or not before now**.

If you saved Olian: When you talk to the mayor he will just hand over Clearwater Dew.

If you DID NOT save Olian before now: When you talk to the mayor, he will be delighted to see you. He explains that he is out of Clearwater Dew and that Olian had, quite some time ago, gone to retrieve the dew. He asks for you to go and search for him. Return to Clearwater Temple and you will find a group of Remains hovering around a skeletal body. They turn around and attack you!

BOSS BATTLE: Remains x3

DIFFICULTY RATING: Very Easy

RECOMMENDED LEVEL: 15

HP: 1337      MP: 58      STR: 75      DEF: 24      INT: 44      AGI: 27

EXP: 980      Gold: 80

DROPS:

Skills: Attack, Drain HP, Crackle

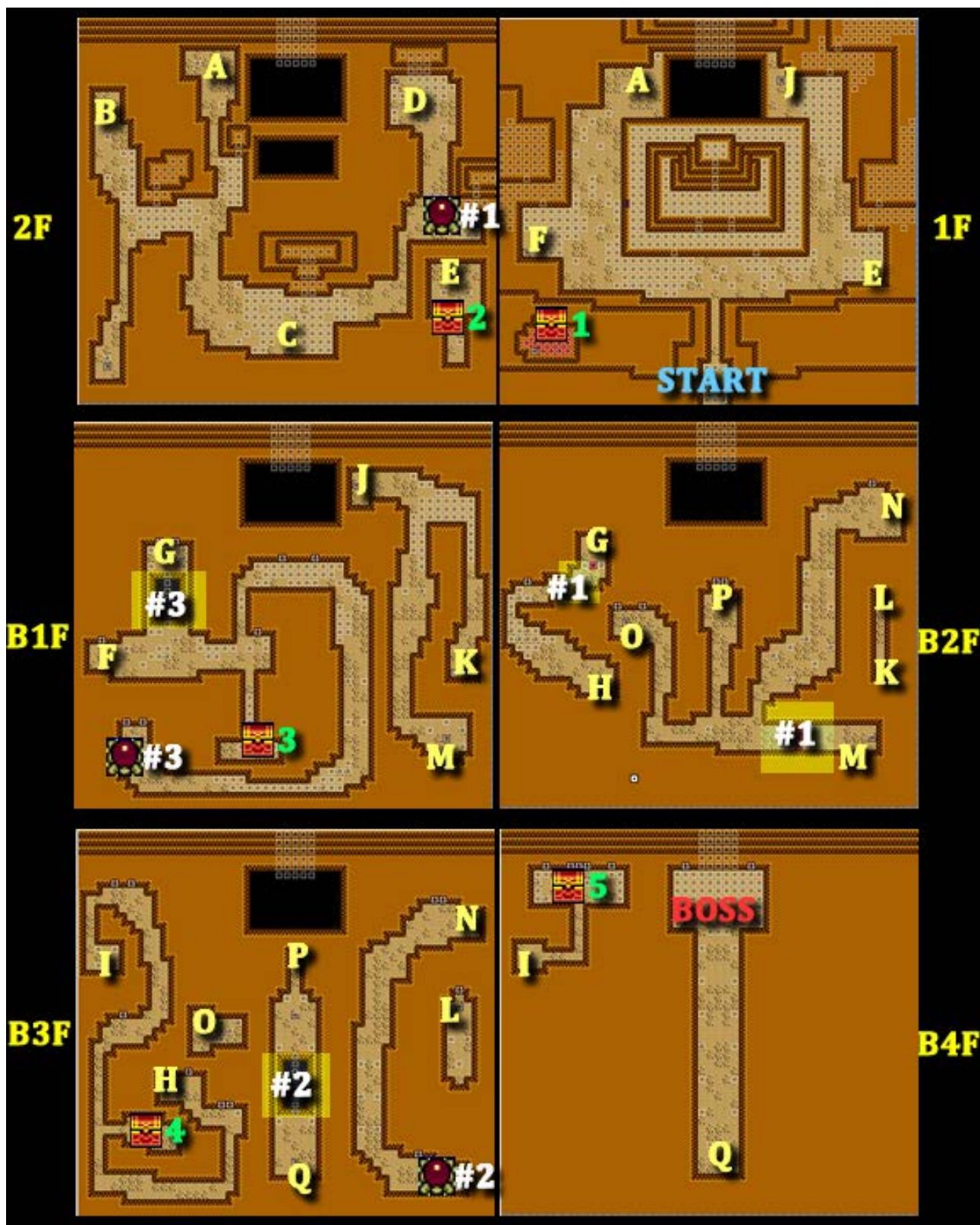
STRATEGY: Super easy. Would be really hard to die!

The skeletal fiends and the skeleton you found fade away into nothingness... Keep going to the spring and grab the **Clearwater Dew**.

With things wrapped up in Bariden, return to Wyuto and an event will automatically trigger where Aldain takes the Clearwater Dew and uses it to rid the town of the flames. You must now return to the volcano and check out to see if there really is an energy source inside that caused the eruption.

[wt051] Trek the Volcano: Round 2

Now you will venture forth into the volcano again. All paths are cleared. Highlighted areas require a crystal switch (indicated on the map) to progress. The 3F still exists, but is not included because there is no reason to go back.



The path to the boss and treasure list is on the next page.

## Mount Wyubori - Trek 2

### Path to Boss:

Start > A > #1 > A > J >  
M > N > P > Q

### Treasure Contents:

#1 - Flame Robe

#2 - Dancer Costume

#3 - Magic Water

#4 - Herb

#5 - Strength Seed, Earth  
Robe, Tinymedal, Golden  
Thread x2

Once you are ready, head towards the BOSS square for the final encounter of the region! Stop him to prevent the volcano from ever erupting again!

REGION BOSS BATTLE: Magmagod

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 23

HP: 10000

MP: 0

STR: 1

DEF: 999

INT: 999

AGI: 1

EXP: 58766

Gold: 1200

DROPS: Great Scale (100%), Strength Seed (1%)

Skills: Body: None. Middle Head: Attack, RobMagic, MidHeal. Vicious Head: Attack, BiAttack, TriAttack.

Vicarious Head: Fireslash, Rainslash. Mystic Head: Kasizzle, Frizzle. Magic Head: TwinHits, MindUp, PanicHit, Buff, Resistance.

STRATEGY: This is a unique battle. You can't harm Magmagod at all. Instead, you must detach it's heads and when that is complete, the dragon will fall. You can look above at the skills each one possesses. For this battle, I would come with a few **dispel tonics** and some fire-resistance gear, and the fight generally won't be too difficult. Use a dispel tonic if the magic head buffs one of the damaging heads with Twinhits, or buffs the Mystic head with MindUp. Normally, I take out the foes in the following order: Mystic > Vicarious > Vicious > Middle > Magic. Despite Magic Head being somewhat annoying, he really can't hurt you and if he is the last one standing, you have won. There is a very small possibility he'll use PanicHit, but it is really rare for him to do so.

When MagmaGod is defeated, you have cleared the Wyuto region! Save your progress and head to the island in present time!

#### [wt052] A Measure of Your Worth

Present day Wyuto is home to an exciting feature – the achievement man! In addition, it is home to man who finally measures your honesty and dishonesty and awards you accordingly. Making it to this part is kind of a sigh of relief, as once you talk to the achievement man you can use church services (if you were going for that achievement) and you don't have to worry about honesty/dishonesty anymore really!

In town, you will find basic amenities and two treasures – a Tinymedal and a Teal Medal! The Teal Medal will unlock the first level of Metal Meangerie allowing you to face off against some Metalys! The achievement man is located where the inn was in past time.

Achievements will net you **all kinds of excellent rewards**, all information about it can be found in the supplemental **Unknowns and Extras guide!** For story purposes, *all you really have to do* is just grab the **WindShard** from the chest in the Achievement Man's house. Before you just leave Wyuto though, you should visit the honesty man. He is in a hidden house above the village (marked on the map below):



The Honesty Man checks to see if you have been primarily honest in your adventure or primarily dishonest. Depending on which one you've been will be what monster you get. Also, if you've been *perfectly* honest/dishonest (meaning you don't have 1 point in the opposing category), he'll give you additional rewards.

### **Honest Monster!**

#### **JOIN UP!**

Name: White

Class: WhiteKing

Level: 26

Equipment: None

Additional Reward (Perfect Honesty): LifeSeedx2, StrengthSeedx2, AgilitySeedx2

#### **OR!!**

### **Dishonest Monster!**

#### **JOIN UP!**

Name: Arms

Class: Servant

Level: 26

Equipment: None

Additional Reward (Perfect Honesty): MysticSeedx2, DefenseSeedx2, IntellectSeedx2

Keep in mind, the honesty man may not give you a reward. If you've been too sporadic with your answers, he won't give you anything. It *may* be fixable, but it may not it just depends on what your score is. You need an **8** in either honesty/dishonesty to get the monster.

With checking your achievements, obtaining the WindShard, and obtaining one of these monsters if you could, you are ready to move on to the next region, Yu'Tolio!

[wt053] Yu'Tolio Region: A Maiden's Past

Yu'Tolio is another one of the port cities in Araginol. People flock to Yu'Tolio for entertainment and it is in close proximity to the biggest islands on Araginol. In terms of areas, you have the port city to the south and a cave known as the Crystal Caverns to the north. Like Wyuto, rare monsters exist here and some monsters appear anywhere in

the region, and some only appear outside (marked with a \*) and some only appear in the caverns (marked with \*\*).  
Monsters here give around the same experience as monsters in Wyuto do.

The entirety of this region is focused on one of your allies, Melody, and as such you must have her **in your party** to complete the majority of events in the region.

### **Bestiary for the Yu'Tolio Region:**

#### **MONSTER NAME:** Kite Fright

HP: 347      MP: 555      STR: 109      DEF: 33      INT: 122      AGI: 144

EXP: 4778      Gold: 141

DROPS: Feather (25%), Agility Seed (2%)

Skills: Attack, Woosh, Smog

Notes: Weak to thunder and water magic.

#### **MONSTER NAME:** Mad Tropic

HP: 501      MP: 444      STR: 131      DEF: 38      INT: 198      AGI: 33

EXP: 5438      Gold: 122

DROPS: Megaslime Drop (1%), Red Herb (33%)

Skills: Attack, Panic Hit

Notes: Weak to Fire.

#### **MONSTER NAME:** Kiss of Death

HP: 321      MP: 444      STR: 170      DEF: 33      INT: 198      AGI: 75

EXP: 4888      Gold: 155

DROPS: Golden Thread (3%), Blue Herb (12%)

Skills: Wait (First Turn Only), CuteKiss (Second Turn Only), Attack

Notes: Absorbs all forms of magic damage. On their second turn, Kiss of Death will use CuteKiss, which will, if it doesn't kill you, inflict you with a variety of status effects. The Kiss of Death should always be your first priority in battle.

**MONSTER NAME:** Slurperon

HP: 477      MP: 444      STR: 126      DEF: 22      INT: 155      AGI: 43

EXP: 5738      Gold: 131

DROPS: Water (2%), Green Herb (12%)

Skills: NapAttack, SuckAir, Restoration

Notes: Weak to Fire.

**MONSTER NAME:** Ice Slasher

HP: 432      MP: 333      STR: 118      DEF: 18      INT: 244      AGI: 55

EXP: 4444      Gold: 99

DROPS: Tin Ore (33%), Copper Ore (20%)

Skills: IceSlash

Notes: Weak to Fire. Due to high intelligence, IceSlash does a great deal of damage and has good Magic Defense.

**RARE MONSTER NAME:** Funkybird\*

HP: 899      MP: 311      STR: 211      DEF: 77      INT: 70      AGI: 88

EXP: 6533      Gold: 180

DROPS: Great Feather (33%), Green Bandana (20%)

Skills: Blazemore, Hustle, MagiDance, DrainDance, Purge II, Empower

Notes: Attacks twice per turn. Cannot be silenced. Will use Hustle on the second turn and every fourth turn after that. Hustle is the same thing as HealRain – heals HP and grants restore. Be sure to bring Dispel Tonics if your offense is not good enough to take care of him. Resonance helps a good deal.

**RARE MONSTER NAME:** Kingslime\*

HP: 1386      MP: 222      STR: 168      DEF: 133      INT: 211      AGI: 56

EXP: 7867      Gold: 300

DROPS: MegaSlime Drop (100%), Avengers (12.5%)

Skills: Attack, MidHeal, Barrier, Snooze

Notes: Attacks twice per turn. Cannot be silenced or slept. Has low MP so it is easy to drain it all with MP damage dealing moves if you don't want him to sleep you or heal himself.

**RARE MONSTER NAME:** Grakos\*\*

HP: 1477      MP: 222      STR: 211      DEF: 77      INT: 80      AGI: 65

EXP: 11544      Gold: 400

DROPS: Water (100%), Aqua Shield (25%)

Skills: Attack, HealRain, IceSlash, ChargeUp

Notes: Attacks twice per turn. Can be silenced easily. Weak to Thunder magic. Grakos is only ever encountered alone and drops an Aqua Shield, which has good stats, but is used in making a Thanatos' Shield, which is one of Aldain's better shields and used in a quest later on. You can eventually purchase an Aqua Shield, but it isn't until after you clear the main game.

**NOTORIOUS MONSTER:** *Ice Giant*\*\*

HP: 1477      MP: 1321      STR: 201      DEF: 77      INT: 80      AGI: 65

EXP: 20001      Gold: 1444

DROPS: Chain Flail (100%), Ice Crystal (33%)

ENCOUNTER: You can more easily encounter Ice Giant on the **lowest floor** of the **Crystal Caverns!**

Skills: Attack, SleepAir, IceSlash, ChargeUp

Notes: Probably the easiest notorious monster. Ice Giant is pretty much an easier version of Grakos. He can cause problems if you get unlucky against his SleepAir though.

Yu'Tolio is a thriving port city. Check all pots and barrels to obtain a strength seed, dispel tonic+, and a MP Gene. NPCs will mention a remarkable dancer who has blessed their town and will be performing again today. In order to proceed with the main story, you must talk with the following two NPCs in town with Melody in your party.

1. Green bard NPC in the southernmost house in the village.
2. Man in blue attire who starts right above the armor and item shops.

Once you've talked to them, walk into the pub and walk up to the door and press ENTER. A scene will play where Rosa is yelling about someone that has wronged her, she walks upstairs, runs past you and Melody (as if she didn't see you) and storms off. When the scene ends, walk outside and talk to the Berserker type NPC beside the village pond to learn that she has most likely went to Yardrick.

With this realization, Melody worries for her dad. When ready, head towards Yardrick. You can peruse the shops before you go if you want.



### Points of Interest

Weapon & Armor Shop		Item Shop	
Gold Sword	3998g	Magic Herb	20g
Great Axe	3468g	Exit Bell	30g
Trident	1600g	Warp Wing	25g
Cross Bow	1300g	Antidote	18g
Auto Crossbow	4000g	Moon Herb	22g
Iron Cuirass	1560g	Echo Herb	22g
Silver Cuirass	2600g	Mind Herb	25g
Silver Mail	3210g	Awakesand	30g
Turtle Shell	1000g	Statesand	45g
Posh Waistcoat	2800g	Yggdrasil	250g
Magic Vestment	3100g	Lovewater	70g
Great Helm	8000g	Dispel Tonic	80g
Magus Hat	1800g	Repellant	80g
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	140g	Drake Emblem	5000g
Purification (Rid Poison)	15g	Red Pendant	5800g
Omission (Rid Curse)	40g	Green Pendant	5800g
Revivification (Rid Death)	60g	Blue Pendant	5800g
		Orange Pendant	5800g
		Resist Charm	1840g

\*If you are using monsters and haven't made a Drake Emblem from Alchemy, here is your chance to purchase one and bypass using up all those ingredients!

#### [wt054] To Stop a Sister

Melody fears for her dad's life. Learning that Rosa is likely headed to Yardrick to kill her father, you must head to Yardrick to check up on him. When you arrive in Yardrick, head to Cresende Village to check up on him. The mayor is overjoyed to see Melody and isn't the least be thrilled to hear that Melody came home only looking for Rosa. Melody still feels like Rosa is around here somewhere, and you must continue the search.

Rosa is indeed in Yardrick, after talking to her dad you will find her in the Arena. Arena goers are terrified of this apparent "evil woman" who begun challenging the arena competitors. When you arrive in Yardrick, rest up if needed, save, and proceed to the arena stage. In the scene that begins, Melody will try and talk to her sister, but her sister will have none of it. Rosa acts as if she doesn't know who's talking to her, glows with a purple radiance, and then attacks you!

The battle against Rosa has interesting mechanics and she can be quite the adversary. She can also take an extremely long time to kill if you strategy is wrong. Read the assistance below if you want to beat her as quickly and easily as you possibly can.

BOSS BATTLE: Rosa

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 25

HP: 5876

MP: 9999

STR: 191

DEF: 81

INT: 431

AGI: 88

EXP: 48693

Gold: 0

DROPS:

Skills: Majustis, Attack, Shock, BiAttack, Rainslash

STRATEGY: An extremely interesting battle! This battle can prove more frustrating than probably any you've faced if you don't go about it the right way. If you recall, it was Rosa who helped you defeat Sea Devil with her powerful status ailing Majustis spell early in the game. In this fight, she knows the same move, and she also is full aware of how to beat your team. Right away, she will begin using Majustis on your characters. She will always use it on character 1 > 2 > 3 > 4. After the fourth turn, she'll go into attack mode and wail on you with your weakened defenses.

Just reading that, this fight probably sounds incredibly unfair. Majustis is super potent and will cause you to deal little to no damage to her – and don't even think about magic damage! With her high INT, magic damage is next to useless if Majustis is inflicted on you. Well, what can you do? You should be able to guess that Rosa's weakness would be her sister Melody, whom you have to use in the battle. During her Majustis phase, Rosa is highly susceptible to **paralyze**. If you paralyze her, it will stop her from taking any action. Paralyze will always wear off when the Majustis phase ends though, but now only Aldain is weakened by Majustis. Now sometimes Paralyze doesn't stick, so party order could come into play here. I normally place my heaviest hitters in slots 3 & 4, just in case I am unlucky with Paralyze.

Now, Rosa does re-enter her Majustis phase at fixed intervals in the battle, making you repeat the Paralyze tactic, however, you can always know when she's going to do it. When Majustis would have theoretically been removed from all characters, she will recast it again. Majustis lasts **7 turns** and cannot be removed. So basically, if only Aldain was afflicted, three turns after it wears off of him, she'll re-enter the Majustis phase. Have Melody ready Paralyze so that again, only Aldain is afflicted.

It is quite possible that Aldain is your best fighter, which can be annoying. If you **slow Rosa** and keep track of how many turns, you might just be able to **paralyze her** before she gets off Majustis.

With Rosa's defeat, she stops for a moment, but then teleports to another location. Melody is distraught over having fought her sister and knows something is wrong... but wants to check on her dad one last time. Go and check with the mayor again before heading back to Yu'Tolio to learn that he is still okay.

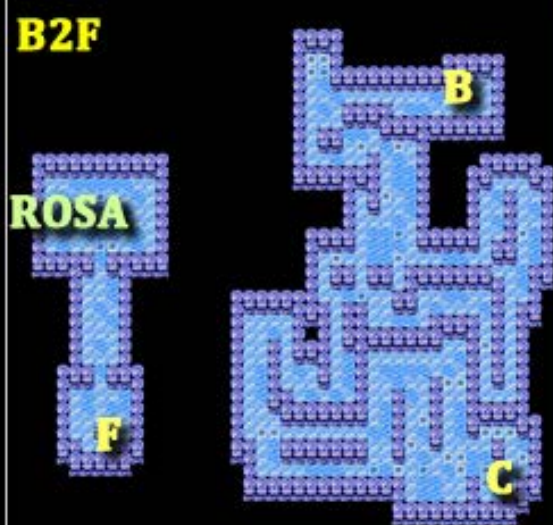
When you arrive in Yu'Tolio, happy music is playing in the town. As you approach the town square you see Rosa performing for the villagers. When she sees you, she is enraged. She walks towards Aldain (as he is in front of Melody), takes out her sword and holds it to Aldain's throat. Melody screams to stop Rosa and tries to talk some sense into her, telling Rosa that they are not strangers, not even Aldain. For a brief second, Rosa seems to remember the two of them... but then she glows with a purple radiance, stabs an audience member to get through the crowd, and then rushes off.

Melody recognized that Rosa was not herself and begs of Aldain to follow her. Townsfolk in Yu'Tolio want nothing more to do with Rosa and hopes she burns in hell – they feel like she has gone to the Crystal Caverns to die.

#### [wt055] Following a Friend

So Rosa has gone inside the dreaded Crystal Caverns. The caves are blanketed with a thick sheet of ice on the inside and come holes have formed in the ice and ground making traversing the caverns difficult. However, there are ice blocks that if used correctly, can be pushed into the holes in order to make a walkway for you to traverse. The route to Rosa is relatively short, but the cavern is filled with treasure and two rare encounters. It would be wise to explore the entire cave, loot the place, then go towards Rosa when you are ready. Rosa's room is guarded by an Ice Block puzzle and the solution is provided below. A treasure map is also included on the next page.





## Crystal Caverns - MAP

**Path to Rosa:**

**Start > E > F > Rosa**

**Treasure Contents:**  
**#1 - MegaSlime Drop**  
**#2 - Tnymedal, Magic Water**  
**#3 - Wind Robe**  
**#4 - Ice Robe, INT Seed, "The Knight", Tnymedal**

When you are ready, make it to the spot marked ROSA on the map **with Melody in your group**. Nothing will happen if all of the above events have not transpired and Melody is not with you. When you arrive to the spot, Rosa will be laying there on the ground, looking incredibly weak. Melody speaks to her and Rosa responds back to her in a normal voice – like her usual self. Melody is relieved and asks Aldain to help carry Rosa out of the cave. Rosa says that she is too weak... the screen flashes, and she screams in pain. After a bit more of her torment, Rosa dies and all that is left in her place is a purple glow. The screen darkens and out that radiance, the demon lord Exodus emerges.

He begins to tell Melody the story of Rosa. How she isn't really the mayor's daughter and that he took her in out of the kindness of his heart. Rosa had some type of magic ability about her that he had never seen before. However, when he had his real child, he was terrified that she might harm you, so he dropped her off somewhere, hoping to never see her again. Rosa was only a little girl then, and then eventually, she found a home in Cardial. She practiced her dancing skills and became a celebrated dancer in the village. However, when tragedy struck Cardial, the people of the village turned her back on her yet again. Rosa could fake a smile, but she was broken inside. Exodus claims that people in a "depressed mental state" are the easiest to possess. He wanted Rosa... and claims that him using her finally gave meaning to her life. Alas though, Rosa outgrew her usefulness just like she had for everyone before him.

Without giving Melody much time to think about transpired, Exodus asks: "I sense the same knack for destruction in you that I did in her, my dear Melody. Will the death of your sister bring about the same in you?" He then transforms into the glowing radiance again and rushes into Melody. She screams in pain and then turn towards you, claiming that you are the cause for all of her problems. She scathes her blade, empowered by the demon lord, and attacks you!

The strength of Melody will depend on if you performed her Arcanist class change. However, if you didn't, her entry WILL NOT go into the bestiary, which might be a bad thing if you are a completionist! It isn't too late to return to Dharma and perform the class change if you hadn't already.

REGION BOSS BATTLE: Melody

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 26

HP: 5791

MP: 9999

STR: 188

DEF: 41

INT: 244

AGI: 66

EXP: 38693

Gold: 0

DROPS:

Skills: Attack, Dazzle, Paralyze, Oomph, Fireslash, Weaken

Variant Skills: **Sap/Slow OR SlowAll/Kasap/Buff/Resist**

STRATEGY: This is also my favorite fight of the game without question. Melody is slightly easier if you never upgraded her to an Arcanist (however, she won't appear in the bestiary this way, for you completionists out there!) To begin with, Melody treats you the same way her sister did. She doesn't know Majustis though, so she can't debuff you nearly as bad. Melody does attack twice, unlike her sister. The first two turns and every twelfth turn after she will do one of the following scenarios:

If Melody is not an Arcanist – Melody will use Sap on hero 1, 2, and 3. Then, she will use Slow on a random person.

If Melody is an Arcanist – She will use Kasap and SlowAll, then use Buff and Resist on herself.

After her debuffing/buffing phase, she'll begin to attack you. At this point, I would instantly use a **dispel tonic** to rid her of her buffs and use **statesand** / **purge** to remove defense down (from just Aldain is probably good enough). This battle is sort of like Death Templar, in that you probably want Aldain to tank her / take all the damage. Melody hits hard, as you would expect. Have Aldain taunt/aggravate her enough to keep her attention most of the time.

Depending on gear, Aldain may need to spend almost the entire battle defending. Now in terms of damaging her, you only have **three heroes** in this fight, and one is practically doing nothing but absorbing damage. For this fight, **monster allies** (especially those with high Strength) are way more valuable than your human allies. Olian can help for healing and his decent attack power, but Oruba suffers lack of utility. The only way Oruba can do anything valuable is to **Dilapidate** > **Last Rite** > **Highest Damage Spell**. Continue with highest damage spell until Dilapidate wears off and then repeat.

If you happen to have trained monsters enough and have one with high strength / multi-hit skills and/or Twinhits, Melody can actually fall kind of quickly. Have your monster ally buff themselves with Twinhits (Aldain too if he can survive it), then go at her with everything you have. If you have a monster with **buff/kabuff** too, it would be of great help. Just do your best to pace yourself and come with healing, whether it be magic or item-based healing. Eventually, you'll get into the groove of the fight and will come out victorious! If you exclusively like mage characters, this battle will be a bit harder because it will take longer, but it can be done!

With Melody's defeat, she will collapse. Aldain carries her back to the town and nurses her back to health – when she awakens, she is more determined than ever to put a stop to the demon lords who have taken the life of Sarah and Rosa. Once you are ready, head to Yu'Tolio in present time.

## [wt056] Legendary Relics

Obtaining the shard for the next region is very simple, but Yu'Tolio is home to two optional quest branches that you can complete to boost the power of your allies. You can only complete each quest one time (until you clear the final battle), so choose wisely on which one you want to obtain. There are quests for legendary weapons and quests for legendary monster accessories. You can find both sets of quests in the house of the legendary – where the pub used to be in past time Yu'Tolio.

The supplemental “Unknowns and Extras” guide goes through the entire quest series so I won't be describing them here, but depending on your level, they might be too hard. For legendary weapons, some are easier than others. Specifically in order from easiest to hardest would be: Tuspimati, Shield of Loto, Gastrophetes, Ragnarok. This doesn't mean that Tuspimati is worse than the other 3, it just so happens that the quest is more time consuming rather than hard. As for the monster accessories, Gold Coat is generally the easiest and Tiamat's Fang / Agonizer / Volivoir are probably the hardest.

The town of Yu'Tolio doesn't have any interesting items for sell in the shops. The shard is located in the now thawed out Crystal Caverns. Just explore the right side of the map (where Chest #2) used to be and you'll find the final Fireshard you need to unlock the next region. When you are ready, make your way to Persiva!

## [wt057] Persiva Region: War of Ancient's Past

Persiva is the final main region and the largest continent in Araginol. It is divided into two territories – the Persiva Territory and the Allagan Territory due to the Persiva/Allagan War that took place several years before your arrival. Since the war, the people have been forever divided and Persiva has emerged as the seat of power in the region. Allagan really only holds on to its territory by the grace of King Persivus. In terms of areas, you have Persiva Port to the south, Castle Persivor to the north, Allagan Mines to the northeast, and the Allagan Slums and Castle to the southeast across the mountain divide. There is also the prison area, a secluded cave, and the catacombs that you will explore through story driven events. Like the past two regions, certain foes only exist in certain areas and will be marked as such. Foes that only appear outside are marked with one star (\*), foes that only appear in Allagan Mines are marked with two stars (\*\*) and foes that appear only in the catacombs appear with (\*\*\*) by their name. It should be noted that enemies here give significantly more EXP and gold than past regions and you will probably want to level up some before you tackle this region. If one battle gives you too much trouble, you aren't ready for bosses here! Enemies here tend to be really weak to **holy damage** and **fire damage**. There are a few exceptions.



### Bestiary for the Persiva Region:

**MONSTER NAME:** Death Snake

HP: 512      MP: 333      STR: 158      DEF: 29      INT: 212      AGI: 84

EXP: 9199      Gold: 66

DROPS: Iron Ore (33%), Exit Bell (14%)

Skills: Attack, Rainslash, Boltslash

Notes: Weak to holy and fire damage.

**MONSTER NAME:** Madplant

HP: 480      MP: 1056      STR: 154      DEF: 29      INT: 266      AGI: 58

EXP: 9124      Gold: 88

DROPS: Timber (13%), Green Herb (50%)

Skills: Attack, Kasap, PanicAll

Notes: Weak to Fire. Due to knowing PanicAll, I recommend trying to take these guys out first.

**MONSTER NAME:** Wicked Mage

HP: 371      MP: 555      STR: 50      DEF: 14      INT: 111      AGI: 44

EXP: 10189      Gold: 99

DROPS: Cotton Thread (25%), Gold Thread (8%)

Skills: Attack, Crackle, Sizz, Frizzle, Kacrack, WaterWave

Notes: Weak to wind damage. Due to knowing a variety of element types, can wreak havoc if not killed quickly.

**MONSTER NAME:** Bone Knight

HP: 1211      MP: 222      STR: 187      DEF: 77      INT: 158      AGI: 32

EXP: 11333      Gold: 101

DROPS: Iron Rapier (20%), Red Herb (25%)

Skills: Attack, TriAttack

Notes: Weak to Holy and Fire. High HP and STR make this guy a formidable foe. Good to farm for money since it drops it's sword, the Iron Rapier, pretty often. Resonance may be worth a cast if you are weaker!



**MONSTER NAME:** Imp

HP: 460      MP: 200      STR: 120      DEF: 10      INT: 108      AGI: 39

EXP: 10899      Gold: 115

DROPS: Magic Beast Hide (8%), Intellect Seed (1%)

Skills: Frizzle, Kacrack, Drain HP, Attack

Notes: Weak to Ice and Wind.

**MONSTER NAME:** Rosegaurdin\*\*

HP: 689      MP: 222      STR: 188      DEF: 77      INT: 158      AGI: 65

EXP: 9799      Gold: 155

DROPS: Bone Shield (9%), Green Herb (25%)

Skills: Guard, StoneHit

Notes: Can be silenced to prevent StoneHit.

**RARE MONSTER NAME:** Coatol\*

HP: 2143      MP: 450      STR: 232      DEF: 77      INT: 80      AGI: 65

EXP: 16789      Gold: 400

DROPS: Attack, Evilslash, Iceslash

Skills: Great Scale (50%), Shield of Flame (20%)

Notes: Attacks twice per turn. One of the few dragons that is not weak to ice. Resonance comes in handy here.

**RARE MONSTER NAME:** Skularach\*\*\*

HP: 1899      MP: 244      STR: 177      DEF: 45      INT: 187      AGI: 144

EXP: 13789      Gold: 400

DROPS: Gold Ore (18%), Dark Robe (13%)

Skills: Attack, StoneHit, Slow, Radiant

Notes: Attacks twice per turn. Can be silenced easily. Skularach is the only way to get Dark Robe until you beat the game and do the final post-game content. Even then, you won't be able to acquire but one Dark Robe and it will be hard to get, so if you want Oruba's Legacy Robe, you should probably try to get the drop here.

**NOTORIOUS MONSTER:** *Drooling Daisy*\*

HP: 2231      MP: 9999      STR: 166      DEF: 55      INT: 155      AGI: 70

EXP: 13244      Gold: 0

DROPS: Yggdrasil Branch (100%), Violet Medal (5%)

ENCOUNTER: You can only encounter Drooling Daisy on the Persiva world map.

Skills: Weaken, MindUp, DrainDance

Notes: Pretty unremarkable. Resistant to every status effect. More annoying than difficult. It is the only way to farm Violet Medals.

The first thing to do in Persiva is to actually head north to Castle Persivor. Talk to any of the three guard NPCs there to find out that they aren't willing to let outsiders into the castle. With that out of the way, head all the way south to Port Persiva.

Port Persiva has a good selection of items in the shop, so feel free to shop around. There is a tiny medal here that can be missed – in the northeast area of town there is a well. Be sure to go down there and grab the tiny medal now so you don't forget.

## Points of Interest

Weapon & Armor Shop		Item Shop	
Gold Sword	3998g	Magic Herb	20g
Great Axe	3468g	Exit Bell	30g
Trident	1600g	Warp Wing	25g
Cross Bow	1300g	Antidote	18g
Iron Cuirass	1560g	Moon Herb	22g
Silver Cuirass	2600g	Echo Herb	22g
Silver Mail	3210g	Mind Herb	25g
Turtle Shell	1000g	Awakesand	30g
Posh Waistcoat	2800g	Statesand	45g
Magic Vestment	3100g	Yggdrasil	250g
Padded Vest	6777g	Lovewater	70g
Great Helm	8000g	Dispel Tonic	80g
Magus Hat	1800g	Repellant	80g
Inn and Church Prices		Monster Accessory Shop	
Inn Charge	160g	Gold Claws	4005g
Purification (Rid Poison)	15g	Gold Patas	4005g
Omission (Rid Curse)	40g	Drake Emblem	5000g
Revivification (Rid Death)	60g	Stunshield	600g
		Red Pendant	5800g
		Green Pendant	5800g
		Blue Pendant	5800g
		Orange Pendant	5800g
		Resist Charm	1840g

In order to progress the story, speak with the woman in the center of the village and then speak to the guard in his house to the southeast.

The guard will tell you that he is a knight of Persiva and relay the tale of the Persiva/Allagan War to you. He explains that he's seen skeletal sentries that have been emerging from underground – but who have not attacked anyone yet. When he told the king of this news, the king grew outraged and demanded the extermination of the Allagan people, since the skeletal soldiers were in traditional Allagan garb. The guard is outraged and doesn't know what is wrong with the king. He feels that if the king heard just how ridiculous his plan was from an outsider, he might reconsider his plan of action.

The guard tells you when the king began making plans to go to war with Allagan again, he upped defenses at the castle so it is not likely you can just walk in from the front gates. However, he claims that there is a secret passage from outside the castle where you can sneak in to the castle from the castle's basement prison. He says that he has a friend in the village who can help you with sneaking in.

#### [wt058] Breaking and Entering

To begin the quest into the castle prison, speak with the guy NPC who tends to be by the well. He will tell you that there is a secret passage into the castle prison just north of the castle. When you feel you are leveled enough, rest up, save your game, and follow him north of the castle. You won't actually be able to see this location on the map, but he describes it as being behind a mountain range north of the castle. Just in case you can't find it, here is a picture.



Inside the tunnel, the guy will explain that there are guards patrolling the prison. He explains that static and moving guards have a conal field of vision and static, direction-changing guards have a one directional 4 tile line of sight. He urges you to be careful! In the cave there is a mimic and a chest with a tiny medal that is on your way.

The Persivor Prison can be a bit difficult. You start on B3F and need to make it up to B1F. There is a B4F though, but you would only go down there if you got caught by the guards and thrown into your cell. If you do get caught, you get out of your cell by tapping ENTER on a hollow wall (indicated by markings on the ground). On the B3F, you want to make it to the bottom right corner to go up a level. On B2F, there are entrances to the B1F, but the best one to take is the one in the top right hand corner of the map, as it bypasses the hardest room in the dungeon.

If you find the prison to be too hard, watch the video below:

<https://www.youtube.com/watch?v=sxDOu57TGtw>

Once you make it to B1F, when you attempt to move up to the first floor of the castle, some skeletal sentries in brown attire will stop you. They mistake you for a soldier of Persiva and attack!

BOSS BATTLE: Fallen Warrior x3

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 29

HP: 2451

MP: 222

STR: 188

DEF: 89

INT: 158

AGI: 98

EXP: 5555

Gold: 111

DROPS: Scimitar (12%), Green Herb (12%)

Skills: Attack, TriAttack

STRATEGY: Three high strength foes can be tough to take out! Have Aldain grab their attention and defend. If you have **buff**, which you should, if you use it on Aldain, he'll probably take 0 damage from their assault even if he is attacking. I only rate this battle a medium, because if you don't try to buff yourself up and just go all out, it is hard.

The commotion of the battle causes a guard upstairs to hear you. He doesn't know how you got in, but he throws you out of the castle and security is raised in the castle and in the passage to the prison. As of now, it won't be possible to enter the castle again.

[wt059] A Warning to the Allagan

Return back to Port Persiva and speak with the guard in the southeast house. He is a bit saddened that the endeavor was unsuccessful, but knows that you did your best. He tells you to go to the inn, free of charge.

Go and rest at the end and Aldain will wake up in the middle of the night. Proceed again to the guard's home for a scene. You and the guard will talk – and he'll complain about the king and how something must be done. He also asks you what color the skeletal garb was and exclaims that it must've been some of the skeletal soldiers he was talking about earlier – as they are wearing traditional Allagan garb. As the conversation continues, you hear a noise and one of the Allagan skeletons comes into the guard's home. They look straight at Aldain and apologize for what they've done... saying that they only attacked because they believed you to be an enemy of the Allagan people. The guard claims that he wants the same thing that they do, and wants to go to Allagan to warn king Allegus of what Perivus is planning. However, if he doesn't show up to work the next day, the king will be all too suspicious.

Aldain agrees to go in the guards place. The guard notes that the Allagan Mines, which lead to the other side of the island, are also under control by Persivor and is heavily guarded. The skeleton reassures him that they'll take care of the guards.

After the scene, Aldain will go back to the inn and rest and you'll be able to leave the port again.

#### [wt060] Treasure in the Dark

To make it to the Allagan City, you must cross the Allagan Mines to the far northeast of Port Persiva. When you arrive in the mines, a guard blocks your path. When you talk to him, a skeleton rises out of the ground and carries him away, leaving you free passage to the other side.

In the cave, the exit is to the northeast of where you enter. Along the way, you'll see some stairs that go down. Don't go down there yet – as there is **no light source** which makes it next to impossible to navigate. There is a chest to the southwest of the stairs though that contains a **tinymedal** and an **antidote+** though, so be sure to grab those. It is my suggestion not you use the antidote+ now, even if you get poisoned. Proceed to the exit outside and then walk all the way south to the City of Allagan. Don't enter the castle just yet, because we want to make sure we get the treasure from the Allagan Mines that we missed.

In the Allgan Slum City, you will find a new item available for sell in the item shops called **torches**. Torches will alleviate the problem you had in the dark area of the cave by creating a larger field of vision for you. I encourage you to go ahead and buy about **10 torches**. A torch will only go out if/when you change maps by teleporting or going up/down stairs.

Run back north to the Allagan Mines and go downstairs to the dark area. Navigate the maze like area to receive the **Sacred Armor** which nullifies enemy critical hit chance and the **Gigant Armor** which grants a significant attack boost. These armors are especially helpful if you have been neglecting alchemy, so they are nice to attain!

Once you've collected the treasure, go back to Allagan, but this time head to the castle.

[wt061] Persuasion

Go straight north through the castle to reach the king of the Allagan people, King Allegus. Aldain will then warn him of the impending attack to their people by the Persivans. Allegus will thank you for this information and believe they just might have the upper hand. He brings out one of the resurrected skeletal sentries that Persivus claims to be so afraid of. He says he doesn't understand what could be going through Persivus' mind... "what would killing the Allagans do besides create more potential bodies that would reanimate just as these former fallen soldiers have?" he asks.

Allegus is not like Persivus and doesn't want to hurt anyone. He knows that Allagan must strike before Persiva does to have any sort of fighting chance – even with the skeleton's help. War brings casualties and he wants as few people as possible to get hurt. Before he'll even agree to do the attack, he wants you to return to Port Persiva and alert the people of Allagan's attack. He wants you to persuade them **not** to participate in the battle. Once you have returned, he'll be willing to commence the attack on Castle Persivor.

Head back to Port Persiva using the mines and talk to every NPC. Most of them will agree not to fight in the war, but a handful of them will say that they will defend Persivor to the death. Once you've talked to all of them, you'll run into two familiar faces as you try to exit the town...

Heading towards the exit, the merchant brothers Rin and Zin will emerge for a bit of comedic relief. Rin will try to talk about how amazing their profits have been but Zin will reveal that no one was interested in their merchandise here either. To bring a bit of excitement to their otherwise wasted trip to Persiva, they again offer to play a game of trivia with you. The reward will be one of each of their tarot cards. The answers are as follows

1. 12
2. Resonance
3. Allegus

With trivia concluded, Aldain and company have done all they can to persuade the people of Persiva not to participate in the war.

[wt062] The Evil King

Return to the King Allegus to make preparations to commence the attack on Castle Persivor. Make sure that you rest and save before talking to him as you will do battle during the war scene with no chance to rest up after you talk to the king.

Once you confirm you are ready, King Allegus will lead his people to Castle Persivor to attack. Thanks to the Allagan people having the initiative, the attack is pretty successful – with fewer casualties for the Allagans. Aldain will take to the front line in the castle and will proceed to confront King Persivus in an attempt for him to stop his plans of war. Should he refuse though, Aldain will have no choice but to use force to reason with the king. Allegus wishes Aldain good luck as he proceeds up the stairs to the throne room.

In the throne room, Persivus will comment that people are so foolish. They are powerless fools who can't think for themselves. They have no ability to think for themselves and are just desperate to be ruled, he claims. The Persivan people went to war and for what? As Persivus laughs about the stupidity of people, he reveals himself as Niterich, and claims that the real King Persivus has been taken down the catacombs to die while he ruled the land and started the war. He then attacks you, so that the war can go on for all eternity!

BOSS BATTLE: Niterich

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 31

HP: 9871                      MP: 1581                      STR: 288                      DEF: 121                      INT: 199                      AGI: 198

EXP: 50456                      Gold: 450

DROPS: Deathmore (100%)

Skills: Attack, Boltslash, Iceslash, SleepAir, Surround, Wait, Buff+, Oomph+

STRATEGY: Niterich has high stats and good skills to match. He can be quite a challenging foe! At this point, **buff** is highly recommended, and is available to you in many ways (monsters or Melody) – naturally, if you have Kabuff, you're even better off. At this stage in the game, the team that you are using can vary a lot. If you have access to attack boosting skills, I strongly encourage you to use them as well.

In a few turns, Niterich will summon forth Fallen Minions, who have exact stats to the Fallen Warriors you faced earlier. They won't pose a huge threat, and I encourage you to not even worry about them and let AoE / Fire Magic

take them out while you wait on Niterich. Very few elemental attacks are used in this battle by Niterich, as he can only use Bolt or Iceslash every so often, but he can use Sleepair/Surround. If status ailments bother you, I would encourage you to gear up with equipment that resists sleep and/or blindness.

You will probably want a dedicated healer for this fight as well – and access to revive magic. Niterich has the ability to critical and does attack twice, so if Aldain dies it can spell disaster for your group (I do encourage Aldain to be taking the majority of the hits).

When Niterich dies, the chancellor will emerge from behind the locked door. He says he knew something was up with the king, but didn't know what. He begs you to go into the castle catacombs and rescue Persivus. When he's done talking, the scene fades to a scene showing the aftermath of the Allagan attack on Castle Persivor. You can see that there were no survivors in the castle...

[wt063] Hidden in Hell

In order to save Persivus, you must venture forth in to the Castle Catacombs. The catacombs entrance is located on the lowest level of the prison, which you can now freely access from inside the castle. All guards are gone as well, so there is no more risk of being caught. For convenience, the chancellor will also let you rest for free to heal you party of all damage and status.

The Castle Catacombs is a confusing dungeon due to the fact that it is completely dark inside. You must use torches to illuminate the way or it will be next to impossible to find your final destination. As you would expect, there are numerous treasure chests to find containing items exclusive to the dungeon. Also, seek out the rare encounter of Skularach in an attempt to obtain his **Dark Robe**, as it really is about the only place to get it in the game (the other being a difficult post-game boss).

There are 4 floors in the catacombs and you will have to continually go up and down stairs to reach your destination. As such, multiple **torches** are required. If you don't have about 10, I encourage you to return to Allagan and purchase torches before you continue your trek to the boss. Like most dungeons, I encourage you to gather all treasure first, exit the dungeon and heal up/save, and then proceed to the boss' lair. As this is the final region boss, he poses the greatest challenge of all of them so far.

A map of the catacombs is provided below.

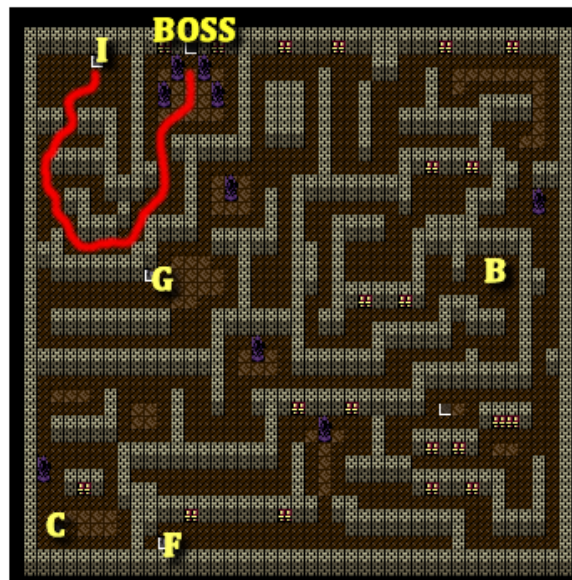




***B5F***



***B6F***



***B7F***

The red line shows you the path to the boss. The chest's contents are as follows:

1. Cursed Whip
2. Mimic
3. Angel Robe

4. Cursed Bow
5. Tinymedal
6. Torch x5

In the boss chamber, you will come to the king laying on the ground. As you approach, ghastly figures emerge and encircle the king. They chant and then morph into a dead tree to create Torchtree, an animated being of fire. The spirits claim that it was they who called the undead to begin a new war in Allagan, and you aren't to stop it!

REGION BOSS BATTLE: Torchtree      DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 32

HP: 8112                      MP: 9999              STR: 212              DEF: 145              INT: 252              AGI: 99

EXP: 87651                      Gold: 4000

DROPS: Yggdrasil Branch (100%), **Violet Medal** (25%)

Skills: Frizzle, Buff+, Mind+, Sizz, Kasizzle, Stopspell, Oomph, BiAttack, Wait

Minions: Charge UP, Flare

STRATEGY: The battle starts off as a solo battle against this possessed demonic tree. Torchtree commands all levels of fire magic and can devastate your party members if you aren't geared with fire resistance. Even if you are, he can seriously damage characters with somewhat low INT (Aldain and Melody). In spite of that, I encourage you to build Aldain in a way that he can tank this battle. In Dharma Temple, you can learn an ability called **Attunement** for Aldain. Attunement causes Aldain's physical defense to drop tremendously, but increases his magic resistance just as much. If you use Attunement, Aldain can survive the onslaught of magic attacks. If you have Attunement, grab Torchtree's attention and let Aldain take the majority of the damage. If you don't, gear everyone as best you can and prepare for a lot of healing.

After a few rounds by himself, Torchtree conjures up four **Flame Souls**. The Flame Souls really make you wish you had Attunement. The Flame Souls will charge up one turn, then the next turn will unleash the strongest single target fire spell, Flare, on a target. Flare will murder anyone weak to fire or with no fire resistance. And there are four of them – so it easily wipe out one or more players. The Flame Souls only have 981 HP though. If you kill all of them, Torchtree will resummon more later in the battle. Also, while the Flame Souls are out, Torchtree gets slightly weaker as he now has the ability to **wait**, and will do so frequently.

What I encourage you to do is to take out 3 of the 4 Flame Souls. This will cause Torchtree to act easier, and make where you are only dealing with one of the Flare spells. However, once you get down to one, I would refrain from using AoE magic such as Kacrack or Kaboom. You'll find that this battle goes from a little hectic at the beginning,

to entirely manageable – almost easy – if you follow this strategy. This is a perfect battle as the final region boss battle – it makes you use a lot of strategy and helps prepare you for the game's final battle.

With Torchtree defeated, you have cleared the final region in the game! You will be taken back to the castle, given thanks for your actions, and be allowed to leave the region. Take the portal back to the shrine...

[wt064] Is it over? Or do we just, hope that it is?

Back in the shrine, Aldain, Oruba and Melody have a conversation. With all pedestals cleared, they have brought Araginol back to its former glory. Melody can't help but feel unsatisfied though... she knows all too well that the demon kings are still out there and they can attack at any time. Oruba agrees, but notes that they possess the power of time travel but aren't restricted to using shards. They seem to find us, he says, not the other way around. Melody feels though, that unless they are stopped, this could happen again. Melody urges you to return to the good king of Erdrich to see what he says they should do.

Return to the Erdrich Throne Room and the king will be all too happy of what you've done. He commends you for your efforts but just as the celebration was about to begin, the room turns dark. Out of the shadows, a demonic figure emerges and walks towards Aldain. The demon claims that there is one hidden pedestal in the shrine that has remained untouched for years and proceeds to hand you a glowing black shard, saying that it will unlock the area.

The king doesn't like the situation and urges you not to go... but you know, as the hero, you have to! The demon claims that the lives of millions will be on your hands if the island is not saved, so Aldain can't take the chance of him telling the truth. With the **BlackShard** in hand, you can go back to the shrine and locate a red portal in the top area of the Room of the Saints. However, there are things to do in Persiva present should you want to, that will make the final area easier.

If you don't want to do any extra stuff, move on to [wt065] for a guide through Excate, the final region.

Present Persiva is far more peaceful than it was in the past and there are plenty of things you can accomplish before going to the final area. All of the things available to you now are provided in the list below and you are encouraged to do them if you like. The newest thing on Persiva is the Relic Technique quest, covered in the Unknowns and Extras guide. You can also obtain the **Master Key** and use it to find tiny medals, rare loot, and hero's gear to make legacy equipment.

Possible Goals before the final region:

1. Buy some torches if needed and locate the **Master Key** from present day Allagan Mines.
2. Return to Persivor Prison (past time) and unlock the cells for an **Ice Shield** and **Angel Ring**.
3. Return to the location of the TorchTree battle and use the key to open the door all the way north to reveal several chests, one of which has the **Hero's Armor**.
4. Return to Cardial Past and open the door in the bar for the **Hero's Helm** and a **tinymedal**.
5. Return to Bariden Pyramid in the past and go to the locked door on the third floor for a **Sage's Ring** and **Sun Crown**, amongst other goodies.
6. Return to Cardial's bar in present time for an additional **Sage's Ring**.
7. Return to the Bariden Passage in present time to get a tinymedal using the Master Key.
8. Visit the former Castle Persivor to locate the Mystic of Persiva, who can bestow you one relic technique. A relic technique will be a godsend in the final battle and is a lengthy quest explained in the "Unknowns and Extras" guide.
9. If you didn't do it earlier, you can complete the legacy equipment quests in Yu'Tolio.
10. Use alchemy to forge really good equipment. Legacy branded equipment (gold icons) are incredibly useful and can be forged with the Hero's equipment and Sun crown that you found. Oruba's robe can be crafted if you attained the 4 elemental robes and the angel/dark robes. It also requires smart use of the sage's rings you got. Either that, or a lot of money.
11. Rebuild Onyu. Will all present locations discovered, you can do it. This unlocks an amazing monster accessory and rare shops.
12. Earn as many achievements as you can. If you can get 26 points, you get an abundance of seeds and genes to make the final battle easier.

[wt065] Excate Region: The Demon Castle

Excate is small. When you arrive, Oruba and Melody will give speeches to give you the courage to go through with this mission. There are no enemies in Excate Castle, which is good, because the enemies outside are insanely hard. The encounter rate is not high though, so you don't really have to fight any of them. I don't really encourage you to fight until you've cleared the 12 rooms in the castle and unlocked the healing and save pad. The monsters have 100% drop rates on the colored herbs, making the "Herb Man" achievement easy to get. If you have Runic Aurora, these guys aren't really all that hard.

### Bestiary for the Excate Region:

**MONSTER NAME:** Blood Reaper

HP: 1187      MP: 675      STR: 289      DEF: 77      INT: 666      AGI: 98

EXP: 16276      Gold: 130

DROPS: Gold Ore (12%), Green Herb (100%)

Skills: Attack, TriAttack, Farewell

Notes: Weak to holy and fire damage.

**MONSTER NAME:** Dark Stalker

HP: 1781      MP: 88      STR: 312      DEF: 133      INT: 156      AGI: 55

EXP: 19666      Gold: 144

DROPS: Golden Thread (33%), Blue Herb (100%)

Skills: Attack, Megashash, Guard

Notes: Weak to holy and fire damage.

**MONSTER NAME:** Blood Reaper

HP: 1341      MP: 7621      STR: 233      DEF: 67      INT: 166      AGI: 88

EXP: 20888      Gold: 176

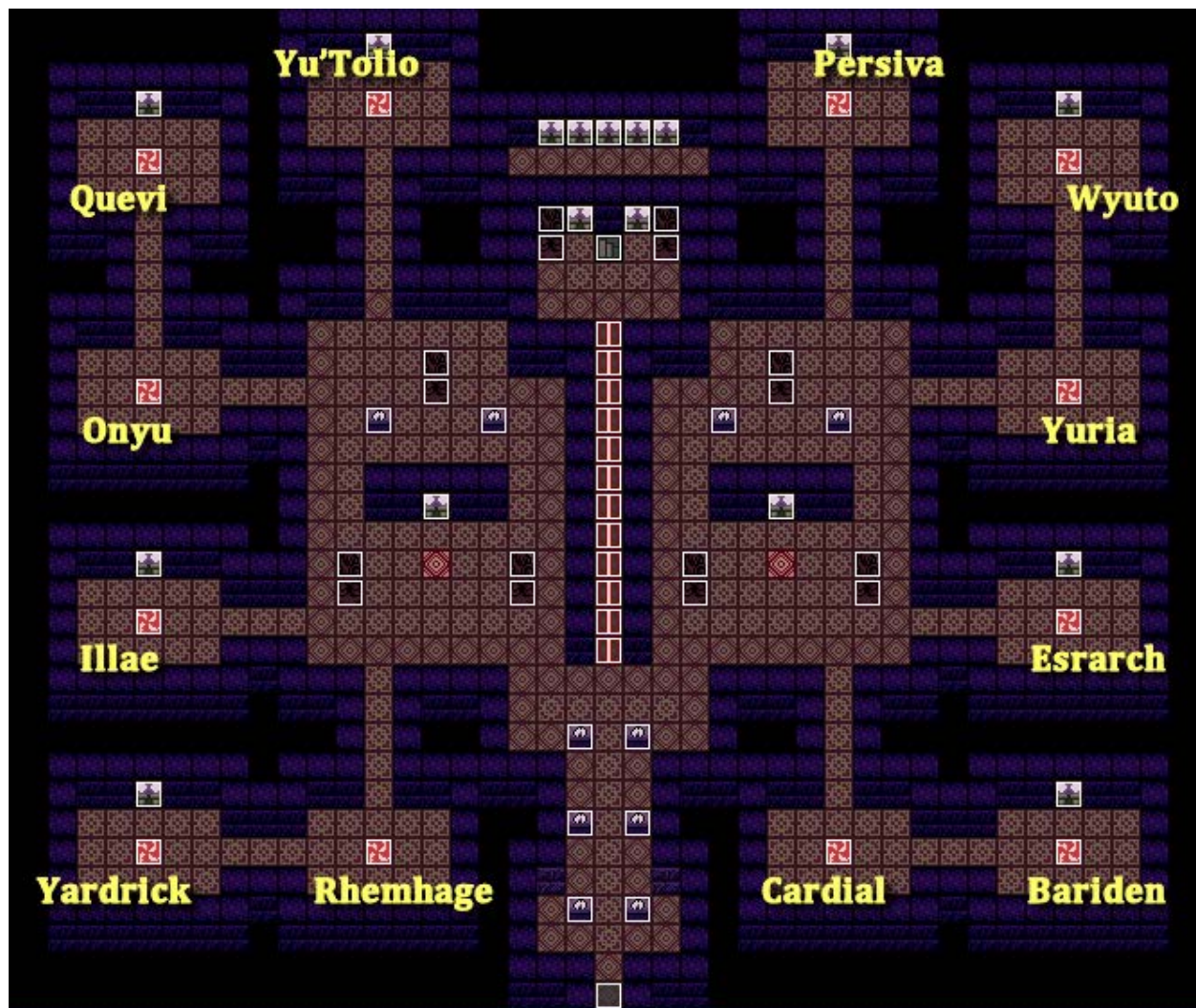
DROPS: Teal Medal (1%), Red Herb (100%)

Skills: Attack, Darkbolt, Soulwave

Notes: Weak to holy and fire damage.

Excate Castle is divided up into 13 rooms. You must clear the trials in the 12 rooms before the passage to the 13th room will be available. Each trial is devised to represent a particular challenge from each and every region you completed. All but one of them will contain a boss encounter. However, none of these bosses are harder than Torchtree, so theirs stats will not be provided. Don't blindly underestimate them, but they aren't incredibly hard either. A map is provided below and the trial for each region is described on the next page.





#### The **Room of Rites** Trials:

1. Rhemhage – Shadow puzzle. Find the shadow facing the wrong way and attack. Boss: Demon Dweller
2. Cardial – Floor switch puzzle. Hit the switches in order from 1-5 based on floor decorations. Bosses: Black Knightx2, Black Mage
3. Yardrick – Fiends in the well. Keep fighting the fiends in the well until it ends. Boss: Shade Reaper
4. Bariden – Death riddle puzzle. Answer the skeletal sentries' riddles. Same as before. Boss: Dark Bones
5. Illae – Hit the switch in the middle to reveal Aurumite locations. One of them signals the end of the trial.
6. Esrarch – Go up the stairs in the correct order based on the floor decorations. Boss: Death Genie
7. Onyu – Walk up the area with the red tiles and then proceed to leave the room. Boss: Shadow Claw
8. Yuria – Make it to the end through the wind fans. Iron Boots don't work here. Boss: Dark Cloud
9. Quevi – Reach the boss using the crystal switches. Boss: Lifebane

10. Wyuto – Make it across the magma pits. Boss: Magmalice
11. Yu'Tolio – Solve the ice block puzzle. Boss: Ice King
12. Persiva – Make it through the dark room using a torch. The chest that is visible when you enter contains a torch for defeating it (it is a harder version of mimic and appears in your bestiary). Boss: Zombie Dragon

With all trials completed, you can make it to the central stairs. In here, the music grows even more eerie and you'll see a shining light on the ground. Step on it to recover all HP, MP, and status and be given the opportunity to save. You can use this as a location to come back to and save should you need to level up some. Once you save your game, walking all the way north will trigger the final cutscene and the final battles.

The story won't be revealed here, but the bosses' stats and strategies are displayed below.

FINAL BATTLE(1): Exodus, Angsti, Necrov

DIFFICULTY RATING: Medium – Hard

RECOMMENDED LEVEL: 38

Exodus

HP: 4876                      MP: 9999                      STR: 224                      DEF: 164                      INT: 221                      AGI: 242

EXP: 0                      Gold: 0

DROPS:

Skills: Attack, Buff, SlowAll, Blazemore, MegaBurn

Angsti

HP: 10021                      MP: 9999                      STR: 318                      DEF: 204                      INT: 200                      AGI: 121

EXP: 0                      Gold: 0

DROPS:

Skills: Attack, Icebolt, Iceslash, Heal, Kabuff, EerieLite, Absolute Zero

Necrov

HP: 5890                      MP: 9999                      STR: 289                      DEF: 186                      INT: 234                      AGI: 208

EXP: 0                      Gold: 0

DROPS: N/A

Skills: Attack, Dazzle, Zap, Paralyze, Necrocharge, Thunder Roar

STRATEGY: It is likely that you could see the final encounter being the demon lord trio. These guys don't look too impressive stat wise, to be demon lords, but they all retain their ultimate moves from past battles to keep you on your toes. In particular, Necrov's Thunder Roar and Angsti's Absolute Zero pose the most threat. Exodus's move, MegaBurn, did not receive a buff and it is almost easier to just ignore that he has it. Despite the fact that Angsti and

Necrov are in general more threatening than Exodus, I encourage you to take out Exodus first and that is because he has the lowest HP. While Exodus is the easiest, he still isn't a pushover, and the fewer enemies on the field, the higher chances you have of winning.

After Exodus falls, I tend to focus on Necrov, for the same reason that he has lower HP than Angsti, and then finish off with Angsti last of course. It is suggested that you bring a character that knows Buff/Kabuff for this fight to help negate damage and some form of restore/HealRain will make you require little healing. If MP becomes an issue, it is relatively easy to sap one of the demon lords. Due to the final encounter consisting of three parts, you are encouraged to keep resources full for the next two fights. Eventually, all three foes will fall.

FINAL BATTLE(2): Xylifer

DIFFICULTY RATING: Medium - Hard

HP: 14750

MP: 9999

STR: 412

DEF: 242

INT: 298

AGI: 208

EXP: 0

Gold: 0

DROPS: N/A

Skills: Mercurial Thrust, ChargeUp, TriSlash

STRATEGY: The culmination of darkness and the result of the demon lord's meddling is the demon king, Xylifer. Xylifer is quite the physical adversary and can easily one shot almost any hero that you have, especially if ChargeUp is in effect. However, if a character with decent defense is defending and is under the buff spell, they shouldn't die. In this round, Xylifer follows a strict attack pattern. He will begin always with Mercurial Thrust, a guaranteed first hit decent damage attack. On the next turn, he will use ChargeUp. Then for three consecutive turns he will use TriSlash, with only the first one being powered up by ChargeUp. Defending wise, make sure you have your tank or all characters defend on the round he'll use the buffed up TriSlash.

As far as general strategy, I encourage you to let Aldain serve as the tank. Stack on as much defense gear as possible, Aggravate him 3-5 times for his attention, and then defend when needed. Make sure buff stays on at all times.

When not charged up, his TriSlash won't be too intimidating to a fully defense boosted Aldain, so Aldain should be able to go on the offensive. With 4 characters attacking and using buffs, it is entirely possible to deal over 10k+ damage to him in a single round.

Keep up the pattern and Xylifer should fall relatively easily. Now one thing to keep in mind is that you want all allies alive at the end of this fight and in decent fighting condition – perfect condition if you can. The next battle can easily overwhelm a player, especially the first time they fight him. This form of Xylifer can be drained of MP pretty easily to refill MP supply, and with a form of regen on at least Aldain, you should be able to come out relatively unscathed.

Once this form is dead, prepare yourself for the final main game encounter!



FINAL BATTLE(3): Xylifer – Form 2 (Death Heart)

DIFFICULTY RATING: Hard

HP: 10050                      MP: 9999                      STR: 533                      DEF: 232                      INT: 266                      AGI: 198

EXP: 99999                      Gold: 30000

DROPS:

Skills: Pulse, Life Pulse, Soulwave, EerieLite, Kaboom, Dark Armor, Debilitating Stupor

Elemental Veins

HP: 3180                      MP: 9999                      STR: 212                      DEF: 107                      INT: 212                      AGI: 89

EXP: 99999                      Gold: 30000

DROPS:

Skills:

Fire – Frizzle, Fire Siphon, **Fire Pulse**

Ice – Crackle, Blizzard, **Ice Pulse**

Thunder – Paralyze, MegaBolt, **Thunder Pulse**

Wind – Vacuslash, Suckair, **Wind Pulse**

STRATEGY: This is it! The last battle that determines if your party is able to save Araginol from destruction.

Xylifer has transformed into the “heart of existence” and has multiple elemental veins popping out of his body. As long as the veins are attached, no real harm can come to Xylifer.

The battle mechanics work as follows. Xylifer has four elemental veins wrapped around him. Each vein knows two spells/skills and will use them every turn. Xylifer himself will only know one move at this time and that is **pulse**.

Pulse deals 35 non-elemental damage to the entire party. For every vein that is detached, Xylifer’s main body becomes weak to that particular element. So if you detach the fire vein, Xylifer can now be damaged by fire element. Every time you defeat a vein, it unleashes its own version of a pulse move. Fire and Wind pulse are guaranteed to debilitate you and Ice/Thunder have a chance to. The debuffs are as follows:

1. Fire – STR down for 5 turns. Cannot be removed with magic or items.
2. Wind – INT down for 5 turns. Cannot be removed with magic or items.
3. Ice – Chance of curse effect.
4. Thunder – Chance of paralysis effect.

Once all veins are detached, Xylifer will unlock his other moves. He will replace pulse with life pulse which deals the same amount of damage but absorbs it from you instead. And then he learns a few others. He has two exclusive moves: Debilitating Stupor will inflict all stats down to all party members and Dark Armor will give him every buff, so be prepared to dispel. He can’t use those two moves very often, but they do exist so be prepared. The only move that is really scary is Kaboom, and that is if he catches you at a bad time. More often than not, he will choose to use Life Pulse above all other moves.

Now, how to tackle this beast? In my opinion, you do NOT want to kill all veins at the same time. Having all 4 use their pulse moves at once would be sure suicide. Having 5 fiends against you at one time for very long isn't going to work either. By far the most annoying vein is Thunder, but killing it first leaves you vulnerable to paralysis, unless you swap into paralysis resistance gear or use paralysis resistance magic from Olian.

In the fight, I tend to start off the same way every time. I have Aldain use Attunement for magic resistance, I have one character apply Barrier/Resistance magic, then I proceed to buff up with some form of regen/oomph magic. I have one character pretty much as a dedicated healer, even if I don't think I need it for that turn. Then, I have the characters that can go all out on the Ice Vein. Once Ice is defeated, I go after Thunder, then Wind, then Fire. I choose Fire last because Frizzle is pretty easy to resist (since fire resistance is most abundant), and Siphon STR is annoying, but that is all it is, annoying. Silence/Paralyze and a high level ice spell are far more threatening to your party's well-being. Once two veins are down and you've safely recovered, the fight is quite manageable. It isn't a bad thing (if you have Oruba, especially with Surge, or Olian's Runic Aurora) to deal non-elemental/holy AoE damage to the veins for a few turns. That way, killing one won't take long at all. Just be sure that you don't kill them all at the same time.

Once the veins are gone, I tend to defend until Fire Pulse/Wind Pulse effects are off of my characters. Then I rebuffer up and go full on attack mode on Xylifer. The biggest thing to do is keep HP above 180 and keep resistance up and make sure that you dispel him if he applies Dark Armor (while it ups his defenses, it gives him restore and you do not want restore on a monster with 10k HP being left on very long). 10050 HP really isn't that much at this point and Xylifer will fall and you will clear the game!

With Xylifer's defeat, you have cleared Dragon Quest: Legacy of the Lost! The castle will begin to tremble and the heroes will rush out of the castle towards the traveller's gate back to safety. When the credits have finished rolling, you will be given the opportunity to **save your game**. At this point, you can take on the plethora of extra content added as of the final January 2014 patch. The content guide for post-game is included on the last few pages of this FAQ and on the last few pages of the "Unknowns and Extras" FAQ.

## BOSS GUIDE AND STRATEGIES [wt066]:

**NOTE!:** Recommended level always refers to Aldain's level because he can never leave your party. While your party will generally be about the same level as he is, they might be lower/higher depending on where you are at and what party combination you've chosen to use.

BOSS BATTLE: Azul Slime

DIFFICULTY RATING: Very Easy

RECOMMENDED LEVEL: 1

HP: 15            MP: 0            STR: 4            DEF: 2            INT: 2            AGI: 3

EXP: 6                      Gold: 10

DROPS: Herb (10%)

Skills: Attack

STRATEGY: This battle really serves as the introductory battle. While it is technically possible for Azul Slime to kill you, it is highly unlikely. Azul Slime can hardly do any damage to you and should fall in a few hits. If you have Bolt, you can probably kill him in one hit.

BOSS BATTLE: Bandit

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 3

HP: 89            MP: 0            STR: 32            DEF: 5            INT: 1            AGI: 1

EXP: 20                      Gold: 40

DROPS: Copper Key (100%)

Skills: Attack, Wait

STRATEGY: Even though the Bandit has high attack power, his accuracy is extremely low. Between his low accuracy and him deciding to use up a turn to wait, it is unlikely you will take much damage from the Bandit. If you are equipped with just clothes or if your level is under three, the Bandit will do some serious damage to you if he manages to hit!

REGION BOSS BATTLE: Sabreman

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 4

HP: 158      MP: 118      STR: 33      DEF: 5      INT: 1      AGI: 7

EXP: 60      Gold: 60

DROPS: Nothing

Skills: Attack, Wait

STRATEGY: The Sabreman is just a bit harder than the Bandit. The Sabreman doesn't suffer from low accuracy at all and is less likely to wait a turn out. You must make use of your Heal spell and any herbs you have to outlast the sword and achieve victory! If you learned **MP Break** at the beginning of the game, if you use that ability to take out his MP, Sabreman will be extremely likely to wait his turn instead of attacking you.

BOSS BATTLE: Jewelbag, Moneybags x2

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 4

HP: 92      MP: 0      STR: 16      DEF: 13      INT: 6      AGI: 15

EXP: 40      Gold: 30

DROPS: Rhemhage Key (100%), Moon Herb (8%)

Skills: Attack

STRATEGY: There's not much to say about this battle. It is your first boss battle that involves multiple enemies though. The Moneybags are the same as the ones you can find in the wild. None of the foes should be particularly difficult. This battle will earn you some pretty fast cash though!

BOSS BATTLE: Azul Slime

DIFFICULTY RATING: Easy – Medium

RECOMMENDED LEVEL: 4

HP: 160      MP: 0      STR: 26      DEF: 3      INT: 20      AGI: 22

EXP: 100      Gold: 15

DROPS: Herb (10%)

Skills: Attack

STRATEGY: Azuli has been training and this time he is ready for revenge! Despite all of that, he is still pretty much a pushover. You may need to heal a few times or could get unlucky if he only decides to attack Oruba, but he should go down pretty easily. **Sap** is worthless here because his defense is so low already, so just hack away with Aldain and have Oruba use **Crack**.

BOSS BATTLE: Evil Shadow

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 4

HP: 166      MP: 65      STR: 30      DEF: 32      INT: 21      AGI: 24

EXP: 88      Gold: 16

DROPS:

Skills: Attack, Sap

STRATEGY: Evil Shadow doesn't pose much of a threat. The only thing he has going for him is relatively high defense. If you learned MP Break at the beginning of the game, you can use it to quickly take out his MP and prevent him from sapping your defense – because low defense coupled with his high attack power can devastate your party. Have Oruba use Sap and then Frizz/Defend as needed and this fight will be over quickly.

REGION BOSS BATTLE: Deadking

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 5

HP: 265      MP: 120      STR: 45      DEF: 24      INT: 24      AGI: 8

EXP: 180      Gold: 50

DROPS: Cotton Thread (100%)

Skills: Attack (only if MP is low), Poison Cloud, ThickFog, Crack, Midheal, Crackle (HP under 40%)

STRATEGY: Despite being a region boss, Deadking is relatively easy. He can become annoying with status effects though with Poison and Blind so be sure to bring a couple of antidotes and moon herbs. Deadking is actually a bit easier when he does have MP than when he doesn't, because of his high attack power. As long as you are decently well geared, he should fall pretty quickly.

BOSS BATTLE: Deathmage, BlackSentinelx2

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 6

DeathMage

HP: 160          MP: 160          STR: 15          DEF: 5          INT: 20          AGI: 6

EXP: 400          Gold: 25

DROPS: Mage's Wand (10%)

Skills: Crackle, Kasap, Crack, Attack (if MP under 5%)

Black Sentinel

HP: 61          MP: 0          STR: 28          DEF: 25          INT: 35          AGI: 8

EXP: 0          Gold: 0

DROPS:

Skills: Attack, Guard

STRATEGY: This group doesn't go down too easily and is by far the toughest boss battle you'll have faced so far. What makes this battle difficult is that you have to take down three relatively tough foes at once. For this particular battle, I would recommend not using the whip because it gives you no control over your target – instead opt to equip Aldain with his strongest melee weapon (**Foo Foil if you have it**). The gist of this battle is simple, you want to take out the Black Sentinel's as quickly as possible – they don't have much HP, but they do guard on occasion. Have Oruba sap the one you plan to kill, kill it and then repeat. Once they fall the battle really shouldn't be too difficult. With Deathmage left, you can choose to MP Break him or just whittle his HP down. If you managed to get Oruba to level 6 before this fight, it is even easier. You can use Sizz to make short work of the Sentinels. If you find this battle to be difficult, make sure you are adequately geared.

REGION BOSS BATTLE: Sea Devil

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 6

HP: 486      MP: 400      STR: 45      DEF: 16      INT: 7      AGI: 20

EXP: 600      Gold: 60

DROPS:

Skills: Attack, Poof, Boom, Drain HP, SlowAll, Sleepair

STRATEGY: Sea Devil can be one tough customer. He has a very high attack rating and will attack most often.

This battle is really just a battle of survival. Make sure you come with at least two magic herbs and a handful of herbs to win safely. Even though he has low INT, he is resistant to fire and ice making Oruba less effective. Having Oruba use Sap and then defend/heal as needed seems to work best in this battle. If you have a monster companion, he can help soften the blow the Sea Devil can deal to you. He has a significant MP pool, but his spells bother you that badly and you have MP Break, it can be a viable tactic.

BOSS BATTLES: Well Demon

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 7

HP: 132      MP: 55      STR: 51      DEF: 23      INT: 69      AGI: 22

EXP: 188      Gold: 25

DROPS: Iron Ore (10%)

Skills: Attack, Resist, K.O Dance (every six turns it is possible he can use this)

STRATEGY: Even though it is weak to ice damage, it is very ineffective due to his high intellect. In addition, he knows the resist spell which raises magic defense further. Your best bet to take down this monster is to have Oruba use sap and then defend/heal as needed. If you got Deadnite, he can deal pretty good damage towards Well Demon too as can Azuli. I would recommend not using MP Break to diminish his MP so that he can waste turns using Resist and not hurting you.

REGION BOSS BATTLE: Basilisk

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 8

HP: 710      MP: 55      STR: 56/**71**      DEF: 28/**32**      INT: 81      AGI: 34

EXP: 1220/**1320**      Gold: 120

DROPS: Gold Ore (20%), Great Scale (1%) / **Gold Ore (20%) / Great Scale (100%)**

Skills: Attack, BiAttack, Heal, **Petrify, StoneHit**

STRATEGY: You will notice that Basilisk has some stats/drops/skills in bold. This is because Basilisk alternates between two states. When his eyes are the default red color, he is slightly weaker and very susceptible to ice damage. In this state he cannot petrify you. When his eyes glow white he gets a physical damage boost and access to **petrify and stonehit**. He also becomes strong to ice damage. If you kill him while he is enraged, you guarantee yourself a Great Scale and slightly more EXP. As for strategy, have Oruba spam Crack while he is normal. Aldain can use MP Break if you want because he has a low MP pool or Pyuro can use OddDance. When enraged, have Oruba use sap and then defend. You don't want the enraged Basilisk to hit Oruba especially if he is poorly geared on the defense side. The battle will be a little tough, but it should certainly be manageable!

BOSS BATTLE: Sunboa and Dragonkid

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 8

Sunboa

HP: 158      MP: 5      STR: 57      DEF: 35      INT: 33      AGI: 38

EXP: 188      Gold: 50

DROPS: Statesand (100%), Great Scale (12.5%)

Skills: Attack

Dragonkid

HP: 90      MP: 5      STR: 62      DEF: 45      INT: 33      AGI: 12

EXP: 233      Gold: 50

DROPS: Herb (10%), Dragon Scale (50%)

Skills: Attack

STRATEGY: Would be hard to lose! Just use ice magic.



BOSS BATTLE: Azul Slime

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 9

HP: 1024      MP: 80      STR: 48      DEF: 10      INT: 20      AGI: 22

EXP: 355      Gold: 0

DROPS: Slimedrop (100%)

Skills: Attack, Firebal, Call Help

STRATEGY: This battle can be pretty hard. He has a lot of HP and decent strength. However, he is still pretty squishy and due to that, sap isn't particularly helpful. If you have **MP Break**, **Odddance**, **Stopspell**, **Mouthshut**, or **Fizzle**, they can come in very handy here. He has a low MP pool and/or can be silenced, which will stop him from using Call Help or Firebal. Call Help is especially deadly. A few herbs may be required to win this battle!

BOSS BATTLES: Fire Sapling

DIFFICULTY RATING: Easy - Medium

RECOMMENDED LEVEL: 8

HP: 256      MP: 86      STR: 38      DEF: 16      INT: 46      AGI: 19

EXP: 340      Gold: 10

DROPS: Iron Ore (12.5%), Timber (1%)

Skills: Attack (MP is low), Frizz, Dilapidation, Firebal

STRATEGY: These guys can be pretty nasty and you will fight a whole lot of them. You'll be kind of glad though because by the time you kill them all, everyone will probably have leveled up – some multiple times! I generally approach battles with Fire Saplings the same way. I may try to have Melody or a monster use **Fizzle** or **Stopspell**, but I always have Oruba equipped with the **Poison Spike** you picked up in the castle. The spear poisons a target almost every time and allows you to dwindle down their HP that much faster. It helps particularly because magic isn't so effective on them. Of course you might could use **MP Break** or **Odddance** to dwindle down their MP to nothing, but you probably won't want to do that because you fight so many of them. They become easier as you fight them because people will no doubt level up. If you have **Deadnite**, I strongly discourage you from bringing him or if you do, I encourage you not to care if he dies.

BOSS BATTLE: Big Bat?

DIFFICULTY RATING: Very Easy

RECOMMENDED LEVEL: 9

HP: 289      MP: 120      STR: 38      DEF: 21      INT: 48      AGI: 22

EXP: 599      Gold: 60

DROPS: Cotton Thread (100%), Magic Beast Hide (50%)

Skills: PanicAll, Kasap, SleepAll, Attack (if MP is low), Ironize

STRATEGY: This is almost meant to be a joke battle. The only way he can deal any damage to you is to use PanicAll and you not cure it. He'll use Ironize sometimes too and that just makes him become resistant to all damage and sit there for 3 turns. Just let him spam his attacks and take him out quickly.

**MONSTER NAME:** Remains

HP: 1080      MP: 58      STR: 55      DEF: 24      INT: 28      AGI: 21

EXP: 444      Gold: 5

DROPS: Cotton Thread (50%)

Skills: Attack, Drain HP, Crackle

Notes: Even though it has high HP, it is obliterated by fire. Have Oruba cast Sizz and if possible, have Aldain use MP Break. If Remains hits Aldain with Drain HP, it deals a ton of damage and heals him back.

REGION BOSS BATTLE: Phoenix, FireSaplingx2

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 9

HP: 905

MP: 9999

STR: 33

DEF: 31

INT: 33

AGI: 28

EXP: 1110

Gold: 244

DROPS: Nothing

Skills: Loverain, Blazeair, Frizz, Blazemore, Lifesong

STRATEGY: This battle can be hard, it all just depends on how you go about it. Fortunately, there are multiple ways to go about this battle. In general, Phoenix has two phases. As long as the Fire Saplings are alive, the only spell he knows is "Loverain", which is a mediocre healing spell with his limited INT. When the Fire Saplings are killed, he enrages and gains access to his fire spells. After a certain number of turns, he'll use Lifesong to bring his allies back to life. Unlike most normal bosses, Phoenix is immune to every status effect.

If you did purchase fire rings, take out the fire saplings first. Melody can silence them with relative ease if you need them to stop attacking you. Once you wipe them out, have Olian primarily heal and do your best to kill him before he uses Lifesong to revive his party (it takes him a long time to use Lifesong). Oruba isn't too effective here, but let him use Sap and Crack.

If you didn't purchase fire rings, I would encourage you not to kill the Fire Saplings first. While they are alive, all Phoenix does is spam Loverain which only heals him about 20. This will prevent him from using Blazemore and Blazeair which might be what is giving you trouble when the Fire Saplings die. Again, you can use Melody to silence the saplings or use MP damaging spells to render the saplings near useless.

REGION BOSS BATTLE: Demon Lord Exodus

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 9

HP: 1987      MP: 9999      STR: 89      DEF: 39      INT: 39      AGI: 30

EXP: 2400      Gold: 0

DROPS: Great Feather (100%)

Skills: Attack, Buff, SlowAll, Blazemore, Charge, MegaBurn

STRATEGY: Like the previous battle, this one can be hard. This time though, it comes down to “Do you have Fire Rings?” or “Do you not?” If you purchased Fire Rings, the damage that Exodus can inflict will be greatly reduced.

But you will notice that Exodus has a lot of HP, so even if you come with the Fire Rings, it can still be a relatively tough battle. As long as you bring a few MP Herbs or still have the Magic Water that was given to you in the Bariden Passage, you should be fine with the rings. Olian’s powerful healing spells should be able to keep you alive. Ultimately, the battle is endurance. You will do your best to damage him (I strongly encourage Sap) and keep yourself healed. He is resistant to all status effects (barring stat affecting ones like Sap) because he is a demon lord. What makes this battle interesting though, is like all demon lords, Exodus has an “Ultimate Move”. Each ultimate move from a demon boss can be avoided completely or at least have their damage reduced.

Exodus’ ultimate move is **MegaBurn**. At various points in the battle the screen will flash red and tell you that Exodus is charging. After the flash you have one turn where Exodus continues to charge and won’t attack your party. Then, on the next turn he’ll unleash MegaBurn. **MegaBurn** deals **80 damage** no matter what (Fire Rings don’t matter) to all members. As most people don’t have 80 HP or not much more than that, it is deadly! However, if you defend when he uses MegaBurn, it only deals **40 damage** which is much more manageable. He more frequently uses MegaBurn as the battle goes on.

My only suggestion after Fire Rings is that you make use of Melody’s **Slow spell** and her **Accelerate spell**. Exodus is fast and Olian really isn’t. After each MegaBurn the natural response is to want to **HealUs** to recover all damage done. However, there is that chance that Exodus will attack before Olian. So by **Slowing** him down and **speeding up Olian** you can make sure Olian always attacks first. The only reason I tell you to use **Accelerate** is that because Exodus knows SlowAll too, that could throw you off. Accelerate will overwrite one instance of slow or can be used to cure it. If Accelerate is up, he’ll have to slow Olian two times to get him to be slower than he is.

BOSS BATTLE: Mutant Toadstool

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 10

HP: 1180                      MP: 160                      STR: 33                      DEF: 27                      INT: 38                      AGI: 22

EXP: 2240                      Gold: 250

DROPS: Timber (20%)

Skills: Crackle, Dazzle, MP Break, Poison Spore (1st turn and every other), Attack, Wait (low MP)

STRATEGY: Can get annoying really fast. He spams Poison Spore and poison is more damaging than you might think. In addition Dazzle is annoying and Crackle hurts a lot. However, if you Silence him, he becomes pathetic.

Fire magic devastates this boss too. If you don't have silence (use Melody!), but if you really hate her, then hopefully you got MP Break and can take his MP down to nothing. If you don't want to do that, just endure his attacks and burn him down.

REGION BOSS BATTLE: Rosevine

DIFFICULTY RATING: Easy - Medium

RECOMMENDED LEVEL: 11

HP: 2450                      MP: 9999                      STR: 87                      DEF: 19                      INT: 33                      AGI: 31

EXP: 2240                      Gold: 250

DROPS: Yggdrasil Branch (100%)

Skills: Attack, ChargeUp, Purge II, TriAttack, MidHeal, Fizzle

STRATEGY: High HP and attack probably makes this boss look really scary – especially since you lost your amazing healer from Bariden. Fortunately, this boss has one major weakness. First, the boss has a gimmick. He starts off as a regular enemy. He only knows attack really. It can hurt – but you can do something about it.

At various points in the battle, he will dig his vine hands into the ground and the two large tentacles will become targetable. All status afflictions on Rosevine will shed at this point and he becomes resistant to everything in this phase. Rosevine himself will use TriAttack as long as the tentacles are alive and the left tentacle uses MidHeal and the right one uses Fizzle. Have Oruba use Sizz to take them out quickly.

But – this battle can be super easy. When Rosevine is standing upright, he is actually **very susceptible to Paralyze, Poison, and Blind**. If you Poison or Blind him, he will use ChargeUp and after that he will use PurgeII. This wastes two turns. Even better though, you can paralyze him and he literally can do nothing. He'll shed all status ailments though when he digs his tentacles into the ground. But every time he gets back up, just paralyze him (Melody learns at level 10) and the battle should be pretty easy!

BOSS BATTLE: Whalemage, Starfish x2

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 14

Whalemage

HP: 1660      MP: 9999      STR: 12      DEF: 28      INT: 65      AGI: 28

EXP: 8000      Gold: 560

DROPS: Water (100%)

Skills: WaterShot, WaterWave, MidHeal

Starfish

HP: 1270      MP: 9999      STR: 79      DEF: 31      INT: 99      AGI: 34

EXP: 0      Gold: 0

DROPS: Nothing

Skills (Left): Accelerate, Attack (if under Accelerate effect), RobMagic (if under Accelerate effect)

Skills (Right): Oomph, Attack

STRATEGY: This battle can be hard, but it shouldn't be too challenging. If you really are struggling you are probably under leveled (at least be level 13), but crafting some Aqua Rings can really help out. The battle would be daunting if it wasn't for Dalius helping you out. You essentially have five party members in this fight. Dalius knows HealUs, Resistance, Kabuff, and Life. He will use a spell every other turn and will always use Resistance on the 4th turn. Because of this, it is possible to never have to cast even one healing spell yourself in this battle. Dalius runs out of MP in 30 turns.

As for kill order, I would take out the right starfish first. Oomph is devastating and we don't want it to use that anymore. If you have a **dispel tonic**, it might be good to use it if it gets Oomph on itself (the left starfish is mainly harmless and on Whalemage it does not matter at all). Then take out the left Starfish and then Whalemage. Have Oruba cast **Boom** so that all get damaged the whole fight. Poisoning each boss can help with their HP totals. If you still struggle, check your gear. Alchemy was introduced – might need to use it!

REGION BOSS BATTLE: Kingsquid

DIFFICULTY RATING: Easy - Medium

RECOMMENDED LEVEL: 14

HP: 4201                      MP: 250                      STR: 112                      DEF: 19                      INT: 75                      AGI: 26

EXP: 8215                      Gold: 0

DROPS: Water (100%)

Skills: Attack, Sleepall, Stopspell, TriAttack, Wait

STRATEGY: Again, chances are that because you might not have a dedicated healer character now, you probably think looking at his stats that he'd be really hard. He can be – but it is a very doable fight! First of all, I can't stress how helpful **Poison** is to dwindle down his HP. It never wears off and makes sure damage is occurring all the time in this battle.

Besides that, **blind** can be incredibly helpful. However, unless you have certain monsters, you may not have **blind**. **Paralyze** can stick on him, albeit at a reduced rate. If you don't have blind, you just need to probably make due with just buying some **Lovewaters** and attacking him with everything you have. Lovewaters shouldn't be that hard to purchase at this point because enemies in Esrarch drop pretty generous amounts of gold.

BOSS BATTLE: Remains x3

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 15

HP: 1337                      MP: 58                      STR: 75                      DEF: 24                      INT: 44                      AGI: 27

EXP: 980                      Gold: 80

DROPS:

Skills: Attack, Drain HP, Crackle

STRATEGY: This battle can actually be pretty hard! Obviously, you will want Oruba on **Sizz** duty, but these three guys actually have decent HP and should they all choose to use Crackle, it can spell disaster! Fortunately, they can only use Crackle every so often (the first turn and every fifth turn after). I strongly encourage to keep Oruba using Sizz and have the rest of your party go all out on one of the skeletons. Once you get the battle down from three monsters, it becomes significantly easier. If you are really struggling, you might would benefit from **Fur Gear** or **Ice Rings**, or simply just **coming back later** before **Wyuto**.

BOSS BATTLE: Skydragon

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 15

HP: 2890                      MP: 5000                      STR: 87                      DEF: 36                      INT: 85                      AGI: 51

EXP: 10000                      Gold: 580

DROPS: Great Scale (100%)

Skills: BiAttack, BlazeAir, SuckAir

STRATEGY: The only thing that could make this battle challenging would be just not knowing when it was coming and walking into it with low HP. Skydragon does rather mediocre damage and ice damage tears him up. However, **SuckAir** can be a tad annoying. So to reduce all frustrations, equipping a mage with silence warding gear will really help out.

BOSS BATTLE: Tumbleweed

DIFFICULTY RATING: Easy - Medium

RECOMMENDED LEVEL: 16

HP: 1488                      MP: 3211                      STR: 81                      DEF: 22                      INT: 38                      AGI: 99

EXP: 3011                      Gold: 22

DROPS: Tinymedal (100%), Dream Blade (100%)

Skills: PanicHit, Restore, PanicAll, Accelerate, Escape

STRATEGY: You will fight this guy three times if you want his treasure. The first two times, he will always run away before he is about to die. Bring some **mind herbs** or someone who can restore confusion against this foe. A sanity ring / angel charm can be a godsend in this battle. Tumbleweed is devastated by fire magic, so just do your best to outlast him. The battle won't take too long unless he gets really lucky with inflicting confuse on you. Also, if he **uses restore**, dispel it with a **Dispel Tonic!** Restore recovers a percentage of HP every turn, so with his large HP pool, it does a pretty steady recovery.



REGION BOSS BATTLE: Gismo x3

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 17

HP: 1658                      MP: 3456                      STR: 131                      DEF: 37                      INT: 155                      AGI: 61

EXP: 4816                      Gold: 50

DROPS: Magic Herb (10%)

Skills: Attack, Smog, WhiteRain

STRATEGY: If you were fighting these guys without help, it would be an extremely hard battle. However, there is a warrior troupe who is fighting along with you. Basically, the longer the Gismos are alive, the faster the troupe dies. The troupe mostly attacks every turn, but gets picked off one by one until later in the battle in which they all die no matter what. You have a warrior who deals high physical damage, a mage who casts Kasap and strong damaging magic, and a bard who does slight damage and buffs your party. There is a berserker, but he dies before he can do anything.

In terms of actual strategy, I strongly encourage you to attack the same cloud that the troupe is attacking. The faster you can even the side of battle, the better. Healing won't be a huge ordeal most likely, but do be ready to heal damage should the clouds decide to gang up on a low defense character.

REGION BOSS BATTLE: CloudQueen

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 17

HP: 4976                      MP: 4444                      STR: 111                      DEF: 41                      INT: 124                      AGI: 71

EXP: 13051                      Gold: 300

DROPS: Life Seed (100%)

Skills: Attack, Barrier, Woosh, RobMagic, MidHeal

STRATEGY: This fight is probably a bit hard just due to the fact that it comes as soon as you defeat the Gismos (if you die to the queen though, you do not have to refight the Gismos). CloudQueen can do some pretty nasty damage with Woosh, and is more than happy to buff her magic defenses using Barrier, which renders mage characters next to useless unless you have a **dispel tonic** handy.

If you came to the battle equipped with wind-resistance gear, her threat level goes way down. Also, she is susceptible to **poison**, which helps with her high HP total. If you struggle with the battle too much, check your gear and/or level.

REGION BOSS BATTLE: Demon Lord Angsti

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 17

HP: 4521      MP: 9999      STR: 146      DEF: 31      INT: 88      AGI: 44

EXP: 19080      Gold: 2000

DROPS: Magic Beast Hide (100%)

Skills: Attack, Icebolt, Iceslash, Heal, Kabuff, EerieLite, Absolute Zero

STRATEGY: Like the previous battle, with a demon lord, this one can be hard. If you are adequately geared (Ice Rings/Ice Crests can be really helpful) this battle won't be too hard. He starts off only knowing Attack, Icebolt, and Iceslash. Icebolt is devastating and due to his high attack power, he packs a serious punch. If you have a monster with **buff**, consider yourself lucky! Angsti's ultimate move is **Absolute Zero** and you **need** to prevent it. Absolute Zero deals **500 damage** which nobody can survive. In the battle, Angsti will cause ice pillars to emerge from the ground. You have three turns to kill them. If you don't, he *will use* Absolute Zero and it is game over! While the pillars are out, he becomes more annoying but less of a threat though. He reverts to only knowing Heal, Kabuff, and EerieLite (dispel all). If you really struggle, **Tarot Cards** can really help turn the tide of battle.

BOSS BATTLE: Demon Lord Necrov

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 19

HP: 5129      MP: 9999      STR: 174      DEF: 111      INT: 77      AGI: 145

EXP: 27601      Gold: 1800

DROPS: None

Skills: Attack, SlowAll, Zap, Paralyze, Watch, Necrocharge, Thunder Roar

STRATEGY: Necrov is probably the most challenging of the demon lord trio. He is attuned with the lightning element and can unleash some serious damage if you don't have lightning resistance gear for zap. However, what makes this demon lord harder than the other two, is that his ultimate move can put you in an almost endless cycle of being open to attack. Some players won't even recognize he has an ultimate move though, because it can be stopped and might be less obvious than Angsti's move. Necrov starts by only knowing Attack, SlowAll, Zap and Paralyze. If you are paralyzed, I strongly encourage you to remove it immediately.

Necrov's ultimate move is called **Thunder Roar**. Thunder Roar does extremely small damage but is an **unresistable paralyze**. Even if you wear paralyze resistance gear, it won't matter, because Thunder Roar will still paralyze you.

Necrov gets into a cycle of using Thunder Roar again shortly after you recover, making it tough to stop his assault if you are still paralyzed. So if you even once let Thunder Roar go off, expect a much harder and longer battle. How can you stop it? Well, Necrov will use a move called **NecroCharge** where it tells you that he is charging an attack.

You have one turn after that message to **deal 200 damage** to him. If you manage to deal 200 damage, the next turn you will get a message that his attack was interrupted. If you don't get that message, the next turn he will use Thunder Roar regardless if since the message you dealt 200 damage or not. As long as you don't get caught in a Thunder Roar, this battle shouldn't be too hard!

BOSS BATTLE: Minion

DIFFICULTY RATING: Easy

RECOMMENDED LEVEL: 20

HP: 1081                      MP: 99                      STR: 155                      DEF: 34                      INT: 177                      AGI: 91

EXP: 5000                      Gold: 0

DROPS: N/A

Skills: Attack, K.O Dance, Ramming

STRATEGY: If you have the Dream Blade/Slumber Sword, this fight is a joke. Give it to your slowest character (most likely Aldain) and Minion should only ever get off one attack on you. If you don't, make use of the Snooze spell instead.

REGION BOSS BATTLE: Death Templar

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 21

HP: 5824                      MP: 999                      STR: 161                      DEF: 99                      INT: 187                      AGI: 98

EXP: 38999                      Gold: 3421

DROPS: Gold Ore (100%), Iron Mace (25%)

Skills: Attack, BiAttack, TriAttack, StopSpell, Curse

STRATEGY: In my opinion, the battle against Death Templar is the hardest battle you will have encountered in the game so far, it is also one of favorite battles. Death Templar was summoned by the demon lord trio and is therefore immune to every status effect as they are – again though, status afflicting spells work on this foe.

Death Templar boasts a high attack power and to make matters even worse, he **attacks twice!** He will always use two skills every single turn. While his chance of doing so is low, he can theoretically pound your team with two uses of TriAttack, hitting your group **six times!** Well, what can you do to defend yourself against this monster!? First of all equipping mages with Silence resistance gear is almost a must. Nothing is more annoying than trying to cast and him silencing you. Also if you are silence resistant, you will be thankful when he does choose to use Stopspell. Being silent resistant won't make the battle easy though, so you need more.

At level 20, Aldain learned a move called **Taunt**. Taunt provokes an enemy into attacking you. However, Taunt is weak. You need to stack Taunt multiple times to get it to be almost guaranteed that Death Templar will strike

Aldain. It takes about 6-9 uses of Taunt to almost forever divert his attention on you. Now, that isn't too much of a guarantee for those turns is it? In Dharma Temple you can choose to learn **Aggravate**. Aggravate not only deals damage, it only takes about 2-3 applications of Aggravate to almost have the enemy permanently locked on you. I do recommend you get Death Templar locked on Aldain in some method. Depending on how Aldain is geared, he might can deal out some damage to Death Templar too, but if you are poorly geared, have **Aldain defend!** Eventually, the foe will fall.

BOSS BATTLE: DeathTrap / Killjoy Slime\*

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 21

DeathTrap

HP: 678      MP: 9999      STR: 89      DEF: 381      INT: 444      AGI: 77

EXP: 0      Gold: 0

DROPS: Defense Seed (33%), Intellect Seed (33%)

Skills: Poof, Farewell, Call Help

Killjoy Slime

HP: 301      MP: 9999      STR: 89      DEF: 12      INT: 21      AGI: 111

EXP: 0      Gold: 0

DROPS: Tinymedal (100%)

Skills: FullHeal, Soulwave

STRATEGY: Like battles with Dragon Quest Mimics everywhere, DeathTrap knows instant death spells.

However, as one would expect, instant death spells aren't too accurate. DeathTrap does attack twice per turn though, allowing him the potential to wipe out your party with instant death curses. However, this scenario is extremely unlikely.

The battle starts off just against DeathTrap. He has insane defense so unless you sap his defense, you aren't likely to do any damage to him. Same for magic damage as well – unless Oruba makes use of **dilapidate**, don't expect to damage him with magic either. Deathtrap can be poisoned though, which can make killing him not too difficult. So just poison him and outlast his attacks/not kill him until the 10th turn. On the **10th turn**, he summons **Killjoy Slime** to his aid. Killjoy Slime nets you a **tinymedal** for your trouble.

Once Killjoy Slime joins the fray, DeathTrap should almost be dead so I strongly encourage you to take him out with no regard to what Killjoy Slime can do. If Killjoy Slime gets off FullHeal on Deathtrap, swap your focus over to Killjoy. Killjoy Slime can be **silenced**, and I encourage you to do so. Soulwave hurts a lot and FullHeal can make

it hard to kill him if you don't (even though he has low HP). Even without silence, unless you have low attack power, he will die without too much trouble. Then, if Deathtrap is still alive, finish him off!

BOSS BATTLE: Lavaman

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 22

Lavaman (Phase 1)

HP: 3138                      MP: 311                      STR: 181                      DEF: 104                      INT: 100                      AGI: 29

EXP: 0                      Gold: 0

DROPS:

Skills: Attack, Blazemore, Fireslash, Empower

Lavaman (Phase 2)

HP: 1432                      MP: 900                      STR: 106                      DEF: 104                      INT: 100                      AGI: 29

EXP: 72775                      Gold: 1930

DROPS: Iron Ore x5 (100%), Gold Ore x5 (20%)

Skills: Wait, Blazemore, RobMagic, Smog, Resistance, Fizzle, Sap, Frizz

STRATEGY: This is a two-phase battle. At first, Lavaman starts off as just a singular enemy. He can deal some pretty strong damage with his fire-based skills, but shouldn't put up too much of a fight, especially if you are wearing fire-resistant gear. When you've damaged about 50% of his HP, Lavaman will recognize that the battle is not going in his favor. He'll dig into the ground and re-emerge as five Lavamans.

When he is split into five, he is weaker than he was before and without his hand, he knows physical based attacks. As such, you are strongly discouraged from having Aldain use any type of provoking move. If you have a character with **Barrier** or some type of magic resistance buff, it is strongly encouraged. What is good about this phase though, is only one of the Lavamans are the real thing. Once you kill the right one, the rest of them die off and you win. The correct Lavaman is always the furthest on the left. Once he is downed, you have won!

REGION BOSS BATTLE: Magmagod

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 23

HP: 10000

MP: 0

STR: 1

DEF: 999

INT: 999

AGI: 1

EXP: 58766

Gold: 1200

DROPS: Great Scale (100%), Strength Seed (1%)

Skills: Body: None. Middle Head: Attack, RobMagic, MidHeal. Vicious Head: Attack, BiAttack, TriAttack.

Vicarious Head: Fireslash, Rainslash. Mystic Head: Kasizzle, Frizzle. Magic Head: TwinHits, MindUp, PanicHit, Buff, Resistance.

STRATEGY: This is a unique battle. You can't harm Magmagod at all. Instead, you must detach it's heads and when that is complete, the dragon will fall. You can look above at the skills each one possesses. For this battle, I would come with a few **dispel tonics** and some fire-resistance gear, and the fight generally won't be too difficult. Use a dispel tonic if the magic head buffs one of the damaging heads with Twinhits, or buffs the Mystic head with MindUp. Normally, I take out the foes in the following order: Mystic > Vicarious > Vicious > Middle > Magic. Despite Magic Head being somewhat annoying, he really can't hurt you and if he is the last one standing, you have won. There is a very small possibility he'll use PanicHit, but it is really rare for him to do so.

BOSS BATTLE: Rosa

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 25

HP: 5876

MP: 9999

STR: 191

DEF: 81

INT: 431

AGI: 88

EXP: 48693

Gold: 0

DROPS:

Skills: Majustis, Attack, Shock, BiAttack, Rainslash

STRATEGY: An extremely interesting battle! This battle can prove more frustrating than probably any you've faced if you don't go about it the right way. If you recall, it was Rosa who helped you defeat Sea Devil with her powerful status ailing Majustis spell early in the game. In this fight, she knows the same move, and she also is full aware of how to beat your team. Right away, she will begin using Majustis on your characters. She will always use it on character 1 > 2 > 3 > 4. After the fourth turn, she'll go into attack mode and wail on you with your weakened defenses.

Just reading that, this fight probably sounds incredibly unfair. Majustis is super potent and will cause you to deal little to no damage to her – and don't even think about magic damage! With her high INT, magic damage is next to useless if Majustis is inflicted on you. Well, what can you do? You should be able to guess that Rosa's weakness would be her sister Melody, whom you have to use in the battle. During her Majustis phase, Rosa is highly

susceptible to **paralyze**. If you paralyze her, it will stop her from taking any action. Paralyze will always wear off when the Majustis phase ends though, but now only Aldain is weakened by Majustis. Now sometimes Paralyze doesn't stick, so party order could come into play here. I normally place my heaviest hitters in slots 3 & 4, just in case I am unlucky with Paralyze.

Now, Rosa does re-enter her Majustis phase at fixed intervals in the battle, making you repeat the Paralyze tactic, however, you can always know when she's going to do it. When Majustis would have theoretically been removed from all characters, she will recast it again. Majustis lasts **7 turns** and cannot be removed. So basically, if only Aldain was afflicted, three turns after it wears off of him, she'll re-enter the Majustis phase. Have Melody ready Paralyze so that again, only Aldain is afflicted.

It is quite possible that Aldain is your best fighter, which can be annoying. If you **slow Rosa** and keep track of how many turns, you might just be able to **paralyze her** before she gets off Majustis.

REGION BOSS BATTLE: Melody      DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 26

HP: 5791      MP: 9999      STR: 188      DEF: 41      INT: 244      AGI: 66

EXP: 38693      Gold: 0

DROPS:

Skills: Attack, Dazzle, Paralyze, Oomph, Fireslash, Weaken

Variant Skills: **Sap/Slow OR SlowAll/Kasap/Buff/Resist**

STRATEGY: This is also my favorite fight of the game without question. Melody is slightly easier if you never upgraded her to an Arcanist (however, she won't appear in the bestiary this way, for you completionists out there!)

To begin with, Melody treats you the same way her sister did. She doesn't know Majustis though, so she can't debuff you nearly as bad. Melody does attack twice, unlike her sister. The first two turns and every twelfth turn after she will do one of the following scenarios:

If Melody is not an Arcanist – Melody will use Sap on hero 1, 2, and 3. Then, she will use Slow on a random person.

If Melody is an Arcanist – She will use Kasap and SlowAll, then use Buff and Resist on herself.

After her debuffing/buffing phase, she'll begin to attack you. At this point, I would instantly use a **dispel tonic** to rid her of her buffs and use **statesand / purge** to remove defense down (from just Aldain is probably good enough). This battle is sort of like Death Templar, in that you probably want Aldain to tank her / take all the damage. Melody hits hard, as you would expect. Have Aldain taunt/aggravate her enough to keep her attention most of the time.

Depending on gear, Aldain may need to spend almost the entire battle defending. Now in terms of damaging her,

you only have **three heroes** in this fight, and one is practically doing nothing but absorbing damage. For this fight, **monster allies** (especially those with high Strength) are way more valuable than your human allies. Olian can help for healing and his decent attack power, but Oruba suffers lack of utility. The only way Oruba can do anything valuable is to **Dilapidate > Last Rite > Highest Damage Spell**. Continue with highest damage spell until Dilapidate wears off and then repeat.

If you happen to have trained monsters enough and have one with high strength / multi-hit skills and/or Twinhits, Melody can actually fall kind of quickly. Have your monster ally buff themselves with Twinhits (Aldain too if he can survive it), then go at her with everything you have. If you have a monster with **buff/kabuff** too, it would be of great help. Just do your best to pace yourself and come with healing, whether it be magic or item-based healing. Eventually, you'll get into the groove of the fight and will come out victorious! If you exclusively like mage characters, this battle will be a bit harder because it will take longer, but it can be done!

BOSS BATTLE: Fallen Warrior x3

DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 29

HP: 2451

MP: 222

STR: 188

DEF: 89

INT: 158

AGI: 98

EXP: 5555

Gold: 111

DROPS: Scimitar (12%), Green Herb (12%)

Skills: Attack, TriAttack

STRATEGY: Three high strength foes can be tough to take out! Have Aldain grab their attention and defend. If you have **buff**, which you should, if you use it on Aldain, he'll probably take 0 damage from their assault even if he is attacking. I only rate this battle a medium, because if you don't try to buff yourself up and just go all out, it is hard.



BOSS BATTLE: Niterich

DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 31

HP: 9871

MP: 1581

STR: 288

DEF: 121

INT: 199

AGI: 198

EXP: 50456

Gold: 450

DROPS: Deathmore (100%)

Skills: Attack, Boltslash, Iceslash, SleepAir, Surround, Wait, Buff+, Oomph+

STRATEGY: Niterich has high stats and good skills to match. He can be quite a challenging foe! At this point, **buff** is highly recommended, and is available to you in many ways (monsters or Melody) – naturally, if you have Kabuff, you're even better off. At this stage in the game, the team that you are using can vary a lot. If you have access to attack boosting skills, I strongly encourage you to use them as well.

In a few turns, Niterich will summon forth Fallen Minions, who have exact stats to the Fallen Warriors you faced earlier. They won't pose a huge threat, and I encourage you to not even worry about them and let AoE / Fire Magic take them out while you wail on Niterich. Very few elemental attacks are used in this battle by Niterich, as he can only use Bolt or Iceslash every so often, but he can use Sleepair/Surround. If status ailments bother you, I would encourage you to gear up with equipment that resists sleep and/or blindness.

You will probably want a dedicated healer for this fight as well – and access to revive magic. Niterich has the ability to critical and does attack twice, so if Aldain dies it can spell disaster for your group (I do encourage Aldain to be taking the majority of the hits).

REGION BOSS BATTLE: Torchtree      DIFFICULTY RATING: Medium - Hard

RECOMMENDED LEVEL: 32

HP: 8112                      MP: 9999              STR: 212              DEF: 145              INT: 252              AGI: 99

EXP: 87651                      Gold: 4000

DROPS: Yggdrasil Branch (100%), **Violet Medal** (25%)

Skills: Frizzle, Buff+, Mind+, Sizz, Kasizzle, Stopspell, Oomph, BiAttack, Wait

Minions: Charge UP, Flare

STRATEGY: The battle starts off as a solo battle against this possessed demonic tree. Torchtree commands all levels of fire magic and can devastate your party members if you aren't geared with fire resistance. Even if you are, he can seriously damage characters with somewhat low INT (Aldain and Melody). In spite of that, I encourage you to build Aldain in a way that he can tank this battle. In Dharma Temple, you can learn an ability called **Attunement** for Aldain. Attunement causes Aldain's physical defense to drop tremendously, but increases his magic resistance just as much. If you use Attunement, Aldain can survive the onslaught of magic attacks. If you have Attunement, grab Torchtree's attention and let Aldain take the majority of the damage. If you don't, gear everyone as best you can and prepare for a lot of healing.

After a few rounds by himself, Torchtree conjures up four **Flame Souls**. The Flame Souls really make you wish you had Attunement. The Flame Souls will charge up one turn, then the next turn will unleash the strongest single target fire spell, Flare, on a target. Flare will murder anyone weak to fire or with no fire resistance. And there are four of them – so it easily wipe out one or more players. The Flame Souls only have 981 HP though. If you kill all of them, Torchtree will resummon more later in the battle. Also, while the Flame Souls are out, Torchtree gets slightly weaker as he now has the ability to **wait**, and will do so frequently.

What I encourage you to do is to take out 3 of the 4 Flame Souls. This will cause Torchtree to act easier, and make where you are only dealing with one of the Flare spells. However, once you get down to one, I would refrain from using AoE magic such as Kacrack or Kaboom. You'll find that this battle goes from a little hectic at the beginning, to entirely manageable – almost easy – if you follow this strategy. This is a perfect battle as the final region boss battle – it makes you use a lot of strategy and helps prepare you for the game's final battle.

FINAL BATTLE(1): Exodus, Angsti, Necrov

DIFFICULTY RATING: Medium – Hard

RECOMMENDED LEVEL: 38

Exodus

HP: 4876                      MP: 9999                      STR: 224                      DEF: 164                      INT: 221                      AGI: 242

EXP: 0                      Gold: 0

DROPS:

Skills: Attack, Buff, SlowAll, Blazemore, MegaBurn

Angsti

HP: 10021                      MP: 9999                      STR: 318                      DEF: 204                      INT: 200                      AGI: 121

EXP: 0                      Gold: 0

DROPS:

Skills: Attack, Icebolt, Iceslash, Heal, Kabuff, EerieLite, Absolute Zero

Necrov

HP: 5890                      MP: 9999                      STR: 289                      DEF: 186                      INT: 234                      AGI: 208

EXP: 0                      Gold: 0

DROPS: N/A

Skills: Attack, Dazzle, Zap, Paralyze, Necrocharge, Thunder Roar

STRATEGY: It is likely that you could see the final encounter being the demon lord trio. These guys don't look too impressive stat wise, to be demon lords, but they all retain their ultimate moves from past battles to keep you on your toes. In particular, Necrov's Thunder Roar and Angsti's Absolute Zero pose the most threat. Exodus's move, MegaBurn, did not receive a buff and it is almost easier to just ignore that he has it. Despite the fact that Angsti and Necrov are in general more threatening than Exodus, I encourage you to take out Exodus first and that is because he has the lowest HP. While Exodus is the easiest, he still isn't a pushover, and the fewer enemies on the field, the higher chances you have of winning.

After Exodus falls, I tend to focus on Necrov, for the same reason that he has lower HP than Angsti, and then finish off with Angsti last of course. It is suggested that you bring a character that knows Buff/Kabuff for this fight to help negate damage and some form of restore/HealRain will make you require little healing. If MP becomes an issue, it is relatively easy to sap one of the demon lords. Due to the final encounter consisting of three parts, you are encouraged to keep resources full for the next two fights. Eventually, all three foes will fall.

FINAL BATTLE(2): Xylifer

DIFFICULTY RATING: Medium - Hard

HP: 14750

MP: 9999

STR: 412

DEF: 242

INT: 298

AGI: 208

EXP: 0

Gold: 0

DROPS: N/A

Skills: Mercurial Thrust, ChargeUp, TriSlash

STRATEGY: The culmination of darkness and the result of the demon lord's meddling is the demon king, Xylifer. Xylifer is quite the physical adversary and can easily one shot almost any hero that you have, especially if ChargeUp is in effect. However, if a character with decent defense is defending and is under the buff spell, they shouldn't die. In this round, Xylifer follows a strict attack pattern. He will begin always with Mercurial Thrust, a guaranteed first hit decent damage attack. On the next turn, he will use ChargeUp. Then for three consecutive turns he will use TriSlash, with only the first one being powered up by ChargeUp. Defending wise, make sure you have your tank or all characters defend on the round he'll use the buffed up TriSlash.

As far as general strategy, I encourage you to let Aldain serve as the tank. Stack on as much defense gear as possible, Aggravate him 3-5 times for his attention, and then defend when needed. Make sure buff stays on at all times.

When not charged up, his TriSlash won't be too intimidating to a fully defense boosted Aldain, so Aldain should be able to go on the offensive. With 4 characters attacking and using buffs, it is entirely possible to deal over 10k+ damage to him in a single round.

Keep up the pattern and Xylifer should fall relatively easily. Now one thing to keep in mind is that you want all allies alive at the end of this fight and in decent fighting condition – perfect condition if you can. The next battle can easily overwhelm a player, especially the first time they fight him. This form of Xylifer can be drained of MP pretty easily to refill MP supply, and with a form of regen on at least Aldain, you should be able to come out relatively unscathed.

Once this form is dead, prepare yourself for the final main game encounter!

FINAL BATTLE(3): Xylifer – Form 2 (Death Heart)

DIFFICULTY RATING: Hard

HP: 10050

MP: 9999

STR: 533

DEF: 232

INT: 266

AGI: 198

EXP: 99999

Gold: 30000

DROPS:

Skills: Pulse, Life Pulse, Soulwave, EerieLite, Kaboom, Dark Armor, Debilitating Stupor

Elemental Veins

HP: 3180

MP: 9999

STR: 212

DEF: 107

INT: 212

AGI: 89

EXP: 99999

Gold: 30000

DROPS:

Skills:

Fire – Frizzle, Fire Siphon, **Fire Pulse**

Ice – Crackle, Blizzard, **Ice Pulse**

Thunder – Paralyze, MegaBolt, **Thunder Pulse**

Wind – Vacuslash, Suckair, **Wind Pulse**

STRATEGY: This is it! The last battle that determines if your party is able to save Araginol from destruction.

Xylifer has transformed into the “heart of existence” and has multiple elemental veins popping out of his body. As long as the veins are attached, no real harm can come to Xylifer.

The battle mechanics work as follows. Xylifer has four elemental veins wrapped around him. Each vein knows two spells/skills and will use them every turn. Xylifer himself will only know one move at this time and that is **pulse**.

Pulse deals 35 non-elemental damage to the entire party. For every vein that is detached, Xylifer’s main body becomes weak to that particular element. So if you detach the fire vein, Xylifer can now be damaged by fire element. Every time you defeat a vein, it unleashes its own version of a pulse move. Fire and Wind pulse are guaranteed to debilitate you and Ice/Thunder have a chance to. The debuffs are as follows:

1. Fire – STR down for 5 turns. Cannot be removed with magic or items.
2. Wind – INT down for 5 turns. Cannot be removed with magic or items.
3. Ice – Chance of curse effect.
4. Thunder – Chance of paralysis effect.

Once all veins are detached, Xylifer will unlock his other moves. He will replace pulse with life pulse which deals the same amount of damage but absorbs it from you instead. And then he learns a few others. He has two exclusive moves: Debilitating Stupor will inflict all stats down to all party members and Dark Armor will give him every buff, so be prepared to dispel. He can’t use those two moves very often, but they do exist so be prepared. The only move that is really scary is Kaboom, and that is if he catches you at a bad time. More often than not, he will choose to use Life Pulse above all other moves.

Now, how to tackle this beast? In my opinion, you do NOT want to kill all veins at the same time. Having all 4 use their pulse moves at once would be sure suicide. Having 5 fiends against you at one time for very long isn't going to work either. By far the most annoying vein is Thunder, but killing it first leaves you vulnerable to paralysis, unless you swap into paralysis resistance gear or use paralysis resistance magic from Olian.

In the fight, I tend to start off the same way every time. I have Aldain use Attunement for magic resistance, I have one character apply Barrier/Resistance magic, then I proceed to buff up with some form of regen/oomph magic. I have one character pretty much as a dedicated healer, even if I don't think I need it for that turn. Then, I have the characters that can go all out on the Ice Vein. Once Ice is defeated, I go after Thunder, then Wind, then Fire. I choose Fire last because Frizzle is pretty easy to resist (since fire resistance is most abundant), and Siphon STR is annoying, but that is all it is, annoying. Silence/Paralyze and a high level ice spell are far more threatening to your party's well-being. Once two veins are down and you've safely recovered, the fight is quite manageable. It isn't a bad thing (if you have Oruba, especially with Surge, or Olian's Runic Aurora) to deal non-elemental/holy AoE damage to the veins for a few turns. That way, killing one won't take long at all. Just be sure that you don't kill them all at the same time.

Once the veins are gone, I tend to defend until Fire Pulse/Wind Pulse effects are off of my characters. Then I rebuffer up and go full on attack mode on Xylifer. The biggest thing to do is keep HP above 180 and keep resistance up and make sure that you dispel him if he applies Dark Armor (while it ups his defenses, it gives him restore and you do not want restore on a monster with 10k HP being left on very long). 10050 HP really isn't that much at this point and Xylifer will fall and you will clear the game!

## POST-GAME SCENARIO GUIDE [wt067]:

**\*This section is not completed intentionally to avoid spoilers. Use this to tell you what to do if you get stuck, not necessarily how to win. There are other things to do beside this scenario, but that is in the Unknowns & Extras guide.**

To begin the final scenario, all you need to do is enter your mother's house. A cutscene will ensue and you will be expected to visit the island of Excate in present time. There, you will find a portal to Erdrich past, the only continent you've never been able to reach in past time. In Erdrich Past, all enemies will drop (with a 20% chance) a dark monster ingredient denoted by a purple "!" icon. These monster ingredients will be useful in crafting any dark armor and the dark monster weapon, Verethragna.

You will start where Erdrichia Forest was and you need to make your way to Erdrich Castle Town. Once there, talk with all villagers and make your way as far north from the town as you can. Once you reach that point, a cutscene will play and you will learn that the only way to make it to the final dungeon known as Saint's Harbour will be to visit the 4 sealed elemental temples. The temples are accessed by a portal that your ghostly helper will be able to reveal to you if you get close enough. The temples are only accessible in the past.

Each elemental temple has a very similar floorplan and differs in the four treasures and boss you will find.

Temple of Fire	Chest	Incarnate Reward*	NM Reward**
	Shield of Flame	Four of every dark monster ingredient.	<i>Curtana</i>
Boss Reward:	Ring of the Wise		
Location of Temple:	Mount Wyubori B3F		

\*Incarnate is a mimic monster that is found in each dungeon. To earn the prize, you must defeat it. Everytime you defeat an Incarnate, subsequent Incarnates gain +100 to STR/DEF/INT/AGI. If you feel you may really struggle, you may be advised to tackle the rewards you want the most first.

\*\* The NM of the temple will be found in the only empty room in the temple. The empty room will be found in the central room on B2F of the dungeon. To find the monster, you must walk around in this room until the encounter is found. The notorious monster will be an elemental "man" monster, such as AquaMan.

Curtana (Dark Sword) Stats: STR+68, DEF+5, INT+2, AGI+6, MP+50. Dark Damage. "Attacks Twice".

Temple of Wind	Chest	Incarnate Reward	NM Reward
	Mercury Bandana	Ability to take on another legendary weapon quest.*	<i>Thanatius</i>
Boss Reward:	Thanatos Shield		
Location of Temple:	Mount Lyndbaum 3F – Impossible to miss if you just scale the mountain.		

*\*If you have not already obtained a legendary weapon, this Incarnate Reward will do nothing.*

Thanatius (Dark Bow) Stats: STR+204, DEF+8, INT+11, AGI+12, MP+50. Evasion+20%. Dark Damage.

Temple of Earth	Chest	Incarnate Reward	NM Reward
	Ogre Shield	Ability to take on another legendary monster accessory quest.*	<i>Cestus**</i>
Boss Reward:	Sun Crown		
Location of Temple:	Poison Marsh Cove 1F		

*\*If you have not already obtained a legendary accessory, this Incarnate Reward will do nothing.*

*\*\*Cestus has no good stats. In order to make it good you have to craft it into Verethragna with dark monster materials. The recipe is as follows: Cestus + Adamantine Drop x5 + Adamantine Ore x5*

Verethragna (Dark Claws) Stats: STR+80, DEF+45, INT+80, AGI+45. Dark damage. Evasion/Accuracy+20%.

Temple of Water	Chest	Incarnate Reward	NM Reward
	Aqua Shield	Ability to take on another relic technique quest.*	<i>Kerykeion</i>
Boss Reward:	Dark Robe		
Location of Temple:	Sea Devil's Lair, Throne Room		

*\*If you have not already obtained a relic technique, this Incarnate Reward will do nothing.*

Kerykeion (Dark Wand) Stats: STR+77, DEF+12, INT+66, AGI+8, MP+50. Evasion+20%. Dark damage.

When you have completed all four temples (in any order) return to the northmost point of Erdrich Castle Town in past time. You will be granted access to the Saint's Shrine (known as Saint's Harbour) in this era. Saint's Harbour is the final dungeon and will give players a final story conclusion should they be able to conquer the final boss of the post-game scenario! In addition, there is one treasure inside the dungeon. There is a battle against SoulMan, a



notorious monster found in a similar fashion to the NMs of the temples. Soulman will be assisted by MechDragons of a random element. In the only empty room of the dungeon, you can find this random encounter with SoulMan. (It is also the only random encounter of the dungeon, as all other encounters occur by touching the various vanishing ghosts that appear in the flickering dark rooms). The SoulMan reward is the dark spear, Brionac, which is equippable by Melody or Aldain.

Brionac (Dark Spear) Stats: STR+108, DEF-5, INT+29, AGI+10, HP+50. Dark Damage. "Attacks Twice".

Just like the final boss of the main storyline, there is a spot to save right before the boss of Saint's Harbour. The save point will restore your HP/MP fully too. It is encouraged that you be geared as best as you can and have a level close to 60. The only character that doesn't really need to be all that close to 60 would be if you elected to get one of the 3 extra monsters available through Task #2 of the post-game content. That monster should be good enough if level 40+. To avoid spoilers on who the boss is, only the boss' stats will be displayed below.

FINAL POST-GAME BATTLE: ??????????

DIFFICULTY RATING: Hardest

RECOMMENDED LEVEL: 60

HP: 35421                      MP: 9999                      STR: 486                      DEF: 999                      INT: 321                      AGI: 202

EXP: 0                      Gold: 0

DROPS: None

Skills: Ghost Ward, Absolute Dominion, ??????????, ??????????, ??????????

Notes: Summons helpers at various points in the battle.