



Thanks Go To



And for the Translated Version



Dragon Quest V Strategy Guide



by



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1. New Beginnings

Level 1

The Boat

Beginning the Game

You don't get a choice of sex in Dragon Quest 5. You're a male, and that's it. So think about that before naming the character at the beginning.

Birth

A man roams patiently back and forth across the reception room, eagerly awaiting the birth of his child upstairs. Suddenly the maid comes downstairs to alert him – "your child has just been born!"

This is a rather odd beginning for any game, but it adds a unique flair to the game, which occurs over several different eras of quickly passing time.



Lord **Papas** has a few names, but **Martha** has a better name (the name you chose.) But unfortunately, begins to cough a few times and well, she eventually passes away. Afterwards, the game's introduction credits will roll by, and 6 quick years pass.

6 Years Later

The game finally gives you control. Attempt to crawl out of bed and **Papas** talks to you about your dream.

There are two drawers in the room. Search the rightmost one to collect a **Medical Herb**. There are chests, drawers, pots and sometimes just bare spots which host items all across the world. You should do your best to search everywhere obvious to locate these helpful items. To make the task quicker, Dragon Quest V offers the new 'action button' to use, which will immediately perform the action at the location and direction you're facing, whether it be talking, searching or a opening a door.

From here it's time for some free roaming. Head south and then up the stairs. Here you get a chance to test that action button out on the door. Stand in front of it, facing it, and press the X button. Say "voila" then walk through it.

You're on a boat. None of the barrels have any additional treasure, so you needn't bother looking. To advance the story line, you'll have to talk to some people. There are other places to go aboard the boat, but there is no additional treasure. You

may want to know why you're on a boat, so let's go visit some people. Talking to the men aboard the boat reveals that your father has been raising you himself all these years. And also; that



the boat is headed to **Vista**, a port town, by his request.

Now go see the **Captain** through the door on the deck. When that's done, exit the captain's quarters and shortly after, the sailors will alert that the boat is almost there. The captain will emerge and ask you to call on your father. So go do that.

Once **Papas** goes upstairs, follow him and talk to him at the left side of the boat to get off board.

Here, at the harbor, there's nothing of interest except a lady upstairs who's surprised to hear **Papas** is back. So exit the harbor alone to the big bad overworld. Immediately, you'll be attacked by three slimes. Attack them, and shortly therein, **Papas** will come help wipe them out.

Papas will use Heal to keep your health up, so you can't die.

He will then take you north, fighting monsters along the way. You'll reach level 2, probably. To the north is the village of **Santa Rosa** – your home



town. (This is odd, because you were born in a castle.)

Treasure:

(Boat): Medical Herb

Step-by-Step:

1. Talk to the Captain.
2. Talk to Papas.
3. Exit the boat, and then exit the harbor.
4. Fight 3 Slimes.
5. Fight alongside Papas on the trip to Santa Rosa.



Village Cave:

Drakee	HP	10
	EXP	4
	Gold	2

Gophecada	HP	10
	EXP	3
	Gold	2

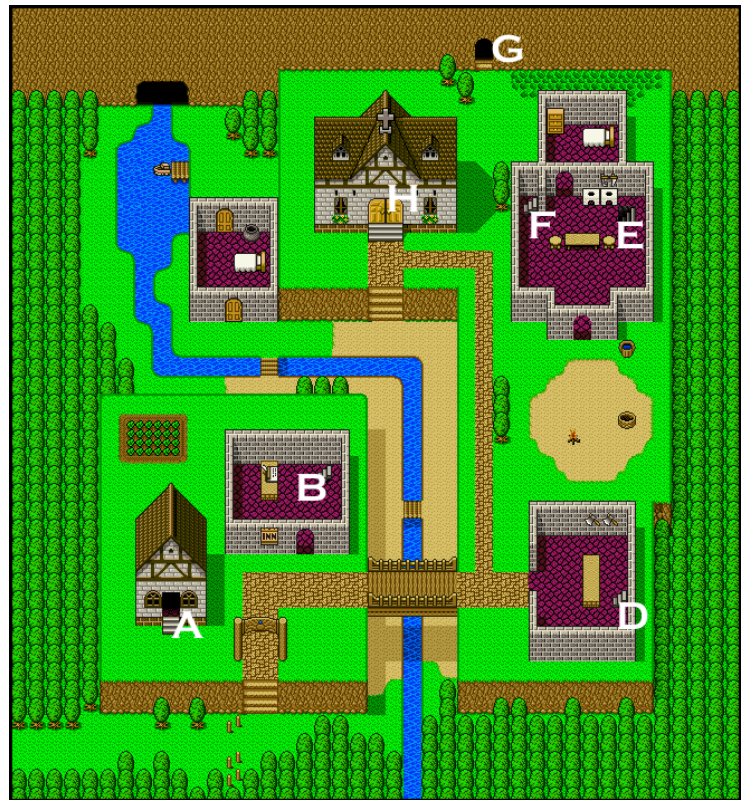
Horned Rabbit	HP	12
	EXP	4
	Gold	3

Slime	HP	7
	EXP	1
	Gold	1

Thorny	HP	7
	EXP	2
	Gold	2

Whackamole	HP	18
	EXP	6
	Gold	3

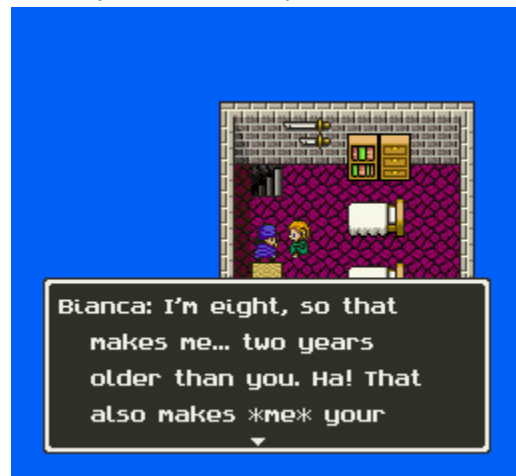
Santa Rosa is home to you and **Papas**. Everyone knows you and they are happy to see you and your father once again. With your father carting you around, you need only sit back and watch.



Rescuing the Dwarf

Papas will drag you through the village, while others come outside to see the great **Papas'** return, to the east end of town – to relatives. A man named **Sancho** (the servant) brings you inside the small house, and inside, a young girl named **Bianca** comes to greet. **Papas** is confused who she is at first, but her mother comes down to clear things up. She is the daughter of **Duncan** – a man of unrevealed relation to **Papas** as of yet.

Bianca will escape the conversation and ask you to come upstairs with you. You have no choice; even though you do (either answer gives the same result.) **Bianca** is 8 years old, meaning that you are



6. She's quite proud of the fact she's your 'elder.' She'll try to read a book from the shelf to spice her elderly-ness about her, but it turns out she can't read all the big words. But, this book is

actually an account of the old Zenithian Legend – one that you will revisit again in DQ5, much later on.

Bianca's mom comes up to get her, leaving you the opportunity to roam and scavenge those shelves. The drawers hold a **Leather Hat**, and the bookcase has the book that **Bianca** couldn't read. You didn't expect to be able to read it, did you! Anyway, go downstairs after equipping your new hat for the extra 2 def.

Downstairs you can plunder the drawers in the back room for a **Medical Herb**. And in the basement, search a pot to get a **Strength Seed**. Don't talk to **Sancho** or **Papas** just yet. Outside the house, you can talk to people and learn some basics about the game. Another **Medical Herb** can be found upstairs of the weapon dealer's house. You have the option to purchase things, but you shouldn't do that just yet. A drawer is inaccessible for now through the door in the back, because a guy keeps pacing back and forth in the way.

As you talk to more and more people, you learn more on the story of you and your father. **Papas** used to bring you here as a baby so you could play with **Bianca**. And one old guy mentions that **Papas** isn't just your everyday ordinary guy. (Hint on the castle-scene birth.) Also, you can visit the church and save your game if you wish.

Alright, so now go back to **Duncan's** house to the east. If you talk to **Papas**, he'll head off. You can try to follow him, but it's useless. Go talk to **Sancho** and rest for the night. When you wake up, you can talk to **Papas** again, and he'll run off...again. If you succeed in chasing him enough so as to see where he's going, then you have your next job.

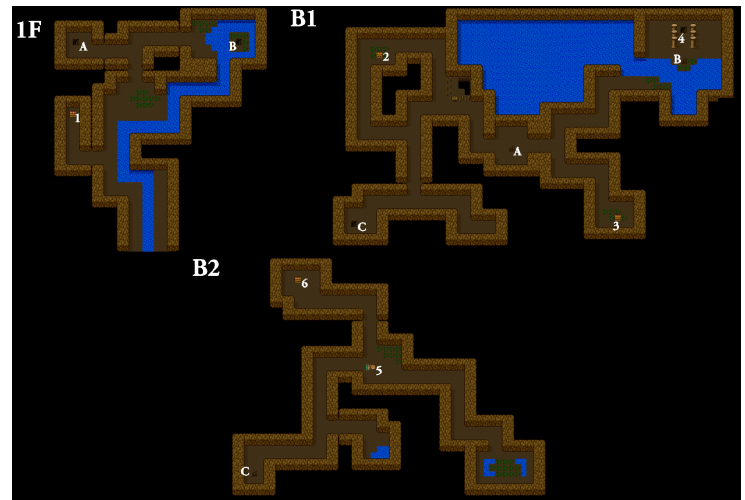
Now then, as you may have noticed, you can enter a cave

where the river flows from. **Papas** was able to get past a guy's house with his permission and go through the right-side of the river cave. But all you can do is enter the left-side of the river cave. So, when you're ready, go tackle on the cave.



The **Santa Rosa River Cave** consists of two parts. The first you'll deal with right now. But the other has

much stronger monsters and you'll face them later. This cave ties in to the story of **Papas'** history, which explains his secret outings to the right-side of the river.



You won't be able to last for very long at a time, so when you get worn out go back to the village and talk to **Sancho** to rest up. Then you can plunge back into the leveling-up process. Expect to be about level 5 when we're done with the cave, so be about level 3 before you actually delve deep within to explore the cave.

Inside the cave, make the first left to find a chest with a **Medical Herb** for you. Then back on the main drag, continue north. At the fork, turn left (right is a dead end.) This brings you to steps leading down.

Now the cave has gotten larger and more complex to navigate. Begin by going right, and then head south to a chest with **50G**. Then go back to the left by the stairs you came down on and continue to the left.

You'll pass a sign which reads "Do not pass",

which you couldn't actually read. You'll have to pick it up on learning those reading skills.

Go north by the sign to find a chest along the way with a **Leather Shield**. Equip this for a nice 4 def bonus.



By now I would expect you've reached level 4 and gained the Heal spell. Use it if you really need, along with any Medical Herbs you've picked up from chests or battles. Continue south to a new area and another fork. Go left to stairs down.

Follow the easy path, skipping the branch (nothing is there) and to an injured dwarf lying on the ground.

Talk to him to wake him up and learn what happened. Then go to either side of the boulder and push it off of him. Quite strong you must be. Then talk to the dwarf



again – he'll mention **Duncan** and herbs then run on off like nothing's ever happened. There's little more to explore. On the path on your right is a friendly slime with friendly information. To your north is a chest with the **Wayfarer's Clothes**. Grab them and equip for 3 extra def, then make your way back out of the cave. By time you reach the village, be at level 5.

Back in the village, talk to **Sancho** to sleep for the night. When you wake up, head downstairs and the whole family will be there. **Papas** wants to escort the ladies back home to **Alcapa**. You have no choice so just comply (just say yes for those like you that can't read.) On the world map, battles may happen, but they are a breeze with Papas in your party.

Treasure:

(Santa Rosa): Leather Hat, Medical Herb, Strength Seed, Medical Herb

(Santa Rosa Cave:) Medical Herb, 50G. Leather Shield, Wayfarer's Clothes

Step-by-Step:

1. After meeting Bianca, explore for treasure.
2. Explore the river cave.
3. Help the dwarf out.
4. Return home and sleep.
5. Wake up and travel with Papas to Alcapa.



3. The Ghosts of Lenoire

Level 5, 8

Alcapa, Palace of Lenoire

Outside Alcapa; Lenoir; Santa Rosa:

Babble		
	HP	15
	EXP	6
	Gold	7

Baby Panther		
	HP	19
	EXP	6
	Gold	7

Big Rat		
	HP	18
	EXP	4
	Gold	8

Blaze Lizard		
	HP	24
	EXP	14
	Gold	14

Goblin Rat		
	HP	31
	EXP	18
	Gold	13

Green Worm		
	HP	15
	EXP	4
	Gold	4

Healer		
	HP	35
	EXP	18
	Gold	15

Mad Plant		
	HP	18
	EXP	13
	Gold	10

Stinky Weasel		
	HP	16
	EXP	5
	Gold	6

+Drakee
+Horned Rabbit
+Whackamole

Lenoire Palace:

Demon Candle		
	HP	20
	EXP	13
	Gold	11

Ghost		
	HP	19
	EXP	10
	Gold	9

Night Wisp		
	HP	17
	EXP	9

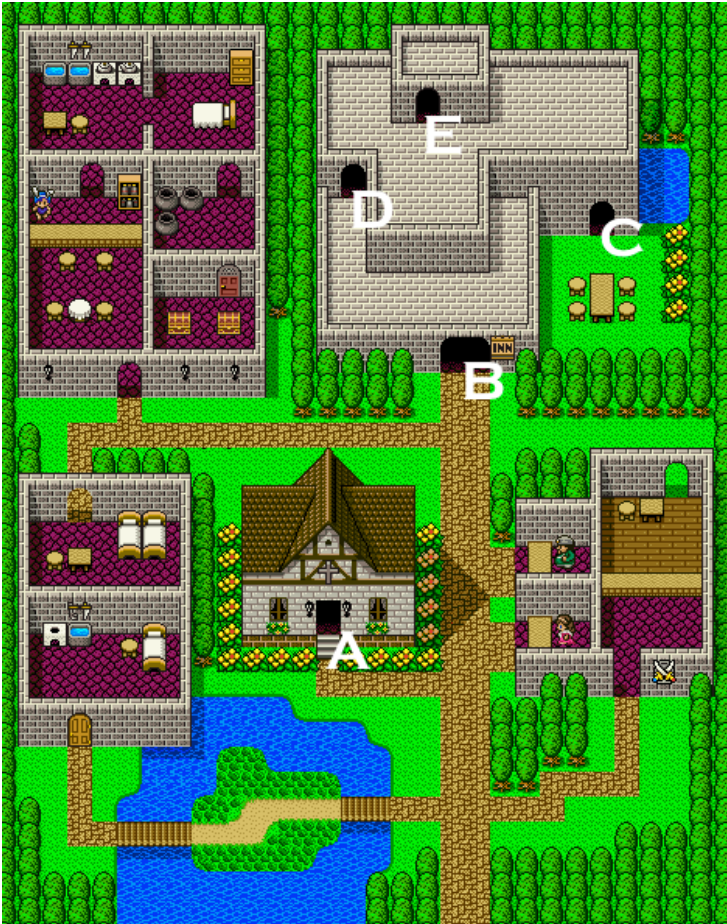
Skull Serpent		
	HP	15
	EXP	7

Gold 10

Gold 6

- + Babble
- + Drakee
- + Stinky Weasel

Alcapa is home to your child sweetheart Bianca. She is the daughter of Duncan, a good friend to Papas. Papas has herbs for ill Duncan.



Armor:

Name of Item	Gold	Stats	Who can Equip
Wayfarer's Clothes	70	+7	Hero
Silk Apron	110	+10	Bianca
Leather Armor	180	+11	Hero
Leather Dress	380	+17	Bianca
Scale Shield	180	+7	Hero, Bianca
Wooden Hat	120	+6	Hero

Weapon Shop:

Name of Item	Gold	Stats	Who can Equip
Bamboo Pole	50	+5	Hero
Oak Cudgel	130	+9	Hero
Bronze Knife	150	+12	Bianca
Copper Sword	270	+13	Hero
Thorn Whip	350	+18	Bianca
Boomerang	420	+15	Hero

Item Shop (Morning only):

Name of Item	Gold	Stats	Who can Equip
Medical Herb	8		
Antidote Herb	10		
Holy Water	20		
Wing of Wyvern	25		
Fragrance Bag	80		
Hair Band	150	+7	Bianca

Confronting the Kitten Haters

After Papas leads you to Duncan's house to deliver him his medicine, talk to Papas and begin to head outside. Bianca will stop and ask to walk with you. For the first time, you can see Bianca's stats. She's level one, and is more of a mage-character.

It's time to roam about and find some items. Walk all the way up two stories to the top floor of the inn to raid a **Defence Seed** and **Wing of Wyvern** from the dressers. A person to the right side of the inn tells a story about ghosts in Lenoire Castle. Scary story, right? You're going there soon.

South of the inn are some stores, and to the left of it is the church. Follow the road to the west and talk to the boys around the kitten.



Bianca will scream at them for bullying a harmless cat. The boys say they'll give the cat up if you do something about the ghosts of Lenoire. They were being a bit sarcastic

about it anyway. But the truth is; they're real and you're about to find out for yourself.

Go back to Papas to learn that Duncan just had the simple cold. With that, Papas decides to head on back to Santa Rosa, but Duncan's wife wants him to stay the night first. Can't say no to that.

During the night, Bianca will sneak up and wake you up, asking you to go do something about the ghosts of Lenoire.

So head downstairs and exit to the world map. The guard is still there, but asleep on the ground so you can sneak past him. For the first time, you can fight world-map monsters. No doubt you can fight them well enough yourself. But with Bianca being at level one, you need to be careful and get her leveled up first. She should be level 4 before you hit level 6.

You can go back to town and enter the inn to rest for the night as needed. Bianca will say she's tired and you'll automatically rest up. In the morning, talk to Bianca downstairs to nap till nighttime (apparently last night never happened in this time-contorted game to fit the gamers' needs.) Anyway, it will be nighttime again and you can sneak back outside. But if you want, you can buy a few things. I recommend getting the Boomerang for the Hero as soon as possible. It attacks all enemies on the screen all at once, with reduced damage for subsequent enemies on the screen. Whips are similar, as they attack all enemies within the targeted group. Anyway though, you'll want to buy the best equipment for you and Bianca eventually and hopefully before you head to Lenoire Castle. Don't forget the Hairband at the item shop in the morning. Buy it yourself even though you can't equip it yourself. Then give it to Bianca at nighttime.

Before tackling the ghosts, you should also be around level 8. Bianca should be too, as her experience levels are curved to match yours by then. To speed the leveling process up, wander east (not too far) to face Goblin Rats. Santa Rosa is to the east. Only go that far. You can go inside, but the guard is asleep, blocking the path.

Lenoire Palace is home to King Erik and Queen Sophia, who have lived in this castle alone until the day they had died. Unfortunately, Ghosts have haunted the mansion and now Erik and Sophia are living on in torment.



Ghostbusting the Old Lenoire Palace

Travel west from Alcapa and then north to the castle of Lenoire. Inside, you can't open the front door, so instead walk around to the castle's side entrance to the right. Climb the ladder to the very top and go through the only door up there.

The metal gate will close behind you. Just walk forward a bit and go down the steps. There, you'll see a lot of beds with skeletons on them. Continue down and down the steps. Before you get there, the skeletons will wake up! Oh no! Bianca is gone!

Go down the stairs. Here, there are two chests. The lower one is empty, but the other contains a **Wing of Wyvern**. Be careful about the pits. If you do fall, just walk up the nearby stairs to get back to this room. After getting the treasure, either fall in the pit or use the steps like a normal person. But hey, you're a kid, so have some fun and jump in.

Go through the door on the bottom wall. This will take you outside the castle to its exterior. You'll hear a voice. Try reading the tombstones. You can't read of course, but they say 'here lies Bianca' and 'here lies hero.' Read the left tomb to uncover Bianca hidden within.

Alright, now that Bianca is back, go back inside to find a ghost in the upper left. Talk to it/she. She doesn't say anything, but makes some of the furniture rumble and reveal a hidden staircase. Read the note on the wall behind her, and then head down the new stairs.

Open the door to the bedroom to find the queen's ghost lying on the bed. Erik and Sophia, the King and Queen seem to be tormented in the ghost world and would like to move on. Afterwards, Sophia will vanish, leaving you to go down the other stairs to the left.

This room is a bit complicated. It's dark and you can't see what's around you. Plus monsters will now start attacking to make matters worse. Simply walk straight to the right until you're sure you stepped about 30 - 40 steps, then walk south till you see light. Go down the stairs, and then down again, and again.

The King is on the run here. You don't need to chase him. Instead grab the **Medical Herb** in the pot along the way. Then go up the stairs at the west end.



Follow Erik to the end and speak with him. He'll re-iterate what Sophia mentioned before about some vile ghosts haunting the castle. By vile he means monsters, not he and the queen. You probably knew that, but hey just checking – after all, you're only what, 6 years old?

Go back downstairs to the kitchen and grab the **Torch** from the pot there. It wasn't available before, so Erik must've slipped there after you spoke with him. Next, retrace back to the dark room.

When you get to the dark room, you need to use the torch. A small bulb a light will help you see a set of stairs going up in the top-right corner.

What a strange statue. Anyway, continue south. Ok, I'm being a bit blunt. It is a strange



statue. You don't have to do anything with it, but come on, you need some resolve. Go talk to it and destroy it (Walking Statue.) It will give some good gold and experience, and it isn't even that

hard except for its extra loaded HP. Continue south to the stairs.

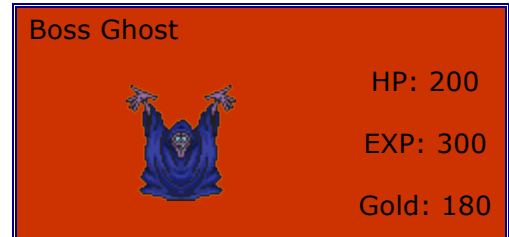
Talk to the king near the pots and he'll disappear...into the pot. Examine the middle pot first to get a **Medical Herb**, and then the rightmost pot, which contains a magical warp of some kind, which you can use at either end.

Walk left and a door will open, symbolizing a 'come this way' sign. Walk through it to the north. Continue north through the room on the north wall, and wrap around through it to another stairs going up. By the way, there's an inn here. But don't be a dummy. If you use it, you'll wake up outside and have to trek the whole way through the castle again.

Finally, here's the throne room. There's a creature sitting on the throne, so heal up and get ready. After talking to the ghost, he'll open up a trap door. You'll fall to a room below with lots of hungry skeletons.

Defeat the four Demon Candles. Walk around the room clockwise to the south end. There are steps going up, and the main door to the south. Go up the steps, and you should remember where you are. Make your way back to the throne room.

Chase the ghost on the throne out to the balcony, where your first boss fight will occur, with the Boss Ghost.



The key to any boss fight is to keep your HP up out of the yellow. The Boss Ghost is no exception. Knowing that, the Boss Ghost should not be any problem at all. Just keep hacking away, healing, and being patient. Eventually he'll die and begin his begging phase.

You must say yes and let the ghost go. I know you don't want to, but the game will just keep asking until you get it right. So the sooner you pass over your stubbornness the better. Afterall, Hero's need to be generous and caring, right? You're still 6, so we'll let you go this time.

Afterwards, Erik and Sophia will lift you back to their graves to thank you. As they disappear in peace, they offer up the **Gold Orb**, a beautiful and tremendously important gem. Take it, and then leave the castle. No monsters will attack you. Not even on the world map. Return to Alcapa.

That night, rumor spreads of your victory over the ghosts.

Bianca will get the poor kitten as she had asked, and now its time to get moving again. But before long, Bianca remembers you need to name the kitten. You



have to choose between a cycled list of Borongo, Puckle, Chirol or Grolin. I use Borongo. After that, Borongo will join the party as a third fighting member. Borongo can equip some things, like claws, but can't equip anything you have at the moment.

When you're ready, go up to the inn and talk to Papas. You and Bianca will split up for the time being, and as you leave she'll give you the **Bianca's**

Ribbon to remember her by, which she puts on Borongo. And with that, you return to Santa Rosa, no doubt fighting a few enemies along the way.

Treasure:

(Alcapa): Defence Seed, Wing of Wyvern
 (Lenoire): Wing of Wyvern, Medical Herb, Medical Herb
 (Key Items): Torch, Golden Orb, Bianca's Ribbon

Step-by-Step:

1. Bianca joins you. Explore the town for treasure.
2. Make a deal with the two kids bullying the kitten.
3. Talk to Papas, and then rest for the night.
4. Go with Bianca through the night to Lenoire Palace.
5. Beat the Boss Ghost to free the spirits of Erik and Sophia.
6. Return back to Alcapa
7. Talk to Papas to leave for Santa Rosa.



Fairy World Overworld:

Cactus Ball			
	HP	22	
	EXP	15	
	Gold	12	

Gapplin			
	HP	19	
	EXP	10	
	Gold	9	

Magician			
	HP	20	
	EXP	18	
	Gold	20	

Troglodyte			
	HP	22	
	EXP	11	
	Gold	10	

+Babble
 +Healer
 +Mad Plant

Dwarf's Cave:

Larva King			
	HP	30	
	EXP	16	
	Gold	15	


Skunker			
	HP	28	
	EXP	15	
	Gold	16	

Spiny			
	HP	22	
	EXP	15	
	Gold	13	

+Blaze Lizard
 +Gapplin
 +Night Wisp
 +Troglodyte
 +Whackamole

Ice Mansion:

Capala Naga			
	HP	25	
	EXP	24	
	Gold	14	

Drakeema			
	HP	30	
	EXP	18	
	Gold	13	

Spiked Hare			
	HP	27	
	EXP	20	
	Gold	15	

+Magician

The Fairy Village is in the southeast of the Fairy World. A Dwarf Cave is to the southwest, while the Ice Mansion is in the far north. As you can see, Fairy World is in winter, and without the Fairy Flute, it will stay that way.



The Fairy Gate

Once arriving at Santa Rosa, Sancho will take you to bed. When you wake up, you're in free roaming mode again. Papas has a matter to look into and Sancho is bewildered as to where his chopping board went. This is a tiny hint, but at first doesn't seem to be relevant.

Explore the town a bit. There are a few new things to see. First off, in the dwarf's home to the north is a dresser with a **Handwoven Cape**, which was previously inaccessible. Borongo can wear this, so equip it to him for the 6 def bonus.

The next area of interest is the man that looks like you outside the church. Talk to him and he marvels over the golden orb you found recently. He would like a chance to see the orb, and you can offer it to him or not. If you do, he gives it back. If you don't, the game keeps asking you to do it. Anyhow, as you might've guessed, this person really is you...only from the future. It's complicated. But just remember what I told you. Santa Rosa would become more important later on.

Moving on to the next step in the game, which



is a visit to another world. Remember Sancho's missing cutting board? Go to the inn and walk upstairs. You'll see a barely visible elf sitting on the ledge. Talk to

it/him/her. Seems you're the only one who can see her. She asks you to wait in a basement (your house.) Go there.

Talk to the elf in your basement. She's introduces herself as Bella and informs you that her land is in trouble. She needs help. No one can see her, so no one can really help her, so it looks like you'll have to do.

And just like that, BLAM, there's a staircase in the middle of your basement. What a way to twist an already over-imaginative young boy's mind. Well then, walk up the stairs and visit another world – the Fairy World. You'll appear in the Fairy Village.

The Fairy Village doesn't seem like much of a village. It has Lady Powan's royal structure to the north, and a small inn to the south. Both are connected by a series of stepping pads across a lake. And another thing, it is the winter time. That's not so bad, but as it turns out, the Fairy Village has a current predicament involving never-ending winter.



The Thief's Key

You'll be brought forward to Lady Powan, who will give you the whole story. Accept her request for help. The inside scoop? The royal treasure has been stolen. And that's bad because without it, spring won't be coming back anytime soon. Lady Powan asks Belle to travel with you.

Belle, or Bella, as a fighter isn't worth much but her magic skills are decent. She can heal, cast Fireball, decrease enemy defense or fog their vision with Surround. She's level 7 and you can't level her up. Belle's exp-needed will remain at 1 million (all ones.)

The Fairy Village doesn't have much in the way of interest. The village priest is within the palace structure, and an inn is in the house to the south.

Shops also have some better items, which you'll want to get eventually. And finally, a **Holy Water** can be found in a pot to the side of the inn.

From talking to the villagers, you can learn what you need to do. The thieves are huddles up in the Ice Mansion far to the north. But the entrance to it has been locked with an 'ancient key.' Additionally, long ago the dwarves had developed the Thief's Key – and for it were banished away to a cave to the west. Hopefully at the ripe age of 6 you can add two and two together. Your first quest is to travel west to the dwarf's cave.

By the way, if you decide to rest at the inn, you'll wake up back in your world, in your bed in Santa Rosa. You know where to go to return to the Fairy World.

It's time to level up a bit. If you can, buy the best equipment. Otherwise, scrounge for the money you need by killing monsters. The Leather Loincloth for Borongo will replace his current armor. Be sure to get him the Stone Fang from the Item Shop inside the inn also.

Armor:

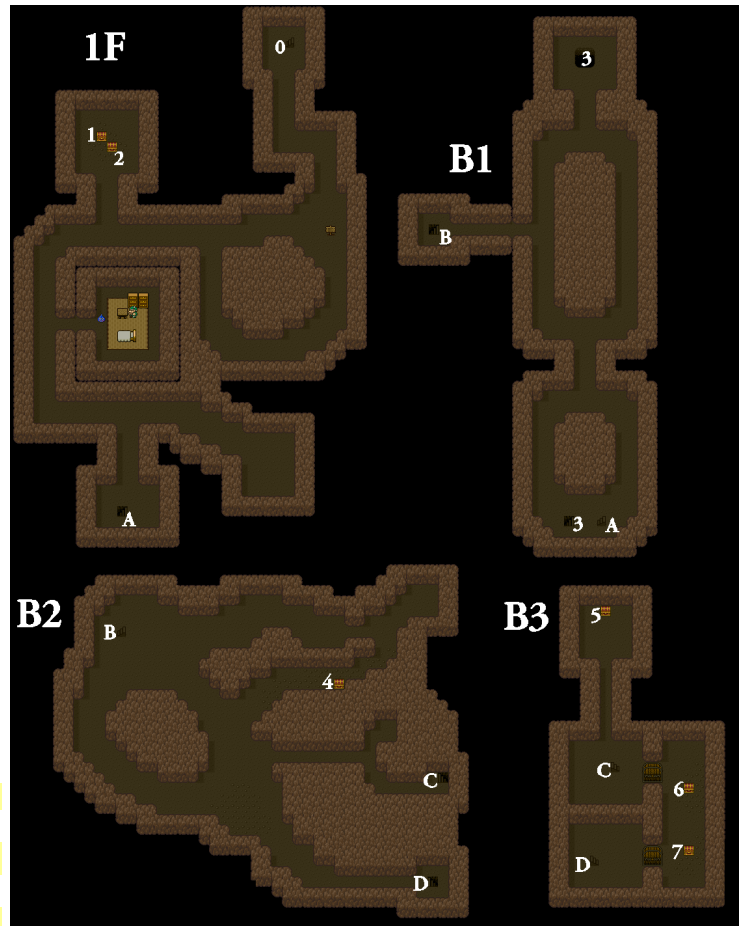
Name of Item	Gold	Stats	Who can Equip
Piece of Cloth	25	+3	Borongo
Leather Armor	180	+11	Hero
Leather Loincloth	220	+12	Borongo
Scale Armor	350	+15	Hero
Bronze Shield	370	+11	Hero
Fur Hood	400	+11	Hero

Item Shop (Morning only):

Name of Item	Gold	Stats	Who can Equip
Stone Fang	240	+12	Borongo
Copper Sword	270	+13	Hero
Boomerang	420	+15	Hero
Medical Herb	8		
Antidote Herb	10		
Wing of Wyvern	25		

Travel west to the cave. That is; if you're either feeling frisky or you reached about level 10 or 11.

The Dwarf Cave is home to dwarfs which were banished long ago by the Fairy Queen. With Lady Powan in rule, now the dwarf's are welcome into the village. She also welcomes poor defenseless slimes and even humans. Although others would argue against allowing humans and elves to mix, Lady Powan's heart is just simply too big.



You'll enter the cave on the first floor (1F) at its top right area. Walk south to a sign which Belle can read for you. Then go west. When you can, sneak north for the obvious chests which contain **25G** and **100G**. Continue west then south till you see a small room to the right. A dwarf and a slime both reveal that it must have been Zaile that stole the flute. The dwarf offers up the secrets to the thief's key if you can retrieve it from the depths of the cave.

Continuing south, take the first route south. The east path holds a dead end. Take the stairs south to the first basement level. The immediate stairs you see take you to another dead end. Instead go north, bearing to the left to find a set of stairs headed down. The north path has a pit at its end, which takes you a floor below, through which its entrance is the set of stairs you passed up at the beginning of this level.

Now on the second basement level, move east. A chest more towards the north has an **Agility Seed**. Then head a bit to the south and take the first path to the east rather than the south-most path.

On B3, go straight north and grab the chest. You get the "**Secrets of the Key**". It doesn't appear as an item like in previous games. Instead it just allows you to open doors sealed by this level of a lock.

Return south and open the door on the right by simply using your action key. Grab the two chests for **120G** and **Acorns of Life**.

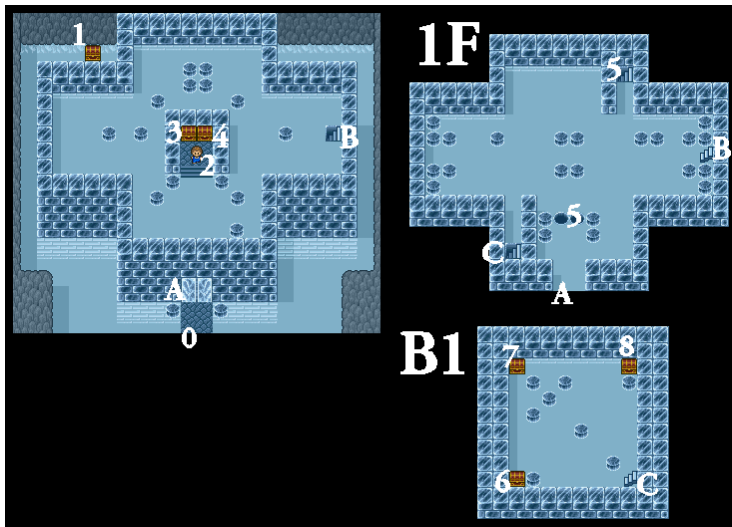
That's it for this cave. Either continue south to open another door and go up the set of stairs there, or return the way you came. Either way, it brings you up to B2, and from there walk to the northwest to find stairs to the B1. Go south on B1 to stairs up, then on 1F wrap around clockwise to the northeast.

Back on the Fairy World's overworld, return to town to rest up. You might need it. When you wake up, return to the Fairy World via your basement then get ready for round two of the Fairy World chapter.

You should have enough money for the best equipment now. Additionally you should be close to level 12 by now. Level 11 is fine, but expect to be 12 when you're done with this chapter.

Frost Manor

The Ice Mansion lies far to the north of the Fairy Village. It is more towards the north of the Dwarf's cave, but the Fairy World island curves like a backwards "C." So go north and bear to the west.



So here we go. You brought your parka right? First things first; go around to the left and grab the chest there for an Intelligence Seed. As you have noticed, the ice is slippery here. One step on to it and you go sliding...wheee!

Open the main door. This will bring you inside to the 1F. Take a step forward and...you slide into a hole. Nice going. The sliding about provides a bit of a puzzle. This shouldn't freeze you in your tracks though. Use the blocks to stop you where you want to be stopped. Make your way to the stairs at the opposite side of the room.


You're back where you were now. You want to get to the stairs at the left of the room which lead

down. Go: Down, Left, Up, Left, Down, Left (stops you at a block), Down, Down.


Open the three chests for Empty, **5G** and **Wing of Wyvern**. Then go back upstairs and get to the other stairs going up, that you haven't used yet. What? Don't tell me you need help again. You want to slide into a block that stops you, so that all you need to do is slide right on down through the 'tunnel' to the stairs. The important block is the single-block to the left, but above the left-most stairs. Go: Up, Right, Right, Right. Then Left, Left, Left. Now go Up, then Right to the stairs.

Now you're in the final area of interest, and near a double-boss fight. Go Left, Down, Left, Down, then Right and Up. Wrap around the room counter-clockwise. Then confront the person there. Heal up first, if needed.

Zaile is a spoiled little brat who isn't worth much an effort to defeat. The real boss comes afterwards, so conserve.

Zaile	
	HP: 160
	EXP: 105
	Gold: 50

It seems the Snow Queen was responsible for all this. She then shows up and attack. She comes packed with much more HP, and much stronger attack power. Unload everything you have here. Switch your characters all to manual and buckle in for the ride. Decrease works, but generally only once. Don't bother with Surround. Be sure to keep your HP up with both the Hero's Healmore and Belle's Heal. Use both at times if needed. Borongo can help too with Medical Herbs, if it's really needed. Because this boss has so much HP, endurance will turn out to be a major factor.

Snow Queen	
	HP: 600
	EXP: 650
	Gold: 200

After the battle, talk with Zaile. He'll go running home fearing his grandpa yelling at him. 'Guess that puts you in your place, huh? Don't worry; you'll grow up some day. The two chests behind hold the **Flute of Spring** and a **Boomerang**. Grab them, and then it's time to return to the fairy village.

Run north to Lady Powan. She'll be relieved that you returned the Fairy Flute to them. She promises you that one day in the future to help you.

It sounds mysterious and fateful, but someday I guess, we'll find out. Meanwhile Lady Powan takes the flute and blows into it, changing the world from winter to spring.

You'll be warped back to your world, where Sancho is worried about you. Go upstairs to hear an earful. It seems your father left without you to Reinhart Castle in the east. Well now you know what to do next.

Treasure:

(Fairy Village): Holy Water

(Dwarf's Cave): 25G, 100G, Agility Seed, 120G, Acorns of Life.

(Ice Mansion): Intelligence Seed, 5G, Wing of Wyvern, Boomerang

(Key Items): Secrets of the Key, Flute of Spring

Step-by-Step:

1. Find a fairy at the Inn.
2. Follow the fairy to the Fairy World.
3. Learn the secrets of the key in the Dwarf Cave.
4. Confront Zaile and defeat the Snow Queen.
5. Return the Fairy Flute to Lady Powan.



Outside Reinhart:

Baby Newt			
	HP	37	
	EXP	20	
	Gold	19	

Brownie			
	HP	47	
	EXP	24	
	Gold	18	

Dancing Needle			
	HP	33	
	EXP	19	
	Gold	15	

Laughing Grass			
	HP	24	
	EXP	17	
	Gold	3	

Tunneler			
	HP	35	
	EXP	21	
	Gold	9	

+Goblin Rat
+Healer
+Magician
+Skunker
+Slime
+Slime Knight
+Spiked Hare

Kidnapper's Cave:

Clay Doll			
	HP	50	
	EXP	25	
	Gold	17	

Dark Eye			
	HP	34	
	EXP	27	
	Gold	19	

Skeleton Warrior			
	HP	42	
	EXP	30	
	Gold	19	

Trickbag			
	HP	31	
	EXP	10	
	Gold	55	

+Baby Newt
+Brownie
+Capala Naga
+Healer

Papas is at the Church praying for a good journey. He didn't quite leave the village yet. It seems Sancho had exaggerated a bit. So go to the church to catch up with him. He'll then suggest you should offer a prayer yourself (or two.) When you're ready, meet Papas by the entrance.

Weapons:

<i>Name of Item</i>	<i>Gold</i>	<i>Stats</i>	<i>Who can Equip</i>
Cypress Stick	10	+2	Hero
Bamboo Pole	50	+5	Hero
Sharpened Bone	70	+6	Borongo
Oak Cudgel	130	+9	Hero
Copper Sword	270	+13	Hero

Papas takes you east to a shrine by the river to pass on through to the kingdom of Reinhart. Battles may occur during the trip. Eventually, in no time at all you'll appear at the castle.

Within the castle, the guards bring you and Papas to the king. The king will then dismiss his guards and Papas will suggest you go roam about – "this is too boring."

Reinhart Castle is large. There's some areas inaccessible as of this point in the game due to "Magic-Key" doors. You'll come back to this later, so no need to put it into your memory banks to return here with a better key. Plus there's some goodies hidden within chests, within some dangerous barriers which you will want to remember later on.



Kidnappers

Alright, it's free roaming time. I'm sure there are many treasures around the castle. There's nothing at the moment upstairs in the king's bedroom, so ignore those steps. Go to the right to walk around the castle roof's perimeter.

See that to the right on the ground? A burly man by the boat seems a little suspicious. But what can you do at the tiny age of 6. "Oh ho ho! And I'm sure the Metal King himself is resting right this moment at our village inn! Now, go on little boy and play some more."

Return to the throne room area and then go down the stairs there. Then go east to meet the prince of Reinhart – Henry, a boy just your age. He wants you to be his personal goon. You have to say yes, so just do it. He's pretty cocky, isn't he? Little arrogant brat. Anyway, the chest and drawers are empty here, so go back to the left and go left this time. The other prince is in this room – Dale. He is a much nicer child and doesn't really care to want the throne when he grows up. Go down the stairs here.

Go south, because the area to the right – the kitchen, has no goodies for you. There's an area beyond the kitchen which serves as a dead-end for you at the moment. Wrap the whole way around to the southeast and go north through the door to a room with two drawers – one contains an **Acorns of Magic**.

That's all you can find for now. Return to the king to see that Papas has gone. Then go back downstairs and turn to the right, towards Prince Henry's room. Papas is there and asks that you watch over Henry.

Talk to Henry again and agree to be his goon. He asks that you get the Goon Badge from the chest in the next room. So go to the chest and open it. It's empty. Return to Henry...but hey! Where'd he go? Search the area he was standing to find a staircase, then go down them. Confront Henry and he's disgusted you found him out so soon. Right then, a band of thieves break in and kidnap Henry. Chase them out the door only to watch them quickly sailing away. See? Didn't I tell you that man there was suspicious. Anyway, go tell Papas!

You might have trouble finding the doorway.

Just keep pushing into the wall there until you go through. Go

through the series of doors, through the kitchen, and upstairs. Turn right, then right again to find Papas outside Henry's room completely oblivious to what just

happened. He then runs off to go rescue him. Don't follow him yet.

You now have the whole village to explore. Plus there are shops and you'll want to level up before you plunging off into more darkness. First off we'll have a look at some of the shops. If you have the money, then just feel free to buy the best of the best for you and Borongo. If not, then you'll do battle with monsters enough to get the money you need.

Weapons:

Name of Item	Gold	Stats	Who can Equip
Copper Sword	270	+13	Hero
Boomerang	420	+15	Hero
Iron staff	850	+22	Hero
Chain Sickle	1200	+28	Hero



Stone Fang	240	+12	Borongo
Iron Claw	550	+19	Borongo

Armor: (Traveling merchant)

Name of Item	Gold	Stats	Who can Equip
Fur Coat	550	+18	Borongo
Bronze Armor	700	+21	Hero
Half Plate Armor	1200	+25	Hero
Iron Shield	720	+16	Hero
Fur Hood	400	+11	Hero
Iron Helm	1100	+16	Hero, Borongo

Item Shop (Morning only):

Name of Item	Gold	Stats	Who can Equip
Medical Herb	8		
Antidote Herb	10		
Holy Water	20		
Wing of Wyvern	25		
Full Moon Herb	30		
Fragrance Bag	80		

There is nothing new you can grab as far as items in drawers and pots go. The armor shop is the traveling merchant to the north of the inn.

The word of mouth is that there's a dangerous cave to the northeast. This could be where Henry is. It sounds like a start anyway.



Cave Thieves

Be level 14, with the best equipment. The Chain Sickle is similar to the boomerang in that it targets multiple enemies – not all of them, just those within a single group. So don't get too attached to your boomerang – it's outdated. When you're ready, leave Reinhart and travel to the northeast to a small cave there.

Inside, go straight forward. In the large room, go east, bearing south until you walk down to a lower section, and then go north through the doorway to a chest. Open it for **180G**. Go back up the stair-structure, then north a bit to turn east. Get the chest by the water for an **Antidote Herb**. Now go north, bypassing the closed door, and follow the path around to the other chest, which has a **Strength Seed**. Grab it, and then continue west along the path, then north through an underpass and to a door.

Quickly jut to the left, and then back south to the area you just come from. Go south, following the path to Papas, who quickly deals with some pesky monsters. Meet up with him – he'll join the party.

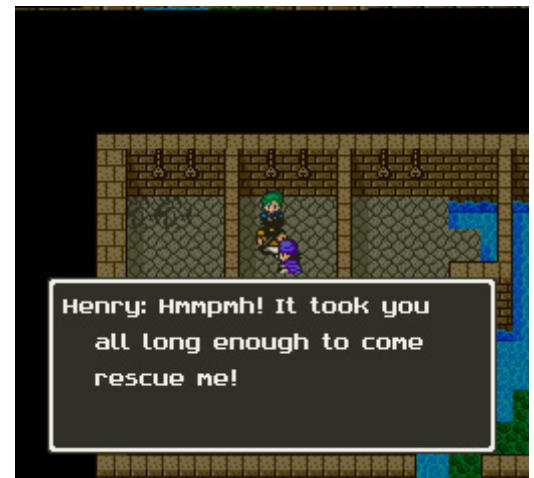
Step on the tile to open the door ahead, and then step through it. Ride the boat around the land to a chest with **Elven Medicine**. Then ride it to the southwest for another chest with **Monster Lure**. This isn't a bad item despite its name. Just grab it. Next, ride the boat to the far northeast and through the doorway to another room – the jail area.

Papas will get out of the boat and break the jail bars to get Henry out. Henry doesn't seem so active yet, but actually... He's as arrogant as ever! When will you learn? I guess you'll have to spend a few years in slave-dom.

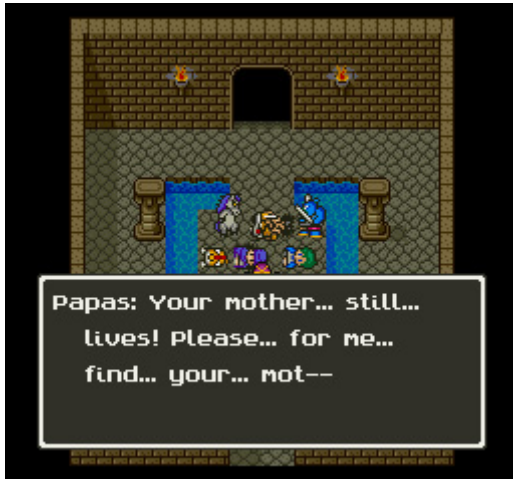
Well, anyway. Monsters will show up, but Papas will deal with them, telling you to "get the prince out of here." So jump in the boat and get going.

Sail back to the southwest and head through to the next area – the large room you started at. Here, simply walk south to the entrance room. A big purple/pink thing will be waiting for you. Confront it.

This is a battle you cannot win. So don't waste any herbs or time trying to prevent the



inevitable. Once you lose, the scene continues. Papas arrives to help. Gema will then summon his two right hand-men to battle Papas. Of course, Papas wipes them out. But being quite the evil little bastard Gema is, he threatens to kill you. And so of course, Papas can do nothing but watch as the monsters he just wiped the floor with slowly kill him. And with that, your father, the great Papas is no more. A sad scene indeed, but time passes to heal all wounds. Gema will meet his end some day, but for now you have some growing up to do. It won't be friendly but it will happen. Papas' words ring throughout your mind – "Your mother still lives."



Maybe so, but you haven't seen her all your life. The gold orb is crushed to dust, Borongo is left to fend for himself, and you become enslaved. All seems lost. An era has come to an end.

Treasure:

(Reinhart): Acorns of Magic

(Kidnapper's Cave): 180G, Antidote Herb, Strength Seed, Elven Medicine, Monster Lure

Step-by-Step:

1. Catch Papas at the Church.
2. Roam about the castle, meet the princes.
3. Return to the king. Find Papas.
4. Play "Who wants to be a Goon" with Henry.
5. Tell Papas of the Kidnapping.
6. Follow Papas to rescue Henry.
7. Watch a dramatically traumatic scene.



I'll keep this section short. You're an old boy now and haven't had much action since you were about 6. I'm sure you're dying to just get out there and

scream or something. Arrggg can't you feel it!? Now put that rage to good use and sneak out. I'll help you escape from slavery. Just listen carefully.

You first appear being taunted by a whip-master before a large boulder. Others are waiting to push their boulder as you just stand there. So you could roll the boulder along, aimlessly. You don't have a whole lot of options at this point. So say "screw it, you've had enough" and walk out to the east. Nobody will chase you down; it all seems so loose so far. Here, just go up the stairs.

Now on what seems to be the roof of the structure, find and talk to Henry towards the south. He's the one in green hair.

Next, climb down the other stairs to the northwest to explore. There, follow the path past a few graves and to a jail in the back, then return to the roof. The guards will then call "last-call" and issue all the slaves to sleep.

When you wake up, Henry is there to console you through your bad dream. Yes, I don't know if you remember, but Henry certainly is reformed. See, just what he needed. Now you need to talk to everyone. A young girl named Marina is here, she seems to be important, seeing that she is named. After talking with her, head back towards your mat and a guard will enter. It's time for work again. Head out, and then go up the stairs to the roof. Next head down to the work site and go help the girl – Marina. A battle between two Whip Men will occur. It'll take a little effort, because you've been stripped of your weapons and armor. All you've got are your spells.

But it's no use. More soldiers will come and put you in jail. Talk to Henry in your cell, twice. A guard will then come to check up on you. But instead, they unlock the door to your cell. Then quickly scurry into the barrel to escape with the help of Joshua; a soldier and brother to Marina. The barrel floats across the sea and to a small church inland. This is the Nameless Nunnery. You now have all your items back, and you're now ready to begin your real quest. Another era is about to unfold.

Step-by-Step:

1. Talk to Henry.
2. Explore, and then catch the bed-time call.
3. Wake up and talk to Marina.
4. Rescue Marina from a flogging.
5. Escape to the Nameless Nunnery.



7. New Beginnings II

Nameless Nunnery, Oracleberry

Level 14

Recruitable Monsters:

Brownie

Slime



2/40 Recruited

Outside Reinhart:

Gas Mink



HP 37

EXP 40

Gold 40

+Baby Newt
+Brownie
+Slime
+Trick Bag

The Nameless Nunnery lies by the ocean. After a long float in the barrel, this is where you landed. Here the nuns saw you and brought you inside. Marina and Henry were alright, but you remained unconscious for three days.



Getting a Move On

Wake up sleepy-head. It's your 16th -Birth- ...oh wait wrong game. Well you look nice in those new clothes.

You have your stuff back, and there are no whip masters swearing at you. So this is good. Talk to the nun. She mentions that she changed your clothes for you *blush*. Uh oh!



Head out of the small bedroom and talk to Marina in the opposite room down the hall to the east. She gives you the 1000G that her brother Joshua had given her. Not bad. Usually it's the other way around and women are asking you for money.

Walk to the north then down the stairs to the south to exit the nunnery. Along the way a girl mentions a village to the north.

Outside, Henry is waiting for you. He's still in his slave clothes, but ready to travel with you. Talk to him again to take off. Henry will go tell the 'others' that you're leaving and they'll all come out to see you off. And that's the way the cookie crumbles here - with a bit of luck to wish you a successful journey to find your mother.

Indeed, Henry has just the Slave Clothes. He's also Level 1, and will drag you down a bit. Even though you could personally tackle dragons, you'll have to fight slimes with Henry to help him level up. Stick around the nunnery to get Henry to level 5. Then we can head north to that village.

Proceed north to the town - Oracleberry.

Oracleberry is a lively town which becomes even livelier at night. This is also the place you will get a Caravan, and also the village where the Monster Gramps lives. Additionally, there is a casino here.



Oh boy a new village. There must be tons of goodies stuffed away in drawers and pots. Well start head by working clockwise around the town.

The Inn is right there in front at six o'clock. Just to the right is a weapons shop. The next stop is the bar. But you don't even know what a beer is, so just pass on by. There's an inn at about 3 o'clock. The upstairs of the item shop has a dresser with a **Defence Seed** ripe for the picking. If you follow the clock-wise road around town, you'll come to stairs down headed to a hail. Nothing of importance is here. Return to the village entrance and start walking left to the stairs down there.

Down the stairs, talk to the old man Monster Gramps. He sees the greatness in your eyes and offers to take care of some monsters for you if you can tame them. But you need a caravan. Search the pots in the southwest corner to get a **Pot Lid**, and a **Monster Lure**.

Go back upstairs to the surface, and then continue north along the west wall. If there's nobody there, wait till night and return. (He only shows up at night.) Talk to the dwarf to buy a caravan for 300G.

The only other area of interest is the Casino. I won't cover that here, but you can get some really good items early in the game. All it takes is a little luck and perseverance. Within the casino, drawers hold **Silver Barrette** and **Silk Robe**.

Weapons:

Name of Item	Gold	Stats	Who can Equip
Stone Fang	240	+12	Slime
Boomerang	420	+15	Hero, Slime
Chain Whip	900	+27	Henry
Chain Sickle	1200	+28	Hero, Henry
Bladed Boomerang	1500	+25	Hero, Slime

Armor: (East Side)

Name of Item	Gold	Stats	Who can Equip
Leather Loincloth	220	+12	Henry
Scale Shield	180	+7	Hero, Henry
Bronze Shield	370	+11	Hero, Henry
Pointed Hat	70	+3	Slime
Wooden Hat	120	+6	Hero, Henry
Piece of Cloth	25	+3	Henry

Armor: (Prompts You As you Enter)

Name of Item	Gold	Stats	Who can Equip
Chain Mail	500	+19	Henry
Bronze Armor	700	+21	Hero, Henry
Breast Plate	1000	+23	Henry
Half Plate Armor	1200	+25	Hero, Henry
Iron Helm	1100	+16	Hero, Henry
Slime Clothes	330	+20	Slime

Item Shop (Morning only):

Name of Item	Gold	Stats	Who can Equip
Medical Herb	8		
Antidote Herb	10		
Holy Water	20		
Wing of Wyvern	25		
Full Moon Herb	30		
Fragrance Bag	80		

Of course you'll want to very best equipment. I wouldn't worry too much about outfitting your monsters. Unless they're really providing that much help, just fit yourself and Henry with the best items.

That's it for this chapter. You're well on your way now. With a caravan, your own horde of monsters fighting by your side, what can stop you?

Treasure:

(Nameless Nunnery): 1000G

(Oracleberry): Defence Seed, Pot Lid, Monster Lure, Silver Barrette, Silk Robe

Step-by-Step:

1. Talk to Marina.
2. Exit to find Henry.
3. Go to Oracleberry.
4. Talk to Monster Gramps.
5. Buy a Caravan from the Dwarf.



8. Revisiting Home

Level 15 - 18

Santa Rosa, Santa Rosa Cave, Alpaca

Recruitable Monsters:

Bomb Baby

Dancing Needle

Dragon Pup



Drakee

Slime Knight

Yeti



Hork

+Slime
+Brownie



9/40 Recruited

Outside Santa Rosa; Alpaca

Bomb Baby



HP 33
EXP 37
Gold 32

Demon Toadstool



HP 35
EXP 42
Gold 35

Dragon Pup



HP 52
EXP 50
Gold 45

Drakee



HP 10
EXP 4
Gold 2

Evil Apple



HP 30
EXP 35
Gold 25

Light Boy



HP 41
EXP 44
Gold 42

Picky



HP 30
EXP 41
Gold 32

Yeti



HP 48
EXP 49
Gold 37

+Baby Newt

+Slime

+Brownie
+Dancing Needle
+Gas Mink
+Skeleton Warrior

+Slime Knight

Santa Rosa Cave

Hork



HP 70
EXP 67
Gold 15

Metal Slime



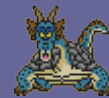
HP 5
EXP 1350
Gold 75

Owlbear



HP 41
EXP 45
Gold 40

Tortragon



HP 30
EXP 48
Gold 55

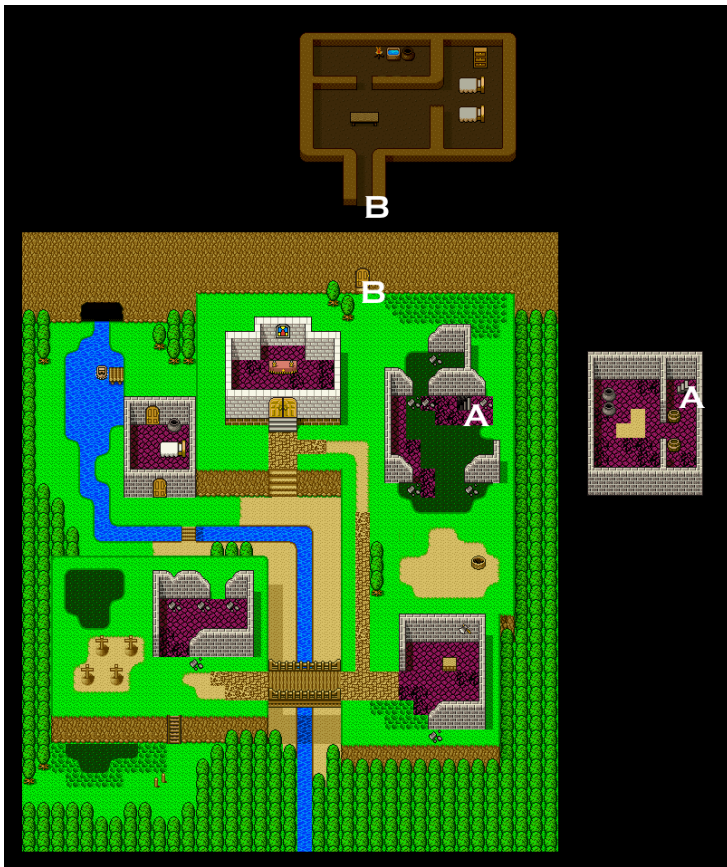
+Brownie
+Skeleton Warrior
+Slime
+Light Boy
+Clay Doll

Ruined Memories

When you're ready to continue on, take a nap at the inn and journey outward. Go north from Oracleberry across the bridge – the new bridge since the last ten years. North by a bit west by north holds a familiar village. But beware, you're memory of it is all you have.

Santa Rosa is a ruined slum now, with few people remaining. The river cave is still there for exploring, and so it the man who kept you from exploring the east side when you were little. It seems Papas had something hidden away deep within the cave.

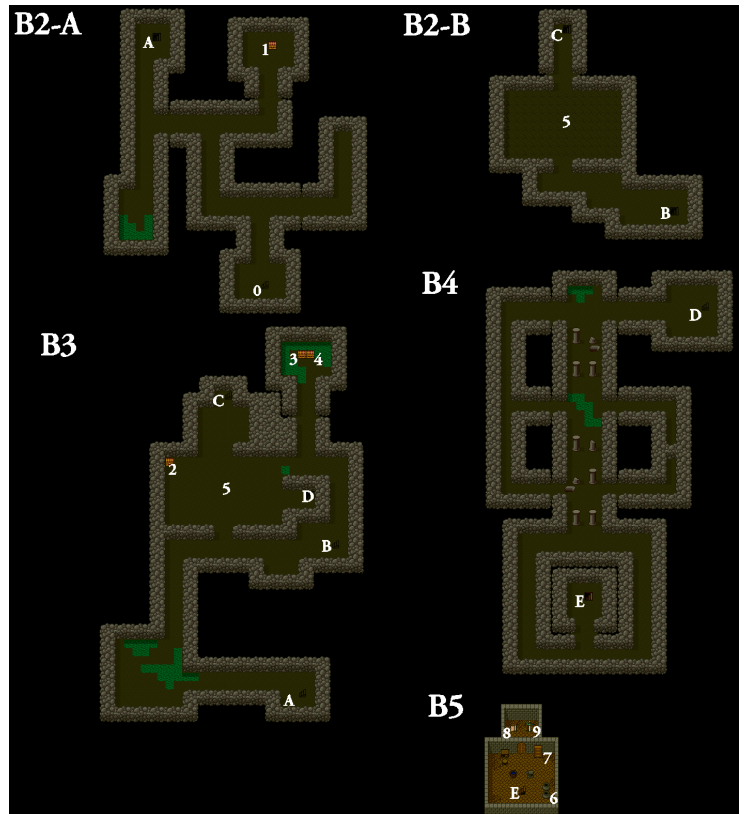




An **Intelligence Seed** can be found in the house by the river, in a jar. It's the old man's house, and it's the way you want to go for now. An Inn is to the northeast – the dwarf's old home.

There's not much a choice. A man mentioned Papas and the cave, so you've got to go take a look. You don't have anything better to do, so jump in the boat and enter the cave.

This is the cave you used to explore when you were younger. You helped a dwarf who was trapped by a boulder and tried to read signs you couldn't understand. But it's all different now. It has been said Papas had something here, and now you're determined to see what it is Papas had been sneaking off to.



An Old Legend

The first part of the cave I don't show. Just simply stroll along the river to the north, to the stairs down to the B1, then down more stairs to the B2.

Now the cave's style changes to gray rock and new monsters start appearing. Walk north to a T. Head left at it because right is a dead-end. At the next T, go right to a chest which holds **850G**. Then go to the left at the T, then up to the stairs down.

On B3, follow the road north, past a lake of green water, past the stairs and two a room with two treasure chests. Open them both for a **Breast Plate** and an **Agility Seed**. Then head back to the stairs up that you passed.

The purpose of this room is to remove the water down below. Every step you take a step you see the floor crack (in the center area.) Every time the floor cracks, debris falls and fills in the water. So that then, you can walk in it. So go ahead and step off every inch that you can.

When you're done, go north to the other stairs (or use the ones you come up to here with.) Then back on the de-flooded floor, grab a previously unavailable chest for **Lamp of Darkness**. It doesn't play any requisite – piece to the story line, but I still call it a key item. You can use it, like you have in other games, to change the day to night. Sometimes a guy doesn't like to wait.

Go down the new stairs in the center of the



room to the B4. And by the way, have you killed any Metal Slimes yet? They're so valuable in exp, but very hard to kill. They often run before you even hit them once.

On B4, head straight

to the left, down, then to the right, and then down. Follow this path to the stairs down to the "special" room.

In this dimly lit, more lived-in room, investigate the pots and drawers first. A **Strength Seed** in a jar and Leather Loincloth in a dresser can be found. Then go into the small nook and scrape the **Zenithian Sword** and **Papas's Letter**. How mysterious. This is certainly a plot twist. It seems long ago your mother was captured by demons and taken to the demon world for her curiously unbeknownst ability. Only the Legendary Hero can pass through to the Demon World, and must have the Zenithian Equipments. But only the sword was found. Well, you can try to wield the sword, but guess what? You're not the Legendary Hero. Yeah, I know. I keep calling you the "hero," but look. One day you're going to meet... I'm getting ahead of myself. You'll see for yourself one day, so just be patient, ok?

Alright, begin your trek out to the surface to end this segment of the walkthrough.

Back in Santa Rosa, go talk to the old man to hear an interesting episode of Papas' life. Then go

talk to the nun at the church. So now your quest has shifted a bit. You now have to find the Legendary Warrior. She suggests that someone may know

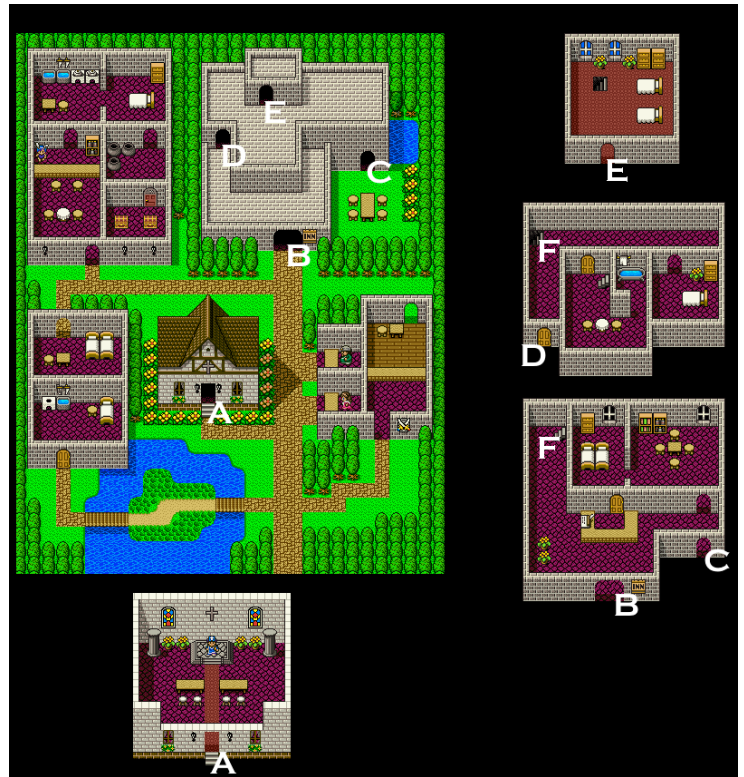
something to the west in the village of Alpaca. Come to think of it, yea! You



did have a friend there – Bianca, remember? You still have that ribbon right? The one she gave to you to remember her by.

So go scurrying about now and head west to go see if she's still there.

Good old Alpaca is still thriving well. Bianca used to live here with her father Duncan, but now someone else has taken over the inn, while Duncan moved out across the sea. Apparently, Bianca has traveled with her.



Good Old Memories

Alright now, welcome back to the good village of Alpaca. You remember it so well. Even the two cat-bullies are still there, but grown up. Surely Bianca is still here! Head to the inn – Bianca's father Duncan used to own it. Upstairs though, in the room, an old man mentions he was a friend to Duncan. But Duncan drew ill and moved across the sea to the Nameless Village. And it seems also the old man was a pervert, or pedophile (smack him a good one, ok?) Anyway, don't take a nap yet. You can get some items for now.

Head out of the inn and visit the bar; the house to the top-left. Talk to the Bunny Girl and answer 'No.' She'll open a passage to back behind so you can talk to her father who knows stuff about the Legendary Warrior. Besides that though, scavenge the pots for a **Small Medal #1**. Go ahead and send it to the Medal King too. Also remember those chests

for later, when you get a key to unlock certain doors throughout the game.

Ok, now go rest at the inn. During the night, Henry will express some express about his kingdom, brother and dead father. (You can find out more from the villagers.) In the morning, you can guess where your next stop is at. Reinhart! For your entertainment purposes, here's the shop charts for Alpaca.

Weapons:

Name of Item	Gold	Stats	Who can Equip
Stone Fang	240	+12	Slime
Boomerang	420	+15	Hero, Slime
Chain Whip	900	+27	Henry
Chain Sickle	1200	+28	Hero, Henry
Bladed Boomerang	1500	+25	Hero, Slime

Armor:

Name of Item	Gold	Stats	Who can Equip
Bronze Armor	700	+21	Hero, Henry
Half Plate Armor	1200	+25	Hero, Henry
Scale Shield	180	+7	Hero, Henry
Iron Shield	720	+16	Hero, Henry
Wooden hat	120	+6	Hero, Henry
Iron Helm	1100	+16	Hero, Henry

Items:

Name of Item	Gold	Stats	Who can Equip
Medical Herb	8		
Antidote Herb	10		
Holy Water	20		
Wing of Wyvern	25		
Pot Cover	40	+2	Henry
Clothes	30	+4	Hero, Henry

Treasure:

(Santa Rosa): Intelligence Seed
 (Santa Rosa Cave): 805G, Breastplate, Agility Seed, Strength Seed, Leather Loincloth
 (Alpaca): Small Medal #1
 (Key Items): Lamp of Darkness, Zenithian Sword, Papas's Letter

Step-by-Step:

1. Head north to Santa Rosa.
2. See what's up, and then enter the cave.
3. Find the Zenithian Sword and Papas's Letter.
4. Head west to Alpaca.
5. Learn about Duncan, and then rest at the inn.



9. Trouble in Reinhart

Level 18 - 20

Reinhart Castle

Yeah, Reinhart. This was a nice place. Surely you remember coming here when you were younger? Well it's not quite like it was. You'll see when you get there for yourself.

Recruitable Monsters:

Kukkle	Healer	Big Eye
		
+Dancing Needle +Dragon Pup +Hork +Slime Knight	+Yeti	12/40 Recruited

Outside Reinhart

+Dancing Needle
 +Dragon Pup
 +Owlbear
 +Slime Knight
 +Yeti

Inside Reinhart

Inspector	HP	EXP	Gold
	49	52	38

Kukkle	HP	EXP	Gold
	36	44	41

Wizard	HP	EXP	Gold
	48	45	47

+Hork
 +Slime Knight
 +Yeti

Outside Southern Tower

Bandit Wolf	HP	EXP	Gold
	40	48	42

+Evil Apple
 +Kukkle
 +Owlbear
 +Wizard

Southern Tower

Big Eye			
	HP	54	
	EXP	62	
	Gold	35	

Emparther			
	HP	42	
	EXP	55	
	Gold	42	

Evil Plant			
	HP	42	
	EXP	59	
	Gold	30	

Rogue Armor			
	HP	57	
	EXP	65	
	Gold	50	

+Bandit Wolf
+Dragon Pup
+Inspector
+Metal Slime
+Skeleton Warrior

+Slime Knight
+Trick Bag

Home for Henry

From Alpaca, travel east past Santa Rosa, to the small shrine by the river. But the guard won't let anyone through. The Queen's Order says so. But Henry knows the guard personally. Tom's afraid of frogs too. But eventually, Tom will let you guys through. It's good to know good people. On the other side, the old man is still watching the river. Anyway, exit on the east side.

Nothing seems wrong here at first. But you see a mother and child begging in their raggedy clothes and a soldier in the inn mentions that the castle is offering super-high pay for soldiers, causing high taxes on the townspeople. This isn't right, something must be wrong.



Firstly, the shop charts. The Broad Swords are a better weapon, but whether you want to focus on single-enemy or multiple-enemy weapons is up to you. I'd personally stick with the boomerangs and whips throughout the game.

Weapons:

<i>Name of Item</i>	<i>Gold</i>	<i>Stats</i>	<i>Who can Equip</i>
Stone Axe	700	+20	Yeti
Iron Staff	850	+22	Hero
Chain Sickle	1200	+28	Hero, Henry
Broad Sword	2000	+33	Hero, Henry
Steel Fang	2000	+35	Slime, Dragon Pup
Poison Needle	2900	+1	Slime

Items:

<i>Name of Item</i>	<i>Gold</i>	<i>Stats</i>	<i>Who can Equip</i>
Medical Herb	8		
Antidote Herb	10		
Holy Water	20		
Wing of Wyvern	25		
Shell Hat	150	+7	Slime, Dragon Pup
Fur Hood	400	+11	Hero

When you're done here, cross over the bridge and walk into the castle. Then go up the stairs, as other paths are currently blocked off. It doesn't seem there's much you can do, so just leave the castle.

What can you do? You might've come into the castle at night one time. If you have, you would've noticed what's hidden beneath the drawbridge as it's drawn up. No need to wait till night, just take my word for it. Before you enter the castle, cross the drawbridge and turn right to find a small boat. Use it to enter the cave beneath the drawbridge. The map for this is part of the map already shown here. It's part of the castle itself.

Follow the stream to dry land within the cave. What, dead end? Of course not – the strange pedestal there should give it away. Examine the floor of the pedestal to find a secret switch. Then head north to the next area.

You can't open the door to your left without a different key, so turn right. Then follow the path to the stairs.

You have two paths leading north. Take the west one to two chests. They hold a **Steel Fang** and a **Shell Hat** – stuff for your monster allies. Go back south and take the east path north. It leads you past some prisoners – one which is dead, the other an old man with a good story. He says it was the Empress who was responsible for Prince Henry's capture, and then she blamed Papas for doing it. She even had Santa Rosa destroyed. So now we know why that happened. Continue west now to the next area and

find a woman who looks like a queen in the nearby cell. She says it was her that had Henry kidnapped ten years ago. Not the best way to come into your good graces. Anyhow, you can't do anything so continue on southward. Take the stairs.

Go north, stepping on the tile to unlock the door (and a shortcut for you later.) Take the stairs north.

Now you're in the castle courtyard – and there are some fiends there you can kill. Finally, you're inside the castle walls. The open door leads to locked doors. So take the closed door (to the left.)

This is the kitchen. Pass through to the left. You can go south and pass through the guard, but you won't be coming back through the same way. If you do this, simply re-enter the cave underneath the castle. Anyhow, go up the stairs here.

You can talk to the scholar Desmond if you wish. He mentions evolution (Dragon Warrior 4.) Anyhow, continue to the right. Then go up the stairs. Talk to Dale, the king on the throne.

Henry will whisper about their childhood so that Dale realizes who he is. Dale will give you the **Reinhart Key**. With this you can explore a bit more.

Now then, go back down the stairs, turn left and go down those stairs. Go right through the kitchen and to the castle courtyard. Take the rightmost door this time.

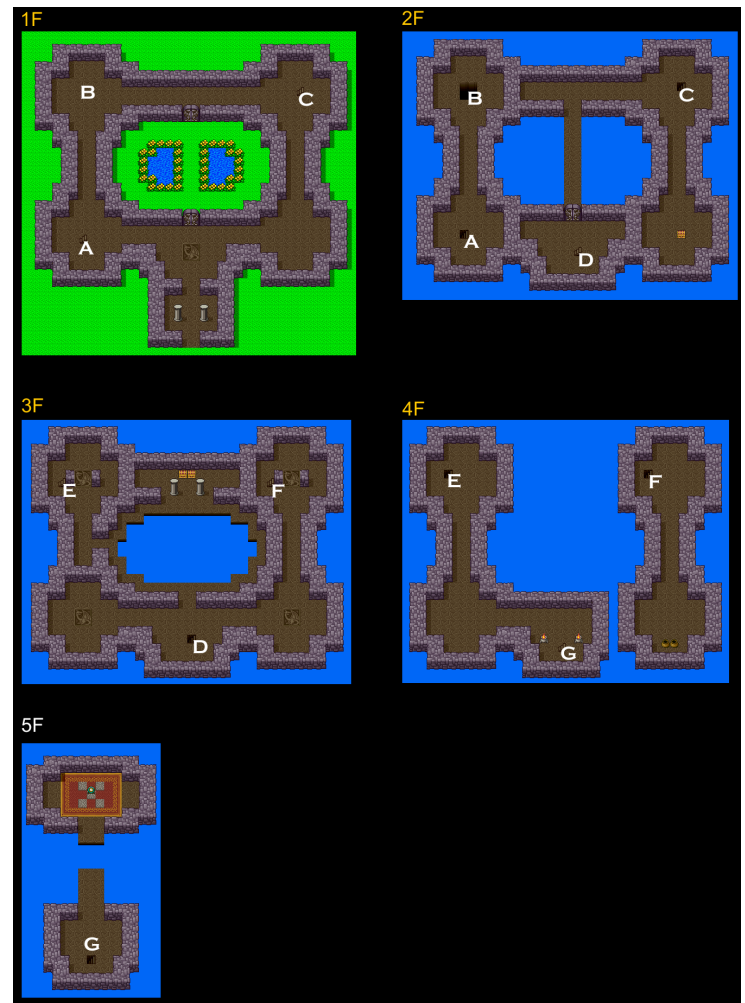
There are two locked doors here. The one on the right will just take you outside the castle walls. Open up the north door. Pots! Pots! Look in them! One has a **Small Medal #2**. The book Dale mentioned is also here, in the bookshelf. When you're ready, go down those stairs. Open the door and step through the traveler's gate. You'll be in a different land now, far away from Reinhart. Well, maybe not far away, but we're definitely not in Kansas anymore. I mean Reinhart.

After you settle from the gate-sickness, leave the small shrine and head south to the tower. Inside you can't open the door, so leave and head north, past the shrine and to the shrine there. This is the Nameless Nunnery!



So now we know where we're at – not that far away in fact. Talk to Marina and then speak to the nun behind the piano. It seems only a maiden of god can open the tower door. Marina will volunteer to go with you. So then, that's settled. If you're about level 19, you can head south and whack some baddies in the tower. I mean search for a special Mirror there.

The Southern Tower is a rosy looking place with a nice inside garden full of flowers and a few ponds. But nevertheless, monsters still inhabit this place. Why do they even build towers if monsters were just going to take up residence in them anyway?



Tower Treasure

Begin your long trek back south to the tower. And try not to enter the traveler's door shrine by mistake. Towers are much bigger, even though here they don't quite seem so. You're 16 now. I shouldn't have to be this way with you. But you've still got at least one more age of growth left in you. Go to the tower. When you enter it, attempt to open the door like any other. Marina will kneel down before it to

pray and it will open up. Go forward through the



open doorway. Now you have a few choices. But the only way to really go is via the stairs to the northeast. Climb them to the 2F.

Here, go south to pick up a chest with **650G**. Then

go back to the stairs and turn left. Follow the path to the next stairs up, to the 3F. If you fall off the edges, you'll have to rescale the tower.

Here, go right for some treasure. Follow the wing to its stairs up. Walk down the hall to some pots, one which has a **Magic Water** in it. Go back to the intersection 3F and go north. Skirt the ledge around to the north edge to some chests – one with a **Scale Shield**, the other has **Acorns of Magic**. Then skirt the ledge and make your way to the left of the ring of sky, to an area with stairs up.

On the 4F, find the stairs at the other end and walk up them. On the 5F is a sky-bridge you can't see. This is the difficult part. You'll have to imagine the gap as a 3x3 tile bridge which has a gap on the north-most middle tile. All other tiles of the 3x3 gap serve as invisible tiles.

Finally, step forward and grab the **Mirror of Ra** from the pedestal there. Now you can jump off the edges and have some fun. We're going back to Reinhart. If you haven't recruited the Big Eye and Healer, you can do so here. Additionally, the Kukkle can also be recruited, which usually fights outside the tower. The Slime Knight should already be in your team, as he's by far the best companion from what's currently available. When you're ready, use the traveler's warp north of the tower gate to zoom back to Reinhart Castle.

Mirror Mirror on the Wall

From the travel-gate entrance of the castle, go south to the castle courtyard, then go through the door to the kitchen and turn. Go up the stairs, turn right and go up the stairs to the throne room. Dale isn't here, which is the first sign that's something not right in Reinhart. Go upstairs to the Queen's bedroom – a place you've never been before. Talk to Dale to see what is up, then to both empresses.

Alright, so now prepare for a battle. Next use the Mirror of Ra on one of the queens. Kill the Imposter ala boss fight. You haven't done this for a while.

Imposter	
	HP: 350
	EXP: 750
	Gold: 320

Like any other boss fight, keep your health up and hit hard. The Imposter likes to summon Trick Bags. Make sure you kill them quickly! They like to cast Stopspell, and without the ability to cast Heal on yourselves, you don't stand much of a chance.

And so after rumor spread about the evil in Reinhart, day turned to night. That's all for here. Henry won't be traveling with you anymore. His stuff has been sent to the vault (In Oracleberry.) Notice that Marina stays here for now.

Wait! Before you go, raid the castle treasury room. I forgot about it before, but the key Dale give you can open it too. There's three chests within – **1200G**, **Half Plate Armor**, and **Acorns of Life**.

It's up to you now to figure out what you need to do next. Henry said ships should be returning to Vista port, so why don't you go check that out?

Treasure:

(Reinhart): Steel Fang, Shell Hat, Small Medal #2, 200G, Half Plate Armor, Acorns of Life

(Southern Tower): 650G, Magic Water, Scale Shield, Acorns of Magic

(Key Items): Reinhart Key, Mirror of Ra

Step-by-Step:

1. Visit Reinhart Castle
2. Navigate the Castle-Cave to find the real Empress.
3. Talk to Dale on the throne.
4. Warp through the Traveler's Gate.
5. Get Marina to join your party.
6. Get the Mirror of Ra from the Southern Tower.
7. Return to Reinhart and defeat the Imposter.



10. Familiar Scents

Level 20 - 23

Vista Port, Port Selmi, Kabochi, Cave of Kabochi

Recruitable Monsters:

Magician

Puppet Man



+Big Eye
+Dragon Pup

14/40 Recruited

Outside Port Selmi, Kabochi

Death Parrot



HP 40
EXP 71
Gold 40

Metal Rider



HP 60
EXP 135
Gold 61

Mortha



HP 57
EXP 67
Gold 40

Puppet Man



HP 52
EXP 78
Gold 30

+Bandit Wolf
+Dragon Pup
+Magician
+Rogue Armor

Cave of Kabochi

Assault Trooper



HP 60
EXP 86
Gold 42

Big Sloth



HP 65
EXP 74
Gold 42

Death Spark



HP 35
EXP 84
Gold 37

Mystery Doll



HP 70
EXP 50
Gold 150

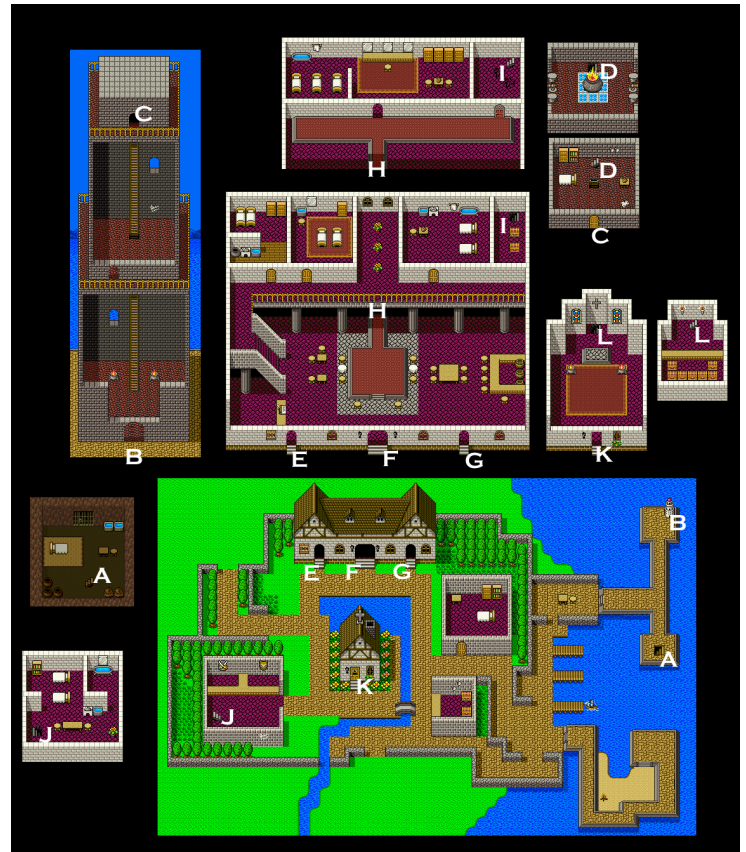
+Big Eye
+Death Parrot
+Evil Plant

+Magician
+Metal Rider
+Metal Slime

All Sails Away

From Reinhart Castle travel west to the shrine. Don't forget you should add that third party member – a monster ally for now. You'll want all the help you can get. You might want to give the guy along the river a slap in the face though. Anyway, continue through the shrine-tunnel to the west. Then start moving south. The bridge is too far to the east. There should be a small house, go inside it. It must be the morning time though. Go on the ship and sail away. You'll arrive in Port Selmi without having to initiate idle conversation and whatnot during the ride.

Port Selmi is a port town – one of few in the World of Dragon Quest V. It has its own lighthouse and can see for miles. Here you'll learn about Kabochi from a peasant who was attacked by bandits. Port Selmi has one of the largest Inns in the world too.



Oh boy, a new town. You know what this means – plenty of items to scavenge. Right away, go north and follow the dock to a sideways T. Turn south to the stairs to find the Monster Gramp's Place. Unfortunately, there's nothing in the pots. Go north now to the Lighthouse. Climb it to the hut up at the top where a dwarf resides. Scavenge the dresser there to get **Small Medal #3**. That's it for the docks. Leave the lighthouse and head west into the town region. There's an item shop below you, and a house

with a sailor in above you. The sailor mentions about the flower patches at the church. So check it out, it's just to the left, in the center of town. 100G can be found on the left side, three patches from the top. And a **Small Medal #4** can be found on the right side, at the third patch up from the bottom. Inside the church resides the priest, and a vault in the church basement. The weapon and armor shops are at the very southwest of town. There are no items there to scrape, so this leaves just the large inn at the north of town. A

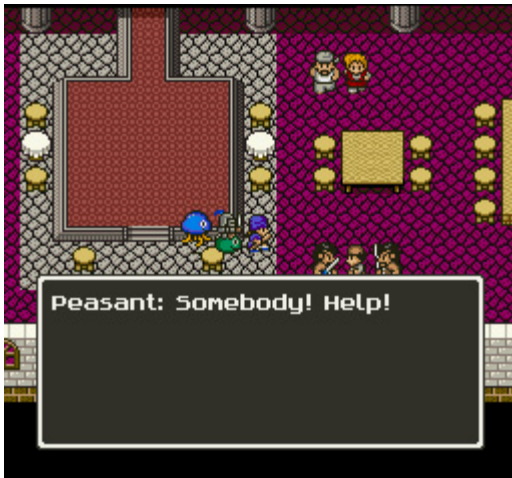
peasant needs help if you care to help him. Bandits are robbing him (in plain sight.) Once you beat the bullies up, the peasant will thank you and mention why he was here. It

seems a beast has been terrorizing the crops of his town Kabochi. He gives you half now; 1500G. You'll get half later, if you help him. Sounds like the next target region. But for now, you'll want to go into the back rooms of the inn. The Bunny Girl's changing room dressers hold a **Silk Apron**. The rooms upstairs in the front have items too. A pot has 50G. The chests will have to wait till later. You can see them, but are linked past the locked door you seen in the back rooms.

Here's the shop charts. I would like to see you buy the Magic Shield from the Item shops. The Full Plate Armor also helps the Hero a bit, but not by much. In terms of upgrades, Port Selmi doesn't offer a whole lot.

Weapons:

Name of Item	Gold	Stats	Who can Equip
Club	60	+9	
Stone Axe	700	+20	
Bladed Boomerang	1500	+25	Hero
Sledge Hammer	1800	+30	
Broad Sword	2000	+33	Hero
Morning Star	3000	+45	



Armor:

Name of Item	Gold	Stats	Who can Equip
Breast Plate	1000	+23	
Half Plate Armor	1200	+25	Hero
Full Plate Armor	2300	+30	Hero
Slime Clothes	330	+20	
Scale Shield	180	+7	Hero
Iron Helm	1100	+16	Hero

Items:

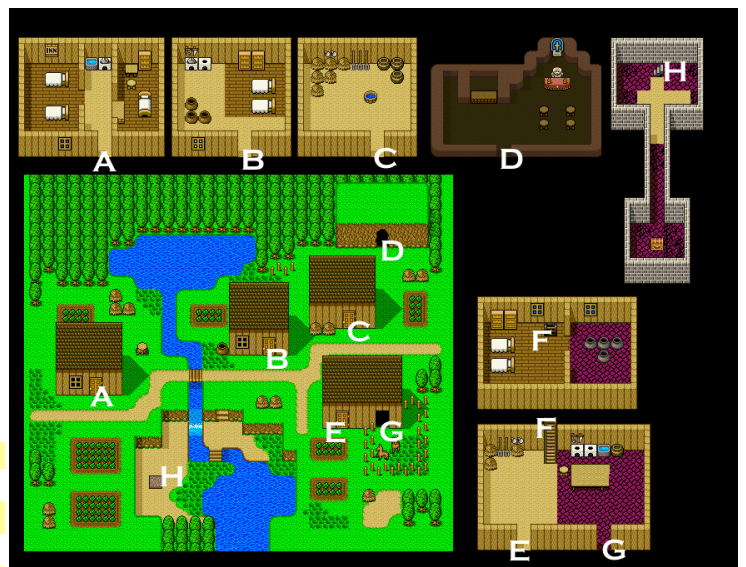
Name of Item	Gold	Stats	Who can Equip
Medical Herb	8		
Full Moon Herb	30		
Wing of Wyvern	25		
Angel's Bell	500	Cures Confusion	
Turtle Shell	2500	+33	
Magic Shield	3400	+22	Hero

Besting the Beast

Go outside now then; it's time to play, and level up. Don't stray too far to the west. The monsters are tougher over there. The west is for next chapter. The south is for this chapter, as it is where Kabochi lies.

When you're level 23, it time to go south to Kabochi. You should have no problems finding it. You'll see a sign first, and shortly after the village can be seen.

This town's a raggedy little village along the country side. It relies primarily upon its farming resources, but recently even that's being thrashed because of a beast. Well, as it turns out the beast was just hungry, as the beast just happens to be a long lost old friend.



When you enter, if it's night time, you'll see the shaded silhouette of the beast tearing through a small garden. When you make a move, it runs away



like you've never seen before. Darn, you almost had him.

Go rest at the inn, and then wake up in the morning. It's time for some village exploration. Down by the lake on the

left side is a small slab covering an underground room. There is a chest beneath with an **Armband of Sacrifice**. Go back up the little ladder and enter the house right there with a pot to its west side. Inside are pots and dressers – a pot has a **Strength Seed**. The house next door to the east has some barrels in it – one has a **Leather Hat**. The General Store and a priest/clinic/save person are in the house to the very northeast. At the conspicuous corridors end; search to find **Small Medal #5**. The only other house unexplored is the Elder's House, so go there.

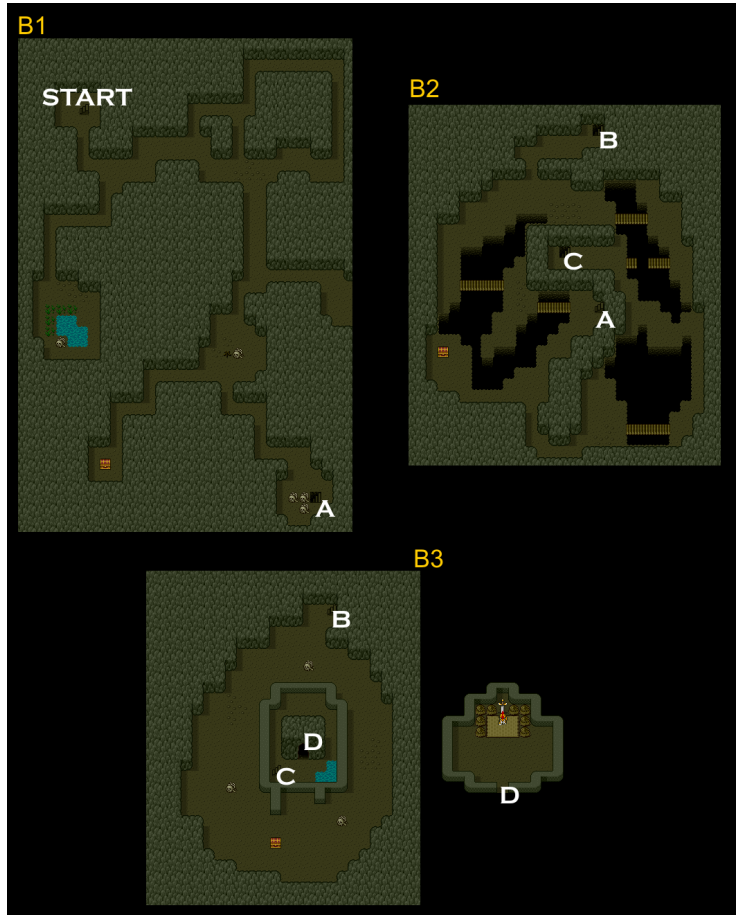
When you enter, arguments are in procession. Someone is against some action. It turns out their talking about you agreeing to help them with the beast. Talk to the Elder to learn more about the beast. It likes to come from the west. Before leaving the house, go upstairs and grab a **Small Medal #6** from the pots.

General Store:

Name of Item	Gold	Stats	Who can Equip
Holy Water	20		
Wing of Wyvern	25		
Iron Claw	550		
Breast Plate	1000	+23	
Iron Helm	1100	+16	Hero
Poison Needle	2900	+1	

Now it's time to deal with the beast once and for all. Leave the town and go west, to the cave there.

This cave to the west of Kabochi is just another ordinary cave. At the bottom resides the Killer Panther which has been sneaking out to Kabochi to raid the farms for food. But this beast has a heart. It remembered when it was a child, and has brought with him a very important memento to his lair.



Follow the path to the east and head south. Then take the left thread of the path to a chest with a **Stone Axe**. Then take the southeast path to the stairs down. Also, **Small Medal #7** can be found near the campfire that's burnt out, with a skeleton to its right. Search the ground north of the skeleton. This one is a tricky medal. I wonder if the beast killed this man. It doesn't matter.

Go south, but stay on the pit's south side and follow it to a chest in the west. It is a **Man-Eater Chest**, and they can be quite difficult. They do sometimes drop Small Medals, so it could be worth it. I don't count them, or if they're dropped by any other monster for that monsters.

Now jump off into the pit to land below on the B3. Grab the chest at the south side for an **Iron Helm**. Then go north to the stairs, back to the room of pits. Walk roughly counter-clockwise across the bridges to about 3:00 and then walk west towards the center of the room to stairs down.

Enter the room here to face the beast. But don't worry, you can't lose this fight. But you do have to do a special thing. In battle, use the Bianca's Ribbon that the Hero has. This will make the beast smell the scent and come back to his former tame-senses. It's Borongo! He really liked the ribbon, so go ahead and give it to him to equip.

Before you leave, examine the sword sticking in the ground. You'll pick up **Papas's Sword** – a very powerful sword the Hero can equip. Even if you were using the Boomerang up to this point, I think you should switch to swords now. The boomerang is too weak to face the monsters of this difficulty. So part with it. Come on now, I know you like it, but you got to...hey now! Give it up!

Leave the cave and return to Kabochi. It's time to get your reward. Well, you didn't kill the beast, but he's tame now. This should be good enough, right? Well good luck convincing the villagers. They seem to think you played them for fools the whole time. You'll get your reward of **1500G** if you talk to the elder – they don't want you to send them another monster at them. Ha ha. Well that's the thanks you get. It's tough world.

Treasure:

(Port Selmi): Small Medal #3, 100G, Small Medal #4, 1500G, Silk Apron, 50G

(Kabochi): Small Medal #5, Small Medal #6, Armband of Sacrifice, Strength Seed, Leather Hat, 1500G

(Cave of Kabochi): Small Medal #7, Stone Axe, Man-Eater Chest, Iron Helm, Papas's Sword

Step-By-Step:

1. Go to Vista and Sail to Port Selmi.
2. Rescue a peasant from bandits.
3. Visit the elder in Kabochi.
4. Reunite with Borongo.
6. Return to Kabochi for your reward.



11. New Spell Level 23 - 24

Ruraphin

Recruitable Monsters:

+Magician	14/40 Recruited
+Puppet Man	

Outside Ruraphin

Demighoul			
	HP	50	
	EXP	90	
	Gold	22	

Ghoul			
	HP	105	
	EXP	85	
	Gold	21	

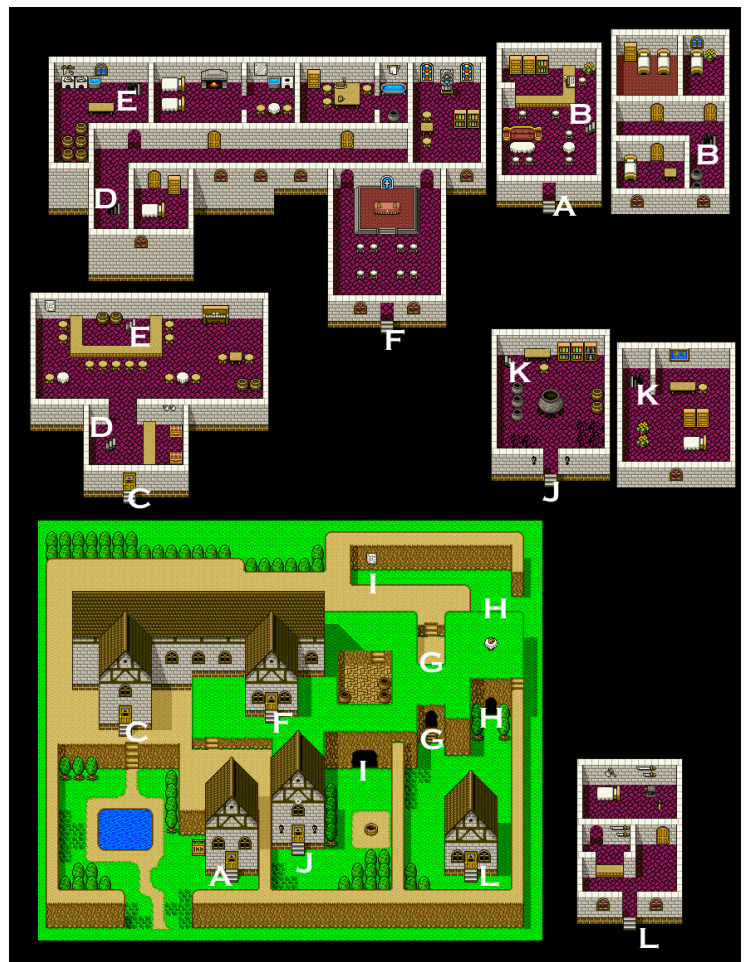
Killer Panther			
	HP	69	
	EXP	100	
	Gold	45	

+Bandit Wolf
+Death Parrot
+Death Spark
+Magician
+Metal Rider

+Mortha
+Mystery Doll
+Puppet Man
+Rogue Armor

Don't know what to do? There's one other village in the area. Go to Port Selmi then set foot towards the west. Eventually you'll find a sign, and then the town of Ruraphin. That's where to go for now.

Ruraphin is a high-class town with limited space and over-complicated roadways. Even the townsfolk get lost wandering the byways of the village. An old man lives here who works to uncover ancient spells for a living.



Weapons:

Name of Item	Gold	Stats	Who can Equip
Saw Blade	1200	+27	
Sledge Hammer	1800	+30	
Broad Sword	2000	+33	Hero
Steel Fang	2000	+35	
Snake Sword	3900	+42	Hero

Armor:

Name of Item	Gold	Stats	Who can Equip
Full Plate Armor	2300	+30	Hero
Turtle Shell	2500	+33	
Iron Helm	1100	+25	Hero
Iron Mask	3500		
Scale Shield	180		Hero
Magic Shield	3400	+22	Hero

Items:

Name of Item	Gold	Stats	Who can Equip
Medical Herb	8		
Antidote Herb	10		
Holy Water	20		
Wing of Wyvern	25		
Full moon Herb	30		
Monster Lure	200		

Spelling Hunt

Okay, first things first. Explore Mode. Enter the inn and go upstairs. A **Small Medal #8** can be found in a pot. Get that, and then exit the inn. Now then, for the hard part – this town is complicated to describe pathways. Go up the ladder to the large house. Inside, there's an item shop just to the right behind the counter. Go up the stairs. Then walk north about 8 or 10 steps to different steps down. Now behind the bar, grab a **Wing of Wyvern** from a barrel. Go back upstairs and walk all the way through the house to the east end, past the priest and exit there. When you get outside, move to the right a bit to see a ladder leading down into a lower level with some pots. One has an **Agility Seed** while another has **Small Medal #9** in it. Now you want to make your way back to the beginning of the village. Start at the inn. Go up the ladder, and then turn left. From here follow the outskirts of town clockwise. You'll come to a fork – take the lower fork and go through the tunnel. There's a house here. This is the weapon/armor shop. The Armor shop is only open at night. The Weapon shop sells at day. In my opinion, the weapons aren't too good yet. Stick with your father's sword.

Ok, from the Weapons and Armor Shop house, go north up the tunnel to the right. Follow this path to a dead-end with a note posted on the wall. Go south, through the wall to emerge at the other end of a tunnel. Enter the house with smoke coming from it.

Inside, a **Medical Herb** can be found in a pot, as well as a Magic Water in a barrel. Speak with Bennett and offer to help him with the spell he's making. Follow him upstairs. Talk to him to view the map. He needs you to get for him the RuraMoon Herb which grows only at night. He indicates its location on the map, but you'd have to know your metrics to really understand it. It's not really that far away, as the map is really zoomed in close to the town.

While Bennett catches up on his nap-time, it's time for you to travel west to get that flower. Leave the village whenever you feel like it.

Night Flowers

From Ruraphin, head west northwest to a waterfall. Note the waterfall cave, but you can't go there yet. Use the ladder there to scale the mountain and continue west. Or, you could walk around it to the north. This is a shortcut for you. Walk west to the coast, and then walk south to the peninsula's end. At night, you'll see an animated patch of ground. Search there to find the **RuraMoon Herb**. Now return quickly to Ruraphin and wake the old man up.

Regardless of the time of day, return the old man and get him out of his bed. He'll excitedly scramble downstairs to begin working. Go downstairs and talk to him a few times. Then talk to him again after quite an explosion. He'll ask you to check your spells. You receive: **Return Spell**. Discover you have a new spell, and then use it. When you zoom out, Bennett will excitedly celebrate his success. Bennett is working on a new spell now. You can freely use Return at a cost.

According to rumors, your buddy Henry just got married. Aren't you the least bit interested? You should go back to Reinhart and check it out. (You have to do this too, or a guard will tell you in a cave coming up.) Henry married Marina. Dale has ordered his scholars to research the Legendary Warrior. He also mentions something about Salabona. But you don't know where that's at? You could buy a **Wayfarer's Map**. If you return to Oracle Berry, at night, you can buy one from the dwarf for 1000G. This is the same dwarf that sold you the wagon. But this still doesn't quite help you. So ok, I'll tell you. Salabona is south of Ruraphin. And guess what? We're going there next.

Treasure:

(Ruraphin): Small Medal #8, Wing of Wyvern, Agility Seed, Small Medal #9, Medical Herb
(Key Items): RuraMoon Herb, Return Spell, Wayfarer's Map

Step-by-Step:

1. Visit the Spell-Maker Bennett in Ruraphin.
2. Travel and find the RuraMoon Herb.
3. Return to Bennett and get the Return spell.
4. Visit Prince Henry at Reinhart.
5. Buy a World Map from Oracle Berry.



12. Marriage Thoughts

Level 24 - 26

Traveler's Inn, Cave to Salabona, Salabona

Recruitable Monsters:

Wyvern

Bomb Crag



+Big Eye
+Puppet Man

16/40 Recruited

Outside the Traveler's Inn:

Gregor



HP 75
EXP 95
Gold 43

+Assault Trooper
+Big Sloth
+Death Parrot
+Death Spark
+Demighoul

+Killer Panther
+Puppet Man

Cave to Salabona:

Mudslough



HP 75
EXP 60
Gold 31

Snakebat



HP 63
EXP 80
Gold 33

+Big Eye
+Death Spark
+Ghoul

Outside Salabona:

Beast Master



HP 70
EXP 135
Gold 53

Bomb Crag



HP 115
EXP 120
Gold 13

Dark Mammoth



HP 110
EXP 115
Gold 55

Lancer



HP 82
EXP 105
Gold 41

Metal Hunter



HP 53
EXP 140
Gold 41

Tonguella



HP 85
EXP 99
Gold 35

Wyvern



HP
EXP
Gold

+Gregor
+Puppet Man
+Snakebat

You didn't waste all your magic with using Return too much did you? I know it's a fun spell, but you really need to learn to preserve. Well ok, I'll let it slip just this once. Go to an inn and rest up.



Return to Ruraphin. Now travel south to a small house. It's a traveller's inn and the people inside can speak nothing but of Lady Flora, a really good looking girl whose father is set on the idea of getting her married. Flora is from Salabona and it's not too far from here. Search the area to the south of the well to find **Small Medal #10**. Then level up to about 25.

It's time to head through the cave nearby. On the other side the enemies are tough, so it's important to make sure you're on the ball with your levels. By the end of this chapter, you want to be level 26. You don't have long to do so, because the

cave isn't so large, so take your time and fight some monsters.



At the first intersection, turn south. Then go east-south to a treasure chest with **Small Medal #11** in it. Simply follow the path to the west now, which takes you counter-clockwise-ish to stairs leading back to above ground.

On the other side, south of the mountain line, go south then turn left across the bridge to the town of Salabona, which has a large tower structure right next to it (the lookout tower.) End chapter.

Treasure:

(Traveler's Inn): Small Medal #10
(Cave to Salabona): Small Medal #11

Step-by-Step:

1. Travel south of Ruraphin to the inn. Hear rumors.
2. Travel south through the cave to Salabona.
3. Travel to Salabona. Recommended Level: 26



13. Ring of Fire

Salabone, Volcano

Level 26 - 28

Recruitable Monsters:

Dancing Jewel



+Bomb Crag
(+ Curer)
+Wyvern

17/40 Recruited

Outside Salabona:

+Beast Master
+Bomb Crag
+Dark Mammoth
+Gregor
+Lancer

+Metal Hunter
+Puppet Man
+Snakebat
+Tonguella
+Wyvern

Cave to Salabona:

Dancing Jewel



HP	45
EXP	80
Gold	200

Flamer



HP	73
EXP	140
Gold	50

Horse Devil



HP	70
EXP	101
Gold	55

Mud Looper



HP	83
EXP	120
Gold	31

+Beastmaster
+Bomb Crag
+Lancer
+Metal Hunter
+Metal Slime

+Snakebat
+Wyvern

Salabona seems quite the rich upper-class town. A nice sized inn, some two-storied houses, and a huge mansion are here. Additionally, the owner of the mansion would like his daughter to get married. So that's the reason for all the scurrying young men trying to meet his rigid requirements.



Picking up where we left off... When you enter Salabona, a dog will come running to you, followed by a voice begging someone to stop the dog. You stop the puppy indeed, and a nice looking young woman comes to get it/her/he. She asks your name, without introducing herself, admittedly rude, and then walks off with her puppy.

Not sure what that was really all about, but no matter. This is a new village, and you've some exploring to do. The item hunt is on. Keep things simple for now and enter the house just to the south. This is Andy's House say the two elderly folks inside. They talk about love and your chances at it while young. Grab **Small Medal #12** from the dresser by the bookshelf. Leave the house. Right below the house is what looks like an unattended shop. To its left is an armor shop run by an older lady. And to its left is another unattended shop. It seems everyone is away, at an event, or something. Just keep going left to the southwest-most house. Inside is an **Intelligence Seed** in a dresser. Now go to the



northeast and enter the inn. One dresser inside has an Iron Shield. A bunny girl in the bar upstairs mentions that all the young men are at Ludman's mansion. So it seems like going there

for a visit would be worth it.

You'll see the puppy Lillian here circling the pond. Enter the mansion. Inside there is a line of men waiting at the door. Talk to all three of them, and then something will happen within. Ludman will summon all the suitors, including you at once. He goes over the set of requisites. Flora will come downstairs and interrupt at some point. It seems the Family Shield heirloom might be worth it more so than the hand of Lady Flora. Before leaving, get a **Silver Barrette** from a dresser upstairs.

Your task is simple. Ludman wants two rings before he allows someone to marry his daughter. It's that simple. The problem though however, is that one of the rings is in a volcano. Hmm, well you knew there had to be a catch.

I'd shoot for level 27 about right now. The volcano has some pretty dangerous monsters. It's a long trek to get there and the volcano itself is a large cave with a difficult boss fight at the end.

Shop Charts:

Weapons:

Name of Item	Gold	Stats	Who can Equip
Chain Sickle	1200	+20	Hero
Broad Sword	2000	+33	Hero
Morning Star	3000	+45	
Sword of Malice	4400	+45	Hero
Steel Fang	2000	+35	

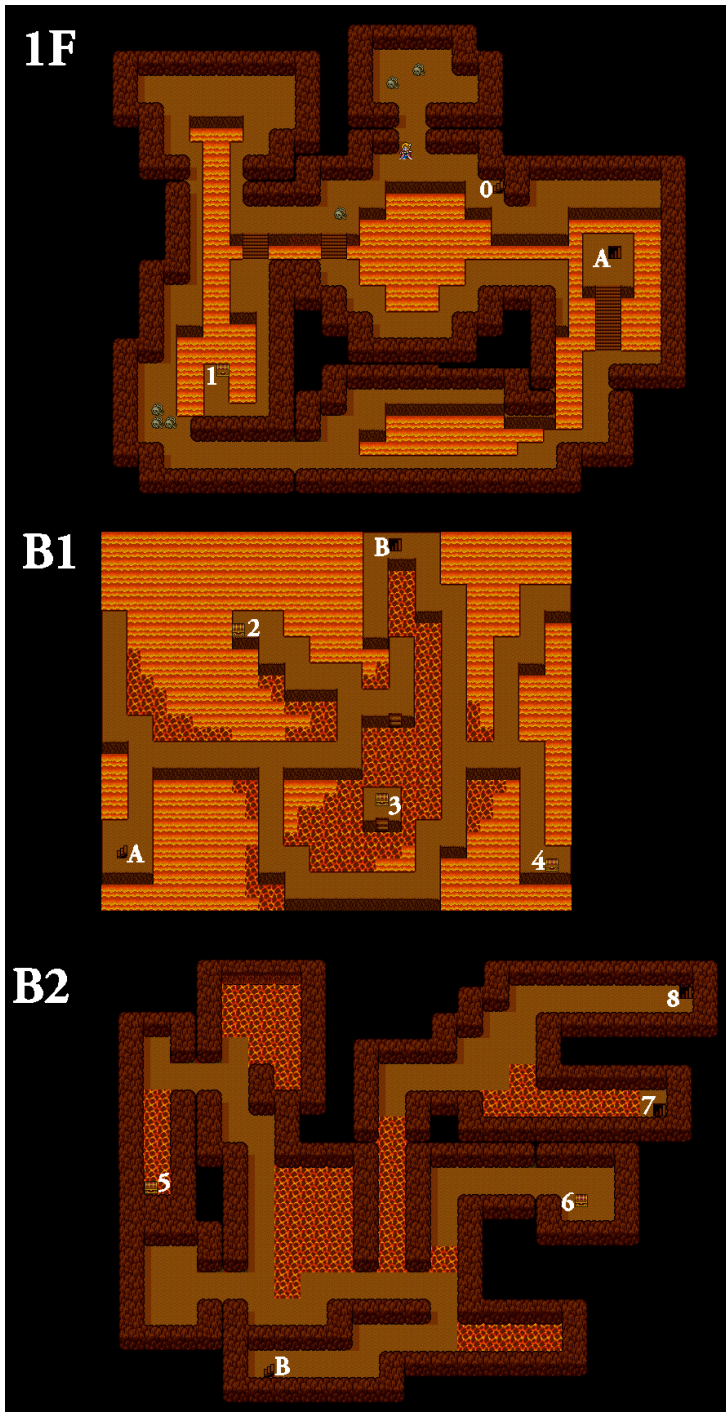
Armor:

Name of Item	Gold	Stats	Who can Equip
Dancer's Clothes	1300	+20	
Full Plate Armor	2300	+30	Hero
Turtle Shell	2500	+33	
Cloak of Evasion	3000	+28	
Silver Barrette	450	+14	
Silk Hat	2000	+20	

Items:

Name of Item	Gold	Stats	Who can Equip
Medical Herb	8		
Antidote Herb	10		
Holy Water	20		
Wing of Wyvern	25		
Full moon Herb	30		
Leather Shield	70	+4	Hero

Ahem, well. Once you quit daydreaming about her beautiful presence, you might realize that, um. You'll need to re-order your party. Otherwise you'll be fighting alone. Your choice.



Battling the Flames

The Volcano is to the southeast of Salabona. You'll see it, then have to travel south around the mountain to get to the area of it.

Inside, go left, past Andy, to the west. Now you have some choices already. Let me check them, the first ladder to the east is a dead-end. The second ladder brings you to a chest. It has 450G. Now there's only one other path – take it.

Follow the path till you need to make another choice. The upper road is a dead-end, so just take the lower route. You'll come to stairs down.

The lava is really getting intense now. The pathways are barely defined. Take the east path, then continue east instead of going south down the first path. A **Man-Eater Chest** is the contents of a chest to the left. To the right is a short ladder down into the harshly cooled lava. You'll sustain some damage walking through here, but there's a chest through it to the south with a valuable **Staff of Antimagic**.

Return to the fork and go south down the path you first ignored. Follow it to a fork and go right instead of north. Down to the southeast is a chest with an **Iron Helm** in it. Next, go north, up the top-left of the four-way "H" shaped intersection for which the chest is in the bottom right of. Follow to stairs down.

By the way, the Beast Masters here summon many different enemies. Some are Curers. If you're lucky, you might recruit one. I don't have it in the list of

recruitable monsters here though, because they don't appear on their own. There's another place where they do, but they

are pretty helpful – even better than the Healer if you have one in your party.

Here, you come to a path that lava fills to the east. But nothing is there – ignore it and go north. Now you got several paths of lava before you. Take the north path that is furthest to the east. This leads to a chest with a **Defence Seed** in it.

Ignore the middle path for now, but remember this place. For now continue left. Going west into the room is a dead-end so go north. Then turn left into a room, go through the lava and get the chest with 1500G. Now return to that middle path.

Two paths – take the bottom one first. This takes you to a room with a Healer Tile in the center. Step on it to recover all lost HP and MP. Then return and take the north path. Go downstairs to the final floor.

The Fire Ring is here, but so are three nasty enemies. Prepare for a Boss Fight and go grab the ring. 3 Lava Savages will appear before you pick it up.



Lava Savage



HP: 400
EXP: 350
Gold: 250

Treat this as a typical monster battle. They're tough, but not for three strong warriors like you at level 28, and two other resourceful monster allies.

When you defeat them, pick up the **Ring of Flames** for real this time. Then use Outside and Return to scoot out of the fiery heat. Brrr! It's cold outside now. Well not really, but it feels that way. We'll pick this up in the next chapter, while your temperature sensors readjust.

Treasure:

(Salabona): Small Medal #12, Intelligence Seed, Silver Barrette

(Volcano): 450G, Man-Eater Chest, Staff of Antimagic, Iron Helm, Defence Seed

(Key Items): Ring of Flames

Step-by-Step:

1. Meet with Ludman.
2. Get the Ring of Fire from the Volcano.
3. Return to Salabona.



14. Ring of Water

Level 28 - 30

Salabona, Nameless Village, Waterfall Cave

Recruitable Monsters:

Curer



+Bomb Crag
+Dancing Jewel
+Wyvern
18/40 Recruited

Outside Salabona:

+Beast Master	+Metal Hunter
+Bomb Crag	+Puppet Man
+Dark Mammoth	+Snakebat
+Gregor	+Tonguella
+Lancer	+Wyvern

Ocean:

Glubglub



HP 62
EXP 80
Gold 30

Marzon



HP 68
EXP 105
Gold 45

Octoleech



HP 73
EXP 95
Gold 37

Sea Dog



HP 80
EXP 113
Gold 45

Tamategai



HP 55
EXP 110
Gold 47

Waterfall Cave:

Curer



HP 69
EXP 70
Gold 43

Gasling



HP 92
EXP 130
Gold 140

+Beastmaster
+Dancing Jewel
+Marzon
+Mud Looper
+Octoleech

+Snakebat
+Tonguella

Smooth Sailing

Ok, here we go lover boy. You have the Ring of Fire, now you need to get the Ring of Water. Go back to Salabona (at day time) and talk to Ludman. Note that Ludman's mansion doesn't allow monster allies in it. So make sure the hero has the ring himself.

Ludman will take a hold of the ring for you and bid you to go find the Water Ring next. It's vague clue that it is surrounded by water. However though, he lets you use his ship for free to aid in finding the ring.

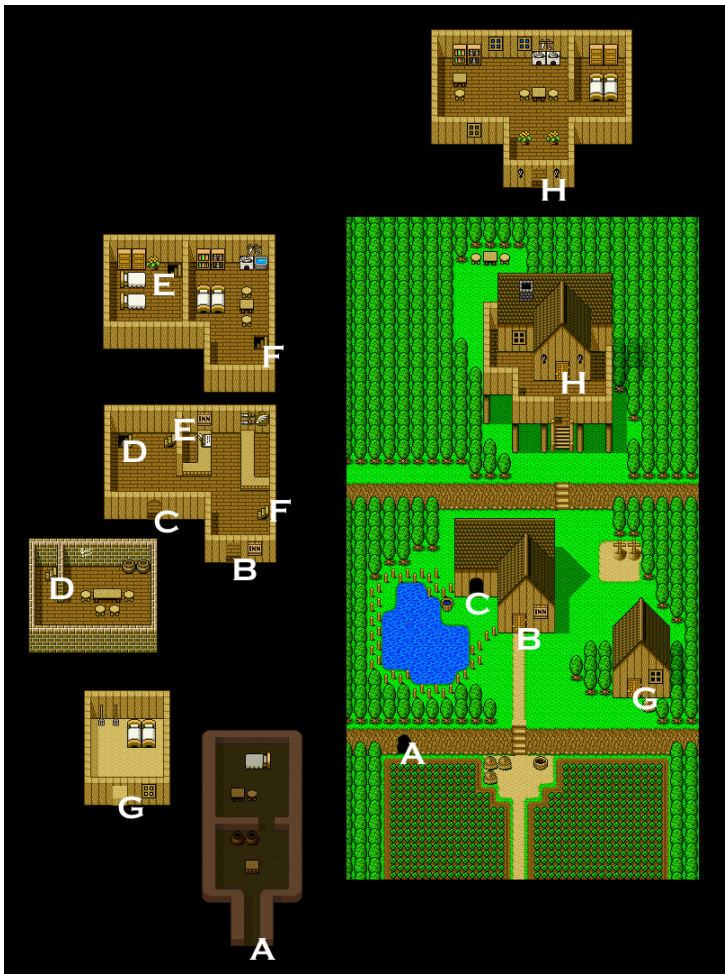
In other news, Andy hasn't fared so well. He was burned badly and is over at his house being watched over by Flora. It seems she has a liking for him.

Anyway now, go outside and check out your new boat. Re-Order your party with your desired team of three, and then ride aboard the boat. The

bridge restricts access to the rest of the world, leaving only a small lake and limited space to roam.

When you sail north, you're prevented further access by a water gate. The sign nearby says to go check with the elder of the village to get past it. A shrine is located to the left of the gate. The village can be found to the right. The shrine has a place in the game much later on. So then, get off the boat and walk to that village just nearby.

The Nameless Mountain Village – Another of the uninventive choices a village name could take. The village is similar to Kabochi, with farms and a lower-class building structure. But what's more important here is that someone can unlock the water gate. And also, a childhood friend can be found here! Your heart I'm sure had been teeming for her all along.



Change of Heart

Explore Mode: First off, enter the cave before you even step up the first ladder. This is a general store. Scrape the **Strength Seed** from the pot on the left, and kill a **Demon Pot** from the pot on the right. Leave the cave and walk up the ladder now. Find the two graves and search the grave on the right, to the

right of the woman to find a **Small Medal #13**. Now enter the inn. There is a weapon store here, along with the inn attendant. Go up the middle stairs (the left most UP stairs) to search some dressers for a **Medical Herb**. Then go down the stairs to the basement to find from the barrels a **Small Medal #14**.

Now go north to the large house. Talk with Duncan. He is overly excited you're still alive and bids you to speak with Bianca, who you must've passed outside. She returns to the house just then. She was just as excited too...until you mentioned marriage. Hmm, bad move. Night passes by.

Go out to the kitchen area and breakfast will be ready. You have to accept her offer to travel with you to find the Water Ring. Next, talk to her when you're ready to leave. She will join your party. 10 years later, her stats and level are the same, so take care of her. You don't have to put her in your party, but that's no fun.

Weapons:

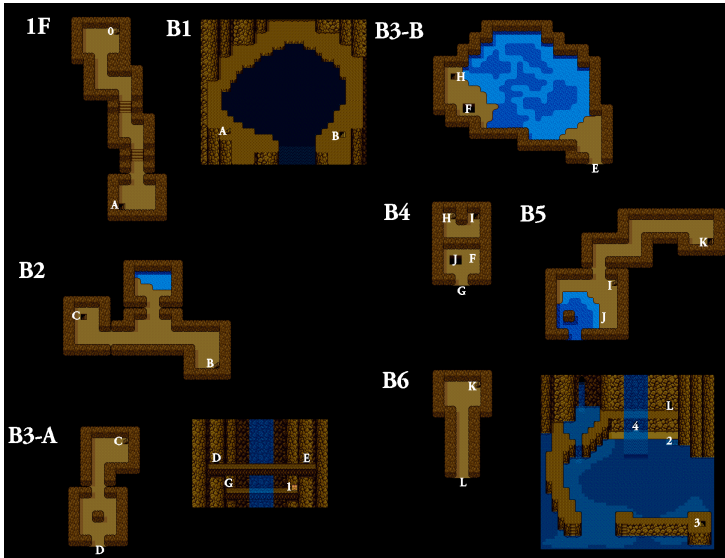
Name of Item	Gold	Stats	Who can Equip
Poison Needle	900	+24	Bianca
Sledge Hammer	1800	+30	
Broad Sword	2000	+33	Hero
Snake Sword	3900	+42	Hero
Battle Axe	4000	+45	
Sword of Malice	4400	+45	Hero

Items:

Name of Item	Gold	Stats	Who can Equip
Medical Herb	8		
Antidote Herb	10		
Holy Water	20		
Wing of Wyvern	25		
Full moon Herb	30		
Leather Hat	65	+2	Hero, Bianca

Ok, with Bianca in your party get in your boat and access the Water Gate. Bianca will unlock it, allowing you to sail north into a large body of water. North by northeast you can find a narrow river going north which leads you to the cave – hidden by a waterfall. Now let's see, where'd we see something that looked like that? Oh yes, on our way to get the RuraMoon Herb. Well we're here now. So go inside.

This place is large and complicated. But for the most part, it is pretty linear. There's a lot of water, and at the bottom you'll see the large pool of water which forms the base of the river flowing south. In here, the Water Ring is said to lie hidden in the depths. But besides a valuable ring, the Waterfall Cave is a beautiful tourist cave, minus the merciless monsters.



Swimming Party

I need a nap. You should be able to get to the scene where Bianca mentions how pretty the



waterfall is. You can't miss it. You go across a narrow footbridge with the waterfall in pristine view, while an out-of-reach chest lies on a lower walkway. Wake me up when you get

there. Zzz.

What? You're there already. You could've taken your time, but ok, ok. Here we go again then. You'll see a man in the next room. You can walk through the water here since it's shallow. Bianca will exclaim that the man pinched her bottom. It seems out of place, but she must be shy. You'll come to a dry area with a pit and a stairs. Which way do you go? Well if you go the way of the pit, it drops you down low enough to scoop the treasure you seen by the waterfall scene. And then, there is another pit, and you can use the stairs to get back up to the first pit. So just jump in the pit. You'll land by another pit. But don't jump in it just yet. Go out to the south and grab the chest for the **Robe of Serenity**. Equip it on Bianca. Then go back in and jump down the pit.

Here ignore the stairs; it takes you back up through to the first pit. Follow the path.

You'll appear at the waterfall's bottom. Bianca makes another comment. Follow the path to a ladder down into the shallows. Then go back up the ladder to the east. Take this path to stairs down, and follow to a chest which has an **Elven Medicine**.

Make your way back to the shallows and walk through the low water to the north. Go under the waterfall to the east and grab the chest, which is partially hidden for **1200G**. Go through the secret hole behind the waterfall.

In this room, pick up the **Ring of Water**. She starts to voice her opinion, but then shies away. Anyway, it's time to return to Ludman. So just use outside, then return to Salabona.

Notice how your boat came with you when you cast return? This only works for Salabona at the moment, because you're not allowed to take Ludman's boat anywhere else.

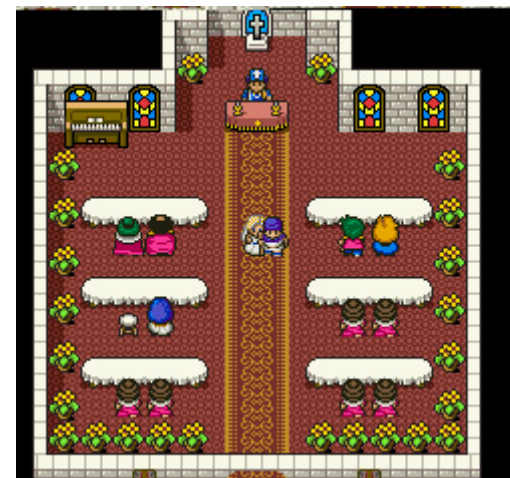
Uh-oh. I don't need to explain. You got an extremely weighting decision upon your shoulders. Who do you marry? Bianca or Flora? My, the decisions are tough. Whomever you choose will travel with you and fight with you. Flora is a better magician, while Bianca is a more overall-average fighter, but leaning towards spells.

At night, you find yourself unable to sleep. So go for a walk. Go to the southwest house and talk with Bianca. Go back to the inn and talk with the attendant to go back to bed. Morning will come soon.

You must make your choice. C'mon, choose Bianca, your childhood sweetheart. It doesn't matter which you really choose actually. I will assume you chose Bianca. Talk to her and say yes to marry her. She will be taken off to Ludman's second house to change. Ludman will have you get a silk veil from master toolsman in the mountain village.

Quickly return to the Nameless Mountain Village by boat and talk to the dwarf in the immediate cave. He'll give you the **Silk Veil**. Now then, quickly return to Salabona. Hurry hurry! Make sure it is in your inventory and not in anyone else's.

Talk to the woman blocking the door to the southwest house. She'll let you pass. Talk to Bianca to place the veil on her head. Then talk with the people by the church to go inside. Thus



begins the bridal march. At last you are married. There's not much guidance through these times, so I'm trying to hurry you through it. Not that you should hurry through marriage. After a while, you'll wake up in the second house with Bianca. For a newly wed couple, sleeping in separate beds is...well quite odd.

Go outside and talk to Ludman at the mansion. He gives you access to the chests behind him as well as his ship. So now you can sail all over the world. Open the chests first to get the **Zenithian Shield** and **2000G**. Then return to Selmi to get your boat. Go to the docks and talk to a man guarding a ship. Say yes to verify who you are, and then get on board the ship. At last, the wide open ocean! And so thus actually ends the chapter. Whew!

Treasure:

(Nameless Village): Strength Seed, Demon Pot, Small Medal #13, Medical Herb, Small Medal #14

(Waterfall Cave): Robe of Serenity, Elven Medicine, 1200 G

(Salabona): 1200G

(Key Items): Water Ring, Silk Veil, Zenithian Shield

Step-by-Step:

1. Get Ludman's Boat.
2. Sail north to the water gate.
3. Talk to the gate guard in the Nameless Village.
4. Catch up to old times with Bianca and Duncan.
5. Take Bianca sightseeing to the Waterfall Cave.
6. Find the Water Ring.
7. Return to Salabona.
8. Choose a bride.
9. Get the Silk Veil from the Nameless Village dwarf.
10. Get Married.
11. Get a boat from Port Selmi.



15. Desert Treasure

Level 30 - 32

Metal King Castle, Castle of Telepador

Recrutable Monsters:

King Slime



+Curer
+Slime
(+ Metal Babble)

19/40 Recruited

Ocean:

Ghost Captain



HP 85
EXP 200
Gold 100

Man o' War



HP 50
EXP 77
Gold 22

Plesiosaur



HP 120
EXP 210
Gold 59

+Marzon

Metal King Island:

King Slime



HP 210
EXP 200
Gold 115

+Babble
+Curer
+Metal Slime
+Slime

Desert Island:

Flamer



HP 73
EXP 140
Gold 50

Kemkemubeth



HP 110
EXP 95
Gold 33

Orc



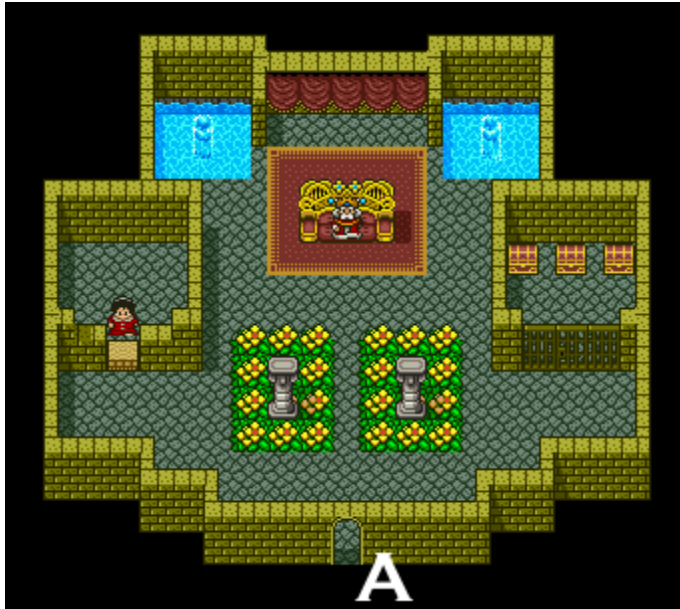
HP 85
EXP 125
Gold 55

+Curer
+Mud Looper
+Slime

If you talked to the villagers in Port Selmi, particularly in the bar within the inn, you'll learn of a Desert Castle and a grave there about the Legendary Warrior. The desert is to the south, along the shore. So that's where we're headed next, so get moving. Follow the coast south until the island's south side bears to the left. Then continue south into the deep ocean, sailing away from the coast. Just to the east is a rock-surrounded island, for reference. Continue south until you see the desert. If you should hit shoals or rocks, follow them to the east to find the desert.

But first, sail east of the desert to find a grass-land island. Land there and you'll notice all kinds of slime enemies that attack. This is the Isle of the Medal King. You might want to take caution with the King Slimes. But, you can get one of them to join your party though

The Metal King appears in all Dragon Warrior's from number 4 to present. Dragon Quest V is no exception.



Inside the castle, find a chest with an **Iron Mask**. I doubt you'll want to spend any medals as of yet. Save them for now.

Do you have what it takes to gather all the small medals in the world? There may be ways to gather more than there really are available in the world.

Ok, now just one other tidbit of information. There's a small island to the north you can land on to fight some much harder enemies which yield on average about 700 exp, instead of the 400 or so you get now. But the real interest is one of the monsters is a catch-able monster – the Eliminator. If you feel up to the task, go ahead and bag him for your alliance. And if you REALLY feel up to the task, the Metal Babble also can be encountered there, and caught for your alliance. Neither will be included in this chapter's list of recruits.

Dock at the desert. Head south. Find the oasis and find the house (which you can't see.) Inside, an old man informs you that the castle to the west is Telapador, while the island to the southeast is the Medal King's Island. Before you leave, grab **Small Medal #15** from the pot.

Head west to the castle. When you enter, you should be ready for explore mode – it's a new town (or castle in this case.)

Telepador is the name of this castle which lies in the desert. It has awed many travelers with its thriving kingdom, an underground garden, and with its most important monument – the shrine to the Legendary

Warrior. It is also said that Telepador is the protector of the Legendary Hero's Helmet.



The inn lies just before you to the right, and a weapon and armor shop is in a building to the left. Enter the weapon shop's side of the building and go down the stairs to scrape a Wing of Wyvern from the pot. Now enter the castle via its main gateway. Skirt all the interesting stuff just before you and head to the back of this area to the kitchen. Search the pots to find a **Demon Pot** and a **Defence Seed** (the seed is in the left pot.) Now go downstairs to discover a desert garden. To the northeast is a well – search the bottom end of it to find **Small Medal #16**.

Now talk to Isis, the queen in the southwest corner. She will take you to the legendary warrior's shrine. Follow her up the stairs, out the main gateway and to the left, through a magic-key door which was previously inaccessible. Go down the many sets of stairs to the bottom, where the queen awaits.

The queen will confess that the shrine isn't really a grave – but just a housing to protect the Zenithian Helm. She will then ask you to try the helmet on (but you know this isn't going to work.) The queen will bid you to follow her back to the garden, so follow her back there.

She will then admit she has a power to read people's mind and senses that you have a great need

to find the legendary warrior. Tell her why. What she tells you comes to you at a great shock – your father was the great king of the eastern country of Granvania. It sounds like you will definitely need to go there sometime.

For now it looks like the helmet will have to be put on hold. This thing about Granvania is at the moment the only lead you have. This is also your next target. So buy some equipment if you need, we're headed there next. Spend some time in the desert to work on your tan, you should be level 32.

Weapons:

<i>Name of Item</i>	<i>Gold</i>	<i>Stats</i>	<i>Who can Equip</i>
Staff of Force	2500	+55	Bianca
Morning Star	3000	+45	Bianca
Battle Axe	4000	+45	
Sword of Malice	4400	+45	Hero
Saw Blade	1200	+27	
Steel Fang	2000	+35	Borongo

Armor:

<i>Name of Item</i>	<i>Gold</i>	<i>Stats</i>	<i>Who can Equip</i>
Breast Plate	1000	+23	Borongo
Cloak of Evasion	3000	+28	Bianca
Silver Mail	4800	+40	Hero
Lace Bisuche	5500	+35	Bianca
Magic Shield	3400	+22	Hero
Silk Hat	2000	+20	

Treasure:

(Metal King Castle): Iron Mask

(Desert Oasis): Small Medal #15

(Castle of Telepador): Demon Pot, Defence Seed

Step-by-Step:

1. Sail south from Port Selmi to the Metal King Castle.
2. Visit the Desert Oasis.
3. Visit Telepador Castle.
4. Talk to Queen Isis about the Legendary Warrior.



Ned's Inn: Mad Dragon, Elder Mage, Trumpeter, Kemkemubeth

Elder Mage, Mad Dragon, Lintbloom, Duck Kite, Dead Emperor, Thanatos Soldier, Metal Hunter,

Hero

4	Heal	18	Absorb
6	Antidote	22	Healall
8	Gale	25	Vivify
9	Upper	28	Farewell
11	Healmore	32	Aerocross
12	Identify		
14	Outside		
16	Tornado		

Bianca

3	Blaze	20	Blazemore
5	Surround	23	Defeat
7	Decrease		
8	Firebal		
12	Sleep		
13	Bikill		
15	Firebane		
17	Sleepguard		
18	Bounce		

Henry

1	Blaze		
3	Surround		
6	Decrease		
8	Bang		
12	Confuse		
15	Repel		

Borongo

17	Charge Up		
21	War Cry		

Borongo

*	Fireball		
*	Surround		
*	Decrease		
*	Heal		

All Spells:

Antidote	Ally		
Blaze	E	Low level incendiary spell.	2
Decrease			
Firebal			
Gale			
Heal	Ally	Low level cure spell.	3
Surround			

Attackbot

	Max Level:	
	Atk:	
	Def:	
	Magic:	
	Role:	
Str -		
Agi -		
Vit -		
Int -		
Luck -		
HP -		
MP -		

Bomb Baby

1 Sacrifice	Max Level:	
5 Body Attack	1 -	
	Nitro Bagpi	
	Atk:	
	Def:	
	Magic:	
	Role:	
49Str -		
15Agi -		
46Vit -		
10Int -		
33Luck -		
42HP -		
0MP -		


Big Eye

1 Healmore	Max Level:	
1 Cold Breath	1 -	
5 Build Up	Gandof	
8 Dazzling Light		
10 Sweet Breath		
	Atk:	
	Def:	
	Magic:	
	Role:	
62Str -		
25Agi -		
47Vit -		
18Int -		
42Luck -		
64HP -		
10MP -		

name

5 Sacrifice	Max Level:	
5 Charge Up	5 -	
	Rocky	
	Atk:	
	Def:	
	Magic:	
	Role:	
60Str -		
10Agi -		
16Vit -		
10Int -		
27Luck -		
160HP -		
4MP -		

Blizzard Hawk

	Max Level:	
	Atk:	
	Def:	
	Magic:	
	Role:	
Str -		
Agi -		
Vit -		
Int -		
Luck -		
HP -		
MP -		

Brownie


	Max Level:	
	Brown	
	Atk: C	
	Def: C	
	Magic: -	
	Role: Fighter	
Str -		
Agi -		
Vit -		
Int -		
Luck -		
HP -		
MP -		

-----Dragon Quest V-----

name

	Max Level:	
	Atk:	
	Def:	
	Magic:	
	Role:	
Str -		
Agi -		
Vit -		
Int -		
Luck -		
HP -		
MP -		

Dancing Needle

3	Strange Dance 1	Max Level:	
5	Strange Dance 2	3 -	
10	Sleep Attack	Danny	
		Atk:	
		Def:	
		Magic:	
		Role:	
Str -			
Agi -			
Vit -			
Int -			
Luck -			
HP -			
MP -			


name

2	Healall	Max Level:	
3	Healmore	2 -	
8	Upper	Behoman	
10	Increase		
12	Vivify		
		Atk:	
		Def:	
		Magic:	
		Role:	
49Str -			
37Agi -			
62Vit -			
18Int -			
65Luck -			
74HP -			
42MP -			

Dragon Pup

1	Fire Breath	Max Level:	
5	Sweet Breath	1 -	
15	Flame Breath	Codoran	
		Atk:	
		Def:	
		Magic:	
		Role:	
59Str -			
25Agi -			
46Vit -			
5Int -			
20Luck -			
52HP -			
0MP -			

Dancing Jewel

2	Decrease	Max Level:	
2	Confuse	2 -	
2	Stopspell	Jewel	
2	Strange Dance 1		
4	Absorb		
		Atk:	
		Def:	
		Magic:	
		Role:	
56Str -			
70Agi -			
120Vit -			
5Int -			
84Luck -			
55HP -			
74MP -			

Drakee

5	Surround	Max Level:	
10	Sleep		
15	Day-Night	Drakichi	
		Atk:	D
		Def:	D
		Magic:	D
		Role:	Supporter
Str -			
Agi -			
Vit -			
Int -			
Luck -			
HP -			
MP -			

name

Max Level:



Atk:
Def:
Magic:
Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

name

Max Level:



Atk:
Def:
Magic:
Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

Eliminator

Max Level:

3 -

Emelian



Atk:
Def:
Magic:
Role:

77Str -
61Agi -
64Vit -
11Int -
57Luck -
91HP -
0MP -

name

Max Level:



Atk:
Def:
Magic:
Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

name

Max Level:



Atk:
Def:
Magic:
Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

name

Max Level:



Atk:
Def:
Magic:
Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

name

4	Heal	Max Level:
5	Repel	4 -
7	Healmore	Hoimin
10	Antidote	Slappo
15	Numbofff	
20	Healall	



Atk:
Def:
Magic:
Role:

26Str -
15Agi -
28Vit -
6Int -
19Luck -
59HP -
22MP -

name

Max Level:



Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

Atk:
Def:
Magic:
Role:

name

Max Level:



Atk:
Def:
Magic:
Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

King Slime

3 Vivify

Max Level:

3 -

Kings



Atk:
Def:
Magic:
Role:

72Str -
40Agi -
69Vit -
29Int -
43Luck -
148HP -
20MP -

Hork

5	Lick	Max Level:
5	Poison Attack	5 -
		Smith



Atk:
Def:
Magic:
Role:

58Str -
10Agi -
8Vit -
10Int -
0Luck -
90HP -
0MP -

Kukkle

1	Decrease	Max Level:
5	Surround	1 -
10	Sleep	Kukkle



Atk:
Def:
Magic:
Role:

54Str -
27Agi -
42Vit -
21Int -
50Luck -
43HP -
5MP -

-----Dragon Quest V-----

name

Max Level:



Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

Magician

4 Stopspell
4 Blaze
5 Firebal
12 Firebane
15 Robmagic
19 Blazemore

Max Level:

4 -

Marlin
Melby



Atk:
Def:
Magic:
Role:

19Str -
15Agi -
21Vit -
25Int -
30Luck -
40HP -
16MP -

name

Max Level:



Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

Atk:
Def:
Magic:
Role:

name

Max Level:



Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

Atk:
Def:
Magic:
Role:

Mad Dragon

6 Sweet Breath
7 Tempting Dance

Max Level:

4 -

Madd



83Str -
43Agi -
45Vit -
10Int -
15Luck -
130HP -
0z`MP -

Atk:
Def:
Magic:
Role:

name

Max Level:



Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

Atk:
Def:
Magic:
Role:



name

Max Level:



Atk:
Def:
Magic:
Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

Puppet Man

1 Strange Dance 2
6 Bounce
10 Strange Dance 3
15 Stopspell
18 Absorb
20 Repel

Max Level:
1 -
Papeck



Atk:
Def:
Magic:
Role:

60Str -
44Agi -
71Vit -
3Int -
30Luck -
52HP -
0MP -

name

Max Level:



Atk:
Def:
Magic:
Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

Slime

7 Expel
10 Increase
15 Decrease

Max Level:
Slalin



Atk: F
Def: F
Magic: C
Role: Supporter

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

name

Max Level:



Atk:
Def:
Magic:
Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

Slime Knight

3 Heal
3 RobMagic
5 Healmore
9 Antidote
12 Bang
18 Numboff
20 Healall
23 Boom

Max Level:
1 -
Pierre
Arthur



Atk: A
Def: A
Magic: B
Role: All-Round

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

name

Max Level:



Atk:

Def:

Magic:

Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

Yeti

Max Level:



1 War Cry

5 Cold Breath

8 Sweet Breath

12 Build Up

15 Snowblast

20 Lick

22 Freezing Breath

30 Blizzard

1 -

Yeta

White

Atk:

Def:

Magic:

Role:

56Str -
23Agi -
46Vit -
8Int -
25Luck -
48HP -
0MP -

name

Max Level:



Atk:

Def:

Magic:

Role:

Str -
Agi -
Vit -
Int -
Luck -
HP -
MP -

All-Round – Good fighter, magic, and supporter
Fighter – Proficient in both Attack and Magic
Warror – Proficient in Attack only
Wizard – Proficient in Magic Only
Supporter – Less towards offense, more towards support spells like heal, surround, increase, etc.

name

Max Level:



3 Healmore

5 Cold Breath

10 Sleep

12 Outside

15 Healall

3 -

Mechi

Atk:

Def:

Magic:

Role:

68Str -
44Agi -
58Vit -
27Int -
33Luck -
78HP -
12MP -