

Ahriman's Prophecy (version 2) Strategy Guide

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---==Part 1: The Basics===---

Introduction

Welcome to my Ahriman's Prophecy Strategy Guide! Hope you enjoy playing this wonderful game as much as I have. The first thing you should do is download and print the Player's Guide from the main Ahriman's Prophecy site (that is, if you haven't already). That provides a hard copy reference to most of the data that I have here, such as defensive values of shields. I got a lot of my data from this guide, and simply copied it here.

I'm very "long-winded" by nature – I explain "how to" stuff with enough detail that anybody can understand. I'm also very descriptive, since I don't include very many graphics here. I may use simple ASCII graphics to illustrate a point or two, like where the Glass Key goes to open up the Glass Coffin. I tend to write in a "narrative" style, so that the walkthrough part of this strategy guide is more like a story than anything else. I think that's the best and easiest way to understand the small details of the game without giving out too many spoilers.

There are various "cut scenes" in this game, like miniature movies. I basically just say "go through the cut scene" instead of giving out spoilers. I'd much rather that you experience the fun of going through such a scene than telling you what happens. The cut scenes make the game more enjoyable, but mostly they tell you what you will be doing next, or in the near future. Pay attention to what goes on!

I place a version number on my guide for one purpose only - to indicate how far I am (or how far I *think* I am) in completing it. Know that my latest guide will be the one with the largest version number. For those who are looking for the latest and greatest, I add a line where I keep up with the last date where I added or changed anything. So, the most recent date indicates the most up-to-date version of my guide. I don't include a "version history" section, since who cares about that?

Game Controls

You move with arrow keys on the keyboard. The easiest way to do that is to turn off "Number Lock" and use the number pad. 8 moves up, 4 moves right, 2 moves down, 6 moves left. Simple. If you don't want to use Number Lock, then you can use the arrow keys. They are packed together a bit too much for comfortable play (unless, like me, you grew up playing Heretic and Ultimate Doom), but it's your choice.

You can't beat the game by simply moving. You need to perform some actions. Basically, any action you take is with the Spacebar or Enter. Both will confirm your choice, attack, open, examine, or whatever. To bring up the main menu, press Escape. Navigate with the number pad (or arrow keys), confirm your choice with Spacebar or Enter. Cancel with Escape. The menu system gets some getting used to, but it's not too hard once you get the hang of it. It's actually quite intuitive and rather unique.

Bring up the save menu with "1" (use the numbers below the function keys not the key pad keys). You can save anytime that you're not in a menu, including during a battle. Use this to your advantage. Saving is simple. Select which slot (slot one all the way to slot fifteen) and hit Enter or Spacebar. The 15 slots I think is direct influence from the PlayStation memory card, which also has 15 slots. Don't just use one slot. Save with different slots, and take a radical route. If you screw up, restart from another save slot. If the game crashes (which is bound to happen sooner or later), you also have more save points so that you don't have to redo as much.

During a battle, you may want to use a skill, e.g. Sword Technique, or use an item. Hit Escape when near an enemy. This brings up the "Battle Menu". The game "pauses" while here, so you will not get attacked, despite being a real-time game. Take your time, make your selection, and confirm. Not all items are available in the Battle Menu, namely restorative items. Annoying, but nobody said that this game was fair! You cannot restore your health during a battle, so make sure that you're strong attempting to battle. You can also use restorative magic during battle. Or, if you prefer, walk a distance away, hit Escape, and cure your party before going for "round two". You can't run away during a boss fight, so be warned.

Ahriman's Prophecy supports joysticks, so your favorite controller may be used here. I like Gravis's GamePad Pro, more because it was cheap, about ten bucks, and most resembled a PlayStation controller. You can do everything in the game with a controller, except save.

There isn't any customizing controls (setting which button does what), so you learn one way of controlling the game. This makes learning how to play Ahriman's Prophecy a little easier.

Exploration

There's no penalty for examining everything in the game, so do it. Most spots won't do anything, but some do. Bookshelves, for example, nearly always contain information. Keep a lookout for chests, pots, vats, barrels, or anything that looks like it might hold treasure. If it says that it's sealed or locked, then you need the assistance of a thief to open it.

Number one rule in RPG's: talk to everybody. By talking to everybody, looking at everything, you may learn some details in the game early. You will also learn about some of the history of the various towns and the people. Also, by talking to everybody, you'll have a better understanding of what to do, and won't have to wonder around aimlessly.

Get a good "feel" of each town you come to. Find out where the shops are, as well as the inns. If that's too hard, then draw a simple map of each town and label the houses, inns, shops, and whatever. It's always nice to know where you are in a town, and where it is you are going! Later, in the future, I *may* use screen caps to piece together a map, then simplify it, as well as shrinking it.

Attacking Monsters

Monsters are not ever in towns, so you are safe. However, you have to brave the outside world, and, in doing so, are susceptible to attack. The current health and mana of every member in your party is represented by a bar on the lower right corner of the screen. Keep in mind that the bar shows how much health and mana you have compared to the maximum. So, half a bar of health could mean that you could have 15 health left, or 200. A half bar simply means that you have 50% of your health left. The same concept applies to the mana bar.

Attacking monsters is relatively easy: mash the spacebar while facing an adjacent enemy. However, there are lots of tips and tricks that will help you out. First, know that you can't attack any monster that is not adjacent and facing your character. However, some spells and weapons, when targeted on a monster will damage nearby enemies as well.

Monsters are free to move about during a fight, just as you are. Sometimes, they will move about, and try to flank you. Other times, they back off for a second, and then come back. Do you stand there and wait for them to come back or go after them? It's up to you. You'll fight enough monsters that you can try out both methods and decide which one you like best.

Monsters can damage your character while adjacent or diagonal (one space up and one over) to you, and doesn't have to be facing you. Keep this in mind the next time you want to "slip" past a monster, but get damaged along the way by a monster that is facing away from you. Here's an illustration:

MM Both monsters (the M's) can attack the player (the P), but the player
P can only attack monster to the north, not the one to the northeast.

To skirt monsters, keep your distance and make sure that you have at least a couple of spaces between you and it. By the way, you can damage any adjacent monster that's facing you, even if you are on top of a hill, and they are not. However, you cannot search the corpse unless you can stand on top of it.

Here's a quick trick when fighting monsters: mash the spacebar repeatedly for successive hits. You may get in two or three hits for every one that a monster hits you. Use this to your advantage, especially when fighting stronger monsters.

When you defeat a monster, the amount of experience everybody (dead or alive) receives is flashed briefly (you may miss it most of the time) in green. Fight stronger monsters to earn experience faster. The damage you inflict on a monster is flashed in the same way, but in red. Damage you receive is also flashed similarly (but you should be paying more attention to your health bar more than the damage you receive).

If you land a "critical hit" (one that damages more than usual), the monster will briefly flash white. If you receive a critical hit, *you'll* flash white. Keep this in mind the next time you find your health way down after only a single hit!

Here's a quick trick when fighting monsters: use the landscape to your advantage. Remember that a monster can't attack you unless it gets right next to you (or diagonal from you). You can wait behind an object, e.g. rock, and wait for a monster to come near. You receive the first attack more often when you let the enemy come to you. Also, if you find yourself between two obstacles with a space in between, know that you cannot get attacked from either side (only from behind and front). You can use the landscape then to protect some of your sides, and control when and where you attack the enemy from. Here are a few illustrations showing just what I mean:

 Here, you ('P') can wait for the monster ('M') to come down and around the corner of a rock (the box) while you wait and get to attack as soon as it gets close enough.

 The player waits while the monster comes into the path, and can't flank or skirt the player, only advance and attack. Meanwhile, the player gets first attack when the monster gets close enough.

As a general rule for "leveling up" (training your party to increase their class), fight as many monsters as you can. There will never be more than four enemies at once. Each "screen" has up to four enemies in it, and whenever you go from one "screen" to another (indicated by a brief pause in the game), the monsters are "reset", meaning that they are "reborn". This means that you can fight more enemies by going back and forth between an edge of a screen, killing a monster, and then resetting the screen by crossing the "border" and going back.

I do not go too much into using attack magic during a battle since I do not use magic during a battle (I'm "sword over sorcery"). However, the concept is similar: confirm the attack spell, the target, and off it goes. The target receives damage, and it's the next person's turn.

The monsters will sometimes move off, drawing you away, especially toward other monsters. This sometimes gets you in the middle of a group of monsters, so be careful! Monsters will also sometimes step aside a space or two, and sit there. This happens when the monster is low on health. You'll have to chase it down and finish it off. If you are fighting a monster, it will nearly always face you. However, sometimes it faces another direction, turning toward you only when you hit it. This happens when the monster wants to go somewhere else, but your attacks keep it in one spot. The monster, while doing this, will not attack as often (sometimes not at all), making it an easy fight.

The Menu System

Hitting Escape brings up the Main Menu. You have a few options for each character; each option serves a specific purpose. The “bag” icon, the first one from the left, represents your item inventory. Use this menu to use items, look at what you have, or read your Journal. The “sword” icon, the middle icon, represents your equipment inventory. Use this menu to manage your equipment. A third icon may appear on the selected character. This represents that character’s Skills. Use this menu to use skills, or to see what that character can do.

These menus are intuitive, but cumbersome. You cannot, for example, use more than one item at a time. Let’s go over the Item Menu first.

Select the person to use an item, and then select the item icon (the bag, remember?). You’ll see your inventory laid out, with each item taking up a space. Navigate to the desired item, read the description that comes every time, and use the item. Repeat the process for each item, and then repeat the whole process for each character.

A second screen of your item inventory contains items that are not readily usable. These items will be used when the appropriate time comes. Strangely enough, if you have people who are with you, they appear here. Wonder how they fit in your backpack? Magic, I suppose. Read your Journal for a list of current tasks, and when you want to know what to do next. The tasks here are vague, so keep track of the specifics yourself (or read my guide!).

Next, the Equipment Menu (sword icon). This menu operates the same way as the Item Menu, but a little differently. You must choose which type of equipment you want to work with. The sword represents weapons, shields, armor, hats, necklaces, trinkets. Not everybody can wear everything (Devin can’t wear a Dress, for example). If it doesn’t work the first time, then it won’t ever work.

When you select an item, a description is given, and you can equip that item on that character. Pretty easy. It’ll all become second nature after a while.

The Skill Menu works similarly. For example, Talia’s skill is Magic. She can cast restorative spells only from this menu, one spell at a time. Her attack spells are only available in the Battle Menu when it’s her turn. The description given for each spell doesn’t need an explanation. Devin’s skill is Sword Techniques. He learns them as he advances in classes. They increase his attack power, and he deals more damage at a cost of mana. Jack’s skill is thievery. He can steal from enemies (I’ve only ever gotten a few gold pennies or a small item, e.g. Bread) and open up locked chests. If you steal from a monster it won’t (at least I don’t think it will) drop treasure and/or gold. Jack doesn’t learn anything more skills. Fredrick’s skill is Shapeshifting. The available shapes will be here, and he can shapeshift into any one of them (he has to turn back into his own self before he can shapeshift into something else). Fredrick doesn’t learn any new shapes by simply going up in classes, but rather by fighting the type of monster that the shape is for. Fredrick can also learn shapes if somebody were to teach him. Here’s a list of what shapes Fredrick can shapeshift in to: jelly thing, lion, unicorn, dragon, and bee. I

think I'm forgetting one, but there's not many. Alicia (snobby princess) doesn't have any skills. Neither does Hadaan (the dwarven mercenary).

Highlight the question mark on the main menu for a brief tutorial, as well as a small bit of self-advertising. You can exit the menu by pressing Escape, but only on a character that's alive. Unfortunately, there isn't any sort of "help" system to explain anything, unless you count the description of the item/spell. However, I try to explain what every item does, although most are quite easy (e.g. the Aloe Leaf restores 15 HP every time).

Remember that you can't save while in the main menu (maybe that'll change in Ahriman's Prophecy's sequel?). Instead, press "1" while not in any menu. It'll bring up the Save Menu. Select the slot to save in, confirm. The only way to figure what your current class is to save, then go back, make like you are going to save again (but don't) and see what your class is. This only shows Talia's class, but everybody else's is about the same.

Buying & Selling

The buying/selling system is easy to figure out as well. All merchants and shopkeepers are willing to sell you stuff, but some won't buy. When you talk to a merchant, you are sometimes presented with a choice of what kind of merchandise you want. Be sure to check out everything. Select your item, and when you're in the "how much do you want to buy" part, press up and down to change the number by one, left and right to change it by ten. Final Fantasy Tactics also uses this same method of modifying the number. Anyway, you can't buy more than what you can pay for, and the most of any item you can carry is 99.

When purchasing items, a description is given for anything highlighted at the top. Read this description to make sure that it's the item you want. When purchasing equipment, you can see, on the upper left hand corner, which characters can equip the item (they're in color, and animated) and which cannot (they're in greyscale, and still). Also, a thin spinning star indicates that the item is not stronger; a fat star is an upgrade. An "E" indicates that you've already got that item equipped. A dot indicates that everybody can equip it (applies mainly to Trinkets). Use this system to determine whether or not the item is an upgrade. When selling equipment, the same information is given in the same spot, so you can determine whether or not you should sell it or whether or not the item is an upgrade to what you've already got (but haven't equipped). It doesn't make any sense to purchase lots of any piece of equipment (like ten or more), but that concept doesn't apply to items. Buy as many as you want.

All merchants will always have the same selection all the time, with only one exception. An exotic fruit seller eventually gets a new shipment of a new fruit.

Beware of selling – once you confirm the sale, you've lost the items!

Not all restorative items have the same value. For example, Bread costs 5 gold and restores 5 HP, but Aloe Leaves costs 18 gold each and only restores 15 health. Why, then, buy Aloe Leaves when Bread has a better value? Well, when you factor in that you can't use but one restorative item at a time, it can get tedious to use nine breads to restore 45 health, when it would've only taken three Aloe Leaves.

In general, items that restore health are cheaper than items that restore the same amount of mana. Keep the same “value” concept in mind the next time you want to buy restorative items. Overall, a good-valued restorative item is Fish. It restores 50 health and 10 mana at a cost of 25 gold. Nice, but useful only in the earlier levels!

Leveling Your Character

Training your character is easy to understand: fight lots of monsters and your class goes up. The secret, then, is to fight lots of monsters in a short period of time. Doing this requires that you know a little about how the game works. First, there are no more than four monsters in any screen (the screen concept is sort of the same as in the Zelda series). Every time you come to a new screen, the monsters “reset”, meaning that they all come back, no matter how they were before. With this unlimited number of monsters, training is then a matter of patience (how long are you willing to play the game to train your characters as opposed to furthering it).

Occasionally, you may notice a brief lapse in the game while traveling. More than likely, this come from one screen “loading” and the monsters resetting themselves. If you find a monster near the edge of a screen, kill it, go off to the next screen and come back, you’ll find that monster there again, ready to be killed. This is a good way to train your characters – killing a monster, resetting it, then killing it again.

Another way to train is to wonder around the maps killing everything you see. This is how I typically train my characters. Since you don’t know how much experience (the amount you earn after killing a monster is briefly flashed in green above the current party leader’s head) it takes to go up a class, the best thing to do is not worry about what your class is, but rather how you fare against the monsters.

If they whup you every time, and you find it hard to keep your characters alive, it’s time to fight weaker monsters (ones that you don’t have a problem killing) until you go up a class or two. If, however, you find that you kill everything in one shot, and grow bored, move on to stronger monsters. You’ll increase your class a lot faster by fighting stronger monsters.

Remember to keep your character’s health at least 50% to reduce the chance of a critical hit killing that character. It’s really expensive to revive a character, and not nearly so to keep healthy, so don’t be frugal with restorative items!

Terminology:

Here’s a sticky topic that often raises many questions and starts arguments. In Ahriman’s Prophecy, “cure” indicates the relief of a status change, e.g. curse, while “heal” indicates an increase in lost health and/or mana. I try to say “heal” when I mean to restore your health or mana, and “cure” when I mean to remove a status ailment. As an example, the Priestess spell, “Cure” removes all status ailments from a character, but does not restore any health. In this case, “cure” had nothing to do with health.

When it comes to the quantitative measure of your life (how much you have), I’ll either use HP (which is the generic RPG term for health) or Health. I’ll typically use them

interchangeably (I'll use one or the other just as much). HP is short for "health points". Should your HP drop to zero, you "die".

As for magic, your ability to cast magic is measured in MP (again, the generic term for your magic casting ability) or Mana. MP is short for both "magic points" and "mana points". Should your MP drop to zero, you won't be able to cast any magic spells until you restore some back.

In a lot of RPG games, leveling up completely refills your HP and MP, but I'm glad to see that Ahriman's Prophecy doesn't act like that. That leaves the healing of your party as your responsibility, not worrying about going up to the next class for a "free refill".

That reminds me, the concept of "levels" is the same in Ahriman's Prophecy, but they're called "classes" instead. If Talia is at class 26, then that's similar as being on level 26. I'll try to stick to the game's terminology (primarily to avoid any confusion), but sometimes I'll slip and use the generic RPG terms instead.

You'll also see that I name all the monsters differently than how other people do it. I try to name the monsters so that there's no question or doubt which one I'm talking about.

As for anything else, I think that I use the game's terminology. Let me know if anything confuses you! :)

---===Part 2: The Walkthrough===---

Chapter 1: Elden

Treasure:

Important items: Milk pail, Journal, Carrot, Feather

Common items: Marsh Tea, Bread x3, Hand Dagger, 2 gold pennies

Side quests: Get "named" by Avrail, get milk from Farmer Gubbin's, and find Herbert a new quill

Recommended Class: 1

Begin a new game, and go through the introductory animation, which explains part of the storyline. You begin the actual game inside of your house, in bed. A short introduction talks about the character you are playing, Talia. She's a 13 year-old girl who lives in the small town of Elden (population: less than 30).

Today is the day that Talia is going to be "named" by Avrail. "Naming" is when Avrail tells you what your profession is going to be. Go through the Tutorial for an overview of basic game controls. After that, you gain control of your character. You can sleep in your bed anytime you need a rest for free (most of the time, you sleep at an Inn for a fee). Talk to your grandmother in the next room. She'll tell you to go to Avrail to be named. But first, she also wants you to go over to Farmer Gubbins and fill up a milk pail with milk. She hands you the milk pail and sends you on the way. Talk to her again, and she'll tell you that Farmer Gubbins is north of Elden.

You also need your Journal, in which you keep track of various tasks that you are doing. Look at the portrait to the left of your bedroom door for a painting of your mother.

Search the left half of the bookshelf for some information on basic game controls. Your Journal is on the right half of the bookshelf. You can't leave without your Journal.

Outside is the town of Elden. Take note of the garden to the left of your house. Pick up the carrot and ignore the other vegetables (I assume that the white vegetables are turnips rather than white carrots). You might need it with the task involving Farmer Gubbin's cow.

Now's a good time to save, so that you don't have to go through the introduction part of the game again. Go down the stairs, and go to the west. There is the Hungry Boar Tavern. Not much interest for a 13 year-old girl, right? Normally not, but it doesn't hurt to talk to everybody and get a mental map of the area. Go inside and you'll see a big room with three tables. The woman in a pink dress and apron is Geneva. The man in a blue shirt and leather apron is Alden, who really likes meat pies. The older woman in a yellow dress is Gretchen. Her husband is sitting across from her, wearing a green jacket. Gretchen's husband, Jevon, likes to play on people's generosity to get free meals. The bard playing music is Rertwoth. The man in a red vest walking around is Derk, who is waiting for Kenia. The man behind the counter is the barkeeper, Renald. The only door here is on the middle right part of the room, but is locked. "Members only!" says Renald. Hmm... Wonder what's in there? The fact that it's restricted only makes it more intriguing!

Go back outside, and go west. The woman in a green dress and apron is Mildrea, who's waiting for the ferry to come back from the mainland for an "important package". The black-haired boy with a yellow shirt is Devy. He misses his friend Ralphie. Both of them usually chase the chickens around. Just to the north, on a ledge, are two houses. The first (from the left) is empty. The second is Genna's, your best friend. She's already been named as a seamstress (read the letter on the table). Go back down and go west. You'll come to a bridge. Cross it, and go northeast. Don't go past the wooden sign, which says that you're in Elden.

Instead, go north, then northeast. Across another bridge is a little girl in a white dress – Tamma. She wants to play with Devy, but he won't let her. Keep going northwest, and you'll come to a set of stairs. To the south is the town's graveyard. Climb the stairs and read the sign. It says that the graveyard is to the south, and the Smithery is to the east. Go north to the well, and then go all the way west (past the shed). You should find yourself in a "secret" tunnel inside of the forest. Follow it southwest, then south. You'll come to a clearing with a man with a purple hat lying in the middle. He's "Whiskey Jack", the town drunk. Just a little southeast of Whiskey Jack is a chest with two pennies. Now you've got some cash (although not much). An interesting side note: the game says that he's "sleeping" even though his eyes are wide open (until you examine him). How does he sleep with both eyes open?

Go back to the shed, and walk along the left side of it going north. You'll come to a corral, in which are two mules and a goat. The fly buzzing that you hear indicates that it's filled with "piles" and probably stinks. It's hard to simulate odors in the game, but the buzzing of the flies is a nice effect. Go back south to the shed. Go inside and you'll see that it's a storage shed.

Examine the yellow vats (they look more like pots to me) and the barrels for some treasure. Open the chest for more treasure. Be sure to equip any newfound equipment (as long as it's an upgrade). Go back outside, and go west a bit. The next house over belongs to the "World Renown Writer". Go inside, and you'll meet Herbert. He's busy writing down the history of Elden. Unfortunately, his quill broke, and he needs a new one. Sounds like another side quest! The quill he's looking for is purple. Be on the lookout for it. Also, be sure to examine any bookshelves, vats, pots, barrels, or chests you come across. The bookcase next to Herbert tells you of some basic game controls outside of town.

Outside, near the well, is a girl in a red and white dress. This is Lidia Perry, the girl that your Genna was telling you gives you a hard time and to ignore her. Lidia acts snobbish, like she's better than anyone else. Take Genna's advice and ignore her, and go west, crossing the bridge. The first house you come to is Ralphie's house. His mom, Georgia, is taking care of him. She says that Ralphie was playing outside in the rain, again, and got sick. The house in the very northeast corner of Elden is the shop, which is run by Reeda. Reeda will sell you bread and some equipment. Her prices are quite reasonable, but her inventory is quite limited. Make sure that you pick up a Hat and a Practice Sword for Talia (and later Devin) before you leave. You don't have enough to buy anything but come back when you've got some cash.

South of Reeda's shop is the Smithery. Nothing there but some blacksmiths busy working (and creating a lot of noise). It's a good idea to talk to everybody, and explore everywhere (especially the first time through), so go on inside. The kid with green hair and a yellow vest is Jered. The kid that looks like Derk from the Hungry Boar Tavern is Billy. The kid with blue hair and a grey vest is Devin. Devin is a lot nicer than the other blacksmiths, and is even willing to joke with you. The man in a leather vest (banging on a piece of metal) is Barbar, the head blacksmith. Nothing is in any of the barrels, but you can search anyway (if you don't believe me). One of the barrels is sealed, and you can't open it. Come back when you acquire the ability to unseal sealed barrels and vats.

That's it for the tour of Elden. The purple feather usually ends up on the bottom part of Elden, although it has also landed near the well where Lidia is playing. Whenever you pick it up and give it to Herbert, he'll reward you with five pennies. You've started your collection of cash, but it's still not much. The best way to get money is to defeat monsters, then inspect the corpses. Also be sure to sell off extra equipment and items, but make sure that they are 'extra' before selling them!

Be sure to save before venturing out into the unknown (in this case, anywhere outside of Elden). Use the fact that you can save anywhere to do so often, especially if you don't know what lies ahead. Next stop, Farmer Gubbin's!

Chapter 2: Prophecy

Treasure:

Important items: Milk pail (filled with milk), Bottle of mead, Letter

Common items: 6 gold pennies, Bread x2, 3 gold pennies

Side quests: Get "named" by Avrail, get milk from Farmer Gubbins, get Mead from Whiskey Jack, and find Master Gerrith at the Collegium of War and Magick in Thais, get Georgia's note to Heraald

Recommended Class: 1

From Elden's exit, head north. You'll come to a field with a Dragonfly and a bridge at the very top. You can kill the Dragonfly in one shot. Cross the bridge. Head north, then northwest. You'll come to a dirt path, which leads to Farmer Gubbin's place. Follow it, and talk to Farmer Gubbins. He'll tell you that his cow, Old Bessy, has wandered off again. Talia suggests that she's probably north, in Avrail's herbs. Head out of Farmer Gubbin's place, and head north. A Green Snake is west of here, but ignore it. It can kill you in one shot!

After a bit north, there's a clear path to the east. Follow it, and you'll find Bessy in the middle of a field. Examine her, and Talia will pull the carrot that she took from her garden and offer it to Bessy. The cow, who loves carrots, eagerly follows you. By the way, if you didn't pick up the carrot, then Bessy won't follow you, but will run away. Be sure that you have the carrot when examining Bessy.

Lead Bessy down to Farmer Gubbin's place (again, ignoring the Green Snake) and you'll give your carrot to Bessy. Farmer Gubbins will fill your milk pail with milk, and send you off. Go inside of Farmer Gubbin's house, and check the yellow vat for six gold pennies.

Bring the milk (which doesn't spill, no matter how much you move) to your grandmother. She'll fix up a cup of tea (with some milk) and you both will enjoy your morning tea. Then, she'll instruct you to go and get named. Next stop, Avrail's cave!

From Elden's exit, head north. Again, cross the bridge, and head north, then northwest (like you're going to Farmer Gubbin's place). Then, go north a whole lot, all the way to the top of the map. Then go west. You'll see a path going south, and a tiny clearing to the northwest. A Dragonfly lives here. Go south, and save whenever you come to the river. I'll tell you why in a moment. Follow the river, being wary of the Green Snake that lives on the bridge. Since he can kill you in one shot, you might have to restart your game a few times before you make it across (which is why I told you to save when I did). Once you finally make it across the bridge, save (unless you want to go through all of that trouble again). Avrail's cave is south of here. Another Green Snake lives on the other side of the bridge, along with a Dragonfly to the south. The sign in front of the entrance to Avrail's cave says "No Trespassing!!" I guess she doesn't want visitors!

Well, you gotta trespass, so go inside of the cave. You'll automatically move next to Avrail. Annoyed, Avrail will ask you what you want. You tell her that you've come to get named. Avrail explains that she doesn't want to keep naming the children, and moved way out of the middle of nowhere in an effort to stop the Elden's children from coming to her to get named. She asks for your name, but doesn't care what it is. She tells you to look into the pool of water.

When you do, a sequence will follow. You'll see the main "baddie" doing his evil deeds with his evil friend. Raising a great evil entity to conquer the earth from the dead? He's got to be a warlock or something.

When the sequence is over, Avrail will tell you that you're not to be named today. Instead, you're to go to Thais, over on the mainland. There, you'll look for the Collegium of War and Magick. Inside, you'll ask for Master Gerrith.

Head outside and save. Head back home, and talk to your grandmother. Tell her the truth, and she'll insist that you bring along somebody for protection. She tells you to go over to the Smithery and ask Barbar for an apprentice. Nobody there volunteers, except for Devin. He sees the importance of escorting a lady through a tough area and agrees to come with you. If you take a look at Devin (on the main menu), you'll see that he's quite a bit stronger than you are. It's a good thing, too, because you need somebody to take care of those mean Green Snakes that you've been hassled with so far. Be sure to buy him a Practice Sword (he can't equip daggers) so that he has something to attack with.

Go back home and talk to your grandmother. She's satisfied that Devin will protect her granddaughter, and gives you two loaves of bread and a Good Luck Charm (a Trinket that can be equipped). Equip the Good Luck Charm on Talia (the only one who can wear it) and head over to the tavern. Talk to Renald, and ask him about how business is going. He'll tell you that Whiskey Jack has stolen some booze, and he wants it back. Go over to Whiskey Jack, and search his body. You'll find a full bottle of mead. Bring it back to Renald, and he'll thank you and give you a loaf of bread.

Be sure to stop by Ralphie's house before you leave for the mainland. Georgia (Ralphie's mother) will give you a letter to give to her husband Heraald in Devenshire.

Before you ride the ferry to the mainland, it's time to train and scour the countryside for free treasure. The only chest is north of Elden. From the exit, head north. Again, cross the bridge. Immediately head west, all the way to the river. Then go south. Next to the waterfall is a chest with three gold pennies and a loaf of bread.

Well, that's it for the treasure, but you still need to get stronger. Kill the dragonflies you come across, and tackle the Green Snakes. Devin can sometimes kill them in one shot! Collect the loot (dragonflies often drop bread, which helps heal the damage you may receive). Keep fighting Dragonflies until you're at class 3, and then take on the Green Snakes. The Green Snakes are slightly stronger, but only give you three experience compared to the Dragonfly's two. They also give slightly more gold, about two to three, compared to the Dragonfly's one.

Then, head back to town. Rest, save, and pick up some supplies. By now, you'll probably have plenty of bread (at least ten or so), so you don't need any more of them. Instead, buy Talia a Practice Sword, and both Talia and Devin a Hat. With that, you've got the best equipment that money can buy. Make sure that you have enough fare for the ferry (26 gold pennies) before heading to the mainland (the dock is south of Elden: go south, then west, cross the bridge, kill the Dragonfly, and then south. A sign is right there to direct you in case you get lost. Nine times out of ten, following a dirt path will get you (eventually) to where you need to go. In this case, you can follow the dirt path from Elden to the docks without a problem.

It might be a good idea to level up until Talia is class four or five. That'd make everything a lot easier in the next area, where the monsters are a bit tougher (and take four or five shots to kill). Make sure that you've got a good supply of bread before leaving Elden (about twenty or so should be enough).

Rest up (if necessary), save, and you're ready for the mainland! By the way, once you're on the mainland, and want to go back, the fare's free, but it'll be another 26 pennies to go back. Even though you can rest in Talia's bed for free, it costs 26 gold to head back. However, the inn in Devenshire only costs 15, so there's no reason to head back unless you find that the monsters in Devenshire are too strong. Make sure that you're at class four or five before heading to Devenshire!

Chapter 3: Devenshire

Treasure:

Important items: none

Common items: Practice Sword, Aloe Leaf, Oak Shield, 26 gold pennies

Side quests: find Master Gerrith at the Collegium of War and Magick in Thais, give Georgia's note to Heraald

Recommended Class: 4

When you first arrive on the mainland, you'll see that you've come to a forested area. You'll also hear (adding to the authenticity) sounds of the forest, such as birds chirping and insects droning. Follow the dirt path a little and you'll come to a corral with three mules in it. The man next to the corral offers to take you to Thais for 50 gold. Thais isn't nearby, and, of course, you can't just ride a mule all the way there. You've got to get there on foot. At least the first time. After getting there on foot, you can revisit the towns and cities via Mule Express for a small fee.

The sign next to the man says "Mule Express". Remember where this is, because it'll save you time should you want to come back. The sign to the left will give you general directions to cities and points of interest. Thais, it says, is to the northwest. Devenshire, the nearby city, is north. That's where to go next. Avoid the nearby Raccoon (it'll kill Talia in one shot, Devin in two or three) and follow the dirt path north.

In Devenshire, you'll see four kids running around, playing tag. Sooner or later, you'll get "tagged" because all four want to tag you. Ignore them because you can't play (getting "tagged" means nothing, since you can't play). However, it still gives me a small thrill to pretend to play anyway. The women in bonnets can give you lore about the city and its history, as well as helpful information about Thais and getting there. The building to the north (across the canal) is Herbert's house (not Herbert from Elden). Herbert's wife has died recently, and her sister is taking care of him and his blue-haired son. Herbert's son doesn't like his aunt, claiming that she's mean to him. Mavra is Herbert's wife's sister, the one taking care of Herbert and his son. Talk to her, and it'll sound like she killed her sister to get Herbert. Not very nice.

Back outside, head over to the house to the north. Another goodwife is wondering outside. Inside the house, a man says that he's found a scroll with strange markings on it. Come back and talk to him should you become an apprentice magic user. The treasure chest contains a Practice Sword. Examine the bookcase for a conspiracy on fishing. Read the note on the table for information on digging up graves.

Back outside, head back down to the bottom part of the city (crossing the tiny bridge along the way). The house to the west belongs to a man who thinks he knows where Thais is, but doesn't. A sealed vat is in the corner, but you can't open it. Maybe you can

use the help of a thief? Head back outside, and climb the stairs to the left. The inn is just ahead (you can't hardly miss the word "INN" above the door). You can sleep here for 15 gold. Examine the vat inside for an Aloe Leaf. A chest between two beds contains an Oak Shield. Between the vat and the nearby table is the dinner menu (on the wall).

The Oak Shield would be better on Talia, since she's got less defense than Devin. This'll even things out a bit. Behind the inn is Ralphie's father, Heraald. Heraald is here, working (he doesn't look too busy just standing there, but whatever). Talk to Heraald, and give him his wife's letter. He'll leave for Elden, and give you 26 gold pennies as a reward (for giving him the letter). You'll also earn a merit point. Interestingly enough, the fare to ride the ferry from Elden to here is 26 pennies. Wonder if that means anything...

Follow the street north and the first building you'll come to (with a sword icon above the door) is the weapon shop. Well, technically, it's the weapon/armor/helmet/shield shop. Let's call it the "Weapon Shop" for future reference. The merchant here is Arvard, who'll sell you some stronger equipment. It's a bit expensive, but worth it. Come back once you've collected some more loot. The girl wondering outside of Arvard's weapon store says that her dad has found a scroll with strange markings on it. Just what's the girl doing so far from home?

Cross the tiny bridge, and the item shop is right there (with a jug or something like that above the door). The shopkeeper (don't know her name) will sell you a greater selection of supplies than Reeda from Elden. The girl inside of the shop says that she'll never grow up. I suppose she likes being a kid. The man wondering outside the item shop doesn't offer any useful information.

That's it for the tour of Devenshire. Exit the town, and save. Make sure that Talia is the party leader, and go attack the Raccoon near the mule corral. Talia will attack, then the Raccoon will attack (Devin receives the damage). Attack with Devin and back up. Heal as necessary with Bread, and repeat the process. You shouldn't have too much trouble once you go up a class (it might take three or four Raccoons to do it). Rest at the Inn as necessary.

By the time you reach class 6, the Raccoons shouldn't pose any real threat. When that happens, start attacking the Wild Boars. They're stronger, and sometimes leave behind meat. Use the meat only when you need it (use Bread for any minor healing) and keep fighting. By the time you reach class 8, the Wild Boars shouldn't pose any real threat, and you should be able to kill a Raccoon in one or two shots.

Keep making trips back to town, restocking up on supplies, sleeping at the Inn as necessary, and slowly upgrading your equipment. Neither the Wild Boars nor the Raccoons give you very much cash. Once you've got a good supply of restorative items (including Marsh Tea), and neither the Wild Boars nor the Raccoons give you any trouble, then it's time to explore the area. Don't wonder off too far, or you might not be able to make it back to town. If somebody gets killed, it's best to simply restart the game, and make sure that you keep your health up.

Upgrading your equipment will be a slow process, because neither the Wild Boars nor the Raccoons give you much money. You can, however, sell the mutttons (whenever the Wild

Boars no longer pose any threat) for some extra cash. Just keep some for yourself. You might start stocking up on Aloe Leaves, as well. They'll help when you run out of meat to heal your damage. By now, Bread doesn't heal enough to make it worth it to carry around. It'll take a half dozen to cure some heavy damage. Don't bother stocking up on it.

The Bastard Sword is slightly better than the Oak Staff for Talia, although the Oak Staff has a small defense boost. It's up to you whether or not the small defense boost is worth the decrease in attack power. Here's a rule of thumb that might help with the decision: if the defense boost is more than ten percent of your defense, then it's worth it (in another words, if the defense boost increases your defense by more than 10%, then it's worth it). The Doublet is better than the Leather Armor, whenever you can afford it.

Unfortunately, there aren't any Trinkets for Devin to wear. Don't sell the Good Luck Charm, because you don't have anything better to replace it with. The 100 gold pennies you receive from selling it isn't worth it.

You should reach class 8 whenever you can fight the wild animals here without any problem. At that point, you should probably move on. Don't actively hunt them down, but kill any you come across (e.g. without going out of your way). The next step is getting to Thais (remember?), but you'll have to go through a lot first. It is a long journey, but you can do it!

Chapter 4: Bat Cave

Treasure:

Important items: Fishing Pole

Common items: Cassia Leaf, Fish x6, Mercenary Sword, 10 gold pennies, Aloe Leaf, Marsh Tea x2, Leather Armor, 56 gold pennies, Fire Amulet, Oak Staff, Bastard Sword, Loaf of Bread x2

Side quests: find Master Gerrith at the Collegium of War and Magick in Thais, find Tucker's fishing pole

Recommended Class: 9

Fighting Wild Boars and Raccoons for money takes a long time to accumulate any wealth. A much better place to rack up loot is ahead. But first, how 'bout exploring the area for free treasure? From the entrance of Devenshire, head south to the sign, then west, then northwest. You'll come to a bridge, but don't cross it just yet. Instead, head northeast, around the groove of trees. Follow the path, and you come across a group of barrels. Check them for a Cassia Leaf. You'll also notice that you're right behind Devenshire.

Head back to the bridge, and cross it. A Raccoon guards the sign, which tells you the general direction of several points of interests. The fishery is to the south. Head there first. You'll have to go up some stairs, and then go southwest. You'll come across to a bridge, but don't cross it yet (sorry for the pattern, here). Instead, go southeast. You'll see a chest to the south, in the lower level of the map.

Cross the bridge, the go north, between the edge of the trees and the edge of the ground. You'll find yourself on the lower level via "secret" path. Neat, huh? Go northeast, kill the Raccoon, and search the barrels for a dried fish. Then, go south to the chest.

Open it for a Mercenary Sword. Now, head back to the upper level through the “secret” path.

Ready for another “secret” path? Go west until you get to the river. Go north, up a tiny path between the edge of the trees and the riverbank. Again, you’ll find yourself on the lower level. Head back to the upper level and take the stairs down.

Cross the bridge, and keep a lookout for Purple Snakes. These are poisonous, unlike their green cousins in Elden. Keep going south, and you’ll come to a small clearing with a shack to the north and a man fishing. Talk to the man, and you’ll find out that he’s Tucker and that he’s lost his favorite fishing pole. It seems as if he was attacked by monsters while fishing at his favorite spot. Sounds like a sidequest!

Head back north, to the sign (guarded by the Raccoon). Head northwest, then north. Then go east, climb the stairs, and go west. Go north, cross the bridge, and keep going north. You’ll come across a locked chest, which is guarded by a Wild Boar. You’ll need the help of a thief to pick the lock and open the chest later. If you go east, you’ll come to a dead end. Instead, head back south to the bridge and go east.

Follow the river to the next screen. Keep going east, then north at the next bridge. Head east and you’ll see a cave. Save, and enter the cave. Inside, you’ll find a pair of bats hovering near the entrance. These are great monsters for giving you lots of gold, and enough Bat Meat (yuck!) to cure any damage. The whole cave is shaped like an upside-down “U”. Just beyond the pair of bats is another bat guarding a chest with 10 pennies in it. Follow the path around the bend, and save before getting near the grey dog. When you get near, the dog attacks. If it doesn’t, then you need to talk to Tucker about his Fishing Pole. Go back and do so. You should now be able to fight the dog. Interestingly enough, if you come back and complete this sidequest late in the game (after Talia grows up) instead of now, then Talia’s graphic shows up as her younger self rather than the young adult that she is.

Behind the dog is Tucker’s fishing pole, along with another chest. The dog takes a beating, but goes down easy. Take Tucker’s fishing pole, and open the chest for an Aloe Leaf. Head back outside, and back to the bridge. Head south and you’ll come to an area with a few purple snakes. Head east, past the small field, then north to the waterfall. Go east, and you’ll see a path to the south, and a treasure chest on the next level up. Navigate behind the trees (to the east) and climb the ladder that’s almost hidden with growth. The chest to the west (the one you saw just before) has two Marsh Teas. The chest to the east (go behind the waterfall, and keep following the path) has a Leather Armor (ignore what it says – it’s really Leather Armor).

Head back to the lower level. South is a large field with a couple of purple snakes. Other than that, there’s nothing there. Take Tucker’s pole back to Tucker. He’ll give you five fish for your good deeds, and offer to sell some fish that he’s caught. Buy some fish – 25 gold for a fish that heals 50 HP damage is a better deal than anything you’ve seen so far. Tucker’ll also buy some of your extra inventory, which saves you from going back to Devenshire to sell your excess inventory.

Head back to the sign (guarded by a Raccoon) and go west, then north, then west. You’ll come across a Purple Snake. Southwest of it is a swampy area with a Cassia Leaf in the

only barrel (guarded by two more Purple Snakes). Head back to where the first Purple Snake was, and follow the dirt path to the entrance of another cave. The sign in front says that it's the "Thial Mountain Pass". This leads to Thais.

The cave is infested with Red Bats, two of which hover near the entrance. Like I mentioned earlier, these beasts drop lots of cash, and enough Bat Meat to keep you going. Go a little northwest, and then head west. Climb the stairs, go north, and climb another set of stairs. A chest to the northwest has 56 gold pennies in it. Head east, cross the bridge, and you'll come to a dead end with three or four bats and two chests. One of the chests is locked, but the other has a Fire Amulet in it. Remember the location of these locked chests should you recruit the help of a thief. Then, go back and see what you've missed. For your convenience, I've listed the locations of all locked chests and sealed vats until you have the opportunity to recruit a thief. After that, I assume that you've got the thief in your party and won't keep track of their locations (but still mention them in the walkthrough).

Head back to the entrance of the cave (the pair of Red Bats should be back) and go north. Cross the bridge, kill the two bats, and climb the stairs to exit.

Outside, you're on the mountain pass. Thais is just ahead. Go west, and you'll come to an open area with two Lizards crawling around. These guys are easy to kill, and give you twice the experience that the bats do. They only drop Aloe Leaves, but you shouldn't have any problem with them. Since they give you more experience, and are easier to kill, they are quite ideal for leveling up. On top of the level to the north is a locked chest guarded by a Gryphon. These guys take a beating, are fast, and like to fly around. This makes them harder to kill, but they shouldn't pose much of a problem.

The sign at the left edge of the screen says that Thais is to the west. Don't go there yet. Instead, explore the lower levels of this half of the mountain pass. You should come across a Gryphon on the bottom level, as well as an Oak Staff in the chest inside of the cave. Head back to the third floor (the one with the sign) and go west.

Take the first ladder (before the bridge) for a battle with a Lizard and a loaf of bread. Head back to the top and cross the bridge. This area is pretty simple, and hard to get lost. Take all ladders, check for chests, and check all vats. You'll end up with a Bastard Sword and a loaf of bread before going inside of the cave at the bottom (next to the waterfall), which leads to Thais.

The cave is small, so follow it to the end. You'll end up in a new forested area. A set of stairs takes you to the ground level. A hermit in a blue garb is there, guarding the exit. He's quick, takes a beating, and likes to cast Fireball on your characters. However, he gives you as much experience of a Gryphon or a Lizard. Sometimes, he'll drop a pile of change, an Oak Staff, or Juneberries.

Head west until you come across a sign. Read it, and it says that Thais is to the north. Head north, and into Thais.

Chapter 5: Rescue

Treasure:

Important: none

Common: Mysterious Scroll

Side quests: find Master Gerrith at the Collegium of War and Magick in Thais, rescue Princess Alicia

Recommended Class: 12

The first house along the bottom row is the orphanage. The woman in a blue dress and white apron says that you can bring any kids her way for a reward. I assume she means to take care of the orphans, not eat them (like a witch I know who lives in a gingerbread house). A sealed barrel is in the kitchen. The orphans inside want you to take them with you, despite that request being against the rules (the sign between the clock and stove). Some orphans tell you that they haven't seen their parents, and don't know who they are (guess that's why they're orphans, huh?). The orphan children will slowly follow you, as if they want you to take them with you.

Head back outside. The woman wondering outside the orphanage explains that the lower class people live in the south part of Thais, while the upperclassmen people live in the northern part. To the west (along the same row of buildings) is the local pub. In front of the pub is a woman wondering around, who wants to be a famous warrior someday, like Eliza Stoneheart. The nearby bard, like the bards in this city, won't say anything. Walk inside the pub.

You'll see lots of people, nobody of any real importance. A treasure hunter is in the northeast corner and is looking for the legendary Glass Key, which he says is in Wyrwood Forest. A man with a dark brown robe (though he looks like his robe is a dark green on screen, his robe is dark brown from his picture) has deadly poison for sale. The chef is working in the kitchen, cooking up the meals. Talk to her, and she'll offer you a drink. An older (older than he is now) Devin will "think about it". Interesting... A sealed vat is to her right. Remember the poison merchant, who will come in handy later on.

Go back outside and go east to the far door. This is a gentleman's club, as far as I can tell. Rita, the woman in a blue dress and apron, runs the place. There is a woman here who's a customer (not an employee), but still gets hit upon by a guy. You can't "get" a girl, so just go back outside.

Go north to the next row of houses. Go west, to the city's walled edge, and you'll see the inn. The innkeeper says that there aren't any vacancies. The library has some interesting reading. The guestbook has the names of the current guests and where they're from. I'm not sure about the distance measurement. I believe that is "step count". Upstairs are the beds. Oddly enough, the people there sleep in the bed for the duration of the entire game. The woman in the northeast corner, Livia Meeks, says that she's here to visit the palace which she hears is spectacular.

Go back outside and go east to the next house. Inside is a man who will rent you one of his three houses. Pick "Key 2" (if you want the best deal) and go back outside. Your rented room is among the row of buildings to the north. Room 1B is the first one, Room 2B is the middle one, and Room 3B is the last one. Your rental agreement will never expire, so come here and rest as often as you want for free. When you walk inside of your place, you find a chest with 200 gold pennies in it! Free house! Woo hoo! Sleep, save, and go back outside.

Climb both sets of stairs to the west, and you'll come to the northern part of Thais. The left group of buildings has two residences and a locked shop. The residence on the ground floor has a man inside, but nothing of interest. The residence on the second floor has the town's baker. She says that there are some tasty mushrooms growing in Northern Pass. A part of a recipe is in the cookbook (bookshelf). The right group of buildings has two shops and a locked door. By the way, you'll never be able to get into a locked door, even with the help of a thief. The shop on the left sells items and supplies. The one on the right sells weapons and armor. Refer to Part 3 of this strategy guide for lists of what every shop sells, stats for each item, and what each item does.

Go north, between the small corridor. You'll see a pond of water. A child playing nearby says that she likes to play in the water. Gabrielle (who looks an *awful* lot like General Beatrix from Final Fantasy 9) is to the west and says that she trains warriors in the Collegium of War and Magick. Sounds like it's very close! A bit north of the pond stands some guards, who guard the entrance of the palace. Ignore them (for now), and instead go west. You'll see storage sheds – all locked. Go south (through the entryway) and you'll come to the upper class part of the town. There are a few upperclassmen here (including a pair of ladies walking up and down the pathway between the "U" building and the fountain). Talk to them. Now, go all the way south (to the fountain), and go inside the house to the left (the one on the right is locked).

Inside is a big house. The maid in the entry room says that the master is away, and to come back later. The kitchen/dining area is to the west. A servant is scurrying about, setting the table. You can find tonight's menu (which never changes) on the wall with the stoves. Nothing else of interest there, so head back to the entry room go around the grandfather clock, then north to the fireplace, then west to the library. Lots of stuff to read here. When you're finished, head back to the entry room, and climb the stairs to the north to the second floor.

Upstairs are where the bedrooms for everybody in the whole house. The woman with green hair is the master's wife, who says that she's the fourth cousin of the prince - almost royalty! The bedroom in the lower left-hand corner has a locked treasure chest in it. The room in the upper left-hand corner has a missing wall on the west side. The bedroom in the upper right-hand corner had an empty treasure chest (somebody beat you to the contents!). Nothing else of interest here, so explore to your satisfaction, and leave the house.

The house to the right is locked, as is the "U" shaped house north of the pond. Go all the way north, to the building behind the "U" building. This is the Collegium of War and Magick. Master Gerrith is the man just west of the entrance. Talk to him, and he'll set you up with your training, but tells you to start in the morning.

Walk back to your rented house. Get a good night's sleep (I really love the Final Fantasy "Inn" sound!). In the morning, save, and go back to Master Gerrith. Talk to him, and he'll set you up with masters to train under. Go through the sequence where your three years of training are reduced to a few seconds. Your graduation party with the King and Queen is cut short with bad news: Princess Alicia, the King and Queen's daughter has been kidnapped by Lord Zorom, who was headed for the Thial Mountains (the mountain

pass you went through to get here). You (or at least I did) gain five classes. I was at class 14 when I went through the training and 19 when it was finished.

Sounds like a sidequest! Of course, you and Devin volunteer to go and rescue the princess. Who wouldn't? Rescuing a princess could have some good cash rewards! No, you're rescuing her because that's the right thing to do, right? When you've gained control of your characters, take a look at your stats. You'll see that you've gone up a few classes. You'll also notice that Talia now has magic spells that she can cast. However, the spell system for Ahriman's Prophecy is a bit confusing, and it's really faster to just use your weapons. Plus, you can't cast curative spells in battle, so any battles you fight, you have to finish before you can cure your characters. Still, Talia's curing magic will spread out the usefulness of your curative items. Be sure to use up all of her mana before sleeping!

To learn a spell, equip the spellbook/scroll as her "Shield" and wait. You don't have to do anything (or even leave the menu). After a few minutes, you'll learn the spell. The Spellbook has six spells. After Talia learns all six, she discards it, and you can give her a more useful shield.

Go back to your rented room and sleep (gaining classes doesn't restore your health – it just increases their maximum values). After a good night's sleep, save, stock up on any needed supplies, and prepare to rescue the princess! From the town's entrance, go west (kill the hermit in blue) and climb the stairs. Go inside the cave, navigate to the end, and make your way east to the next screen. Take the first ladder down, and follow the path to the bottom of the mountain. You might remember the cave, which had an Oak Staff in it. Lord Zorom is just to the east, so save. Confront him. A dark priest is trying to forcefully marry Alicia and Zorom. When Alicia refuses, Devin steps in, and threatens to take Alicia back by force. Zorom, enraged, challenges your party.

Zorom is tough – it'll take twelve or fourteen shots at least to kill him. Try to last that long. If you can't seem to beat him, then go train on the Lizards and Gryphons until you're stronger. Zorom casts lots of Fireball spells. He's also very strong, and three or four hits on Talia, and she's gone. No matter how hard I try, Talia always dies in this battle. Devin, however, with the Fire Amulet, can withstand the Fireball spells and Zorom's physical attacks with his superior defense. He should survive the battle. Here's a tip on fighting bosses: mash the spacebar like mad! Be sure to bring along Cassia Leaves to revive the dead – you can't exit the menu while you're on a dead person, and if everybody's dead (and it's not game over – this will only happen after this fight, where Talia must be "alive" to go through a sequence), then you've got to reset the game!

When you defeat Zorom, he and the dark priest will retreat into the nearby cave (not sure how they escape a dead end cave, but anyway). You'll escort Alicia directly to the castle (no having to go there the long way). The King and Queen will thank you, as will Alicia, who says she owes you a favor. What? No monetary reward?! That's OK. This was about doing the right thing, and not for any reward! Devin will walk off to the Collegium to practice. Save, and buy a Cassia Leaf from the shop (if you don't have one already) and revive Talia, who's probably dead. Interestingly enough, the Cassia Leaf will change your health to five, even if it was higher than that before. It's not a healing item!

Talia will have a strange dream. Go through the sequence, then go seek out Devin's help

(despite what you've been told). You need to get to Dyuti Shrine, which is a LONG way off. There's no way you can get there by yourself. Devin will insist on coming with you, bringing up the fact that he promised your grandmother that he'd see to your safety. Reluctantly (even though you really need his help), you agree (you're supposed to go alone). Talia's torn between obeying the command of a dream, and common sense. Common sense wins!

When you walk down the corridor next to the shops, you'll get mugged. Jack (the thief from the "Wanted" signs) runs off with your money (every last penny), and then disappears. He's hiding west of the storage buildings. Threaten to take him to the authorities, and Jack will plead for mercy. He'll make you a deal: don't turn him in, and he'll give your money back as well as go with you and open up sealed vats and locked chests. If you reject his offer, you'll get 200 gold from the Constable, earn a merit point, but lose Jack as a playable character. If you take him on his offer, you'll lose a merit point, but get to add him to your party. The meager reward is not worth the potential treasure that he can unlock (remember the sealed vats and locked chests? He can open them!).

If you kill him, or bring him to the authorities, you can't go back and recruit him later on. It's always better to have an extra person along anyway. By the way, if you haven't read any of the "Wanted" posters (only once is enough), then this sequence won't happen.

Remember that you haven't trained in this area, and you don't have enough cash to upgrade your equipment to the best that money can buy. Go back to Devenshire and look for sealed vats and locked chests. Jack can always open the sealed vats, but the locked chests can give him problems. His success depends on how many times he's attempted to pick the locks, not his class. Just keep trying, and you'll be able to open up all locked chests as you come to them. If you want a list of missed treasure that Jack can get, refer to the proper section in Part 3 of this strategy guide: Jack.

When you're done with that, go train on the Lizards and Gryphons that live in the mountains. Whenever you can beat them without any problems, then move on to stronger monsters – the wolves in Thais. The grey wolves are easier than the orange ones, but both can take a beating. They also bite strong, so you'll need the meat that they drop.

When you're done training, it's time to explore this area for free treasure and unknown places. Remember to head back to Devenshire and pick up the Mysterious Scroll, as well as claiming the locked treasure and sealed goodies that were unavailable before. For your convenience, I've listed all of such occurrences in a separate section toward the end of this guide. All future instances of locked chests and sealed vats will not be overly set aside, as I assume that you'll take Jack along and pick up the treasure. Unfortunately, Jack's dagger is so pitifully weak and his defense was always petty that I (for the longest time regretted taking him along, and thought about having him killed, and simply keep him dead). But don't worry – he'll acquire a nice weapon that makes it all worth it! He'll also get some good upgrades shortly.

Ready for the next part of the game? How about a haunted village, full of ghosts?

Chapter 6: Haunted

Treasure:

Important: Jug

Common: Cassia Leaf, Aloe Leaf, Ruby x2, Iron Staff

Side quests: go to Dyuti Shrine, get Blessed Water for Tree Spirit

Recommended class: 16

Head back into Thais, and go to the northern part of town. Hiding in the trees is Henry. He's run away from the orphanage because the foster mother was so mean. He was also kidnapped when he was younger (even more than he is now) from his mother.

Sir Tevid is back home (his house is left of the fountain). Talk to him, and he'll ask that you ask Baron Pellad to pay back the money he owes. Pellad is outside, just southeast of the fountain. He doesn't want to pay up and stumbles with excuses.

Now leave Thais. Head southwest, then east at the intersection. You'll come across the Mule Express in Thais (along with a Lizard crawling around, so watch out). South is Thais Dock. Useful should you come across an opportunity to ride in a boat (like the ferry that goes to and from Elden and Devenshire Port). Right now, because you've already been to Devenshire, you can get to Devenshire's Mule Express for a small fee. You can also come back here from Devenshire. This makes traveling between towns much faster, but you'll miss out on the opportunity to gain some experience fighting the monsters between the cities. You might want to take the "long" way a few times, until the monsters between don't pose any threat (you can kill them in one shot). At that point, the monsters aren't really worth the effort.

Go back west to the intersection. Go south, then east, and south some more. You'll see a man standing there. He says that a haunted village is south and that he thinks there's gold buried there. Two grey wolves and an orange wolf are west of this man. Go south, to the bottom of the screen. Another grey wolf lives around here. Go west, then north. The sign is overgrown with foliage and cannot be read. It marks the entrance of the haunted village (by name, if it had one). It's haunted, it's a village, so creativity says that it's a "haunted village". A good enough name for it. Go north into the haunted village.

You'll find yourself in a dark forest. It'll rain. A lot. Go east of the entrance, and you'll find a poisonous Forest Spider (small chance of getting poisoned with their bites, like one in eight so bring along some Marsh Tea). Forest Spiders are quick, and make a beeline straight for you. West of here is a Light Sprite (what are they gonna do, sprinkle you with fairy dust until you sneeze?). Well, they do like to sprinkle you with fairy dust. It hurts, and you can't defend against it. Grin and bear it. They also like to dance around, making them difficult to hit.

Go north, across both bridges, and up the stairs. Go inside the first house and explore. A barrel with a Cassia Leaf is in the back of the house. Go north, to the next house. You'll find an Aloe Leaf in one of the barrel, and a boatmaker wondering around. He seems to be a ghost. Go inside to the house to the east and you'll find a Jug inside. Nothing much to this village, except for the ghostly inhabitants.

Go east, past the houses. You'll come to an area with the swampy water to the south, a Forest Spider and a Light Sprite wondering around. A cave is to the north. Go inside.

You'll find yourself in an area with lots of cliffs. Take the stairs up, and onto the first platform. Another Forest Spider is here, ready to bite you. Take the stairs to the right, battle the Light Sprite, and search the crevice for two rubies! Nice!

Take the left stairs (they go up a long way), and keep going up the left stairs. Search the crevice for an Iron Staff for Talia. Battle the Light Sprite guarding it and head back down. By now, the Forest Spider should be a lot closer, and probably climbing up the stairs. Kill it, and take the right stairs. It goes up a long way. On the platform, you'll see the top of the cliff to the north. Save, and heal your party. Then, climb the last set of stair up. Go through the sequence, fight the girl (she's pretty easy), then the Dark Sprite (annoying like the Light Sprite, only it's much stronger).

The Tree Spirit will tell you a sob story and say that only the Blessed Water will save her and the people in this village. Glad you picked up that Jug! You can't very well carry Blessed Water with your hands, can you? :)

You'll have to talk to the Tree Spirit again to be able to climb the stairs down. Revive and heal your party as necessary, and then save. Head back down the cliff, and out of the village. Once you're back into Thais Forest, head west (kill the Grey Wolf on the way), then north to the treasure hunter. Kill the two Grey Wolves and Orange Wolf, and go west. Just on the riverbank is a chest with a Black Oak Staff (not quite as good as an Iron Staff).

Head back to Thais, sell your excess inventory (including the rubies) and you should have a big pile of cash. Fully upgrade your equipment (Light Helmet, Iron Shield, Chain Armor, & Iron Staff for Talia, Light Helmet, Iron Shield, Chain Armor, Steel Sword for Devin, Light Helmet, Iron Shield, Chain Armor, & Hand Dagger for Jack). Stock up on supplies, sleep in your rented room, and save. Right now, the best item for restoring health and mana are fish. Tucker sells them (remember the guy who lost his pole?). Head back and get a good supply of fish (about 25 or 30 will do for a long while). With this much fish, you can train on stronger enemies for a while. Use the fish on Talia mostly, because it restores mana, which Talia can use to cast Minor Heal on everybody else. However, a Fish only restores 10 mana, so don't be afraid to use one on Devin or Jack. It'll extend the length of time you can spend training before you have to go sleep again.

Next stop: Grunwich Vineyard!

Chapter 7: Candar

Treasure:

Important: none

Common: Cassia Leaf, Chain Mail, Firefly Spell

Side quests: go to Dyuti Shrine, get Blessed Water for Tree Spirit

Recommend Class: 18

From Thais's entrance, go southwest, south, south at the intersection, west, north at the sign, up the stairs, and north into Grunwich Vineyard. The only house here is to the north. Climb the stairs, and go inside. A Cassia Leaf is in a sealed vat just on the right wall just inside the entrance. Go north, but not up the stairs. Theresa is to the left. She's the mother of the girls around the house.

Now go up the stairs to the second floor. At the very top of this floor is a brown book (near the table). Read it for some information on the Glass Key Legend. Head upstairs to the third floor. A snobby seamstress with green hair is here. Her name is Linnia. Nothing else of interest is in this house, so explore, talk to the girls, and head back outside when you're done.

From the door, hug the lower rail, and you'll find yourself on the grass, in a secret area! Nothing to do here, so just head back to Thais Forest. Head south and you'll see a Blue Hermit guarding a cave to the west. Kill him and check the cave out. You'll find an empty cave that looks like a big, upside down "U". Follow it to the end. You come to an area with a pack of wolves. To the northwest is another cave, the entrance marked with posts (on either side). This is the Glass Key Cave. At the very end is the legendary Glass Key. Before going inside, make sure that you've got lots of Marsh Tea, since there are poisonous monsters inside.

Head inside, and you'll find only two types of monsters here: Purple Frogs, and Evil Butterflies. The Purple Frogs are poisonous, and will track you down with speed and accuracy. The Evil Butterfly will kind of lazily wonder towards you, attacking you much the same way the Light Sprites did from the Haunted Village. The Purple Frogs hit pretty hard, and poison you an awful lot. You'll go through a good supply of Marsh Tea before you're finished here!

To the west is a tiny platform a level above the floor. Take the stairs up, and open up the chest in the middle for two Aloe Leaves. Climb back down, and follow the wooden bridge almost directly south of the entrance. Another Purple Frog guards a tiny island, with another wooden bridge leading east. Kill the frog, and follow the second bridge east.

The next area has a set of stairs leading to the lower floor. Instead of taking the stairs, go west. A locked chest, guarded by an Evil Butterfly, has 40 gold pennies in it. Loot the chest, and take the stairs down. Follow the path to the next area. To the east is a chest with Chain Armor (again on a tiny platform with stairs). The other chest has a Firefly Spell in it.

The Glass Key is all the way south, then west. You'll come to a bright room with flowers, a butterfly, and a swan. The Glass Key is on the pedestal, hovering about. If you've got enough Merit Points (from doing good deeds) then you'll be able to take the key. The amount of Merit Points you currently have determines what the pedestal says. As you earn more, it says that your heart is purer and you're less selfish. Come back when you've done more good deeds and pick up the key.

Here's what it says, depending on your merit points (many thanks to the Masterguide):

No merit points: "One so selfish as be you shall never touch this key so true."

One merit point: "Though unselfish you are, this key is still far."

Two merit points: "Though unselfish you are, this key is not far."

Three merit points: "Your merit is good, yet for thy key it not stood."

Four merit points: "Saintly you are; pure of heart is not far."

Five merit points: "Your heart is pure; take this key and endure."

You can see how far you have to go before you can take the Glass Key from what it says, and how many merit points you have.

Exit, leave the cave. It's a pretty simple cave, and hard to get lost in. Once or twice is all you need to go through it to be able to describe how to go anywhere inside. Head back past the pack of wolves, through the tiny cave, past the Blue Hermit, and south into Thais Forest.

No more treasures here, or secrets, so explore on your own, stock up on supplies, train, or whatever. When you're ready, cross the bridge (it's fixed now) and follow the path to the sign, which says that the cave is "Wyrwood Pass". No monsters inside, so explore away. Only two points of interest: the exit to the northwest, and the old man to the northeast. The old man has a bunch of molding cheese that he's currently studying. He'll also sell you Holy Tonics for a good price, but only one at a time. You don't need them yet (but buy a few anyway). Head out of Wyrwood Pass and you'll come to the kingdom of Candar! Watch out for tiny Giant Rats, Red Hermits, and Goblins that live here. They are much stronger than anything you've faced so far! It might be best to ignore them, and head directly to Candar (to upgrade your equipment to better handle these stronger foes).

Follow the dirt path to the bridge, then west to Candar (you'll see a yellow wall at the entrance). Now you're in Candar, the city of love! Awww!

Chapter 8: Prince Edward's Ball

Treasure:

Important: none

Common: Alder Root, Chain Helmet, Holy Pendant x2, Distillate of Alnus, Red Ring, Ruby x3, Tinctura Ankh

Side quests: go to Dyuti shrine, get Blessed Water for Tree Spirit, find gown for Ella, return Henry home

Recommend Class: 20

So much to see! So much to explore! How will you be able to see it all? Well, you'll need to explore in a systemic manner (same thing you've been doing so far!) to ensure that you don't miss anything. You'll notice that there're a few girls singing, a few throwing flowers, and a general atmosphere of peace, tranquility, and kindness. It's truly a city of love!

Go inside the first house to the northwest. Talk to the girl in the upper right corner. This is Ella, who is very unhappy. She's heard that Prince Edward (the Prince of Candar) is hosting a ball, and will marry one of the girls attending. She so desperately wants to go, but doesn't have anything to wear. Her stepmother doesn't help. The stepmother's daughters all are getting "dolled" up to go, each hoping to be the one Prince Edward marries. You need to get Ella a gown for the ball! This quest is often referred to as the "CinderElla Quest" (pun was intended, he he) with the similar aspects to the fairy tale.

Exit the house, circle around, and have Jack open up a sealed barrel behind the house for an Alder Root. Head back in front of the house, go northwest, across the metal bridge, and west. Go to the western end of the park, and a sealed barrel near the statue has a Holy Pendant (cast Healing Ultivus outside of battle).

Head back east, and then north and into the next screen. You'll come across Candar Castle, in all its grandeur (I've been reading a dictionary, he he). Head inside the castle. Inside, the castle isn't very big, compared to what it looks like inside. Go north from the entrance to see Prince Edward, unhappy. He's looking for a bride, and will marry the most beautiful girl attending the ball he's hosting. Head up the stairs to the left and to the second floor. The first room has two people, merchants, who will sell you stuff. The man on the right will sell you from the royal armory. The equipment here is EXPENSIVE, but worth it. Buy a Templar Sword at the first opportunity – it's good enough to last you through the end of the game. Come back when you've got lots more cash for a good upgrade.

The merchant on the left will sell you other items, including Poison Rings. Buy Poison Rings for everybody, because it protects you against poison. Very handy, because poison is by far the most common status ailment. You can also pick up a couple of spells for Talia.

The room to the right is Prince Edward's bedroom. Nothing of interest here, so head back downstairs. Go east (you'll have to go almost outside) and then north. You'll find the main dining hall, with maids scattered about. Head downstairs. Here's the royal treasury. A good place for some good stuff, but you must have the key to open it. Prince Edward has the key, but won't give it to you unless you find him a good bride (Ella, perhaps? [hint, hint] ;)). Exit the castle, and cross the bridge.

Go southeast and into the house with vines growing on it. A lock chest has a Chain Helmet in it. Head back outside and south to the next building. The first two doors are locked, but the third is unlocked. Inside, you'll find a distressed Gwyneth, who's lost her child Henry. You might remember Henry from Thais, the small, black-haired boy who ran away from the orphanage who kidnapped him.

Well, let's go bring Henry home! Leave Candar, and head south. A Goblin is near the tree further south, but ignore him. Talk to the guy in front of the mules. Take the Mule Express to Thais, and go talk to Henry. He's still at the top of town, just east of the entrance to the castle. He'll go with you. Head back to Candar (Mule Express saves a lot of time!) and bring Henry home. Gwyneth'll thank you, and you'll get a merit point. One point closer to the Glass Key!

Now, to explore the rest of Candar. Go west of Gwyneth's house. The open door is the Armor Shop. Nice stuff there. The two doors on either side are locked. Go to the house to the west. A Distillate of Alnus is in a pot in the corner. Read the novel on the floor, and you'll see that it appears to be a bit "steamy". You blush and put it down. Go outside and head north (along the dirt path between the buildings).

The inn is here, clearly marked above the door. It's only 30 gold pennies to sleep here! What a deal! Go back outside, and head west. Climb the stairs, and you'll see a row of buildings. The item shop is to the straight ahead, the weapon shop is to the right. Head back down the stairs, go north, then west.

Cross the metal bridge, and go inside the house. Another Holy Pendant is in here. Head back outside, and search the barrels. A sealed one will have a Red Ring. Go west, right

above the barrel next to the dirt path. If you're sharp, you'll notice that a light path goes through the column of trees. There is a secret path, and it'll lead to the Inn without having to cross the metal bridge. Nothing big, but hey, it's a secret!

Head back east, to the central pool. The girl on the northwest corner is selling flowers. Wonder if somebody has played Final Fantasy 7? There was a girl in that game that sold flowers, too. Anyway, back to the tour. Head south, and down the stairs.

Go inside the house just to the left of the stairs. Darryl lives there. His wife is a witch living in Witchwood. Read the note even though you're not supposed to. Darryl will put a "charm" on your party, the first step toward getting Devin married. Funny to see Talia and Devin to talk all "mushy"! Apple red lips indeed! By the way, I assume that you want Devin to marry Talia, but if you want him to marry Alicia instead, then don't read the note until you've had the chance to recruit her into your party. If read the note, but don't have her in your party, then it's too late! Getting married doesn't do anything, or have any effect on the game. You do, however, receive some nice gifts from friends and family. Darryl has some interesting books in his bookshelf, if you're interested. You should read them at least once. Leave, and go south to the next building.

It's empty, save a locked chest with rubies in it. No big deal. I mean, rubies?! Cool! Sell 'em for enough cash to upgrade your party with new equipment (Templar Sword, hint, hint). By the way, the rubies and diamonds that you'll come across don't do anything but get you cash when you sell them, so don't hold on to them hoping that they serve some purpose! Sell! Head back outside and go west, all the way. The very last barrel next to the water is sealed and has a Tinctura Ankh.

Go back east and go inside the first house. A minister is inside, just inching to marry someone. The café is to the right. Go inside, and in the door. You'll come to an outside area. Limfit, a mini dwarf is to the northwest. Talk to him, and you'll find that he's here to get some moldy cheese (?). Maybe if you had some he might be of some use... The man sitting at the table below Limfrit looks just like the equipment merchant from Thais. Interesting...

That's it for Candar! Go back and talk to Ella. She wants to go to the ball, but doesn't have a dress. You pity her, and decide to find one for her. Well, let's go get Ella that dress! Head outside, and ride the Mule Express to Thais.

Head north, and into the castle. Haven't had a tour, have we? Well, the room to the left of the entrance is where the King and Queen sit, guarded by guards. To the right is a pair of statues. In the middle is the stairs leading to the second floor. Climb the stairs. The room to the left has a dining hall, busy maid, and two noble women talking. The room to the right is Alicia's room. A door in the back leads to an outside area (just like the outside area in the café). Alicia is usually at the very back, near the bench. Talk to Alicia, the princess you rescued earlier. She's going to the ball, but doesn't want to get married (though her parents want her to marry Prince Edward). Alicia will give you directions to make a splendid gown. Seeing how you can't make a gown, you need to give the directions to somebody who can. Remember the seamstress in Grunwich Vineyard? She might be able to make the gown! Head over there and see.

She can indeed help, but needs time to make it. Exit Grunwich Village (all the way to the forest) and go back. Linnia should be finished (dang, the fastest seamstress I've ever seen!). Take the gown back to Ella. She'll immediately get dressed, and disappear (to the ball). The ball won't be over until later in the game, after you've gotten your first relic (one of six, in fact) so don't expect it to be over very quick.

That's it for the "CinderElla Quest". Not very hard, but amazingly, lots of questions about it. Just follow the directions carefully, and, more importantly, don't skip steps! If you've still got questions, then feel free to drop me a line – I'll be glad to help.

Take the time to explore Candar on your own, talk to the citizens, and upgrade your equipment. The best that you can get are as follows: Talia: Iron Staff, Steel Armor, Chain Helmet, Iron Shield; Devin: Templar Sword, Ruby Shield, Steel Armor, Chain Helmet; Jack: Dagger (no upgrade yet), Steel Armor, Iron Shield, Chain Helmet. You *can* get the Gold Armor, but it's waaaaay too expensive! You won't be able to afford it until much later in the game!

Go train on the Mutant Rats, Red Hermits, and Goblins. There are also Ogres wondering around, usually with Goblins. Everybody here is tough, and you'll have to level up quite a bit to be able to fight them for money rather than experience. The Mutant Rats sometimes drop Bread, which is a bummer, because they can also drop a decent pile of change instead. The Red Mage drops magic-restoring items, and staves. The Goblins and Ogres drop equipment.

You should train until you reach class 22 or 24 at least, even with Devin's Templar Sword (which helps A LOT, but is probably too expensive right now).

Probably the first thing to do is head over to Witchwood, which has an upgrade for Jack's Dagger (among other things). Next stop, the swamp! One last thing before you go: make sure that you have either lots of Marsh Tea or Poison Rings from Candar Castle's Shop. The swamp should be called "Poison Swamp" with all the poisonous enemies in it. I'll probably call it "Witchwood Swamp" because Witchwood is the town in it (just like I call the forest surrounding Thais "Thais Forest"). Ready for a hot, muggy, insect-ridden swamp?

Chapter 9: Witchwood Swamp

Treasure:

Important: none

Common: Marsh Tea, Ankh Major, Poison Ring

Side quests: go to Dyuti Shrine, get Blessed Water for Tree Spirit

Recommended Class: 23

From the entrance of Candar, follow the dirt path south and across the bridge. Keep going south, and you'll come to a sign next to a tree and a small pool of water. The sign says that Witchwood Swamp is to the southwest, Dyuti Shrine to the east, and Bleached Tooth Desert to the southeast. Dyuti Shrine? That name sounds familiar... Oh yea, that's the shrine that you're supposed to go to! Well, first things first – more training and upgrades in Witchwood Swamp.

Take the left fork and follow the path southwest. The path splits a little ways in. One path leads to the west to Dyuti Shrine. Don't take the fork just yet, and keep going southwest. You'll end up in a dark, humid swamp, complete with the droning of insects. I especially like this effect. Right near the entrance are two Swamp Toads (brown frogs). They are tough and poisonous, but drop lots of cash (52 gold at a time) or Marsh Tea. Tackle them if only if you have a means of either curing poison with Marsh Tea or preventing it with Poison Rings.

Follow the stone path southwest to the bridge. In this area is a Swamp Hag. She looks like an old lady in a black cowl. She likes nothing else than to curse your whole party (halves defense and attack, and makes you very vulnerable to critical attacks). Ignore her unless you have a stash of either Holy Tonics to cure the curse, or Charmed Necklaces to prevent it. In that case, she drops Bone Rapier or cash. What? You can only protect against poison or curses? Well, you have to choose – Poison Rings to protect against poison, or Charmed Necklaces to protect against curses. However, it's unlikely that you'll have even seen a Charmed Necklace, so don't worry about it. Besides, you can pick them up in Witchwood later on.

Keep following the winding stone path across bridges and tiny islands until you come to a bridge going east. On the other side, it looks like a town of some kind. This is Witchwood. There are three ways in: one to the north, one kind of in the middle, and one on the southern part of town. Go inside of Witchwood, and let's begin our tour.

Go inside the house with a sheet hanging out on a line. Here, you'll find the town's inn. For 50 gold, you can rest here. The prices go up with every town! Sigh... Loot the inn for a Marsh Tea. Head back outside, and circle around to the house with a well in the yard (the well will be a little northeast of the house). Inside, you'll find Grisilda, who has lost her broom and cannot go to school without it. Sounds like a sidequest! Now, all you have to do is find out who took it, where that person is and take it back. A Poison Ring is here, if you're willing to pilfer it (I don't think looting people's houses/castles makes any difference to your merit points. It's a matter of moral values. Head back outside, and go into the house just east of the well (you have to cross the bridge to get there).

This is where Hilda lives. You remember her name in a note on Darryl's table in Candar, don't you? Hilda is just itching to get back at Darryl for hexing her. There isn't anything else of interest here, so head back outside.

Head south to the house with a warlock wondering nearby. Go inside to find Gavril, who has noticed some supplies missing from the school. Interestingly enough, there is a cat here which doesn't meow or move or anything. Maybe it's a statue? Or, it could be a witch who was bad and has to take a "time out" as a cat!

Head back outside, and you'll notice a bunch of wondering broomsticks to the south. This is Witchwood's Mule...er...Broomstick Express. Use this service to get to Witchwood and to go to another city. They work just the same as the Mule Express in the other towns. Well, back to the tour. You'll have to leave town to get to there (although it's not a long walk, now that you know it's just south of Witchwood).

Only two houses left to explore. Head all the way to the north part of town. Go inside the building to the right. On the first floor (where you're at right now), you'll see wondering

broomsticks, and a stray cat. Head up the stairs to the second floor. Here, if you talk to the witch, she'll tell you that she suspects that the old swamp witch is responsible for stealing the supplies. She also mentions that this mean witch has stolen before.

Climb the stairs to the third floor. The bookshelves to the south will tell you what to do to maintain a witch's lifestyle. The witch to the north will let you join the witch's guild, but only if you beat her. Be warned that once you join a guild, you cannot join any others. It might be best to wait until you see what kind of guilds there are before making your mind. Besides, the witch will whup you at this point, hands down! Head back down to the first floor, and outside. Now, go inside the tower to the left.

The first floor is the school. A witch is teaching a group of apprentice witches. Head up the stairs to the second floor. The witch here is a merchant, and will sell you various goods, categorized into three types. Be sure to check out her wares in all three types to find out what she has to offer. Also make sure that you pick up a Serphent Dagger for Jack – his first weapon upgrade. The Serphent Sword is also pretty good for Devin, if you don't have the Templar Sword. Get Talia the Black Robe, and Iron Staff. Well, I'm sure that you can handle your own upgrading. I'll just mention any significant upgrades from here on out. I'm also sure that you understand the symbols below a character and what they mean, e.g. which one means "upgrade" and which one means "already equipped". If not, let me know, and I'll explain it.

Also, be sure to pick up Poison Rings and Charmed Necklaces, if you haven't already, and buy a good supply of Holy Tonics. The Bone Rapiers the Swamp Hags drop can be sold for a good pile of change. Use the Holy Tonics to cure the curses that she'll do on you. Equipping the Charmed Necklace, by the way, prevents Curse, but not Poison. Whichever one you wear is up to you. An Ankh Major is in one of the vats, should you be interested.

When you're finished, head up the stairs to the third floor. The witch here mentions that she's scared of the mean ol' witch to the west. It's sounding more and more like this swamp witch is responsible for stealing Grisilda's broom. This swamp witch is also out of your league right now, but come back later on, and take her out. Equipping a Charmed Necklace will make you nearly invulnerable to her. All you have to worry about is her whacking you on the head with her knotted cane!

That's it for the tour of Witchwood. By now, you're probably short on cash, and could use some to finish upgrading your equipment. Well, the Swamp Toads and Swamp Hags are a bit tougher than the monsters in Candar, but drop more cash. I don't believe that the Swamp Frogs drop enough Marsh Tea to get by on what they drop. Better have a small supply, or just equip Poison Rings on everybody.

Train, upgrade your equipment, and steadily build up your cash. When you get bored (it doesn't take long), head north back to Candar, and on to Dyuti Shrine. Wonder what this shrine can do about the upcoming prophecy?

Chapter 10: Ahriman's Prophecy

Treasure:

Important: Blessed Water, Canoe

Common: Lightning Ring, 750 gold pennies, 2 Juneberries, Marsh Tea

Side quests: go to Dyuti Shrine, get Blessed Water for Tree Spirit, bring back Grisilda's boom

Recommended Class: 26

When you arrive in Dyuti Shrine, you find yourself in the ruins of what once was a great shrine. A few bluebirds are wondering around, the only sign of life. On the western edge is the dead body of a priestess. Examine her to find that she's carrying a note: "The Fist of Light has perished...corruption in this place...Awhren must be found...warn Seafall..."

It seems as if this Awhren character would be an important person to talk to. And, just what happened to Dyuti Shrine? It must've been an awesome force to cause such rampant damage! It's also apparent that this "prophecy" is not something to be taken lightly!

Seafall is a long ways off, well west of the Witchwood Swamp. If you haven't already, make sure that you have a good supply of items: Marsh Tea, Holy Tonics, Auquifolium and Cassia Leaves. As for equipment, here's the best available so far:

Talia: Chain Helmet, Iron Shield, Black Robe, Iron Staff

Devin: Chain Helmet, Iron Shield, Steel Armor, Serphent Sword

Jack: Chain Helmet, Iron Shield, Steel Armor, Serphent Dagger

If you can afford it (I couldn't at this time), get Devin a Templar Sword, which is good enough to keep for the rest of the game. The Ruby Shields and Gold Armors are simply out of the way as far as price (40,000 for a single piece of equipment?! It's worth it, once you have the cash). Charmed Necklaces also help, as well as Poison Rings. The Chain Helmet doesn't get any more upgrades (other than the rare helm that is only wearable by certain characters, e.g. Antlers). The Plate Helmet doesn't exist in version two. I initially mentioned it in the lists below because it was mentioned in the Player's Guide. I have looked, and looked, but never could find it anywhere, and believe that it's not here.

OK. Fully rested, fully stocked supplies, and good equipment. It's off to Seafall Shrine!

From Witchwood, basically, go south to the very bottom of the map, then east to Seafall Shrine. There's no easy way there, but just remember: south to the edge of the map, then east to Seafall Shrine.

Seafall Shrine is a bright, grassy area. A big contrast from the darker atmosphere of the swamp. In this area are two monsters, neither of which are dangerous. There are three points of interest: the Seafall Shrine to the north, an unlocked treasure chest to the northeast, and a house north of the treasure chest (or west of Seafall Shrine). Both the shrine and the house are on top of a hill, with stairs going up a cliff.

First things first: warn Seafall about the destruction of Dyuti.

From the entrance, a path leads to the north. Follow it a bit, and you'll come to a sign, pointing out that Seafall Shrine is to the north. Keep following the path to the very end, and you'll come to a set of stairs going up a cliff. Take them, and then follow the top of the cliff to the east.

You'll see another sign that says you've arrived at the Seafall Shrine. Take the stairs and keep going north. Ignore the bluebirds wondering about. Inside the shrine, you'll notice three figures, and a big pool of water. The water is the Blessed Water. If you remembered to bring your Jug from the Haunted Village, you can fill it up with Blessed Water. No jug? No problem! Drink the water for a nice 20 HP heal on your party! Drink multiple times to completely refill your health. Actually, you'll need to go back and pick up the Jug if you're going to save the inhabitants of Haunted Village.

The Priestess in blue tells you that the water has been blessed, and holds healing properties. The Priestess in green is the head priestess here. Tell her of what you saw at Dyuti, and about the note. She'll reluctantly grant you access to the basement, where your answer lies. Head down to the basement.

It's a very dark area. The only exit is guarded by a skeleton. A ghost is wondering about in this room, too. Ignore her. Instead, talk to the Skeleton. He'll ask you for your Death Certificate. What? You don't have one? Well, he'll go over what they are, whether or not you need one, how to get one, and what he's guarding.

First, a Death Certificate is what you get when you die. Second, you need one to get by him. Third, to get one, you have to "die you fool"! Well, there has to be an easier way. Fourth, he's guarding the entrance to the underworld. Apparently, the answers you need about Ahriman's Prophecy, which is starting to come to pass, is deep inside the Underworld. Indeed, it is. You need pick up the Death Relic deep inside (after you beat a boss, of course).

Well, how to get a Death Certificate. There's two ways of getting one - one is easy, but takes a lot of walking. The second is easy, and takes a lot of walking. Neither is more difficult than the other, so the deciding factor is what you can get out of picking up a Death Relic. Well, if you go pick one up in Grunwich Vineyard, you might be able to give it to the skeleton guard, then get Stella's (the ghost wondering about in this room) and keep it as a memento. Wonder if you get a second one when you die? Or will Stella get another one when she dies again? All this talk about death is depressing, so let's move on.

Head back outside, and make your way to Grunwich Vineyard. The easiest way is to take the Broomstick Express to Candar, and then the Mule Express to Thais, then go west to Grunwich Vineyard. Once you get there, talk to Theresa (the lady with red hair and an apron). She'll mention about a problem she's having with her daughters. Offer to help her out. You'll need to wait until nightfall to do so, however. I couldn't go up the stairs, but after examining the invisible blockage, nighttime fell. Now, you'll see all six daughters sleeping in bed, with an extra one next to the wall. Climb into bed, and examine the wall (Taliall pretend to fall asleep).

When the opportunity comes, climb down the stairs, and navigate your way through the dark cave (there's only one way through, so you can't get lost). You'll end up in another dark area with water surrounding a stone pier of some kind. You'll also see the daughters dancing with some gentlemen. Do you see a piece of paper near the western edge? Pick it up. It's Sir Wesley Newthorn's Death Certificate. Well, don't have to die to get one, do we? Sir Newthorn is standing near the northern edge. He's wearing a cape, and looks *a lot* like Lord Zorom. He welcomes you to his kingdom.

The man next to him is simply a warlock prince, probably looking for one of the daughters to marry. Talk to the figure near the eastern edge. The "Dark Mother" will tell you about what she's doing, and how she's gotten away with it for so long. When you're ready, head back to the bedroom, and go to sleep. When morning comes around, talk to Theresa, and tell you what you saw.

Since you're already here, why not use the Blessed Water and heal the tree spirit in the Haunted Village? Simply navigate through the village, scale the cliffs (use the same directions from before) and examine the tree spirit. Devin will pour the blessed water on her, and heal the poison. She'll thank you.

Head back down the cliff, and talk to the villagers. They're no longer ghosts, but real people! Talk to the boatman and he'll thank you by handing you a canoe. I'm not sure if you actually carry the canoe in your backpack, but it sits at the very end of the river (the one you passed on the way here).

When you're finished with that, head back to Seafall Shrine (ignore the canoe for now). But before heading back down to the underworld, why not loot this place? Head east, then southeast to the eastern coastline. A treasure chest is between a tree and the coast and contains a Lightning Ring.

Head north, climb the stairs, and go inside the house along the northern edge. Inside, you'll meet George (wonder if he's related to Curious George? Sorry, I couldn't help it!). George wants to move to the city, finding the country life here too quiet. The chest next to his bed has 750 gold pennies in it. The sealed two vats along his eastern wall have two Juneberries and a Marsh Tea.

When you're finished, head back outside, then west to the Seafall Shrine. Drink the Blessed Water if necessary, and then head down to the basement. Show the skeleton the Death Certificate, and he'll let you pass. You now have access to the underworld. Before you head off to conquer it, talk to Stella, the ghost wondering about. She'll tell you about a wrongful deed that brought her here, and to tell her husband Herbert in Devenshire about the truth. She'll give you her Death Certificate for your efforts.

Once again, head back outside, and this time to Devenshire (Broomstick Express to Candar, Mule Express to Thais, Mule Express again to Devenshire). Remember where Herbert lives? In the house right across the river. Tell him what Stella told you and then head back to Stella. It's getting costly to keep taking the Mule Express/Broomstick Express trips, isn't it? Anyway, when you get to Stella, tell her that you told Herbert what she told you to tell him (confused yet?). She'll give you another Death Certificate.

Now you have a Death Certificate as a memento! Imagine showing all your friends a Death Certificate that you got without dying! The skeleton guard won't take a second Death Certificate, the first one being good enough to grant you unlimited access to the underworld.

Before you take on the underworld, make sure you have a good supply of items, upgraded equipment, and a healthy party. Here's where I was at this time:

Talia: Class 28, 267/267 Health, 187/187 Mana, 166 Attack, 233 Defense, wore a Chain Helmet, Iron Shield, Black Robe, Iron Staff, and Poison Ring.

Devin: Class 28, 269/269 Health, 57/57 Mana, 234 Attack, 235 Defense, wore a Chain Helmet, Iron Shield, Steel Armor, Serphent Sword, and Poison Ring

Jack: Class 28, 237/237 Health, 0/0 Mana, 146 Attack, 195 Defense, wore a Chain Helmet, Iron Shield, Steel Armor, Serphent Dagger, and Poison Ring

It might be a spelling error, or intentional, but "serpent" was spelled "serphent" with regards to the two weapons my guys equipped. I also had a good stash of Aquilfolium - 20. As you can tell, I was not able to purchase Devin a Templar Sword, although the Serphent Sword is a good upgrade from the Steel Sword, and poisons monsters to boot (just like Jack's Serphent Dagger).

This is your first dungeon, so be prepared. Make sure that you've got enough supplies to last you for a long time. You can also fight lots of monsters inside and gain three, four, even five classes, if you want. Ready to take on the underworld?

Chapter 11: Underworld

Treasure:

Important: Death Relic, Death Certificate, Application

Common: Unholy Shield, 200 gold pennies, Myrica Infusion x2, 2000 gold pennies, Lightning Ring x2

Side quests: bring back Grisilda's boom, find the pirate a house

Recommended Class: 28

Past the skeleton (the one which required that you had a Death Certificate to pass) is the underworld. It's quite dark, and full of coffins (check them for potential treasure). On this first floor, you'll find Grey Blobs and Yellow Bats. There's not much here, nor is there any big way to get lost.

From the entrance, head west, north to a lighted room, north some more, and east along a long hallway. A set of stairs leads to the south, to a room filled with coffins. Check them for an Unholy Shield (an upgrade from Devin's Iron Shield) and 200 gold pennies.

Head back out of this room, up the stairs, and go east. Follow the hallway to the end. The first intersection south leads to a room with a geometric symbol (looks like a Star of David, but it's not). This symbol doesn't have any religious meaning, so don't get bent out of shape trying to figure it out. Also don't get all uppity when you realize that it's also a satanic symbol, too. It's simply there, and has a different meaning in the world of Ahriman's Prophecy than it does here. The next hallway leading south ends up in a small room with a set of stairs leading to the second floor of the basement.

When you climb them down, you'll see a small room with two flashing symbols. These symbols are teleporters, and take you to another teleporter somewhere else. In all, there are nine separate rooms with a total of twenty-five teleporters. The number of possibilities is endless, but I'm here to help. I found it easiest to simply label each room with a letter, e.g. "A", and tag with it a description that marks it from other rooms. In this room, Room A, there are two teleporters, one to the west, and one east. Here's a

rundown of the rooms, what they have in them, and where every teleporter goes (don't ask me why, but there isn't any Room D – I simply left it out I guess):

Room A

-2 teleports, W, E W->Room B
-no monsters E->Room C

Room B

-4 teleporters, NW, NE, SW, SE NW->Room A
-no monsters NE->Room C
-can't see anything SW->Room F
 any edge SE->Room H

Room C

-4 teleporters, NW, NE, SW, SE NW->Room A
-Monster: Ghost NE->Room E
-can see something in the SW->Room F
 NW and SE corners SE->Room H

Room E

-2 teleporters, W, E W->Room F
-Monster: Ghost E->Room C
-has a door leading to a room
 but doesn't have anything inside

Room F

-2 teleporters, W, E W->Room E
-no monsters E->Room C
-has a door leading to a room
 with coffin (Myrica Infusion
 inside)

Room G

-2 teleporters, W, E W->Room C
-no monsters E->Room A
-has a door leading to a room
 with an empty coffin
-can see something in NW and NE corners

Room H

-4 teleporters, NW, NE, SW, SE NW->Room C
-Monster: Glove NE->Room I
-can't see anything from any SW->Room B
 corner or edge SE->Room E

Room I

-4 teleporters, NW, NE, SW, SE NW->Room H
-Glove monster NE->Room C
-can see something on northern SW->Room J

edge and SW corner

SE->Room A

Room J

-1 teleporter, NW

NW->Room I

-set of stairs leading down

-no monsters

-end of "Teleport Maze"!

Rather than tell you where to go, it's easier to tell you what each room looks like (first column) and where each teleporter goes (second column). If you hurry through this part, all you're missing is a Myrica Infusion (which always crashed the game whenever I tried to use one), and fights with a few monsters.

For the quick way though, here's where to go:

Room A->West->SE->NE->SW->SE and down the stairs.

Once you reach the third basement floor, you're almost there. Here's a big room with almost no way to get lost. The only treasure here is a weak Black Dagger, which isn't as strong as the Serphent Dagger found in Witchwood. OK, on with the tour. From the entrance, head west to the edge, south, then east at the intersection. Then head north, climb up the stairs, a little west, and inside the room. The room's interesting, but doesn't have any treasure.

Head back out, south down the hallway, down the stairs, and then west. Take a north at the intersection, then east, and south at the next intersection. Ignore the first path east, and keep going south. Head east at the end, and go inside the first room. Inside is a coffin with the Black Dagger.

Now head back outside, go east, south along the edge, west along the bottom and north. Head west at the intersection. The room is Awhren's lair. Be sure to heal your party and equip Charmed Necklaces on everybody before going inside. Also be sure to save, too. Take out Awhren (which shouldn't take long), and go through the sequence. She'll tell you a little about the relics, and then give you the Death Relic. You ask her to grant life to Stella, who gave you her Death Certificate. Awhren does so, and then leaves. I assume that Stella will get a second one once she dies (hopefully of natural causes this time) the second time. I don't mean to sound hateful, but that's really her problem. If she doesn't get another Death Certificate you'll give her her old one back, right?

In any case, leave the Underworld. When you get to Room J, remember to take the only teleporter, then take the southeast one. You'll end up directly in Room A. Climb the stairs and head back out of the Underworld. Be sure to drink the Blessed Water and heal your party before you leave Seafall Shrine.

So, how was the first Relic quest? It wasn't too bad, but remember that that was the first one, and they'll only get harder from here on out. By now, you should be at class 30, or so (you would be if you had to try out all the teleporters and come up with that nice list above, he he).

I'm not sure if I mentioned this before, but with the Death Relic in your possession, most of the game opens up, and the game becomes a lot less linear. So, what should you do

first? Well, why not check on Ella in Candar? See how she likes Prince Edward. The Ball should be long over by now. She's still at the castle, by the way, and probably married Prince Edward. Talk to Prince Edward and he'll give you the key to his treasure room out of gratitude. Well, what are you waiting for? Go loot his treasure room!

Inside there you'll find 2000 gold pennies, another Myrica Infusion, and two Lightning Rings. Not bad!

When you're finished, head over to Thais, and talk to Rita about her business. She says that her best girl has left, and business has slumped. Now head toward the northern section of Thais. You'll hear a scream when you try to walk past the pub. Go check it out (the scream came from the girl near the stairs). You'll find the girl, who's surrounded by three thugs, looking for a "good time", so to speak. Take care of them (boy, don't the dead bodies look a lot like Jack's hair?) and ask the girl what happened. She (Ninia's her name) tells you that she left Rita and wants to clean up her act and live a decent life. Well, Rita doesn't like that. Go talk to Rita, and she'll say that she'll let her go if you agree to pay the difference in business she supposedly lost since Ninia's disappearance - 1000 gold. Pay her (grr... just got 2000 gold and now you've got to give half of it away), and go talk to Ninia again. She'll thank you and give you a shovel out of gratitude. With the shovel, you'll be able to pilfer graves and maybe find some treasure (no, you won't be able to find any sort of flute with the shovel).

Well, there's so much else to do, now that you've gotten the Death Relic! You could go over to Candar and find out what the password is to the Dwarven Mines, or see what that pirate wants, who's standing just south of the Mule Express in Candar. Oh, and with that Canoe you got in Haunted Village (you did fill the Jug with Blessed Water and poured it on the tree spirit, didn't you?), you can go explore more of Thais Forest (by rowing the canoe upstream). Oh, the possibilities!

Do you remember the guy in the house to the west of Seafall Shrine? He wants to move to the big city, finding the country life too quiet. Hop a broomstick to Candar and you'll notice that a pirate is standing there. Talk to him and he wants to settle down and move into a nice, quiet house by the sea. We know where a house like that is! Head back over to the house by Seafall Shrine, and the guy's gone. He's place applications to purchase his house on the table. Pick one up. Head back to Candar (you'll appreciate the services offered by the Mule/Broomstick Express very quick, if not already). Give the pirate the application. He'll thank you. Head back to the house by Seafall Shrine. The pirate's there, having got there before you (how did he do that?) and buying the house. He offers his pirate ship for a mere 10,000 gold. Buy it when you can, but it's highly unlikely you won't have the cash right now. Even with the heavy-duty training I did, I still only had 3500 gold!

For no particular reason, let's use the canoe and explore more of Thais Forest. Maybe there'll be some treasure!

Chapter 12: Animalville

Treasure:

Important: none

Common: Brass Shield, Snow Pendant, Hammer

Side quests: bring back Grisilda's boom, find Fredrick's brother, find the rest of the relics (Earth, Passion, Fire, Dream, Water)

Recommended Class: 30

Row the canoe upstream, and you'll see that you've got access to areas that were unavailable before. Ride the canoe (actually, you're rowing the canoe, but anyway) upstream until you come across a fork. Between the fork is a treasure chest with a Brass Shield in it. The fork to the right doesn't lead anywhere new, so take the fork leading to the right.

Continue to row upstream until you come across a break in the trees, and a clearing to the left. Get off the canoe (examine the bank of the river where you want to get off) and head west along the newly accessible path. Take a few sets of stairs north, and you'll be in a new area.

One of the first things that you'll notice that it's a forest, but different than Thais Forest or Devenshire Forest. You'll also notice that it rains quite often. Examine the first sign (next to the ladder) and you'll read: "Beware of man eating bats." I've never heard of man-eating bats, have you? It looks like whoever lives here doesn't want visitors (sort of like an elderly woman I know who names the children of Elden). Ignore the sign, and climb the ladder to the second level of the forest.

Next to the stairs leading to a third level is another sign: "Chicken's of Hell ahead! Save your soul and turn back!" What can a chicken do to you, cluck you to death? Ha ha ha! Take the stairs up to the third level, and read the next sign: "Stinkweed Farm! Leave unless you want to stink for a week!" I can't imagine who in their right mind would want to harvest stinkweed!

Head east and cross the rope bridge to the next area. Another sign is to the north (oh, goody – another sign with an ominous warning!). Read it and it says that "Welcome to Animalville! Animals only!" What? What happened to the mythical things to watch out for?

Instead of climbing the ladder to Animalville, head south. A man is crouching near the ground, pretending to be a bird. What a loon (no pun intended)! Go inside the nearby building, and hope that the man doesn't try anything dangerous (like pretending that he can fly and running off the edge of a cliff flapping his arms)!

Inside is the inn for Animalville. It's run by a cow, Virginia. Like most of the residents of Animalville (as you'll soon find out), she doesn't like humans, and simply wants you to leave. There is some animal-related literature in the bookshelves to the northwest, the only thing of interest here. When you're done exploring, head back outside.

Now's the time to climb the ladder, and take a tour of Animalville. At the intersection, head right, then up a bit. Talk to the sheep. He's the mayor of Animalville, and wants you to conduct your business here and leave. Don't you feel all warm and fuzzy inside with all the love these guys are sharing? :)

Circle around the path and talk to the pig toward the other side. He likes the "natural" feel of not wearing clothing, although some animals prefer to wear clothes. We could

have talking pigs around the farm and not even know it! Wait a minute, wasn't Babe a talking pig? Anyway, back to the tour.

Head southeast, and talk to the bird. He says that animals created a world away from humans to live in peace (it sounds just like what the Wingleys did in "The Legend of the Dragoon"). Circle around the path, and go inside the building (which is almost directly north of the ladder). It's a School of Shapeshifting, which teaches animals to shapeshift into something else. The room to the left is "Shapeshifting 101", shapeshifting for beginners. The room on the right is "Shapeshifting 201", shapeshifting for advanced students.

The main character you want to talk to is the green guy in a navy cape. He's Fredrick, and wants to know where his brother is, who hasn't been in class in a few days. Fredrick described his brother as green and full of warts. It sounds like he's a toad!

The pig next to Fredrick can't see over his desk. The teacher thinks you did a nice job "shapeshifting" into a human. Roll your eyes, and move on to the "Shapeshifting 201" room. A cat there says that he's really a dog, but likes being a cat. The teacher also congratulates you on a successful "shapeshifting".

Read the books in the bookshelves for some shapeshifting-related material. When you're finished, head back outside. Head west, going along the narrow path. Talk to the grumpy goat for some more "Animalville love". The house to his north is unlocked, but empty.

Keep going to the west, and talk to the very skittery chicken. "The sky is falling! The sky is falling!" says Chicken Little.

The second (from the edge) house is locked, but the first one isn't. Inside is a cow who's lost her cowbell. Nothing else of interest is in here, so it won't take you long to explore everything.

With that last house ends the tour of Animalville. No treasure to loot, nothing of any great interest (although the pig in the School of Shapeshifting and Chicken Little were pretty funny).

When you're finished with Animalville, head back out and into Thais Forest. Get back into your canoe and row it further upstream. The next screen takes you to a snowy area (the snow effect stays, even while you're in the menu! Nice!).

Keep going upstream until you come to an intersection. Head west at the intersection, and get off along the northern shore of the small lake. Head north some more, and you'll come across a treasure chest with a Hammer in it. By the way, you can also loot treasure from the logs.

When you're finished, head back down, and keep going upstream. This time, go all the way up. At the very end, you'll come across a cave blocked by a ram who says "No humans beyond this point!" Perhaps a citizen of Animalville can help you get past him? I'll get to that later on. For now, head downstream. Keep going until you see a break in the trees to the left. Get off, and head north until you see a treasure box. Open it for a Snow Pendant.

Head west, then follow the paw prints to the northeast. You'll go between a break in a fence, then a Mule Express (way up here in the snowy north?) run by a girl in a snowsuit. This Mule Express will only take you to Candar. Ignore it, and go east. Follow the paw prints southeast.

A snowman with a nice red hat is sitting next to a sign which says that Glenvale is to the east. It's a good thing, too. After the trip through the Underworld, my supplies are running low. Now's a good time to take a break, rest, stock up on supplies, and upgrade your equipment. On to Glenvale!

Chapter 13: Glenvale

Treasure:

Important: none

Common: Tinctura Ankh, Aloe Leaves x2, 120 gold pennies, Iron Staff, Bread, Snowball Scroll

Side quests: bring back Grisilda's boom, find Fredrick's brother, escort priestess to Mysten Far, find the rest of the relics (Earth, Passion, Fire, Dream, Water)

Recommended Class: 31

Glenvale, as you may notice, is completely snowed in, with snow falling constantly. Climb the stairs, and read the sign: "Glenvale – The city of snow." A miner in a blue snowsuit is wondering near the sign. I wonder why he's not out mining something? Head west and go inside the house. Another miner lives here. Read his bookshelf for some lore on the history of Glenvale. There's nothing else of interest here, so head back outside.

Head north. Behind the miner's house are two more buildings. The one on the right is the inn. The one on the left belongs to a woman. Go inside the inn. Here, the Sleepy Bear Inn, you can rest for 100 gold. There's nothing else of interest (other than the sign near the entrance to the bedrooms upstairs that tells you when you need to be asleep), so head back outside.

Go inside the building on the left (next to the inn). Inside lives a woman, who likes the quite life of Glenvale, but not so much the harsh winters. Examine the vat in the corner for a Tinctura Ankh. Read some information on miners in her bookshelf. When you're finished, head back outside.

Instead of taking the stairs to the second part of town, head north and up that set of stairs. A treasure chest is behind the building containing two Aloe Leaves. Go inside the building to find that yet another miner lives here, this one in a red snowsuit. With all the miners that live here, maybe they should call Glenvale the city of miners rather than the city of snow! The miner mentions that the mountain animals have been acting rather evil as of late. Could they be referring to the Snow Wolves that you met before? Maybe he just needs a good sword, armor, helm, and shield and go after them! There's nothing else here, so head back outside.

Take the stairs back down, and head south. Now take the stairs up to the second part of the city. A boy is wondering near the snowman. He is surprised to see visitors and asks you if you like his snowman. Head south, and go inside the building.

Inside live a couple. Have Jack open up the barrel for a loaf of bread (although it's not really worth it). Talk to the husband and he'll say that priestesses frequently come through here on the way to Mysten Far. That Mysten Far sounds like another city, one of priestesses. Why not stop there after we're finished here? The wife invites you to sample her soup, which doesn't do anything. When you're finished, head back outside, then go north.

The last building on our tour is the merchant's building. The sign in front says that it's the Village Marketplace. Head inside. You'll see two merchants on either side of the room, a priestess warming herself by the fire, and a clown (?). The merchant on the right is a weapon seller – Snowdog Weapons and Armor. He doesn't sell much, but the Plate Armor is definitely worth buying. The Ice Sword isn't as strong as the Templar Sword, and more expensive. Stick with the Serphent sword until you can upgrade it to the Templar Sword. The Plate Armor, however, is an upgrade even to Talia's Black Robe! I didn't have the cash to upgrade everybody, and I think you won't either. Come back when you've got the money and buy a Plate Armor for everybody.

The merchant on the left sells items – Mindy's Cures and Ointments. Refer to the section on Glenvale at the end for an alphabetized listing of the wares sold here. She does sell a nice spell for Talia, though. Talk to the priestess and she'll gush over how noble and sacred this city is. Talk to the clown and he'll tell you that nobody appreciates a clown in a town like this. Poor Jenkle!

Well, that's it for Glenvale. Now's a good time to earn some cash and pick up a Plate Armor for everybody by fighting some Snow Wolves. It won't take long to earn some cash and complete the upgrades. Selling extra meats helps, too. When you're finished, head over to Mysten Far.

From the entrance to Glenvale, circle around the trees, past the Mule Express, and south. Follow the paw prints past the fence, and south, then southwest. When the paw prints go south, you should see a clearing to the west. Head west (being wary of the four Snow Wolves), and head north. Follow the new path of paw prints. Before you get to the bridge, you'll see that the paw prints head west. Follow them through the trees. You'll come to a large clearing in the trees. A lone priestess is standing on the edge of a frozen lake. Talk to her, and she will say that she wants to get over to Mysten Far. Offer to escort her. Head southwest and you'll see a treasure chest with 120 gold pennies in it.

Now head back to the bridge, and cross it. Head northwest, being wary of another group of Snow Wolves. There is a partially hidden treasure chest along the way which contains an Iron Staff. A sign is next to the entrance of a cave says: "Northern Pass". Go inside.

You'll find (in the only occurrence that I can think of) that you'll be on the world map, but not riding in a boat. Head one step west, and one north (to the thing that looks like an ice...thing – it's a teleporter). It'll teleport you further north. Take a few steps west, and you'll be in Mysten Far.

The instant you arrive, the priestess will thank you, hand you a Snowball Scroll, and leave. It's a pretty nice spell, and up to you whether to sell it or learn it. Well, on to Mysten Far!

Chapter 14: Mysten Far

Treasure:

Important: none

Common: none

Side quests: bring back Grisilda's boom, find Fredrick's brother, find the rest of the relics (Earth, Passion, Fire, Dream, Water)

Recommended Class: 33

Mysten Far, as you will soon see, is quite peaceful (not to mention way out of the way). Head north and up the stairs to the main part of town. Follow the brick path west, and head inside the large building which looks like a huge church. A statue lies in the middle of a lake to the south of the church.

Inside the church you'll find a large group of priestess doing what appears to be some kind of bizarre dance. Talk to any of them and they'll say that they're doing their morning devotions. Wow.

Head west and into the next room. Here is a large room with a checkerboard tiled center. To the north is an elaborate area with a lone priestess sitting in a throne. She appears to be the head priestess. Talk to her, and you find out that she's Gevolda.

She'll ask you about your travels, and you'll tell her a little about what you've done, starting with your visit with Awhren. You'll also mention that Awhren instructed you to collect all six relics and bring them to her. Gevolda will see that the prophecy is coming to pass, and tells you to hurry and that she's got work to do.

Head into the room to the west. Inside is a priestess who's willing to let you join the Priestess Guild if you can beat her in combat (one-on-one with Talia, I think). Don't do it, because you don't know what other kinds of guilds there are, and maybe the Priestess Guild isn't the best choice for you. However, the last time I fought her, I won (it's easy, since a Priestess can't cast offensive magic to the living, nor can they cast healing magic during battle) and it brought my party's class up to the maximum of 75. That was annoying, and I assume it was a bug that has long since been patched. Leave the room, and head east to the next room.

Inside is a large library. Read the books at least once because they contain good information about a variety of subjects. The girl with pink hair and a red ribbon is an apprentice Priestess. She'll tell you a little about the known guilds there are, and that there are probably others that she doesn't know about because they're hidden. When you're finished, leave the building and head back outside.

Take the stone path east. The tall, skinny building is locked. Keep going east and go inside the building at the end. A priestess is there, willing to sell you a Holy Pendant for more than 1600 gold. It's up to you, but that's the only one that's available for purchase in the whole game. Head back outside and go north. Behind the church is a cave sitting next to a waterfall. A sign in front says "Monster Hideout". Go inside the cave.

Inside are friendly monsters, none of which will attack you. There are only four rooms here, so it's really hard to get lost. Talk to the monsters and they'll tell you a little about

this place, which is a kingdom of sorts, a Monster Kingdom, if you will. Go inside the first room (directly north of the entrance).

Inside is a small library. Read the books for more information about this Monster Kingdom and its history. Head back outside and go east. Go inside the second room (near the monster with a pumpkin head). Inside lives a friendly monster who'll tell you that the prophecy appears to be coming true, for better or worse. Head back outside and go north to the second row of rooms.

Go inside the one next to a potted plant. Inside lives a blob monster who mentions that humans have killed off most of his kind. Head outside and into the last room. Inside are two merchants. The one with a kantana and a sword on the table sells weapons and equipment. The one with red bottles on the table sells a couple of items. The weapon merchant doesn't have anything decent for sale. The item merchant only has two items: Jars of Balm and Aquifolium. Since the Aquifolium is only ten gold more but heals all of your HP, buy some. It's better than anything you can find, and for what it does, cheap too.

Well, that's it for the tour of Mysten Far and the Monster Kingdom. Neither one is very big, and neither one has an inn. If you are like me, I was in pretty big need of a rest. Instead, I drank some Aquifolium instead. Three of them healed my whole party, although it cost me 300 gold.

Head back to Candar, and take the dirt path south. Cross the bridge, and at the sign, head southwest. Follow the dirt path to the Bleached Tooth Desert, a fine change from all this snow!

Chapter 15: Bleached Tooth Desert

Treasure:

Important: none

Common: Lightning Ring

Side quests: bring back Grisilda's boom, find Fredrick's brother, find the rest of the relics (Earth, Passion, Fire, Dream, Water), take the skeleton home

Recommended Class: 34

This desert, while it doesn't have any monsters in it, is quite large. It is essentially one huge room. On the western and southern sides is the ocean. An oasis and a traveling circus are in the center. Head there and see what it's all about. There is a unicorn-girl to the north of the oasis, claiming to be able to shapeshift into various animals. Riiiiight. To her southeast is a woman merchant willing to sell you a few wares.

When you are finished with her, head south a bit, and notice the various stands and displays. One of the signs says that this is Limbarch's Traveling Circus. South of the oasis is a man with a red beard and a frog. The man, Master Gaston, says that the frog next to him can talk. The frog simply says "Ribbot". Some talking that frog does! Come to think of it, that frog looks like Fredrick's brother...

That's the important stops to this circus. Be sure to check out the rest of the displays. When you are finished, head southeast, toward the shore. You'll come across a skeleton wondering about wearing an orange cape. Talk to him, and he'll tell you that he wants to

go home. Offer to take him, and he'll reward you with his treasure. He lives in Tar Vendron, which is currently not accessible at this time (it's across the ocean to the west).

Head back to Animalville and tell Fredrick that you may've seen his brother. He says that learning how to shapeshift into a chicken isn't all that interesting and agrees to go with you. Take him back to Bleached Tooth Desert and show him the frog. It is indeed Fredrick's brother, who was captured by the carnival...again. Talk to Master Gaston and offer to buy the frog. Master Gaston refuses, saying that this act isn't for sale. Tell him that if you can find a replacement act would he consider an exchange. Master Gaston says that he'll consider it.

Now, what is this circus missing? How about a clown (hint, hint)? Didn't we see a clown in Glenvale a while back? His name was Jenkle, if I remember correctly. Well, head over to Glenvale and tell Jenkle that we may have found a place that would appreciate his talents. Jenkle agrees to accompany you to Bleached Tooth Desert. Bring him back, and exchange him for Fredrick's Brother. Out of gratitude, Fredrick will stay with you, joining your party permanently. You will also earn a merit point for your efforts.

OK. Fredrick's a shapeshifter, but what can he do right now? If you look at his abilities, all it says (well, it's actually pictures representing the shapes that Fredrick has learned to shapeshift into) are Chicken and normal self (a picture of Fredrick). Turn Fredrick back into himself by simply selecting his picture from this menu. You don't have to shapeshift into his regular self to change into something else. Talk to the unicorn-girl and she'll teach him the Lion form. Change Fredrick into a lion and go fight. You'll notice that the damage he deals rivals Devin with a Templar Sword! Nice! Much better than his old self, that's for sure.

How about learning more shapes for Fredrick to change into? Head over to the Apple Orchard (north of Candar), and talk to the lady inside. Don't know how to get there? Well, that's OK. From Candar's entrance, head north (past the sign), and keep going north. Go north at every opportunity, until you reach a waterfall. From there, head east. You'll pass the Dwarf Mines from above. Circle around the path and the Orchard is just around the corner. Her name is Lyla and she runs the orchard. Ask her about current news and she'll say that everything was going great until a swarm of bees moved in and refuse to leave. Go outside, into the orchard, and all the way north. You'll notice a small beehive lying on the ground. Have Fredrick attack it (even as a lion it takes a few hits) until you kill it. When you do, he'll learn the Bee shape. Talk to Lyla after you take care of the beehive, and you'll earn a merit point.

As a Bee, Fredrick can fly, but is still limited to the areas that he could go before (another words, his flying ability doesn't mean anything). The Bee form is not as good as the Lion form, so change back to the lion form. A little south of the orchard is a treasure chest with a lightning ring.

Now, head over to Monster Kingdom and talk to the blue slime monster (second row of rooms, the one on the left (or, the northeast one in relation to the center of the cave)). He'll teach Fredrick the slime shape. As with the Bee shape, the Slime shape isn't as strong as the Lion shape. It's kinda funny, though, to walk around as a Slime! Change back into a Lion and get ready for more action.

As a lion, you may notice that training is a lot easier, since you kill monsters faster. If you've lacked in your training, go play "catch up", using the Lion form to speed things along. Also, if you haven't already, pick up four Charm Necklaces, and a fourth Poison Ring for Fredrick. You may also notice that Fredrick already has the Plate Armor, which saves you 3500 gold. You'll still need to purchase three more to upgrade your armor for everybody. And with four Charmed Necklaces, that's another 2800 gold. You'll be busy building up your gold for quite a while! With three suits of Plate Armor and three Charmed Necklaces (assuming that you picked up the one from before), it'll cost you more than 11000 gold! Well, with Devin's Templar Sword and Fredrick's lion shape both doing 300-320 damage (at least that was what they were doing when I fought), it won't take long at all!

When you've finally upgraded everybody's armor to Plate Armor and picked up four Charmed Necklaces, head over to Witchwood Swamp. We'll need the Shovel that we got a while back to loot the swamp of treasure (which is buried in graves). We'll also need to take back the broom stolen from Grisilda.

Remember the two types of monsters here poison you and curse you. You can't protect yourself against both, so you've got to choose. A good strategy would be to equip two with Poison Rings and two with Charmed Necklaces. That way, you won't have to worry too much about curing them of the status ailments. Just be sure to bring along 20 Holy Tonics and 20 Marsh Teas!

Well, on to Witchwood Swamp!

Chapter 16: Return to Witchwood Swamp

Treasure:

Important: Grisilda's Broom

Common: Unholy Shield, Auquifolium

Side quests: bring back Grisilda's boom, find the rest of the relics (Earth, Passion, Fire, Dream, Water), take the skeleton home

Recommended Class: 36

From the entrance (coming in from Candar), follow the path south, then east, and south (just like you were on your way to Witchwood). Cross the bridge and go south. Cross the bridge west and head northwest. North of the empty barrel is a tiny piece of land that will bring you to the next area. Cross it, and head southwest.

You'll come to a grave. Dig it up to find an Unholy Shield. Only Devin can wear it, and as you found one in the Underworld earlier and you don't need a second one, just sell it. Head west, a little north, and west some more. When you get the chance, head north. A small path (like the one earlier, one block wide) leads to another area with a grave. Dig up the grave for the Winged Sandles. Wear them to move a lot faster (twice as fast), but vulnerable to poison and curses, as it takes up your Trinket slot. Still, it's a good thing to use when you want to skirt monsters and go after the treasure.

Head back to the first grave (the one with the Unholy Shield that was in it), and go south from the grave. Navigate your way through the area, going east. You'll pass a tree, and finally get back onto the path. Follow it south, cross the tiny bridge, and follow the path

southwest. You'll notice that Witchwood is to the west. Keep following the path south until the path turns east. At that point, head west. Head northwest, then north. A lone Swamp Hag guards a sealed vat with a vile of Auquifolium in it.

Head back to the stone path (to the point where I told you to go west when it turned east), and follow it east. You'll notice that Witchwood's Broomstick Express is to the north. Head south, cross the long bridge west, and go west. Go west until you reach the end of the screen (you only have to go as far as the empty barrel). Head north until you see a cottage. A nearby grave is empty. Before you go inside, equip everybody with a Charmed Necklace. Head inside.

The witch in the center is the one who stole Grisilda's broom, and doesn't feel any remorse for stealing the broom or anything else she stole. Tell her to give it back now or you'll take it back by force. Of course, the witch refuses, so you'll have to fight her. She goes down easy. In fact, she hardly put a scratch on me, with the Charmed Necklace protecting you against most of her attacks. Defeated, she swears revenge and reluctantly gives you Grisilda's broom. Put Poison Rings back on, and head back to Witchwood. Give Grisilda her broom back. Another merit point! Oddly enough, Grisilda was late because her broom was stolen, but now that you've gotten it back, she never makes it to class. Interesting...

By the way, if the "Wicked Witch from the West" tells you to go away, then you need to talk to somebody in Witchwood. Start with Grisilda. Make sure that your party knows that somebody stole the broom. The witches in the classroom suspect this witch (the one that told you to go away). The witch on the third floor of the merchant's tower says that this witch is a mean ol' witch and she scares her.

Now go back and take out the witch. With another merit point under your belt, you're one step closer to being able to obtain the Glass Key. However, when I went to the cave and tried to get it, it said that I was saintly and close (but not quite there) to being pure enough to acquire the key, but not quite there. Come back after we do some more sidequests and maybe we can get it (finally)!

Remember to save your cash, and rake up 10000 gold to buy the pirate's ship. With that, you'll be able to sail around the world at your leisure. By the way, no monsters while you sail the world in the pirate's ship!

Next thing we're going to take out is the Dwarf Mines, but you'll need to prepare first – it's no pushover! You'll need a good supply (20-30) of Auquifolium (by now, the Jars of Balm are starting to become obsolete, and Talia's Heal Minor has long since become useless). If you rely on magic heavily, then pick up some mana restoring items, too.

You should also train a bit, seeing how easy it is with Fredric's Lion form! I wondered between a three-area spot, killing about ten monsters in a "round": the area that splits off to the southwest to Bleached Tooth Desert and southeast to Witchwood Swamp has three monsters in it. The area that leads to Bleached Tooth Desert has four more (which is reset by simply walking through the fence). The area that leads to Witchwood Swamp has three monsters easily attackable, the fourth is out of the way (toward the path leading to Dyuti Shrine). I typically ignore him, since I can get three more by simply heading north. Again, whenever you go through the fence (from either side), the

monsters reset. Soon you'll be killing monsters like mad! I was able rack up nearly 4000 gold (selling the Leather Armors, Brass Shields, Meats, and Alderwood Roots whenever I needed to sleep at the Inn) in thirty minutes, while boosting my class to 40! Keep the Alderwood Roots if you use magic – you'll only get 20 gold for each one, so you're not missing much.

Trust me when I say boosting your class a bit really helps. Not only do you get a HP/MP max boost, you'll get an increase in attack and defense! O.K. Gotten to class 38-40? And a good supply of Auquifolium? Lets go wipe out the Dwarf Mines (you'll get another relic –the Earth Relic here too)!

Chapter 17: Dwarf Mines

Treasure:

Important: Earth Relic, Moldy Cheese

Common: 50 gold, Chain Mail, Meat, Aloe Leaves x2, Iron Sword, Distillate of Alnus, 230 gold, Snow Pendant

Side quests: find the rest of the relics (Earth, Passion, Fire, Dream, Water), take the skeleton home, get the password to the Dwarf Mines

Recommended Class: 38

From the entrance of Candar, head north. Read the sign to find out where the Dwarf Mine is: east. Head a bit north, east, around the tree, across the bridge, north (don't climb the stairs, which leads to the Apple Orchard), and head east. You'll see a white-haired dwarf guarding the entrance of the Dwarf Mines. He'll ask you for a password before you can get in. Well, you don't have a clue what that is, and won't sit there all day guessing (like trying to guess Rumpelstiltskin's name (geez, spelling that's a doozy) in the classic fairy tale from the Brothers Grimm).

Head back to Candar, and inside the café. Talk to the mini dwarf, who'll tell you that he wants some moldy cheese. Head back outside, and into Wyrwood Cave (the cave that connects Thais to Candar). Talk to the old man, then examine his cheese wheel. He'll say that it's going out with the next day's trash. Ask him if you can have it, and he'll let you take it. It must smell so wonderful in your backpack! It's a good thing that skeleton that's in there now doesn't have a sense of smell, or he'd leave!

Take the cheese back to Limfit and bribe him for the password. With your new-found knowledge, gain access to the Dwarf Mines. It's surprising how many questions I get on how to get into the Dwarf Mines! Well, now that it's in my guide, that should answer most of them. If you still have questions, let me know, and I'd be glad to help! As you can see, I do not give what the password is. There're two reasons for that: one, it doesn't matter, since you can't guess the password; two, it takes away from the enjoyment of finding it out yourself. Again, like always, I leave the experience to you, and simply provide a "handrail" for guidance!

Be sure to save often while you're in here because the monsters are a step above anything you've seen so far (however, stronger monsters make for better and faster training...) O.K., this is going to be a loooong trip, but I'll help you through it. There's also a lot of treasure here, most of it probably will be sold when you make a return trip to Candar and rest up and restock on supplies.

There are three types of monsters in here: Goblins, Mutant Rats, and Mutant Beetles. Refer to the bestiary for more general information about these or any other monsters mentioned. Anything specific to watch out for, I'll let you know as we come to it. You should also remember that there are always four monsters in every "screen" and that whenever the screen "resets", so do the monsters. Well, here in the Dwarf Mines, the "screen" is considerably smaller than usual, and so the monsters regenerate to provide endless monsters at every twist and turn!

In the very beginning, you'll meet up with Goblins and Mutant Rats – the Mutant Beetles are deeper inside the mines. The Goblins aren't too much trouble, nor are the Mutant Rats. Both take a heavy beating before going down, even with Devin's Templar Sword and Fredrick's Lion shape. Keep whacking at them because they give 50% more experience than the monsters you've faced so far, as well as LOTS of gold and equipment. The Goblins, for example, drop so much equipment that they seem like they're walking blacksmiths!

The Goblins will fight to the death, and don't back off. The Mutant Rats, however, will sometimes back off, seemingly encouraging you to chase them down. When they're very low on health, one more shot to kill them, they will sometimes move off a few steps to the side and sit there. You'll have to chase them down and deal the deathblow if you want to kill them.

Anyway, back to the tour. This first floor is relatively easy to navigate. There's only one way through, so head west, circle around, then follow the path to the end. Take the stairs into the next area. Head north. A treasure chest right next to a set of stairs has 50 gold in it. If you've fought the monsters already, you know that 50 gold is about half of what they monsters typically drop. However, free money is always welcome!

Head west, all the way to the edge, and you'll see a small room to the north. Inside are four monsters (which regenerate each time you try to leave or come into the room) guard a locked treasure chest with a suit of Chain Mail. Too bad, since the Chain Mail isn't as good as the Plate Armor that you should be wearing already. Head back east, to the set of stairs next to the treasure chest that had 50 gold in it and take them and head north. There's nothing here, except for another door leading to another area to the north. If you walk into the water, you'll find yourself half covered! It's a pretty nice effect! Head into the door and into the next area.

You'll be glad that there aren't any monsters here. Instead, here's a sort of dwarf city, although there aren't many who live here. Head inside the room to the left (of the two rooms on this floor). Inside is another guildmember, ready to test your skills. He's an Earth Mage. Fight him and win to join that guild. Or, if you're like me, stick around and see what the other two are (you've already seen three of the five – Priestess, Witch, and Earth Mage). Head back outside.

The room to the right is completely empty and barren. Climb the stairs to the next area of this dwarf city. A set of stairs leading down is to the northeast. Take those when we're finished here. Inside the room just to the north has four mini dwarves skittering about. There are also large stockpiles of gold, none of which you can take! So much gold and not a bit you can have! Head back outside and into the room to the west of here.

Inside is Hadan, a mercenary dwarf. He'll sell you his services for 600 gold, but I don't think it's worth it (unless you need a fourth person). If you already have four (which I did at this point), then you'll need to dump somebody to take in Hadan. If you dump Jack, he'll run off with all of your cash. You'll have to trade him back (he's in Thais) before he'll give you your money back. If you dump Fredrick (why, since Fredrick's very strong as a Lion, and Hadan isn't any stronger than that), he'll simply return to Animalville. Again, you'll have to head back there to trade him. If you end up dumping Hadan, he'll come back here. It'll cost you another 600 for him to join your party. It's up to you whether or not to have him in your party. Hadan, by the way, uses a hammer as a weapon. You might recall finding a Hammer in a treasure chest a long time ago, and a War Hammer for sale (14400 gold).

Head back out, and then south into the last room. Inside is Adaak (nice blue hair). He says that his workshop is a complete mess. I haven't found anything for him to do (like build us an Airship or something). Oh well. Blue-haired dwarves are rare, though. Head back out, and take the stairs down to the lower levels of the Dwarf Mines.

You'll find that the Goblins have disappeared, replaced with Mutant Beetles. The Mutant Beetles like to hit you with powerful earth magic. Earth magic is my favorite element of magic, since you can't defend against it (you or the enemy), so it's always going to deal full damage! For that reason, I typically join the Earth Mage guild, even though I don't use the magic spells. Fire Amulets protect against fire (the main element in one of the two remaining guilds), Snow Pendants protect against Water/Ice magic, Unholy Shields protect against the undead, holy magic isn't offensive (the element of a Priestess), and Charmed Necklaces protect against curses (the type of magic of Witches). What's left? Earth magic! No protective items for earth magic!

O.K. This next area is really complicated, but essentially one big room. Head north, then west. Climb up the stairs and head north. A treasure box is in the corner with a unit of Meat in it. Take it and keep going north. Up toward the northwest corner of the room is another treasure chest. Open it for two aloe leaves. Ready for two more treasure chests? Go inside the door and into the next area. You'll find a small room (no monsters, indicated by the lack of your health/mana bars) with two treasure chests. One, unlocked, has an Iron Sword in it. The other, locked, has a Distillate of Alnus (100% mana recharge) in it.

Four treasure chests in such a short period of time! Granted, it's not much, but anything free is always good! Head back up the stairs, and go west (you came from the south). You'll find another set of stairs going deeper inside the Mines. Take them. You'll find yourself in a nice area (no monsters! whoo hoo!) with a bridge leading west. This area is so starkly different from the rest, that it makes you wonder what the dwarves are using it for? Take the bridge, and then the stairs going up. We're almost finished with the Dwarf Mines (well, you still gotta go back out)!

You'll find yourself in a smaller room, a watery path leading to the main part of the room. Follow the path, and you'll see more mini dwarves skittering about. More stockpiles of untouchable gold, as well as lots of gemstones lying on the floor (also untouchable). A golem is standing to the north. Equip everybody with Charmed Necklaces, heal everybody, save, and talk to the Golem. He's got the Earth Relic, but won't give it up unless you beat him. If that's the way he wants it! Take him out. He

takes a really good beating and makes the monsters in this mine seem like the Dragonflies in Elden! You might have to try a few times (with the equipment I had you upgrade before, and the training I had you go through before, you should be fine) before you win. He gives you the Earth Relic, and disappears.

Only more area left to explore. Head back out of this room, take the water path to the stairs. Take the stairs down, cross the bridge, and take the stairs at the end up. Head all the way east (to the edge of the map) and north (up the tiny set of stairs). You'll find a treasure chest with 230 gold in it, as well as a door to the north. Go inside the door and into the next room. Inside is another treasure chest with a Snow Pendant in it.

Well, that's it for the Dwarf Mines! Now that you've clean it out, you won't need to come this deep into it (only the first area for training purposes). Be sure to keep training on these difficult monsters, as they drop lots of gold and equipment. In fact, I had a little more than 4000 gold going in, and almost 9000 coming out! Yes, I did fight lots of monsters rather than running by them. After heading back to Candar and selling the extra items, I had more than 11000 gold! Almost half of what I need to buy the Ruby Shield!

Well, don't worry about the Ruby Shield. Have you noticed that you can accumulate gold easier and easier as you progress through the game? Later, you'll fight really, really strong monsters that drop diamonds and rubies! Well, I'll get to that when the time comes. For now, I'll assume that you've got at least 10000 gold. If you don't, rest up in Candar, replenish your supplies, and head back to the Dwarf Mines and rack up gold until you have 10000.

With that much gold, you've got enough to buy the pirate's ship (which is essential to the completion of the game, so might as well buy it now). Head over to the pirate's place, and buy his pirate ship. It'll appear on the docks just to the east of his house. With the pirate ship, you can sail anywhere you want in the world, but can only dock on the piers of major cities. There are a *few* places where you can "park" your pirate ship that doesn't require a port, but I'll get to that in the "Weird things that I've found in the game" section of this guide. Refer to it for more information.

With two relics down, there's only four to go! With the pirate ship, you've got so freedom that you won't know what to do with it! What's next? Well, you still have a skeleton in your backpack, who wants to go home to Tar Vendron. Why not stop there, and see if you can find any equipment upgrades? There's also the skeleton's promised treasure! Could it be gold? Diamonds? Rubies? A lifetime of riches?

Next stop, Tar Vendron!

Chapter 18: Tar Vendron

Treasure:

Important: none

Common: 2350 gold, lightning ring, Templar Sword, Cassia Leaf

Side quests: find the rest of the relics (Passion, Fire, Dream, Water), take the skeleton home

Recommended Class: 40

O.K. Getting to Tar Vendron is easy, except for the first time. After the first time, it is west of Candar. Well, the pirate ship starts out at Seafall Shrine's port (where the pirate got off to purchase the house. Get onto the pirate ship (press the spacebar while facing it). Head north, always following the shoreline.

You'll soon come across the port near Witchwood (which means no more Mule/Broomstick Express – ride the pirate ship to the proper port and get off). That's where you dock the pirate ship for a quick walk there. North of the port is a tiny island. Ignore that. Keep following the coastline.

A little north of Witchwood's port is another port, this one for Thais. Again, dock here when you want to get to Thais. Keep following the coastline, and you'll come across yet another port, this one for Devenshire. Just to the east of Devenshire's port is one for Elden (no more Ferry rides either!). Continue to follow the coastline (of the continent that Devenshire's on, not Elden's).

You'll come across the snowy north, and a port that near a very tiny village. Ignore that for now (I'll get back to that later), and keep following the coastline. Hey, this is kind of like a tour of the world! Anyway, you'll come to the dock near Mysten Far (which is really on its own little island). Follow the coastline south, and you'll come to the dock for Candar (where you first met the pirate).

Now's the easy part: Tar Vendron is west of Candar. So, sail west. It's not more than a few steps and you'll see a port, a desert, and a city in the middle of it. That's Tar Vendron – the desert city. Dock the pirate ship and get off (press spacebar while facing the dock). Be sure save because the monsters here are out of your league! Don't even bother to try to fight them – ignore them instead. We're here for three reasons: one, to bring the skeleton home, two to claim his treasure for a reward, and three, to upgrade our equipment using the skeleton's treasure.

You'll find a stone path leading to the west. Again, be very careful of the monsters here! The Sand Scorpions sting like crazy, inflicting Critical Poison (you'll glow red rather than green, and the poison takes off more health)! Even though my character's health at this time was between 400 and 450, they still could die in two or three hits!

When you see a set of stairs to the south, take them (you'll have to get off the path to do so). Head all the way south, skirting the Evil Roadrunner. All the way to the south, you'll see a lone tree. Dig by the roots (if you don't have the shovel, you'll simply use your hands) for five rubies and two diamonds! That's the skeleton's treasure! Now, to fulfill your end of bargain – taking the skeleton home. Climb up the stairs, and get back on the path. Follow it west, until it turns north. Then follow it north, climbing the stairs, and keep going north.

You'll pass a rather large city wall, where the path turns east. A sign near the end says "Tar Vendron The city of excitement!" Head inside Tar Vendron, and let's begin our tour of the "city of excitement"!

Follow the path a little east, then north to the first building. A sign on the outside of the wall says "Mayor's Villa". Head inside the mayor's villa. You'll have to cross a moat (hopefully not getting eaten by sharks or whatever animals the mayor's got swimming in

there (don't worry – I'm being facetious)). The mayor's standing in the middle of a rather large, ornate rug. He welcomes you to Tar Vendron. The chancellor nearby (wearing a white robe) says that he oversees all fights that happen in the coliseum.

The room to the northwest belongs to the mayor's wife, who welcomes you to Tar Vendron. A treasure chest at the foot of her bed has 2350 gold pennies in it. There's nothing else here, so head back outside when you're done exploring.

Head east (not going back to the main path by the entrance of Tar Vendron, but rather east from the entrance to the mayor's villa), and circle around the city wall and across the bridge. You'll come to a rather large, empty area with a house to the northeast. Head inside, and step toward the middle of the room. The skeleton recognizes it as his, and asks that you drop him here. Do so, and he'll tell you about his promised treasure (which we already got). If you skipped that part, then go back and claim the treasure – five rubies and two diamonds are too good to pass up! You'll earn a merit point for bringing the skeleton home.

Now you can head back to the main path to the city, and head east. The woman there wearing a purple robe says that she doesn't often see people from the mainland. There's a merchant to the southeast, selling good, but expensive armor. Come back when you've got the cash and upgrade. Another merchant further south sells items (neither of the two merchants so far will purchase extra items from your inventory).

Keep going south, to the edge of town. To the west are two buildings, like halves of one single building. Head inside the right half. You'll find a woman there, who says that there's a woman hermit who can make excellent armor, the best in Tar Vendron. A vat to the northeast has a Lightning Ring in it.

Head back outside. The room on the left, as you'll find out, is locked. Like all other locked doors, Jack won't be able to pick the locks. Head east. The man in a black robe asks you if you've been to the coliseum. Keep going east, to the edge. The house in the southeast part of town is empty, and unlocked. Head inside for any possible treasure to loot. There is a single treasure box with a Templar Sword in it! Nice! If you've been using the Serphent Sword so far, by all means equip Devin with the Templar Sword – it's good enough to use for the rest of the game (but not the strongest or best weapon there is). Head back outside, and go north.

The warrior from Thais (General Beatrix's twin sister) is there, probably wanting to fight in the coliseum. A little north is the coliseum itself. Nearby is an older dwarf who says that he's on vacation. Read the sign on the outside of the coliseum: "Tar Vendron Grand Central Coliseum / Gladiators Wanted!!" You are nowhere strong enough to fight here, but let's go have a look-see anyway.

The woman at the counter welcomes you, telling you that the games will begin shortly (they don't – in fact, they never happen). The man with a red coat (who looks like Sir Pellad from Thais) says that he's waiting for the games to start. A guard in a black robe is blocking the entrance of the coliseum, saying "Gladiators Only!". Climb down the stairs that's between the two statues.

You'll find a prison of sorts, with three cells. There're people in all three cells. Nothing else here, so head back upstairs. Head east, past the woman at the counter. The armored guy with a blue cape says that he's Herman the Terrible, and hasn't been defeated in combat. Head north, into what appears to be a small casino. The woman sitting by the blackjack table says that she likes this game. The male server (wearing a green cap and matching green uniform) asks you if you would like a cocktail. Doesn't he look an awful lot like Darryl from Candar? Well, anyway. The man sitting by the other blackjack table (who also looks like Darryl) says that he's winning. The female server (the only other person who's moving) also asks you if you want a cocktail. Toward the northern edge, a man facing west says that he's out of money. It looks more like he's gazing at the nude (albeit heavily pixilated and can't see anything) painting!

The other guy, looking out of the window doesn't say anything. He appears to be deep in thought. Better leave him alone. Well, there's nothing else of interest here until we get strong enough to maybe be able to fight in the coliseum, so head back outside. Head north. The merchant standing just above the oasis is selling spices, urns, and jewelry. You don't have any practical use for any of these so Talia won't bother to engage in a business transaction with him. A man with a black robe (standing near a nice looking double-headed axe) sells weapons. He will purchase your excess inventory. By all means sell your rubies and diamonds! I got nearly 20000 gold from them!

With that cash, I picked up the Paladin Armor for Devin (from the armor merchant to the west) and a Tanto Knife (from him) for Jack, which is only a hair stronger than the Serphent Dagger, but every bit helps! Then I was broke, having blown 20000 gold on two pieces of equipment. Oh well. We'll be back, that's for sure!

Well, only one more area left to explore! Further north are three more buildings. The one to the northwest is locked. A sign by the door says that it's for sale. The building in the middle has an item merchant (a second one). She sells Auquifolium Grande (100% cure for everybody), which is by far the best healing item money can buy! The house to the northeast is the town's inn – the Oasis Bed & Breakfast. For 199 gold (what an odd amount to charge!), you can fully rest everybody. East of the inn is a woman, who seems to have been robbed one too many times. She asks you what you want, probably expecting you to rob her. It's too bad we can't comfort her. One of the barrels is sealed, containing a Cassia Leaf.

Well, that's it for Tar Vendron! Head back to your pirate ship, and to Candar. If you got hit either on the way to or from Tar Vendron, then you know that these monsters are tough and you need some heavy-duty training! Well, the Dwarf Mines has weaker monsters (than those found in Tar Vendron Desert), so let's go train! After a bit of that, we'll go see if we can finally pick up the Glass Key. If we can, then we'll go after another relic – the Passion Relic. Don't worry – no boss fight for the Passion Relic!

Next stop, Dwarf Mines!

Chapter 19: Passion Cave

Treasure:

Important: Glass Key, Passion Relic

Common: Nymph Crystal, 356 gold pennies, Snow Pendant,

Side quests: find the rest of the relics (Passion, Fire, Dream, Water)

Recommended Class: 41

Train in the Dwarf Mines until you reach class 42 or so. After that and I sold all of the extra equipment, I had more than 11000 gold, a good "down payment" on future upgrades! I stayed in the first area, going along the first path, then up the track a bit until the monsters to the south "reset", then came back and wiped the four out, returning to the "reset" spot and repeating the process. By then, the monsters weren't that difficult, but still took maybe five shots to kill.

When you are finished, head back to Glass Key Cave, to see if you can finally claim the key. If you had completed everything up to now, you should be able to. When I was there, and able to claim the key, it said "Your heart is pure / take this key and endure" Finally! The Glass Key is ours!

Now, as promised, another relic (this one is by far the easiest one of the six – no boss fight). Remember that cave blocked by a ram in the snowy north? If you don't remember how to get there, ride the canoe all the way north, to the very end (or, rather, beginning) of the river. With Fredrick assuring the ram that it's OK, you'll gain access. The ram will move out of the way. Enter the "Passion Relic Cave".

First, know that this part of the cave is a one-time deal – once you rescue the maiden at the end, you won't be able to go back and pick any treasure that you missed, so be sure to get it your first time here!

This cave, like the Glass Key Cave, isn't all that complicated. The first thing I noticed was that this cave is quite beautiful, with crystalline walls, blue flames for light, and an overall icy feel to it. Head west, and north (though the gate). There will be a pedestal near the gate with some very strange markings on it. I haven't found any use for it, so I assume that it is simply part of the background and to provide visual interest to the cave. I had initially thought that these were markers of your current floor, and as you went up/down floors, the markings would change to reflect it. However, they stay the same throughout the cave, so I believe that they're just there.

The monsters in here are the same ones as in the Glass Key Cave – Purple Frogs and Evil Butterflies. Since I assume that you've already had Poison Rings equipped, I won't bother to tell you that the Poison Frogs are poisonous and to be careful if you don't have Marsh Tea or Poison Rings.

At the intersection, head northwest. Two Purple Frogs and two Evil Butterflies guard a chest. Defeat them, and open the chest for a Nymph Crystal. It's the only one like it in the world, but a very good item to have. Equip it on Talia (whom I believe is the only one who can wear it).

Head back southeast, to the intersection. With a bit of exploring, you'll find only one more path to take, the one northwest. Take it, circling around to the end. You'll end up one floor above, and a little east of the gate. Take the cave and into the next area.

In here is one, large room. I'm not sure if this looks this way to you, but there were large patches of blank white spots all around the room. There isn't anything here, so head north, up the stairs. Follow the path north and into the next area. By the way, the

area next to the path (in the middle part) also had large blank spots, only they were a faded blue color.

The next room is a rather large labyrinth. It's not hard to get around, since there aren't too many dead ends. Simply follow my directions to clean out the treasure in one fell swoop, and move on to the next area. Head east, then north. At the intersection, head a little east, then north. You'll see a path leading west. Take the first room north. Inside is a treasure chest with 356 gold pennies in it.

Head back south, then follow the path west. Oh, rats! A dead end! Backtrack, following the path east, then south. At the intersection, head east. Head south, through both gates (the path to the east (between the gates) is a dead end) and then east. Head north into the first room. Inside is a locked chest with a Snow Pendant in it.

Head back south to the path, and continue going east. Head north, all the way up, and into the next room. You're almost at the end! The next room is a "U" shaped cave of sorts and that looks just like the Underworld. Follow it to the end, and into the last room.

Inside are two items of interest: a ball thing floating on a pedestal, and a crystal coffin. Examine the ball thing. It'll say that it's a glass globe with a tiny castle inside. Next comes the coffin. O.K. This is tricky (I've gotten quite a few questions about this part). Maybe a nice graphic should help?



I apologize for the small graphic, but that's what I can do in paint (my drawing skills are still quite primitive on the computer, but quite advanced on paper) I also don't want to bloat up the file size of this document with graphics. That coffin is a simple monochrome (black and white only) GIF taking up less than 170 bytes. Still, it'll do the job, since it looks like the coffin, and you should also know what I'm talking about based on my "masterpiece".

O.K. letters represent spots where you can examine the coffin. Only one of them is the right spot.

If you examine in spots A, B, C, or F, then you get "You see a glass coffin with a maiden inside. You see a tiny keyhole on the other side."

If you examine the coffin on spot D, then you'll get "You see a glass coffin with a maiden inside. You see a tiny keyhole on your left."

If you examine the coffin on spot E (the right spot), Talia will notice the tiny keyhole, and that the recently acquired Glass Key just so happens to be small enough to fit. She tries it, it works, and she unlocks the coffin, freeing the maiden. The maiden, Serenia, tells about how she got in there, then invites you to her kingdom. Out of gratitude, she hands you the Passion Relic (what? no fighting?). Don't worry – the other three relics all require boss fights (well, there is an alternative to the Water Relic, but I'll get to that later).

There isn't anything in her kingdom, so leave (simply by walking to any edge). You'll find yourself at the entrance of the cave. The ram's gone, probably nearly frozen to death guarding the cave all this time! You're free to enter the cave as you please from here on out (with or without Fredrick).

Well, it's quite likely that the ram left for Animalville (how he got there without a canoe is beyond me). Why not head over there and see if anything's changed? You have, after all, done a good deed to an animal; they should like you for it!

Visit Virginia's inn first. With a little assurance from Fredrick, she'll open it up for you and only charge a mere 500 gold. That's outrageous! For five hundred gold, you can buy an Auquifolium Grande and have the same effect! Well, don't rest there.

In Animalville, you'll see that absolutely nothing's change – they are just as wary about humans now as they were before. Oh well. Maybe someday you can change their mind!

O.K., what next? We're still too weak for the Fire Relic, Water Relic, or Dream Relic, as well as the coliseum. We got to train a whole lot, then! But first, why not take a cruise on the pirate ship and see what kind of merit quests we can do next?

Chapter 20: Curse of the Black Witch

Treasure:

Important: Lock of Hair, Green Ribbon, Strands of Gavail's Hair, Rotwart Moss

Common: 400 gold

Side quests: find the rest of the relics (Fire, Dream, Water), find the owner of the lock of hair, show the old man the ribbon

Recommended Class: 42

Remember that dock I told you to ignore (it was in the snowy north)? Well, head back there. It's southeast of Mysten Far. Dock and you'll see that it's not a "tiny village" but rather a single house. Head inside, to find an old man living there, all alone. Talk to him and he'll say that he's looking for his lost love. He'll ask you if you travel the world, and you'll say that you do. He'll give you a lock of hair belonging to his love. He asks you to give it to the person who recognizes it.

Without trying to ruin the fun of guessing, you'll need to head over to Elden, then to the woman living in a cave far off in the middle of nowhere. Show her the lock of hair, and she'll recognize it as hers. She thinks that you've found her lost love, but wants to make sure. She'll give you a green ribbon that she wore long ago, and tells you to go show it to the man who gave you the lock of hair.

Head back to the old man's house, and show him the Green Ribbon. He'll recognize it as the one belonging to his lost love. He'll disappear, on his way to his love (how he gets there without a ship is quite interesting...). Search the barrels in his house. One of them has 400 gold in it. Talia makes a comment that it's probably his life savings. Well, he's abandoned his building, as well as his loot! Too bad we can't take the house and sell it to somebody... You've earned a merit point for reuniting the lost lovers.

O.K. Get on your ship and head east. You'll come across a tiny island with a port and a spiral tower in the center. Mountains surround the tower on all sides but the front. Dock

and head inside the tower. You'll find a retired treasure hunter who lives there, Hepbert. He's acquired quite a few rare treasures over the years of his treasure hunting. Talia immediately eyes a mirror. Hepbert says that it's one of his most valuable possessions. Talia wants it, but the Hepbert won't give it up or sell it for any price. Maybe if you brought something equally valuable and offered a trade? If you try to take it, Hepbert will reach for his blade, with a threatening look. Apparently, he really cherishes this mirror!

Well, head back outside. Remember to keep an eye on something as extraordinary as Hepbert's truth mirror. Head back to Witchwood, and see what those witches are up to. You'll find that nothing's changed, but there are two feuding witches who want revenge on each other – Hilda and Gavail. Each one will reward you with a curse if you help them put a hex on the other. You will lose merit points for helping the witches out, since you're not doing good deeds, but bad ones. However, since we've already gotten the Glass Key (and used it), it doesn't matter. You can be as evil as you want and it won't matter!

First, talk to Hilda. She's no longer wanting to get revenge on her lover Darryl for hexing her, but wants to put a hex on Gavail. Helping feuding witches with their hexes is usually not a good idea, since things can easily get out of control. However, why not take a chance and do it anyway?

Hilda wants a lock of Gavail's hair for her hex. Head to Gavail's house (to the south), and you'll find her conveniently sleeping (usually she's awake). Take a few strands of her hair, and bring them back to Hilda. She'll thank you, and hand you a Decay Curse for your reward. You'll lose a merit point for cutting Gavail's hair, however.

Now head back down and talk to Gavail. She's awake and irritated at Hilda for hexing her. She wants revenge. And so begins the "cycle of revenge". She asks you to get her some rotwart for her hex. Head northeast, to the grave that you couldn't dig (even with a shovel). There's a tree nearby with a crow in it, as well as a cat wondering about. Talia will decide to dig there, and you'll find the rotwart moss. Bring it back to Gavail, and she'll thank you, handing you a Hemlock Shower Curse for your reward. Head back north to Hilda's house and see what the hexes did. Hilda says that her skin is starting to rot, and wants revenge! She doesn't ask you for help this time. She'll probably do it herself. Actually, it's a good idea to say out of the way of feuding witches with their hexes and curses!

I sold both curses for a total of 1600 gold. Or you can learn them, if you like. Refer to the spells section toward the end of this guide for more information on what the two curses do, e.g. casting cost.

Well, let's see. What's next? By now, you should be around class 44, and probably strong enough to take on the monsters in Tar Vendron.

For your convenience, I've listed the stats/equipment of my party for you to compare (note: I don't have the best equipment, since I never have enough cash):

Talia:
Health – 495/495

Devin:
Health – 497/497

Mana – 351/351
Attack – 288
Defense – 428
Helmet – Fury Turban
Shield – Iron Shield
Armor – Plate Armor
Weapon – Iron Staff
Trinket – Nymph Crystal

Mana – 105/105
Attack – 460
Defense – 481
Helmet – Chain Helmet
Shield – Unholy Shield
Armor – Paladin Armor
Weapon – Templar Sword
Trinket – Poison Ring

Fredrick:

Health – 484/484
Mana – 00/00
Attack – 335
Defense – 363
Helmet – Chain Helmet
Shield – Iron Shield
Armor – Plate Armor
Weapon – Animal Sword
Trinket – Poison Ring

Jack:

Health – 446/446
Mana – 00/00
Attack – 251
Defense – 329
Helmet – Chain Helmet
Shield – Iron Shield
Armor – Plate Armor
Weapon – Tanto Knife
Trinket – Poison Ring

Gold: 9114

Items: Auquifolium x20, Myrica Infusion x2, Holy Tonic x2

Next stop, Tar Vendron Desert for training!

Chapter 21: Tar Vendron Desert

Treasure:

Important: none

Common: Distillate of Alnus, War Hammer, Disruption Ring, Lightning Ring

Side quests: find the rest of the relics (Fire, Dream, Water)

Recommended Class: 44

O.K. The last time we were here, it was a quick in and out to bring the skeleton home, claiming his treasure on the way. This time, now that we're a little stronger, we'll take these monsters on. The Sand Scorpions inflict Critical Poison, so either carry lots of Marsh Tea or simply equip Poison Rings on everyone (Nymph Crystal on Talia).

From the entrance of the desert, head northwest. In the corner is a treasure chest with a Distillate of Alnus in it. The main path I follow to train here is to follow the path toward Tar Vendron, then back toward the pier. I'll go back and forth, killing the monsters I see. The Sand Scorpions are slightly easier than the Evil Roadrunners, which have a small chance of inflicting a "critical hit" on you (200-300 HP damage).

Here's some conventions that I follow when training: I keep my health at or above 75%, and heal when necessary. I also save right after I heal my party.

By now, Talia's Heal Minor spell has long since become obsolete, and I don't even bother with it. Instead, use Auquifolium whenever it will heal 300 or more health (300 should be around 75% of your health at this time). Don't bother with any other healing items,

since they either cost more or don't heal as much. Auquifoliums are the best overall (and most economical) healing item. Always carry a good supply (20-30) of them.

Compared to the monsters in the Dwarf Mines, the ones here give more experience and gold. It wasn't long before I had enough cash to buy Talia a Fury Turban and Tivanna Robe. However, even with the gold that the Sand Scorpions and Evil Roadrunners drop, the Dragon Scale Shields are simply too expensive.

Well, now's a good time for some more detailed information on the two monsters. The Sand Scorpion drops gold and Poison Stingers. The Poison Stingers can inflict Critical Poison on an enemy, but the damage done by the poison by the time you kill the monster is 40-50 at the most. Considering that the monsters have a couple of thousand HP, it's not worth it. Unfortunately, you can only sell them for five gold.

The Evil Roadrunners, like I've mentioned before, can inflict a critical hit on you. Jack dies if he gets hit twice like this. The Evil Roadrunners are slightly tougher than the Sand Scorpions. They drop meat (it says "Roadrunner Legs") and gold (sometimes both). The meat is by far not enough to keep you going, so don't rely on them. It's probably better to simply sell them.

Keep training on the monsters until you reach class 44-46. At that time, you'll be strong enough to take on the stronger monsters in this area. When you've reached this point, you're ready for the upper part of the desert (the second floor, not the northern part). From Tar Vendron's entrance, head south, crossing the bridge. Head east. When you see a way to go south, head south. It's to the west of the oasis that had the skeleton's treasure.

Circle around to the end of the path, and take the stairs up. This is what I'm talking about when I say the "upper" part – the second floor. Two new monsters here - Salamanders and Bull Demons. The Salamanders are pretty tough, and always drop a single Salamander Skin. The Bull Demons are really tough (they can kill Jack in one shot), but drop Hammers, Plate Armors or around 500 gold. Don't try to take them on until you reach class 47 or 48 or you'll regret it!

Be sure to kill as many Salamanders as you can, collecting the Salamander Skins. Don't pick up more than 12, however. I'll tell you why later on. Head west, past the Sand Scorpion stuck in the bush, and across the bridge. Head northwest, north, and northeast at the split. The path doesn't split again, so follow it to the end. At the very end (you'll pass Tar Vendron to the south on the lower level and a waterfall a little later on), you'll find a locked treasure chest with a War Hammer in it.

Head back to the spit, and take it northwest. Head north, to the top of the map. Next to a waterfall is a treasure chest with a Disruption Ring in it. I'm not sure what it does, so I simply sold it. Head south, and down the stairs. In this area is a huge lake, and a bridge to the west. Head south a bit, and next to a tree is a treasure box with a Lightning Ring in it. Either circle around the lake, or take the bridge west to the next area. Head north to the end of the path. You'll see a cave. Head inside.

A hermit woman lives here, and will buy your Salamander Skins for 50 gold each (a good thing, too, since nobody else will!) I only had 11 at the time, but you'll need to sell her a

total of 12 before she'll make the Salamander Skin Armor and sell it to you for 12,000 gold (you didn't think she'd give you enough cash from the Salamander Skins to be able to purchase the Salamander Skin Armor from her, did you?). After she sells you the Salamander Skin Armor, the Salamander Skin count resets, so sell her only 12 skins at a time. Be sure to pick one up, and give it to Jack, who so desperately needs a defense boost. When I finally did that, he had about 475 defense, while everybody else had 500-575. Jack is still short on defense, even with the Salamander Skin Armor, but it sure helps.

I didn't have the cash to buy the armor, but did have an awful lot of equipment that I picked up from killing Bull Demons. Head back to Tar Vendron and sell your excess inventory. When I did that, I had nearly 35,000 gold! You should have at least enough to pick up a Salamander Armor (which takes priority over giving Devin and Fredrick a Dragon Scale Shield or Talia the Fury Turban and Tivanna Robe).

With a little more training, you should be able to earn enough gold to upgrade Talia's equipment (the two items I mentioned earlier, the Fury Turban and the Tivanna Robe), as well as a Dragon Scale Shield for both Devin and Fredrick. By this time, you should be around class 48 or 49, strong enough for a coliseum fight. Head to Tar Vendron's coliseum, and prepare for a fight!

By the way, if you don't have Jack in your party, or you handed him to the authorities in Thais, then skip the first part in the next chapter, the part about the fight in the coliseum, and start where it begins from the entrance to Tar Vendron (on the way to the Fire Cave).

Chapter 22: Fire Cave

Treasure:

Important: Fire Relic

Common: Charmed Dagger, Auquifolium, Fire Amulet, meat, Auquifolium Grande, Flame Sword, Dragon Scale Armor

Side quests: find the rest of the relics (Fire, Dream, Water)

Recommended Class: 48

Head downstairs and talk the black-haired pigtailed girl wearing a red uniform and a white headband, Vel. She's in the first cell from the right. She'll want your help getting out. Jack'll recognize her as an old friend who disappeared a while back. Jack and Vel will chat for a bit, catching up on old times. When they're finished, Vel will ask you to take her place in the arena. Do so, and a guard will come in and haul you off to the coliseum.

This will be the one and only time you can fight in here, so enjoy it! Four monsters are dropped in. You should recognize one as a Bull Demon. Since you don't see the other three monsters anywhere else, I won't bother to give them a name (like I usually do). Tackle them one at a time, ignoring the others. Immediately examine the corpses, then take on the next one. The black dog thing drops a Charmed Dagger. Be sure to pick that up (you might want to fight it first to ensure that you don't miss it). When you clean out all four monsters (you'll probably need to use two or three Auquifoliums), then Vel'll be free to go.

Head back outside, and you'll see Vel outside the coliseum. Talk to her, and she'll offer to take Jack with her. Refuse the offer, since his Charmed Dagger makes him a valuable (and powerful) member of the team. When you equip Jack with the Charmed Dagger, you'll see that he's now the strongest one of all! He does three times the damage as Talia, and twice that of either Fredrick or Devin. That's it, for the coliseum, so head back out of Tar Vendron.

----- End of the coliseum part -----

First, make sure that you've got a good supply of Auquifolium, even more than usual. I had sixty, and nearly used them all by the time I was finished with the Fire Cave! Also be sure to bring along a dozen or so Cassia Leaves, since the monsters here are a bit too strong, and will most likely kill you, a lot. Try to give both Devin and Fredrick a Dragon Scale Shield, since that protects against fire (fire, Fire Cave), as well as Jack with the Salamander Skin Armor.

From the entrance of Tar Vendron, head south, across the bridge. Head east a bit, then south when you get the chance. Head up the stairs to the upper part of the desert. Head west, past the Sand Scorpion, and across the bridge. Head southwest, then west. Climb the narrow stairs, then head northwest. The cave you see is the Fire Cave. Heal your party (use an Auquifolium Grande to make it easy), and save, then head inside.

It's quite dark inside, and two new monsters show up. The blob-looking ones are Red Slimes. They are quite poisonous, so be sure to equip the Nymph Crystal on Talia and Poison Rings on everybody else. The red demon things are Fire Demons. Both monster drop lots of gold and valuable equipment. This place is, in my opinion, the best place to train. You'll see why toward the end of the chapter.

Climb the stairs down, and head inside the cave nearby. Inspect the bones for an Auquifolium. Head back out, and down the stairs. Head in the nearby cave. Inspect the bones (see a pattern here?) for a Fire Amulet.

If you were to head west, up the stairs, and into the cave that's just west of the entrance, you'd find that there's nothing inside. So, instead head south across the bridge to the second half of this area.

You'll see lava on either side, with a path leading off to the south. Follow it to the next area. Head east and up the stairs. Cross the bridge north, and keep going north. Head west and into the cave. Inspect the bones for a ham (meat). Head back outside, east, and south. Cross the bridge, and head east, across that bridge. Head a little northeast and north across the stairs. Head a little northwest and north across the bridge to the next area. Along the way, you'll pass the area you got the meat below.

The next area has two new monsters – Fire Elementals and Flaming Bats. Both like to use a fire attack (exclusively, if I'm not mistaken), so equip Charmed Necklaces and Fire Amulets. It seems like the Fire Amulets don't work as well as the Charmed Necklaces, but use both and see what works better. The fire-resistant armor helps a lot here!

You may recall, a while back, that you had the opportunity to purchase an Ice Sword. Well, wouldn't an ice sword work well in a fire cave, since they're opposite elements?

Well, yes. The problem is that the Ice Sword's damage isn't as high as the Templar Sword, despite the bonus damage from the ice.

Anyway, back to the tour. Head west at the intersection, and follow the path to the end. A treasure box there contains an Auquifolium Grande (full heal on everybody). Head back east, then north. Head east across the bridge, and go north. Head west across the bridge and north at the intersection. Follow the path to the end to find a treasure chest with a Ruby Shield in it! It's resistant to fire, but not as good as the Dragon Scale Shield. Equip it if you don't have a Dragon Scale Shield (it's a big improvement over Devin's Unholy Shield, that's for sure). Head back, past the intersection, and go east, crossing the bridge. Keep going east and cross the next bridge. Head north, then east to the next area.

Take the first set of stairs north (they go up the cliffs quite a bit), then take the next set of stairs further north. Head inside the cave and examine the bones for a Poison Ring. Head back down both sets of stairs to the bottom, and head east to the edge. Climb the stairs, and go inside the cave. Examine the bones for two diamonds! Head back out, and down the stairs. Climb the stairs to the west (the middle set of stairs, relative to this bottom floor).

Head inside the cave between the stairs and the bridge. Inspect the bones for a Flame Sword. This may sound obvious, but don't use the flame sword in the Fire Cave, even though it's twice as strong as the Templar Sword. Again, the fire-resistant monsters here will take less damage from the Fire Sword than it would with the Templar Sword. However, use the Fire Sword once you leave Tar Vendron Desert (the monsters in the desert are also fire-resistant). Keep the Templar Sword so you can switch between them for a more effective attack.

There isn't anything to the north, so cross the bridge east, then across the second bridge to the next area. You'll notice that your health & mana bars are gone, indicating that this is a town (or, at the least, a monster-free area). The dragon with orange wings says that no human has ever come this far and left alive (which is where the skeleton bones you got the treasure came from). What an ominous thing to say! Well, we don't intend on dying in here, do we? Go inside the first cave (from the right). Inside lives a dragon historian. Be sure to avoid walking on the orangish ground – fire-hot coals will hurt your party.

Exit, and head to the next cave. Inside lives Dragher, who says that he's lost his "fire". I assume that means his ability to breathe fire, not his courage. Head back out, and talk to the blue dragon to the north. He'll say that you're brave for making it this far into the mountain (Fire Cave). Head north, across the bridge. Talk to the purple dragon, and he'll ask you if you've come to become a Dragon Lord. Perhaps this is another magic guild? Hmm...

Head inside the first cave (from the right). Inside is the Dragon Lord, who'll test your ability to join the Dragon Lord guild. Don't do it until you've seen the fifth (and final) guild before you make up your mind. Exit, and go inside the next cave (from the right). There are dragon statues near the entrance. Inside lives the Dragon King, Lehvus. He'll ask you what business you have here, and you'll say that you're looking for the Fire

Relic. Lehvus'll laugh, saying that HE's the Fire Relic. That probably means that you'll have to kill him in order to get the relic.

He'll ask you if you know anything about the history of dragons, and you'll say no. There's something in the history of dragons that you need to know before you can challenge him. Head back out, and into the last cave. Inside lives a lightning dragon (I like the effect the white has on his skin!). Exit, and talk to the dragon historian. Ask him about the Fire Relic, and he'll give you a lecture.

Sleep through it, then save and heal your party. Now go take on the Dragon King. He's tough, and will probably beat you the first time. It took me a few tries, even though I was at class 53 at the time! Keep at it, and you'll eventually win.

When you do, you'll obtain the Fire Relic, as well as his Dragon Scale Armor. Equip the armor on Devin (Jack and Talia can't wear it, and Devin had less defense than Fredrick at the time) or Fredrick if he's got the smaller defensive value. Fredrick will also learn the dragon form to shapeshift into. Change into a dragon, and go fight. You'll love the nova spell he casts, dealing heavy duty damage! It is by far better than his lion shape. He's even stronger than Jack with his Charmed Dagger!

Head back to Draghar's cave (the one who's lost his fire) and let him use the Fire Relic to get it back. You won't lose Fire Relic, so don't worry. When you're finished, head back out of the Fire Cave, relishing in your victory over the Dragon King. I don't know about you, but I was tingling for quite a while!

Head over to Tar Vendron and sell your excess inventory, then replenish your supplies. When I had sold all of my extra inventory, I had more than 70,000 gold! With this wealth (see why I like the Fire Cave as my favorite spot to train?), I upgraded everybody's equipment. Devin's defense skyrocketed to more than 700!

Four relics down, two to go. Well, what to do next? How about visiting Thais? You haven't been there in a while. Let's go there and see what's new.

Chapter 23: Detective Talia and the Case of Sir Tevad's Death

Treasure:

Important: none

Common: none

Side quests: find the Dream and Water Relics, prove the maid's innocence, take care of the hunter

Recommended Class: 54

Head up to the upper part of Thais, where the noble's live. Head south of the locked "U" shaped building, and into the house to the west of the fountain. When you get there, you'll notice that somebody got stabbed, and a group of people are next to the body, talking. Talia will automatically move over there, and ask what's going on. The maid says, between sobs, that somebody has murdered her master. Doesn't the bloody body look an *awful* lot like Jack? Pretend that it's not – it's Sir Tevad.

The Constable immediately has the maid arrested, accusing her of the murder. The maid is speechless. Talia asks what evidence the Constable has that the maid did it. The

Constable says that she was there at the time of the murder, so that must mean that she's guilty. Isn't it a good thing that justice doesn't work that way?

Well, in order for the Constable to let the innocent maid go, you'll have to find evidence that proves her innocence (such as who really did it, and evidence to prove that). He shoos you off, saying that this is the city's problem, not yours. Well, / have a problem with them blaming an innocent maid simply because she was at the wrong place at the wrong time.

An apothecary (basically a chemist) in front of the Constable says that the man was poisoned. Surely the maid didn't have access to poison! Talk to the maid, and she will adamantly assert her innocence, saying that "I didn't do it!".

Head upstairs, keeping a sharp eye out for clues to this "whodunit". Lady Theresa is crying, weeping at the loss of her beloved husband. Does she have motive? Not really. She loved her husband, and didn't have any reason to poison him.

Wonder about the rooms and you'll see that the only thing that's different is a piece of paper next to a quill on a desk in a back room of the bedroom on the lower left part of the floor (dang, that's a lot of prepositional phrases, isn't it?). Examine it, and you'll see that there were a few people owed Sir Tevad money. Sir Pellad owes him a considerable sum, and it's past due. It also says that Sir Pelled's estate is to be confiscated if he doesn't pay the debt today. That gives Sir Pellad motive.

Well, out of the entire city, the only person with any motive to murder Sir Tevad is Sir Pellad. Head back downstairs, and out of the house. Talk to Sir Palled, who seems to be saddened by Sir Tevad's murder. He claims that he was like a brother to him, or even closer. Riiiiight.

Speaking of poison, didn't we run into a poison merchant in the pub, the Golden Boar Tavern? He was wearing a brown robe, if I remember. Head down to the pub, and ask him about any recent customers that he's had. It's quite likely that he sold the poison to the person who murdered Sir Tevad. The poison merchant will mention that business has been slow, but a nobleman purchased some poison to take care of a rodent problem. Ask him what that person looked like. His description of his customer matches Sir Pellad's description.

Head back to Sir Tevad's mansion, and tell the Constable about what you've found. It's not much, but the evidence so far seems to point to Sir Pellad. The Constable orders the soldiers to search Sir Palled's estate. The guards return shortly, saying that they found a suspicious vial. The apothecary recognizes it as a vial that held poison, the same poison that killed Sir Tevad.

The Constable orders the soldiers to let the maid go, and to arrest Sir Pellad. He also orders the body be removed. When the Constable, chemist, and soldier leave, the maid simply stands there. She is probably shaking with fear, and says that her life won't be the same without her master. You'll also earn a merit point for your work in proving the maid's innocence.

By the way, if you talked to the Constable while you only examined Sir Tevad's records or talked to the poison merchant, then the Constable will say that you don't have enough evidence to go after a nobleman. Be sure to do both before you talk to the Constable.

Well, another case solved by the famous Detective Talia! Head back outside, and you'll notice that Sir Pellad is gone.

What to do next? Head over to Animalville, and see what you can do about the hunter (the guy pretending to be a bird). Talk to the mayor, and tell him about the hunter pretending to be a bird. The mayor says that the "bird" looked too strange to be a bird and wants you to kill him.

Talk to the hunter, and he'll say that he'll pay you 500 gold to kill the mayor. Well, even though the mayor isn't offering you any reward, kill the hunter anyway. The animals here want to be left in piece, not hunted. You can't examine the hunter's corpse (probably because he was a human, not a monster). Talk to the mayor and he'll be as stiff-necked as ever toward humans. He doesn't even acknowledge your good deed! Oh well. Maybe Animalville is doomed to distrust humans for all eternity! You'll lose a merit point for killing the mayor.

O.K. What's next? How about a new continent to explore? Head back to the dock by Thais and hug the shoreline south until you get to the dock by Seafall Shrine. Then head east until you come to a new continent. Dock by the desert (the southern part of the continent), and you'll find yourself in some sort of a bazaar.

Chapter 24: Venwood

Treasure:

Important: none

Common: Apple, Grapes

Side quests: find the Dream and Water Relics

Recommended Class: 54

A sealed vat near the canoe has five apples in it. Head past the two people standing in the way (who are haggling over a box of pears) and read the sign (next to the sheet on the clothesline flowing in the breeze): "Tulzine Bazaar". Of the three stands here, two of them are open for business. The first one is just north of the sign. Buckets of fish sit near the merchant, indicating that he's a fish merchant. Read the sign next to him, and it'll confirm it. He sells you fish at 25 gold a piece, just like Tucker did. However, since the fish only heal 50 HP, they're not worth it – they have long since become obsolete.

Northeast of the fish merchant is another stand where exotic fruits are available for sale. The merchant doesn't have anything real exotic. Devin will ask him where his exotic fruits are. He says that he's run out, and that you'll have to wait until the next shipment arrives. Maybe this exotic fruit will be enough for Hepbert to trade for the mirror?

Neither merchant here will buy your excess inventory, although you shouldn't have any at the moment. Head northwest (of the exotic fruit merchant), and north to the next area.

You'll find yourself in a forested area with two new monsters: the Tar Man and Forest Centaurs. Both aren't too bad, after the monsters in the Fire Cave, although you'll need lots of Auquifolium to heal yourself. Both also drop various fruits and gold. They also give about the same experience as the Salamanders, but are harder to kill. However, with Fredrick as a dragon, Jack with his Charmed Dagger, and Devin with his Flame Sword, they don't take long to defeat.

Head north, and northeast at the intersection. Head north some more, and you'll end up in the elven city of Venwood (the sign in front marks the entrance to the city). Head north, just past the sign, and into the item shop. The merchant there will have a large inventory of items for sale, categorized into three types. Be sure to check out all three types to see what kinds of wares he has. Head back out, and go east and into the weapon shop.

The weapon merchant isn't there. Instead, a note is on the table explaining that he's out sick for the day and to come back tomorrow (which means later in the game, not after a rest in the inn). You will want to come back later with lots of cash because his inventory is quite superior to your current equipment, if expensive. Head back out, and go west. The elf near the entrance asks you if you've been to their library, the oldest in all the kingdoms. Head inside the building.

Inside lives an elf who says that it's dangerous to go outside at night. Perhaps there is a wild animal that is harassing the people in this village? Head back outside, and go north the intersection. Follow the path past the park bench, and to the black statue.

Examine the black statue, and you'll find out that it's a statue of King Loniel. Upon closer inspection, you'll find that it's not a statue of King Loniel, but King Loniel himself, frozen. The blonde elf nearby is a beggar. He wants 5000 gold that he says will help him find food and lodgings for the next few days. It's a lot of money, but give it to him anyway. Talk to him again, and you'll see that he's blown it getting drunk. Oh well, at least you tried! You still earn a merit point for your efforts, though.

The green-haired elven child says that you're big (actually, she's small, but anyway).

Head west at the intersection below the statue. You'll find the town's inn here, where you can rest for 500 gold. The elf outside the Inn says that something is coming out at night, terrorizing the villagers. Well, two elves have mentioned it, so there has to be some truth to it. Maybe this "something" is a problem for you to solve? A sidequest, perhaps?

Head back out, and then go west. You'll find the town's library here, marked with a sign near the entrance. Inside are plenty of books to read, as well as a blonde elf, Lydia. She says to be quiet because the books are sleeping. Tiptoe back outside (don't want to wake up the "sleeping" books, do we?), and head north, past the statue.

Here are two buildings, one directly north of the statue, and one to the northeast. Head inside the building to the north first. Inside lives an elf that says that elves descended from an ancient, noble race. Head back out, and head east. The woman near the building says that she traveled the world when she was young, and that she's now 639 years old. Obviously elves don't age quite like other races! Head inside the house. Inside live two

elves, a child and an adult woman. The child is surprised to see a "real live human!". The elven adult suggests that you go visit the queen, who likes to hear about the goings-on in the world.

Be sure to read the note on the table in the northwest part of the house. It's a letter address to Lydia, describing the death of an elf from this nocturnal creature and that a clue might've been found in the library, and a meeting has been called tonight. Head back out, and go west, northwest, then north to the next area. You'll find yourself outside a large castle, probably belonging to the queen. The black-haired elf is surprised to see humans here. Apparently, they don't have too many visitors! Head inside the castle.

The blonde elf near the entrance will describe how the castle was centuries ago, filled with laughter and full of life, and that now it's all quiet and empty. Head north, following the purple carpeted path.

At the top of the room sits a beautiful whitish blue-haired elf on a throne. Talk to her, and she introduces herself as the queen of Venwood, Queen Vlissre. Ask her about recent news, and she'll tell you that her son, Prince Lahr, has recently fallen ill to some strange disease, and that her kingdom has become possessed by some strange magic.

Ask her about the elves, and she'll give you a little information about the elven race in general. Ask her about the Golden Statue (that we haven't seen yet) to the south, and she'll say that it blocks the entrance to the Fairy Kingdom, and that only the Fairy Key will grant you access. She'll also mention that the fairies rely on the elves to protect them from the world, and that they are rarely seen outside the forest. Apparently, there is a "pull" that comes from the forest that keeps them there (sort of like the Wingleys in The Legend of the Dragoon).

Head south, and take the western set of stairs down to the lower floor. You'll find Princess Bette, Prince Lahr's sister. She says that her mom is worried about her brother. Head a little north, and search the vat next to the bed for an apple. Keep going north, and you'll find Prince Lahr. He says that he hasn't been feeling well lately, and that sometimes he finds himself in the forest but doesn't know how he got there. Maybe he's this "something" that has been terrorizing the villagers at night? Whatever illness Prince Lahr has, it might be responsible for the recent attacks.

To his west is a tiny library, which has information about Love Charms and Soul Amulets, although they say pretty much the same thing as the description you'll read when you select the items in your inventory. The Love Charm makes the monster fall in love with you (it'll simply follow you like a lost puppy). I'm not sure about the Soul Amulet. Whenever I used it, it killed that character instead of doing something to the monster.

Head back south, and up the stairs. Head east, and take the other set of stairs down to the lower floor. Search the sealed barrel next to the entrance for some grapes (one unit). The elf to your west is happy to have guests. The black-haired elf to the north (near the dining table) is Ophilia, and says that something has been attacking the villagers at night.

Well, that's three accounts of nighttime attacks, so there is definitely something happening at night! What (or who) is responsible for these attacks?

These nighttime attacks are apparently a big problem for the people of Venwood! Leave the castle, and when you try to leave for town, night will fall. Now's your opportunity to check out this problem of theirs, and maybe help them out!

Chapter 25: Werewolves in London

Treasure:

Important: Strange Book, Library Key, Silver Chain, Fairy Key

Common: Soul Amulet

Side quests: find the Dream and Water Relics, put the necklace around the werewolf's neck

Recommended Class: 55

If you try to go inside any of the buildings, you'll find that they're locked from the inside, an obvious defense against this nighttime creature that has been terrorizing the villagers. This creature is, thankfully, nowhere to be found. The only unlocked building is the one with the note. Head inside, and you'll find a small group of elves huddled around the fireplace. This is apparently the meeting that was called in the letter. Talk to the elves, and they'll tell you about their plan. One elf, Tailor, seems to be the leader.

He asks for a volunteer to head over to the library, and retrieve a mythical book that is supposed to help them with their problem. Volunteer to go (it'll be the only choice), but watch out! The creature is out, and he's fast! If he touches you, it's instant death! Don't even try to fight him, or you'll lose every time (you won't even get a chance to attack him). The Winged Sandles help here, but they're not necessary.

When you see the creature, run (toward the library, unless he's coming from that way). He looks like a werewolf. Maybe the moonlight is causing him to go crazy every night? Anyway, if this werewolf is in your way (of getting to the library), lure him toward the statue, and circle around him, then to the library.

Before you go, Tailor will give you the key to the library (it's south of here). Skirt around, and hurry to the library. Quickly examine the door, and you'll unlock it and slip inside. A beam of moonlight is shining through the window to the west, along with a book. Pick up the book, and bring it back to the house. Again, don't get caught by the werewolf, or it's game over!

I don't know about you, but my heart was pounding like mad whenever I got into the library, only barely escaping the clutches of the werewolf. It was an awesome feeling that I don't experience too often, like watching a good horror movie. When I made the mad dash back to the house, my heart was pounding even harder. I barely made it both times! I'm glad that there isn't another spot like this in the game, but at the same time saddened that I'll never experience it again unless I load the game later on just to do it again, and again. This is one of the few times that I saved in a different spot, and don't overwrite it so I can go back whenever I want and do this all over again.

Anyway, give the book to Tailor, who'll open it. It's written in a strange language, but Lydia can read it. The book has a little information relevant to this current predicament.

Inside the book is a silver chain, which is supposed to go around the werewolf's neck. Nobody volunteers to do the job, so volunteer (it's the only choice, once again). Aren't you lucky that you get to do all the life-threatening jobs?

Now, instead of running away from the werewolf, you're going to run toward the him. It seems like the werewolf is running away from you this time, probably knowing that he's about to get caught and that his days are over. Simply examine the werewolf, and you'll slip the chain around the neck before he kills you.

With some nice animation, the werewolf changes (permanently, this time) into Prince Lahar. The Prince is dazed and confused, not knowing how or why he's here. You'll escort him to the castle, where his mom will put him up in bed. By solving this "mystery" and helping the villagers of Venwood, you earn a merit point.

Talk to the queen, and she'll thank you for saving her son. Out of gratitude, she'll grant you one request. Talia will tell her of your quest for obtaining all six relics to form Agea, when Devin says that he doesn't like sharing their "secret mission" to other people. Talia says that she trusts the queen. The blood runs from the queen's face when Talia mentions the word "Agea", fear evident in her features. The queen asks what do we want with something that should be forgotten.

Talia says that she needs the relics to form Agea and have a chance on stopping Ahriman's Prophecy from coming to pass. Talia will also tell the queen that she suspects the fairies are guarding one of the relics, and that we need access past the Golden Statue to obtain it. The queen confirms Talia's suspicions, and says that the fairies do indeed guard one of the six relics. She reluctantly hands you the Fairy Key, which hangs from her neck on a necklace. She tells you to go see the fairy queen and ask to see the "dreamer". If you look at the description of the Fairy Key, it says "A key to the fairy relm." The alternate spelling of "realm" as "relm" (I assume) is intentional, like Serphent Sword/Serphent Dagger (serpent) and the Collegium of War and Magick (magic).

The Fairy Kingdom has two parts to it, and you'll need lots of Auquifolium. Be sure to increase your inventory to at least 50 or 60 of them, as well as 10 or 20 Auquifolium Grandes. The weapon merchant, unfortunately, is still sick. Rest up, save, and leave Venwood.

Before we enter the kingdom of the fairies, we still need to explore the other half of Venwood Forest. Exit Venwood, and head south. At the intersection, head northwest at the intersection. Head northwest, and when you get to the intersection by the lake, head northeast. At the very top of the map is a treasure chest with a Soul Amulet in it, the only treasure in this whole forest. You can explore the rest, but there's nothing else here, but more monsters. It might be beneficial to explore a little bit and find the western entrance to Venwood Forest.

The next stop is that golden statue the queen told us about. Head south, past the lake, and then southeast. Head west at the intersection (the bazaar is to the south), and you'll see the golden statue. It's quite large, and depicts a robed woman with wings and a sword.

Examine the statue, and you'll use the Fairy Key to open it. You'll have access to the Fairy Kingdom for the rest of the game (indicated by the statue disappearing – it won't come back). Ready for the Fairy Forest? Head inside.

Chapter 26: Faiara

Treasure:

Important: none

Common: Tinctura Hypericum

Side quests: find the Dream and Water Relics

Recommended Class: 56

There are two monsters here, both of which have (literally) thousands of HP. They're also very strong, and will knock you out fast. Ignore everything, and come back later to train (when you've reached class 60 or so). They are the ULTIMATE things to train on, since they drop diamonds and rubies! The Evil Sparklers are the ones that look sparkly and change color (to tell the difference between them and the passive ones that simply follow you). They're the ones that drop the gemstones. The Dark Sprite, you may remember seeing before. You faced one as a boss fight during your visit to the Haunted Village. They only drop cash, but it could be as much as 2400 gold!

Head west, north, then east. When you see a dirt path (a very small dirt path) leading into the trees. Follow it. You'll end up in the fairy town of Faiara.

Talk to the first fairy, and she'll warn against eating the mushrooms of the forest, unless you want to sleep for 1000 years. It's never a good idea to eat wild mushrooms anywhere! Head inside the purple mushroom house. The fairy inside says that the fairy queen lives under the waterfall. Head back outside.

Head a little west, and talk to the yellow-winged fairy. She'll ask you how you got here. Head west, and into the blue mushroom house. The fairy inside says that fairies can't stay away from the forest too long, because it "calls" them back. Head back out, and then go west.

Head inside the half-hidden, two-storied purple mushroom house. Check the vat for a Tinctura Hypericum, the only treasure in this village. The fairy here suggests that you talk to Nino, who lived with humans for a while. The sparkly thing will teleport you to the upstairs, which doesn't have anything of interest in it. Head back out, and take the stairs to the second floor of Faiara. Talk to the blue-winged fairy, who says that they stay away from the human world and feel that their forest is safer. Head inside the door. Follow the strange path to the end. A lone fairy sits there, an Enchanter.

Talk to her, and she'll tell you the same thing the other guildmasters told you. Challenge her and win and you'll join the Enchanter's guild. This is the fifth and final guild. Now that you've seen all five, you can make up your mind as to which one you would like to join.

Head back out, and then go east. Talk to the white winged fairy, Nino. She'll ask you what part of the world you're from. You tell her that you're from Elden, and she'll say that her stay with humans was in Elden. She says that she took a husband, and had a child. She tried to stay, but the pull of the forest was too much. You'll find out how

Nino's related to Talia. Nino tells you to leave as soon as possible, because the longer you stay in the forest, the harder it is to leave, until you can't.

Head inside Nino's house. There isn't anything on the first floor. Take the sparkly teleporter to the second floor. Talk to the orange-haired fairy, Sija, and she'll say that the fairy children are missing. It sounds like a sidequest!

Read the red book on the table for some information on the whereabouts of the missing children, and who the fairies suspect did it. Head back outside, west, and down the stairs. Head east, to the waterfall, and go inside the second door from the waterfall. Inside is an item merchant with various items for sale. She won't purchase your excess inventory, however.

Head back out, and go inside the door next to the waterfall. Head north, and talk to the first fairy. She will give your party a full heal with fairy dust for 500 gold (HP & MP). Keep going north. The fairy in the corner (by the bed) welcomes you to the queen's chambers. Head east, and talk to the fairy standing in the middle of the flowers.

She'll introduce herself as the queen of the fairies, and welcomes you to her kingdom. She will also tell you that she knows what you are searching for, and that you'll find your answer in the Dream World (she says it's the "Guardian of Dreams"). But first, she wants you to bring back the fairy children, and maybe then you'll get onto her good side. If you do that, maybe she'll let you into the Dream World. By the way, the queen has the relic, but won't give it up until you complete her two tasks (getting the children back, and helping out the Guardian of Dream's problem). Talk to her once you do, and she'll give you the relic.

After some consideration, I've decided that taking out the Harpy's Nest, then finishing the "Guardian of Dreams" is a bit too hard right now. If you've tried to fight the monsters in the Fairy Forest, then you know that there's no way you can win! What we need to do is a little training, maybe six or eight classes. It's no fun to simply fight the monsters in Venwood for days on end, so why not go after another relic instead – the Water Relic. The monsters there aren't that hard (for a change).

All rested up, and with a full stock of supplies? All right. Next stop – the Water Cave

Chapter 27: The Water Cave

Treasure:

Important: Water Relic, Titan's Trident

Common: diamond, Auquifolium, Fury Turban, 2000 gold

Side quests: find the Dream and Water Relics, find the Fairy children, gain access to the Guardian of Dreams

Recommended Class: 56

From the entrance of Faiara, head west, south, southwest, and east (basically, the reverse order that you took to get here). Exit the Fairy Forest, and you'll be in Venwood Forest, right where the Golden Statue used to be. See how it's still gone? You can come and go into the Fairy Forest freely now.

Head east, north, and east through the narrow passage through the trees. Head south and southeast back to Tulzine Bazaar. Head south to your pirate ship and board it. Head east, then north, following the shoreline of Venwood's continent. Keep following the shoreline, past the dock, until you're at the northern part of the continent. You should see a very narrow, winding river with the entrance near the northern tip of the continent. Your pirate ship can squeeze along this river, although barely. Follow it to the end, where you'll see a tiny cave, the Water Cave. Examine the cave, and you'll head inside.

Unlike version 1 of Ahriman's Prophecy, where you rode the pirate ship all the way through the cave, you'll navigate your way on foot, using the pirate ship to leave once you've gotten the Water Relic.

There are two types of monsters inside here, Water Worms and Nagas. The Water Worms have an ugly green body with red tentacles near the mouth. The Naga look like half snakes and half blue-haired women with lavender shawls. Neither monster should pose any real threat. Both monsters, however, have a few thousand HP, so they'll take a beating before going down. Fredrick's Dragon Form deals 1700 HP damage to all nearby (about a four block radius from the target), so that helps a bunch. Jack's Charmed Dagger was dealing about 900 HP damage for me at this time, Talia doing around 350 HP damage, and Devin around 700 HP damage. Too bad Fredrick can't keep attacking by himself! He can more than take these guys out in two or three shots!

To the north is a set of stairs leading down, guarded by a Water Worm. Take the stairs down, and you'll find yourself inside a small room, with a twisted path leading to a treasure chest with a diamond in it. Pick it up, and head back out.

Head west, across the narrow bridge, then north across the small bridge and into the next area. Climb the stairs, head northeast, and then cross the rope bridge north. You'll see a treasure box to the west, but it's not easily accessible. Try as you might, you will not be able to open it just yet. How frustrating!

Head east, up to the platform, and east across the rope bridge to the next area. Don't take the stairs down yet, but head north. You'll come across a treasure chest with an Auquifolium in it. Head south, and take the stairs down, then circle around the platform, going north. Head east, then up the stairs to the platform, then down the stairs to the northeast.

You'll find yourself right next to that treasure box that we couldn't get to before. It's locked, but have Jack pick it, and you'll find a Fury Turban inside. If you go east or west while you're standing on the stone stairs, you'll be able to walk under the cliffs, but won't be able to walk across the water. You're not supposed to be able to do this (but do it once, just for fun). I'd advise against doing it too much or the game might crash.

Head back down the stairs, then head southwest, down to the lower level, and down the stairs to the south to another set of stairs, which sits in the water.

When you get to the next area, you'll see another stone stairs, and another opportunity to walk under the cliffs. Again, I'd advise against doing it, since you might crash the game, but be sure to do it once, just for fun!

Head north, and down the set of stairs to the northeast. You'll find yourself in a tiny island, in the middle of the water. The only other way to go is a bit south, and down the set of stairs.

You'll find yourself in a new area, complete with a different look. Head south, and you'll find a locked treasure chest with 2000 gold in it. Head back north, to the bridge. You'll see that some spikes block your way to the north, so take the rope bridge east. You'll notice a city down below, which I'd guess is Venwood.

On the other side of the bridge, head all the way south, to the next area. The lavender stone block to the west says "To raise the succubus, place the Titan's Trident here." Where is this 'Titan's Trident'? Examine the switch to the east, and it will flip. The screen will shake, indicating that something happened. Head back north, and into the next area. Maybe we can find something that is different?

Nothing is different until you head north, west across the rope bridge, and see that the spikes that were to the northwest are missing, leaving you a space to get through. Head north, and explore this newly accessible area. We still need to find this so-called Titan's Trident, too! By the way, if the spikes are still there, then you've probably hit the switch twice. Simply head back and hit it again, then come back. The spikes will be gone.

You'll see something behind a Naga, who doesn't move. She appears to be guarding that object. Defeat her, and examine the object to find that it's the Titan's Trident. Grab the Titan's Trident (how does that thing fit into your backpack without poking a huge hole in it?), and take it to that stone block. Place the Titan's Trident on the block (examine it), and you'll raise the succubus. Make sure that you use an Auquifolium Grande and save before doing anything to the Succubus!

Be warned, though - once you insert the trident into the stone, you won't be able to take it out (not that you'd need it anyway). The Succubus appears as a bluish figure facing north (at the end of the rope bridge going south). Talk to her.

She asks why you have summoned her, and you explain why. She'll question your worth, asking you to prove it to her. You ask her what she wants you to do, and she suggests that you sacrifice one of your party members, then she'll give you the relic. Here's your chance to get rid of somebody! If you dislike Jack, then sacrifice him, and he'll be gone for the end of the game. She'll give you the Sea Relic, then disappear.

If you try to sacrifice anybody else, Devin will stop the sacrifice, and instead want to fight her for the relic. She's pretty tough, so watch out! She casts weak ice magic, which shouldn't be any problem. With Devin's Flame Sword, and Fredrick's Dragon Form, she goes down easy. With her defeat, she gives you the relic, then disappears.

With another relic under your belt, there's only one left! And with that last relic, you'll be almost finished with the game! But remember, this last relic, the Dream Relic, is the hardest one of all. The monsters inside the Fairy Kingdom should be evidence of the difficulty. Make sure you train here for a bit. The Auquifoliums and Cassia Leaves that the monsters drop should keep you going. You should be O.K. once you've reached at least class 60 (I know, that's a lot of training, but trust me, it helps).

Once you've trained to class 60 or 62, head back out, and onto the world map. Ride your pirate ship to Venwood for a rest and restock your supplies. If you head into the weapon shop, you'll find that the merchant has gotten over his sickness, and is selling really good equipment. I blew more than 100,000 gold here simply upgrading everybody's equipment! With all this money he's making, it's no wonder that he'll buy your excess inventory.

My personal favorite of his inventory is the Spike Sword for Devin - it'll push his Attack to 999 easy! I'm not sure, but it might even be better than Thor, another weapon for Devin. The Trident Rapier is the best weapon for Alicia (as in Princess Alicia). You can tell from the prices that it's quite easy to spend 100,000 gold within seconds!

Well, I'm sure you'll be hungry for cash, so go kill a lot of Tar Men and Forest Centaurs, and sell the fruits they drop and finish upgrading everybody. You'll need all the training you can get, and all the equipment you can have for this last relic! I wasn't able to afford the Aegis Robe for Talia, but I was able to pick up everything else.

Chapter 28: Nest of the Harpy Queen

Treasure:

Important: none

Common: Love Charm, Star Amulet

Side quests: find the Dream Relic, find the Fairy children, gain access to the Guardian of Dreams

Recommended Class: 62

Head back to the Fairy Forest, and try fighting the monsters. See how much easier they are? Since they no longer pose any threat, how about cleaning out this forest of its treasure before we take on the Harpy Queen?

From the entrance, head west, then north. You'll pass a blue flower (the only one in this forest, as far as I can tell), then come to a lake. Head west, all the way to the edge of the map. You'll come to a treasure chest with a Love Charm in it (with five charges).

Head east, back to the lake, then all the way north. Next to the waterfall is a treasure chest with a Star Amulet in it (also has with five charges). That's it for the free treasure here, so head east, all the way to the edge of the map. You'll see a tiny dirt path leading into the trees. Take it to the next area.

You'll see a large group of fairy children standing behind the green-skinned harpy queen. When you walk up a bit, you catch her preparing to eat the fairy children, and the children saying 'Don't eat me!'.

You announce your presence, which causes the harpy queen to turn around. She sees you, and thinks that she's got more food. She steps forward and attacks you. Beat her (it's not hard, though she's got quite a few HP), and she'll disappear. Talia will tell the fairy children to go home, and the children will thank you, and disappear.

There isn't anything here, so head back outside. Go south, then west, to the lake (near where you found the Star Amulet), and head south. You come across another lake (the treasure chest that had the Love Charm is to the west), and head south, past the blue

flower. Head east, past the entrance to this forest, then north. At the tree, head east, to the edge of the map.

You'll see the entrance to Faiara. Head there. Talk to the Queen Fairy, and she'll thank you for saving the fairy children. She also says that she's in your debt. In order to pay you back, she grants you access to the Dream World, telling you to head into the cave to the north (it's actually northeast, the red door).

Talk to the fairy children (pink hair and goldenrod wings), and they'll thank you for saving them. I only counted four fairy children, even though there were more that you saved. Well, no matter. They are probably deep in the forest, with their parents.

I'm sure (if you've fought the monsters in the Fairy Forest) that you've accumulated a stash of rubies and diamonds. Head back to Venwood and sell them to the weapon merchant, and finish upgrading your equipment. I had 120,000 gold after selling the gemstones and my excess inventory!

With an excellent set of equipment (the best that money can buy), your defense should be quite high. At this time, Talia had 999 defense, Devin 999 (I had purchased a Golden Armor for him, and gave the Dragon Scale Armor to Jack), Fredrick 961, and Jack 714. With such high defensive values, it's no wonder that the monsters in the Fairy Forest don't pose any problem!

The equipment available in the Candar Castle Armory is only for Devin, unfortunately, who, by now, has either better equipment or already has it equipped.

Get some rest, replenish your supplies of Auquifolium and Auquifolium Grandes, save your game, then head inside the red door that's northeast of Faiara. You're about to enter the Dream World! Once you're inside, and leave, you cannot go back, so make sure to clean it out while you're here. Also, make sure to bring Fredrick along, since he learns his sixth, and final shapeshift form.

Next stop, the Dream World!

Chapter 29: Dream World

Treasure:

Important: Dream Relic

Common: Thor, Anedem, Tivanna Robe, Star Amulet, Holy Pendant

Side quests: find the Dream Relic, take care of the nightmare

Recommended Class: 64

Head back to Fairy Forest, then head east, north, a little northwest, then north to the red door. Heal your party and save before heading inside.

The inside looks similar to the area in the basement of the house in Grunwitch Vinyard, which you saw while you completed the "worn slipper quest". Head east, and you'll find some writing on a wall, with tall skinny statues on either side. Read the writing: "Beware of the dreamer sleep. Lest she wake, the nightmare shall walk upon us." I wouldn't want to have to deal with this 'nightmare' creature!

Head north, and you'll see a golden statue (smaller than the one that guarded the Fairy Kingdom) that depicts an elven woman wearing a cape, kneeling in a prayer position. Talk to the fairy on the west of the statue, who says that the guardian has been restless lately, and that she can hear her anguish. Talk to the fairy to the east of the statue, who asks you what brings you here. Talia will say that you're here to speak with the Guardian of Dreams and that the Queen Fairy gave you permission to do so.

Using some sort of built-in lie detector, the fairy says that she can tell that you are telling the truth, and teleports you to the Dream World. You'll find yourself in a darkened area; a lone bright blue figure in front of you. Talk to her, the Guardian of Dreams. She's Vesipia, the one who has the Dream Relic.

She asks you what you are doing in her kingdom, and Talia says that she's here to acquire the Dream Relic, asking her if she's got it. Vesipia doesn't say, but asks Talia if the cycle has begun again (perhaps she is referring to Ahriman's Prophecy?). Talia will explain that Zorom is trying to raise Ahriman from the dead, and Gevolda has sent her to obtain all the relics. Vesipia recognizes the quest, apparently having helped previous generations of heroes. She says that she'll help, but only if you take care of a nightmare that has been released into her dreams. Sigh...so we have to deal with this nightmare creature afterall! The Dream Relic in exchange for slaying the nightmare.

Well, if we've got to slay the nightmare, then the least she can do is let us clean out her kingdom of treasure, right? Head south, and into the next area.

You'll come across two new monsters here: Dream Sprites and Dream Harpies. The Dream Sprite isn't that difficult, but drops diamonds, rubies, gold, and Auquifolium. The Dream Harpies, also not difficult, drops gold, sometimes as much as 2500 pieces! Head west, to the waterfall, across the bridge, and then north.

A hidden entrance to a gladed area (you'll notice a few spots of navy blue water) is to the northeast. Head inside, to find a ring of flowers surrounding a treasure chest. Open it to find Thor, arguably Devin's best weapon. I've tried both, Thor and the Spiked Sword, and Thor is a little stronger, but is two-handed. Still, even without a shield, Devin had more than 900 defense. Try them both in combat and see which one you like better. Remember that if you sell Thor, you can't get another one, but you can always buy another Spiked Sword!

Head back south, then east, to the edge. Head south (you'll be going down the path that's southwest of the tree), and follow it to the end. You'll see a locked treasure chest with Anedem in it, a helm for Talia. It's got excellent defense, but doesn't provide the attack boost that the Antlers provide. It's up to you which one to use.

Head back north, then west, and south (you'll go down the path that's southwest of the tree). Follow it and you'll come across a six-way intersection. The path that's to the northwest and west are both dead ends (you can try them, if you don't believe me). Take the southeastern path, and follow it south. You'll come across a large area, with a river to the east. Head north (toward the six-way intersection), and you'll come up the southern path. The southeastern path is also a dead end, so essentially, there is only one way to go.

Head back to the large area, and go east. Cross the bridge, and continue east, then north. You'll come to a split in the path. Head south, and you'll come to an even larger clearing, this one with a large lake in the middle. There isn't any treasure here, so head south, and circle around the lake to the northern part of the area. You should see a navy blue water path leading to the east. Follow it to a small area.

Inside is a purple horse with a black horn out of its forehead. That's the nightmare. Come back and take it out once we've cleaned out this place of treasure. Head back out, circle around the lake, and head north. At the intersection, head northeast, then north. You'll see another water path leading north. Take it to another small area with two treasure chests.

One of the chests is next to the tree, the other is near the waterfall. Open them both up for a Tivanna Robe and a Star Amulet. Head back out, and follow the path to the northwest. Head northwest at the intersection, and follow the path to the end. You'll come across a treasure chest with a Holy Pendant in it, the last treasure in the Dream World.

Head back to the nightmare's lair, and slay him. He's not a boss, as you'll find that you can simply walk away from him (and he'll walk away from you). Use this to your advantage to keep yourself healed. His attacks are quite weak, but he's got a LOT of HP. When you finally kill him, his body disappears, but Fredrick learns the sixth and final shape – Unicorn. The Unicorn shape is a lot stronger than the Dragon Shape, but doesn't have "splatter damage". Instead, you'll perform a nice ice attack. Experiment with both forms, and use the one that you like best.

With the nightmare gone (boy, wouldn't want to meet a pack of those things!), talk to Vesipia. She'll notice that the nightmare's gone (and so is her nightmare, no pun intended) and hands you the Dream Relic. Leave the Dream World (you'll be given the opportunity to stay, but there isn't anything else here) and relish in the fact that you've acquired the sixth, and final relic. If, however, you forgot something, and you wanted to go back and pick it up, tell her that you want to stay, pick up the treasure, then leave.

If you head back to Faiara and talk to the Queen, she'll ask you if you found what you were looking for. Instead, head back to Venwood, and sell off your large supply of rubies and diamonds, as well as your other excess inventory. I had 300,000 gold after doing this, and not a thing to spend it on! Well, filthy rich, and possessing all six relics, what's next?

We need to talk to Gevolda, and see if she can take the relics and form Agea from them. Next stop, Mysten Far!

Chapter 30: Mirror, Mirror, on the Wall

Treasure:

Important: Agea, Exotic Fruit, Truth Mirror

Common: none

Side quests: bring Gevolda the Relics to form Agea, bring Hepbert some exotic fruit, obtain Hepbert's truth mirror

Recommended Class: 66

Head over to Mysten Far and talk to Gevolda. She asks if you have all the relics, and you say that you do. She sounds unusually greedy when you tell her that you have the relics. Both Talia and Devin think something's...different about her. They tell Gevolda that they've got another one to get, and they'll be back when they acquire it. Gevolda slips again when she acts frustrated that she's got to wait some more, then "corrects" herself when she acts like the "old" Gevolda, telling you to hurry up. Something is definitely wrong with her...

Well, we need to see the truth to Gevolda's personality, because we assume that it's not her. Maybe she's possessed? Well, didn't we see an item that reveals the truth about somebody? A mirror, perhaps? (hint, hint)

Head over to Hepbert's house, then ask him about the truth mirror. He'll explain that it reveals the true form of whoever looks into it and that it's great for seeing through enchantments. It sounds just what we need! Maybe it'll be good to see through a possessed soul, too?

Ask him about "other things" and he'll say that he's got an intense craving for exotic fruit, but is afraid to leave his house unattended, lest a thief comes in and robs him while he's away. Perhaps you can find some exotic fruit and trade it for the truth mirror?

That reminds me, wasn't there an exotic fruit merchant somewhere? I seem to recall that there was also a fish merchant nearby, too. Oh, yea, in that bazaar south of Venwood Forest, Tulzine Bazaar! Head over there, and talk to the exotic fruit merchant. He says that a new shipment of exotic fruit has arrived, and to buy some before he runs out!

Hepbert only needs one, but buy two – one for Hepbert, and one for us, as a "memento". Head back to Hepbert's cabin, and he'll immediately recognize that you've got some exotic fruit. He asks you how much you want for it? Well, with more than 300,000 gold, we don't need any money. Talia suggests a trade – the exotic fruit for the mirror.

Hepbert is reluctant to give up his beloved truth mirror, but his craving for the exotic fruit is quite strong. Devin becomes a little pushy, insisting that he makes up his mind quickly. Hepbert caves in, and agrees to the trade.

Take the truth mirror back to Mysten Far and talk to Gevolda, who asks if you've brought the relics. You say that you have, but you want a favor first. Impatient, (the real Gevolda would've probably done the favor gladly, but whoever is possessing her is rather in a hurry), she agrees. You say that you've brought a "lovely" mirror, and would like her to see her reflection. You are trying to appeal to her vanity, and it works. Gevolda takes the mirror, and admires her beautiful reflection. With a flash of light, Lord Zorom suddenly replaces Gevolda, the one who's possessed her.

Angry, Lord Zorom asks what you've done to him, then demands that you give him the relics. Talia, not wanting to resort to violence, tries a diplomatic approach. She accuses Lord Zorom of raising Ahriman. Lord Zorom laughs, saying that with the relics, he can finish and he'll be in control of Ahriman! Nobody can stop him! Talia says that nobody can

“control” Ahriman, but Lord Zorom scoffs. He has become corrupted with his new powers. He attacks your party (a very dumb move).

His attacks are purely magical, but quite weak. He casts an earth-based attack, an ice attack, and a fire-based attack. All three took off between 50-60 (guessing here) HP of damage, while you deal 650 HP damage (with Talia) to 2600 HP damage (with Fredrick as a Unicorn). He’s got a lot of HP, but there’s no contest. You’ll get 300 experience when you defeat him, and he disappears.

Gevolda, no longer possessed, is dazed and confused. She asks what’s happened and where she is? Then she gathers her senses and describes how she came to become possessed. Talia mentions to her that she’s got all six relics. Gevolda takes them, and starts performing the “Agea ritual”.

She summons Awhren, Succubus, the Golem, King Levhus, and Vesipia. When she fuses the relics into Agea, she hands it to you. It’s described as a clear stone, but when you look at in your inventory, it’s a solid flashing stone. Well, no matter. It’s a powerful tool either way!

She tells you that Agea will reveal the secret location of Lord Zorom’s castle, and to go and take him out. Now where can this “secret” location be? This shouldn’t be too hard, so let’s think this one out. It can’t be in any town or village, since there’s people around, and they’d eventually discover the entrance and Lord Zorom will be revealed. It can’t be in any of the areas surrounding the towns (e.g. the forests or deserts), since the monsters could reveal the secret location (or somebody coming home to town). This also eliminates the dungeons and caves, too, since the guardians would take care of Lord Zorom if he decided to put his castle there. As far as I can tell, this leaves two spots: Thail Mountain Pass, and the Dyuti Shrine.

O.K., let’s take the Thial Mountain Pass first. That’s where, if you’ll remember, Lord Zorom tried to have the Dark Priest marry him and Alicia before Devin stopped it. Lord Zorom and the Dark Priest escaped through the cave. That would be too obvious, right? It wouldn’t be a secret if they came back to the same location. That leaves the Dyuti Shrine, the most likely candidate for the secret entrance to Lord Zorom’s castle.

Head over there, and you’ll see the door has been cleared! Well, rest up, make sure that you’ve got a good stock of supplies, save, then it’s off to Lord Zorom’s Castle!

Chapter 31: Final Confrontation

Treasure:

Important: none

Common: none

Side quests: take out Lord Zorom, then his Dark Priest, and lastly Ahriman!

Recommended Class: 66

Head inside of the Dyuti Shrine, and you’ll end up on the world map, on a tiny island without any ports. Head southeast, and into the cave. Follow the stairs to the next area. Head north, and finally into the castle!

The first floor is simple – a “ring” around a central room, which has four sets of stairs. There are two new monsters here (a total of eight for the whole castle): Giant Eyeballs and Crooked Demons. Head east, north, then into the central room. Take the northwestern set of stairs.

You’ll see the “Wicked Witch of the West” there, the one who stole Grisilda’s broom. Ignore her, since she’ll curse you, even if you have Charmed Necklaces equipped. Head back down, and up the northeastern stairs.

A large room is here, with two new monsters: Castle Ghosts and Kobolds. You may notice the monsters in this castle give a lot more experience than anything you’ve fought so far (except for that last fight with Lord Zorom, but that was a boss fight). It’s a good thing to train on these guys until you’re class 70-75. None of the suits of armor do anything. Take the stairs going up to the third floor.

You’ll see yet two more new monsters: Wicked Warlocks and Scrawny Werewolves. Other than these four monsters, the room is empty. Head back down to the first floor, and take the southeastern set of stairs.

You come to a room with some piles of bones and more monsters. The bones don’t have anything of value in them, so head back downstairs, and take the southwestern set. You’ll be in the main part of the second floor. Head a little east (ignore the first path leading south – it’s a dead end), south, west, and into the set of stairs going up. You’ll be in a “safe” room (your health/mana bars have disappeared), a library of sorts. Be sure to read the books for some interesting reading. Head back downstairs, and then go east, south, west, and up the set of stairs leading up to the third floor.

There are two new monsters here, Viking Guards and Dark Elementals. Judging by the looks of this room, the door to the north leads to the final battle. Don’t go inside just yet. There are still a few things left to do before finishing the game, such as getting Devin married and joining a guild (which I hadn’t at this time, and I assume that you probably haven’t either).

First, let’s get Devin married. You can either have Devin marry Talia or Princess Alicia. There is a problem that comes up later. I have never been able to get married, so I do not know what the marriage ceremony is like.

====Instructions for marrying Princess Alicia====

Head over to Venwood and purchase a Trident Rapier (for Alicia) and spend as much of your money buying inventory. You’ll know why a little later.

Now, head to Thais, and talk to Alicia. She’ll mention that she’s glad that she doesn’t have to marry Prince Edward, and then demands that you take her with you on your travels. She’s kind of bossy, one excellent fighter. Take her, but you’ll have to dump either Jack or Fredrick. I went for Jack, since Fredrick’s far stronger. Jack will steal all of your money (good thing you spent it first, eh?), then disappear. Alicia then joins your party.

Head over to Candar, and read Darryl’s note (which I told you to ignore the first time you came across it). Darryl will put a love hex on your party, and that’s the first step.

Then, buy Alicia a flower from the merchant. Then, head over to the Candar Castle Armory, and buy Alicia a Golden Armor and Ruby Shield (after selling the items you purchased before), and give her the Trident Rapier. She should have 999 defense and attack.

Now head over to Thais, and buy her a drink from the pub. Now head over to the Passion Cave, and get a blessing from Serenia. The game always crashes whenever I try to do this, so I've never gotten married (and experienced the ceremony). I assume that these instructions will work, but I'm not positive.

With the blessing, head over to Candar, and talk to any of the priests to get married. I'm not sure what happens next, but I'm pretty sure that you have a ceremony, and the king & queen gives you gemstones for your wedding present (during the ceremony).

====Instructions for marrying Talia====

The instructions are exactly the same for Talia as they are for Alicia except for a few differences: one, read Darryl's letter and get hexed before recruiting Alicia. Then buy Talia the flower and drink. You still get the blessing from Serenia in the Passion Cave, then head over to Candar to get married. Talia's grandmother gives you your wedding present.

I do not think getting married has any affect on the game, unless you count the wedding presents or the change in dialogue from some of the people.

O.K., to join a guild. I'll add a more detailed section on the various guilds (I've joined them all and tried them out at one point or another), but for now, here's a quick rundown:

Priestess: very little offensive magic, excellent restoring magic. Healing Cloud is the best – 300 HP heal vs. everybody for 120 mana! You'll also learn a nice spell that works great against the undead (*cough* Ahriman *cough*). The weapon you get, the Healing Staff, gives Talia a +10 HP heal every time she hits with it, but deals regular damage vs. monsters. To join, go to Mysten Far.

Witch: excellent offensive magic, though it's mostly status-based. The weapon, the Thistle, looks pretty nice, and it's pretty strong. Most of the spells are curses, and one of them is costly, but drains a bit of HP & MP from your target, restoring Talia (though not enough to justify casting it). To join, go to Witchwood.

Earth Mage: good all-around magic and cannot be defended against. The best (in my opinion) overall, with average qualities all around and no weakness. The weapon of an Earth Mage is the Earth Wand. To join, go to the Dwarf Mines.

Fire Lord: excellent fire-based magic, which works well on monsters that aren't fire-resistant, such as those in Tar Vendron Desert or the Fire Cave. The spells deal heavy-duty damage, and are among the strongest spells in the game. The weapon of a Fire Lord is the Fire Whip. To join, go to the Fire Cave.

Enchanter: I didn't play much with this guild, though the most powerful magic spell, Fairy Fury, is an Enchanter spell. Their weapon, the Mystic Staff, is the most powerful weapon Talia can use (but has to become an Enchanter to receive it). To join, go to Faiara.

I joined the Priestess guild, so I can learn "Healing Cloud" and give my whole party a 300 HP heal with one spell. Speeds up healing!

Now, go take out Lord Zorom, then the Dark Priest, and lastly, Ahriman. Enjoy the ending! You can use Agea once during the fight against Ahriman, so use it wisely. It deals heavy damage to Ahriman, and heals your party.

---===Part 3: Lists===---

Shop Merchandise List. Name of item on the left, cost on the right, alphabetized and sorted by town (also in ABC order):

Animalville

[No shops of any kind]

Sleep: 500 (Virginia's Inn) [after you recruit Fredrick permanently and come back]

Bleached Tooth Desert

Item Merchant

Aquifolium	100
Jar of Balm	90
Marsh Tea	14
Tinctura Hypericum	200

Sleep: no inns

Candar

Candar Castle Armory

Golden Armor	40000
Ruby Shield	32000
Templar Sword	10500

Candar Castle Item Shop

Energy Swarm Spell	2000
Firefly Spell	2000
Lightning Ring	150
Poison Ring	500

Candar Armor Shop

Chain Helmet	503
Chain Mail	324
Iron Shield	227
Light Helmet	242
Steel Armor	912

Candar Item Shop	
Ankh Major	200
Cassia Leaves	50
Jar of Balm	90
Marsh Tea	14
Mutton	35
Tincture Ankh	90

Candor Weapon Shop	
Barbarian Sword	252
Iron Staff	692
Iron Sword	538
Steel Sword	219
War Hammer	14400

Sleep: 30 (Inn)

Devenshire

Arvard's Equipment Shop	
Bastard Sword	53
Doublet	147
Leather Armor	95
Leather Helmet	34
Mercenary Sword	75
Oak Shield	74
Oak Staff	52

Item Shop	
Aloe Leaf	18
Bread	5
Cassia Leaf	50
Marsh Tea	14

Tucker's Fish Shop [not technically in Devenshire but a ways off in the forest]
 Fish 25

Sleep: 15 (Inn)

Dwarf Mines

[no shops of any kind]
 [no inns of any kind]

Elden

Reeda's Shop	
Bread	5
Hand Dagger	7
Hat	8
Practice Sword	20

Sleep: Free (Talia's bedroom)

Faiara

Item Shop

Ankh Major	200
Aquifolium Grande	500
Distillate of Alnus	300
Cassia Leaves	50
Marsh Tea	14
Mutton	35

Sleep: 500 (fairy dust)

Glenvale

Snowdog Weapons and Armor

Ice Sword	12300
Iron Staff	692
Iron Sword	538
Plate Armor	3500

Mindy's Cures & Ointments

Aloe Leaf	18
Ankh Major	200
Bread	5
Cassia Leaves	50
Ice Amulet	600
Ice Rain Spell	3500
Jar of Balm	90
Marsh Tea	14
Mutton	35
Tinctura Ankh	90

Sleep: Sleepy Bear Inn – 100

Monster Kingdom

Weapon Shop

Ice Amulet	600
Ice Sword	12300
War Hammer	14400

Item Shop

Jar of Balm	90
Aquifolium	100

Sleep: no inns

Mysten Far

A priestess will sell you a holy pendant for 1600 gold, but only once

Sleep: no inns

Tar Vendron

Armor Merchant	
Dragon Scale Shield	23500
Fury Turban	12500
Paladin Armor	18000
Plate Armor	3500
Tivanna Robe	16000

Item Merchant #1

Fire Amulet	170
Lightning Ring	150
Tornado Field Spell	10000
Tornado Ring	860

Weapon Merchant

Great Sword	15000
Tanto Knife	5000
Templar Sword	10500
War Hammer	14400

Item Merchant #2

Auquifolium Grande	500
Auquifolium	100
Banana	80
Bread	5
Cassia Leaves	50
Grapes	150
Jar of Balm	90
Marsh Tea	14
Mutton	35

Sleep: Oasis Bed & Breakfast – 199

Thais

Item Shop	
Alderwood Sap	40
Aloe Leaf	18
Cassia Leaves	50
Jar of Balm	90
Marsh Tea	14
Tinctura Ankh	90

Weapon Shop

Barbarian Sword	252
Black Oak Staff	230
Brass Armor	257
Brass Shield	152
Chain Mail	324
Doublet	147
Iron Shield	227

Leather Helmet	34
Light Helmet	116
Mercenary Sword	75
Steel Sword	219

Sleep: Free (after you rent a room for 200)

Tulzine Bazaar

Fish Merchant	
Fish	25

Exotic Fruit Merchant [exotic fruit comes after you've gotten all six relics]

Bananas	80
Juneberries	70
Pineapple	200
Exotic Fruit	500

Sleep: no inns

Venwood

Item Merchant	
Ankh Major	200
Apple	200
Auquifolium Grande	500
Auquifolium	100
Cassia Leaves	50
Distillate of Alnus	300
Firefly Charm	200
Juneberries	70
Bread	5
Love Charm	300
Mutton	35
Soul Amulet	700
Tinctura Hypericum	200

Weapon Merchant [available after you obtain the Water Relic]

Ageis Robe	56000
Antlers	28000
Great Hammer	28000
Trident Rapier	35000
Spike Sword	25000

Sleep: 500 (Inn)

Witchwood

Tower merchant	
Ankh Major	200
Auquifolium	100
Black Robe	4230
Bone Rapier	516

Charm Necklace	700
Distillate of Alnus	300
Holy Tonic	80
Marsh Tea	14
Poison Ring	500
Serpent Dagger	635
Serpent Sword	814

Sleep: 50 (Witch's house)

Equipment List

Item	Att	Def	Notes
Aegis Robe	0	432	
Anadem	0	300	
Animal Sword	56	0	Fredrick's only weapon
Antlers	120	230	
Barbarian Sword	22	-3	2-handed; decreases Defense
Bastard Sword	10	0	
Black Dagger	12	0	
Black Oak Staff	16	6	
Black Robe	0	54	
Blessed Shield	0	45	
Bone Rapier	24	5	
Book of White Magic	0	0	Learn Priestess's spells
Brass Armor	0	17	
Brass Helmet	0	9	
Brass Shield	0	6	
Chain Helmet	0	13	
Chain Mail	0	25	
Charm Necklace	0	0	Protection vs. Curse
Charmed Dagger	322	30	Damages nearby enemies too
Decay Curse	0	0	Learn Decay spell
Diadem	0	18	
Disruption Ring	0	0	Learn Disruption spell
Doublet	0	10	
Dragon Scale Shield	0	143	
Dragon Scale [Armor]	0	270	
Dragon Scroll	0	0	Learn Fire Lord spells
Dress	0	3	
Earth Spellbook	0	0	Learn Earth Mage spells
Earth Wand	120	20	
Energy Swarm Spell	0	0	Learn Energy Swarm spell
Fire Amulet	0	0	Protection vs. Fire magic
Fire Axe	253	-10	2-handed; decreases Defense
Firefly Spell	0	0	Learn Firefly spell
Flame Sword	230	5	Adds Fire damage
Flame Whip	140	40	Adds Fire damage
Fury Turban	0	28	
Golden Armor	0	432	
Good Luck Charm	0	0	Raises evade, protection vs. critical hits

Great Hammer	489	20	2-handed
Great Sword	132	-50	2-handed; decreases Defense
Hammer	80	15	2-handed
Hand Dagger	2	0	
Hat	0	1	
Hemlock Shower	0	0	Learn Hemlock Shower spell
Ice Amulet	0	0	Protection vs. Ice magic
Ice Rain Spell	0	0	Learn Ice Rain spell
Ice Sword	87	5	Adds Ice damage
Iron Shield	0	9	
Iron Staff	21	12	
Iron Sword	28	0	
Leather Armor	0	7	
Leather Helmet	0	3	
Light Helmet	0	6	
Mercenary Sword	15	-2	2-handed; decreases Defense
Mysterious Scroll	0	0	Learn Tornado Field spell
Mystic Staff	150	30	
Nymph Crystal	0	50	Protection vs. Curses, Poison, Fire, & Water
Oak Shield	0	3	
Oak Staff	8	2	
Paladin Armor	0	120	
Plate Armor	0	62	
Poison Ring	0	0	Protection vs. Poison
Poisonwood Scroll	0	0	Learn Witch's spells
Practice Sword	5	0	
Rapier	35	5	Damages nearby enemies
Ruby Shield	0	87	
Serpent Dagger	30	0	Poisons target
Serpent Sword	38	5	Poisons target
Shirt	0	3	
Snowball Spell	0	0	Learn Snowball
Spike Sword	500	15	Devin's ultimate weapon
Staff Of Healing	50	30	+5 HP to user per hit
Steel Armor	0	40	
Steel Sword	18	0	
Strange Ring	0	0	???
Tanto Knife	44	0	
Templar Sword	103	20	Increased defense against elemental magic
Thistle	108	0	
Thor	500	0	2-handed sword
Tivanna Robe	0	98	
Tornado Field	0	0	Learn Tornado Field spell
Trident Rapier	476	15	Damages nearby enemies
Unholy Shield	0	23	Protection vs. undead
Unholy Sword	75	0	
War Hammer	160	-20	2-handed; decreases Defense
Winged Sandals	0	0	Increases speed of wearer
Salamander Skin Armor	0	120	Increases defense vs. Fire

Magic Spell List

Spell	Mana	Guild	Effect
Acid	90	Fire Lord	3219 HP damage + Absorb vs. target
Ailment	85	Priestess	2412 HP damage + Critical Poison vs. target
Astral Rip	50	Sorceress	908 HP damage vs. target
Bale Whip	40	Witch	520 HP damage vs. target
Bear Trap	35	Earth Mage	300 HP damage + Trap vs. target
Blessing	65	Priestess	1642 HP damage + Numb vs. targets
Brimstone	120	Fire Lord	140 HP damage vs. targets
Call Of Darkness	90	Witch	2200 HP damage vs. targets
Cocoon	70	Sorceress	1481 HP damage vs. target
Create Food	30	None	Magically creates one loaf of bread
Cure	75	Priestess	Heal all ailments vs. allies
Decay Curse	50	None	300 HP damage vs. target
Disruption Spell	??	None	Add: Silence vs. target
Dissimilation	20	None	200 HP damage vs. target
Earth Fist	55	Earth Mage	608 HP damage vs. target
Enchantment	90	Sorceress	2928 HP damage vs. target
Energy Swarm Spell	30	None	120 HP damage vs. targets
Entangle	80	Sorceress	2521 HP damage vs. targets
Exorcism	60	Priestess	820 HP damage vs. target
Fairy Fury	120	Sorceress	4769 HP damage vs. targets
Filibuster	100	Sorceress	3319 HP damage vs. target + Numb
Fire Burst	40	Fire Lord	401 HP damage vs. target
Fire Elemental	100	Fire Lord	3614 HP damage + Numb vs. target
Fire Enchantment	60	Fire Lord	812 HP damage vs. target
Fireball	20	None	150 HP fire damage vs. target
Firefly Spell	33	None	100 HP damage vs. targets
Flame Lash	35	Fire Lord	320 HP damage vs. target
Frog Curse	75	Witch	Add: Frog vs. target
Great Ward	100	Witch	3200 HP damage vs. target
Healing Cloud	120	Priestess	300 HP cure vs. allies
Healing Ultivus	40	Priestess	150 HP cure vs. ally
Hemlock Shower	50	None	300 HP damage + Critical Poison vs. all targets
High Exorcism	120	Priestess	180 HP damage vs. target
Ice Rain Spell	60	None	250 HP ice damage vs. targets
Illusion	60	None	Makes target run away
Impale	65	Earth Mage	2182 HP damage vs. target
Land Mine	90	Earth Mage	3020 HP damage vs. target
Lava Flow	120	Earth Mage	130 HP damage vs. targets
Light Blade	50	Priestess	500 HP damage + Silence vs. target
Love Sick	80	Sorceress	2648 HP damage + Attraction vs. target
Minor Healing	25	None	25 HP cure vs. ally
Parasite	120	Witch	130 HP damage + Critical Poison vs. targets
Rebirth	65	Priestess	Raise dead ally + 200 HP cure vs. ally
Ritual	35	Witch	300 HP damage vs. target
Rock Slide	90	Earth Mage	2630 HP damage vs. targets
Sand Storm	75	Earth Mage	2200 HP damage vs. targets
Shockwave	60	Earth Mage	1102 HP damage vs. targets
Silver Bullet	35	Witch	260 HP damage vs. target

Sleep	40	None	Adds: Sleep vs. target
Snowball Spell	55	None	300 HP ice damage vs. target
Source Flare	70	Fire Lord	1219 HP damage vs. target
Star Fire	90	Fire Lord	2828 HP damage vs. targets
Static Shock	75	Fire Lord	2501 HP damage vs. target
Stone Demon	100	Earth Mage	3582 HP damage vs. target
Tar Pit	50	Earth Mage	382 HP damage vs. targets
Tornado Field Spell	70	None	2000 HP damage vs. targets
Unholy Wave	120	Witch	2730 HP damage + Silence vs. targets
Vamp Blade	55	Witch	988 HP damage; Caster absorbs HP or MP
Wild Fire	75	Fire Lord	2332 HP damage vs. targets
Wind Trick	25	None	160 HP damage vs. target

Item List

Item	Effect
Alderwood Sap	Recovers 25 MP
Aloe Leaf	Recovers 15 HP
Ankh Major	Recovers 100 MP
Apple	Recovers 100 HP & 100 MP
Auquifolium	Recovers all HP
Auquifolium Grande	Recovers all HP for everybody
Banana	Recovers 90 HP
Bread	Recovers 5 HP
Carrot	Tasty treat for cows
Cassia Leaves	Raises dead character to life to 5 HP
Death Certificate	Get one when you die
Diamond	Clear gemstone (go ahead and sell it)
Distillate of Alnus	Recovers all MP
Exotic Fruit	Treasure hunter wants one...
Firefly Charm	Invokes Firefly spell
Fish	Recovers 50 HP & 10 MP
Fishing Pole	Tucker's favorite fishing pole
Grapes	Recovers 130 HP
Holy Pendant	Restores 150 HP via Healing Ultivus spell
Holy Tonic	Cures Curse
Ice Amulet	Increases defense vs. Ice magic
Ice Rain Spell	Learn Ice Rain
Jar of Balm	Recovers 80 HP
Journal	Keeps track of your sidequests
Jug	Useful for holding liquids
Juneberries	Recovers 30 HP & 10 MP
Letter	Note from Georgia to Heraald
Lightning Ring	Invokes lightning spell (use during battle menu)
Love Charm	Invokes love spell (use during battle menu)
Marsh Tea	Cures poison (all kinds)
Mead	Bottle of booze
Meat/Mutton	Recovers 25 HP
Milk pail	Holds milk
Pineapple	Recovers 200 HP
Poison Stinger	Poisons enemy (use during battle menu)

Red Ring	Invokes Fireball spell
Red Slime	Add: Critical Poison to enemy
Rotwart Moss	Witches use it for their hexes
Ruby	Red gemstone (go ahead and sell it)
Shovel	Dig with it
Snow Pendant	Invokes Snowball spell
Soul Armlet	Invokes soul song spell (use during battle menu)
Star Armlet	Invokes Star Fire spell
Tinctura Ankh	Heals 50 MP
Tinctura Hypericum	Treats Paralysis
Tornado Ring	Invokes tornado spell (use during battle menu)

Value List

Note: value is how much gold it would take to buy the item. Items that you can't buy have a value of '0', even though you can sell them for more. Items that you cannot sell, e.g. 'Important Items' have a value of '0' as well.

Item	Value
Aegis Robe	56000
Alderwood Sap	40
Aloe Leaf	18
Anadem	0
Animal Sword	0
Ankh Major	200
Antlers	28000
Apple	200
Auquifolium	100
Auquifolium Grande	500
Banana	80
Barbarian Sword	252
Bastard Sword	53
Black Dagger	0
Black Oak Staff	230
Black Robe	4230
Blessed Shield	0
Bone Rapier	516
Book of White Magic	0
Brass Armor	257
Brass Helmet	0
Brass Shield	152
Bread	5
Carrot	0
Cassia Leaves	50
Chain Helmet	503
Chain Mail	324
Charm Necklace	700
Charmed Dagger	0
Death Certificate	0
Decay Curse	0
Diadem	0

Diamond	0
Disruption Ring	0
Distillate of Alnus	300
Doublet	147
Dragon Scale [Armor]	0
Dragon Scale Shield	23500
Dragon Scroll	0
Dress	0
Earth Spellbook	0
Earth Wand	0
Energy Swarm Spell	2000
Exotic Fruit	1000
Fire Amulet	170
Fire Axe	0
Firefly Charm	200
Firefly Spell	2000
Fish	25
Fishing Pole	0
Flame Sword	0
Flame Whip	0
Furry Turban	12500
Golden Armor	40000
Good Luck Charm	0
Grapes	150
Great Hammer	28000
Great Sword	15000
Hammer	0
Hand Dagger	7
Hat	8
Hemlock Shower	0
Holy Pendant	1600
Holy Tonic	80
Ice Amulet	600
Ice Rain Spell	3500
Ice Sword	12300
Iron Shield	227
Iron Staff	692
Iron Sword	538
Jar of Balm	90
Journal	0
Jug	0
Juneberries	70
Leather Armor	95
Leather Helmet	34
Letter	0
Light Helmet	116
Lightning Ring	150
Love Charm	300
Marsh Tea	14
Mead	0

Mercenary Sword	75
Milk pail	0
Mutton (Meat)	35
Mysterious Scroll	0
Mystic Staff	0
Nymph Crystal	0
Oak Shield	74
Oak Staff	52
Paladin Armor	18000
Pineapple	200
Plate Armor	3500
Poison Ring	500
Poison Stinger	0
Poisonwood Scroll	0
Practice Sword	20
Rapier	0
Red Ring	0
Red Slime	0
Rotwart Moss	0
Ruby	0
Ruby Shield	32000
Salamander Skin	0
Serpent Dagger	635
Serpent Sword	814
Shirt	0
Shovel	0
Snow Pendant	0
Snowball Spell	0
Soul Armlet	700
Spike Sword	25000
Staff Of Healing	0
Star Armlet	0
Steel Armor	912
Steel Sword	219
Strange Ring	0
Tanto Knife	5000
Templar Sword	10500
Thistle	0
Thor	0
Tinctura Ankh	90
Tinctura Hypericum	200
Tivanna Robe	16000
Tornado Field Spell	10000
Tornado Ring	860
Trident Rapier	35000
Unholy Shield	0
Unholy Sword	0
War Hammer	14400
Winged Sandals	0

List of Sidequests

Note: locations are where you get the quest. Locations in parenthesis are where it is completed.

Animalville

- Find Fredrick's Brother (Bleached Tooth Desert)
- Take care of the hunter (Animalville)

Apple Orchard

- Take care of the bee infestation (Apple Orchard)

Bleached Tooth Desert

- Escort skeleton home (Tar Vendron)
- Find a replacement act (Glenvale)

Candar:

- Find Ella a ball gown (Thais, Grunwich)
- Bring Henry Home (Thais)
- Find the pirate a house to retire to (Seafall Shrine)

Devenshire:

- Find Tucker's fishing pole (Devenshire Forest)

Dream World

- Take care of the nightmare (Dream World)

Dwarf Mines

- Get the password to the Dwarf Mines (Candar, Wyrnwood Pass)

Dyuti Shrine:

- Warn Seafall Shrine of the upcoming prophecy (Seafall Shrine)

Elden:

- Get milk from Farmer Gubbins (Elden)
- Find Herbert a new quill (Elden)
- Get "named" by Avrail (Elden)
- Get a bottle of Mead from Whiskey Jack (Elden)
- Give Georgia's note to Heraald (Devenshire)
- Find Bessy (the cow), and lead her back to Farmer Gubbins (Elden)

Faiara

- Find the Fairy Children (Fairy Forest)
- Gain access to the Guardian of the Dreamer (Faiara)

Fire Cave

- Help get Dragher's fire back (Fire Cave)

Glenvale

[none]

Grunwich

- Solve the mystery of the worn out slippers (Grunwich)

Haunted Village:

- Get Blessed Water for Tree Spirit (Seafall Shrine)

Monster Kingdom

[none]

Mysten Far

- Escort priestess to Mysten Far (Mysten Far)

Old Man's House

- Show lost love the lock of hair (Elden)
- Show lost love the green ribbon (Old Man's House)

Passion Cave

- Rescue the maiden in the glass coffin (Passion Cave)

Seafall Shrine

Talk to Awhren about the prophecy (Underworld)

Obtain Death Relic (Underworld)

Take the application back to the pirate (Candar's Mule Express)

Thais:

Find Master Gerrith at the Collegium of War and Magick (Thais)

Rescue Princess Alicia (Thial Mountains)

Go to Dyuti Shrine (Dyuti)

Prove the maid's innocence (Thais)

Help the prostitute clean her life (Thais)

Take Henry home (Candar)

Underworld

Obtain the relics:

-Death (Underworld)

-Passion (Passion Cave)

-Earth (Dwarf Mines)

-Fire (Fire Cave)

-Dream (Dream World)

-Water (Water Cave)

Venwood

Get the book from the library (Venwood)

Help the beggar with money (Venwood)

Get the necklace around the werewolf's neck (Venwood)

Witchwood:

Get Grisilda's broom back (Witchwood Swamp)

Get a few strands of Gavail's hair for Hilda (Witchwood)

Get Rotwart Moss for Gavail (Witchwood)

List of sealed vats and locked chests

Note: I go up to Thais, at which point you can recruit Jack. After that, I assume you have him in the party, and will mention the treasure in the walkthrough.

Elden: sealed vat in Barbar's Smithery

Devenshire: sealed vat in man's house in south part, sealed vat in northeast corner of town, locked chest (start at the sign near the first bridge, then go northwest, then north, then east, climb the stairs, go west, then north, cross the bridge, then go north)

Bat Cave: locked chest (from the entrance, go west, north, east a bit, cross the bridge, east)

Thial Mountains: locked chest (from the entrance (Bat Cave side): go west to the edge of the screen, climb the ladder, east)

Thais: sealed vat (kitchen area inside of orphanage), locked chest (inside of house to the left of the fountain: go upstairs, circle around the wall, and go inside the bedroom on the lower left-hand corner)

List of Important People – People who help you in some way

Person	Importance
"Whiskey" Jack	Elden's town drunk
Arvard	Runs Weapon/Armor shop in Devenshire
Avrail	"Names" children in Elden
Awhren	She holds the Death Relic deep in the Underworld
Barbar	Elden's chief blacksmith

Darryl	Hexed his lover Hilda, hoping to bring her to him
Devin	Escorts Talia to mainland, then stays with her
Ella	Needs beautiful gown to Prince Edward's Ball
Fairy Queen	Queen of the fairies
Farmer Gubbins	Provides Elden with fresh milk
Gabrielle	Trains warriors in Collegium of War and Magick
Gavail	Feuding witch with Hilda
Genna	Talia's best friend
Georgia	Ralphie's mother, Heraald's wife
Gevolda	Head priestess in Mysten Far
Grandmother	Talia's grandmother
Grisilda	Lost her broom
Hadan	Mercenary dwarf for hire
Hepbert	A retired treasure hunter living in the Snowy North
Heraald	Georgia's husband, Ralphie's father
Herbert (1)	Writing history of Elden down
Herbert (2)	Stella's husband in Devenshire
Hilda	Darryl hexed her and she wants revenge
Jenkle	A clown in Glenvale
Lehvus	Dragon King in the Fire Cave; has the Fire Relic
Lehvus	Dragon King who has the Fire Relics
Limfit	Mini dwarf who knows password to Dwarf Mines
Linnia	Seamstress living in Grunwich Vineyard
Lord Zorom	Kidnapped Princess Alicia; raising Ahriman from the dead
Mavra	Killed Stella to get Herbert husband
Ninia	Cleaned up her act after leaving Rita's establishment
Nino	Talia's Fairy mom
Pirate Haddock	Old pirate looking to settle down in a house by the seashore
Prince Lahr	Queen Vlissre's son, who's recently became ill
Princess Alicia	Princess to kingdom of Thais
Queen Vlissre	Queen of the elves; has the Fairy Key
Ralphie	Boy who gets sick in Elden
Reeda	Runs Elden's General Store
Renald	Runs tavern in Elden
Rita	Maintains a brothel in Thais
Serenia	Has the Passion Relic, but sleeps in a glass coffin
Stella	Killed by her sister Mavra
Succubus	Has the Water Relic
Talia	Main character in game
Theresa	Mother of girls living in Grunwich Vineyard
Tucker	Provides world with fish
Vesipia	The Dream Guardian; has the Dream Relic

Bestiary (list of monsters)

Monster: **Bull Demon**

Description: huge, heavily muscled, reddish skin, white toga, horns

Location: Tar Vendron Desert

Drops: Plate Armor, Hammer, gold

Difficulty: 7/10

Monster: **Castle Ghost**

Description: floating bluish ethereal-looking gastly figure

Location: Lord Zorom's Castle

Drops: gold

Difficulty: 8/10

Monster: **Crooked Demon**

Description: looks like a Fire Demon, only with two sets of horns and taller

Location: Lord Zorom's Castle

Drops: gold

Difficulty: 8/10

Monster: **Dark Elemental**

Description: looks like the fire elemental, only its inky black

Location: Lord Zorom's Castle

Drops: gold, Auquifolium

Difficulty: 8/10

Monster: **Dark Sprite**

Description: Light Sprite, only darker, meaner, and stronger

Location: Boss in Haunted Village, monster in Fairy Forest

Drops: gold

Difficulty: 8/10

Monster: **Dragonfly**

Description: Slow, flying insect

Location: Elden

Drops: Bread, gold

Difficulty: 0/10

Monster: **Dream Harpy**

Description: green-haired ballerina with purple skin and webbed wings

Location: Dream World

Drops: gold

Difficulty: 6/10

Monster: **Dream Sprite**

Description: looks like the Light Sprite, only slightly darker

Location: Dream World

Drops: rubies, diamonds, gold, Auquifolium

Difficulty: 6/10

Monster: **Evil Butterfly**

Description: large, mutant, ugly butterfly

Location: Glass Key Cave

Drops: gold

Difficulty: 4/10

Monster: **Evil Roadrunner**

Description: smallish, brown skinned
Location: Tar Vendron Desert
Drops: meat, gold
Difficulty: 7/10

Monster: **Evil Sparkler**
Description: sparkly, floats, changes colors
Location: Fairy Forest
Drops: gold, rubies, diamonds, Auquifolium
Difficulty: 8/10

Monster: **Fire Demon**
Description: pinkish red skin, horns, green beady eyes
Location: Fire Cave
Drops: Barbarian Sword, gold, Plate Armor
Difficulty: 7/10

Monster: **Fire Elemental**
Description: fiery, has a feminine figure
Location: Fire Cave
Drops: Cassia Leaf, gold, Auquifolium
Difficulty: 7/10

Monster: **Flaming Bat**
Description: small, red-winged red-eyed flying animal
Location: Fire Cave
Drops: Cassia Leaf, gold, Auquifolium
Difficulty: 7/10

Monster: **Forest Centaur**
Description: armored centaur
Location: Venwood Forest
Drops: gold, grapes
Difficulty: 7/10

Monster: **Forest Spider**
Description: poisonous small spider
Location: Haunted Village
Drops: gold
Difficulty: 3/10

Monster: **Ghost**
Description: um...a ghost
Location: Underworld
Drops: Meat, gold
Difficulty: 5/10

Monster: **Giant Eyeball**
Description: huge, floating eyeball
Location: Lord Zorom's Castle

Drops: gold
Difficulty: 8/10

Monster: **Giant Rat**

Description: small field mouse with a strong bite
Location: Candar
Drops: Bread Crumbs, gold
Difficulty: 4/10

Monster: **Goblin**

Description: long spindly legs and arms, long pointed nose, short, hunchbacked
Location: Dwarf Mines
Drops: Bastard Sword, Brass Helm, Chain Mail, gold
Difficulty: 5/10

Monster: **Glove**

Description: think Mickey Mouse's gloves dancing
Location: Underworld
Drops: gold
Difficulty: 6/10

Monster: **Goblin**

Description: small, green-skinned goblin with metal helmet
Location: Candar
Drops: Light Helmet, gold, Leather Armor, Aldewood Sap
Difficulty: 4/10

Monster: **Green Snake**

Description: slow moving green snake; not poisonous
Location: Elden
Drops: gold
Difficulty: 1/10

Monster: **Grey Blob**

Description: opaque grey blob of...slime?
Location: Underworld
Drops: Meat (?), gold
Difficulty: 4/10

Monster: **Grey Wolf**

Description: wolf with grey fur
Location: Thais Forest
Drops: gold, meat
Difficulty: 3/10

Monster: **Gryphon**

Description: flying gryphon
Location: Thial Mountain Pass
Drops: Meat, gold
Difficulty: 4/10

Monster: **Kobold**

Description: short, armored, carries a large double-bladed axe

Location: Lord Zorom's Castle

Drops: gold

Difficulty: 8/10

Monster: **Light Sprite**

Description: pointy-eared creature with a fat belly and red eyes

Location: Haunted Village

Drops: gold

Difficulty: 3/10

Monster: **Lizard**

Description: small green lizard

Location: Thial Mountain Pass, Thais Forest

Drops: Aloe Leaves, gold

Difficulty: 2/10

Monster: **Mutant Beetle**

Description: brown beetle with a sword in one hand, claws in the other

Location: Dwarf Mines

Drops: gold

Difficulty: 6/10

Monster: **Mutant Rat**

Description: huge, ugly black rat with beady red eyes

Location: Dwarf Mines

Drops: gold, meat

Difficulty: 5/10

Monster: **Naga**

Description: half snake, half blue-haired woman with a purple shawl

Location: Water Cave

Drops: Cassia Leaves, gold, Auquifolium

Difficulty: 6/10

Monster: **Ogre**

Description: large one-eyed ogre

Location: Candar

Drops: Meat, gold, Brass Shield

Difficulty: 5/10

Monster: **Purple Snake**

Description: slow poisonous purple snake

Location: Devenshire Forest

Drops: Marsh Tea, gold

Difficulty: 2/10

Monster: **Purple Frog**

Description: small, quick, poisonous frog with purple skin
Location: Glass Key Cave
Drops: Marsh Tea, gold
Difficulty: 4/10

Monster: **Raccoon**
Description: wild raccoon
Location: Devenshire Forest
Drops: gold
Difficulty: 2/10

Monster: **Red Bat**
Description: flying bat with red on its wings; some are fast, most are slow
Location: Thial Mountain Pass, various caves
Drops: Meat, gold
Difficulty: 3/10

Monster: **Red Hermit**
Description: old man with red cloak and staff
Location: Candar
Drops: Alderwood Sap, gold
Difficulty: 4/10

Monster: **Red Slime**
Description: poisonous opaque, reddish slime
Location: Fire Cave
Drops: Red Slime, gold
Difficulty: 6/10

Monster: **Red Wolf**
Description: wolf with reddish orange fur
Location: Thais Forest
Drops: Meat, gold
Difficulty: 4/10

Monster: **Salamander**
Description: looks like the Lizard, only with pinkish skin
Location: Tar Vendron Desert
Drops: Salamander Skin
Difficulty: 6/10

Monster: **Sand Scorpion**
Description: poisonous large, red scorpion
Location: Tar Vendron Desert
Drops: Poison Stinger, gold
Difficulty: 6/10

Monster: **Scrawny Werewolf**
Description: thin, scraggly werewolf wearing tattered clothes
Location: Lord Zorom's Castle

Drops: gold
Difficulty: 8/10

Monster: **Swamp Hag**
Description: old lady in a black cowl
Location: Witchwood Swamp
Drops: Bone Rapier, Holy Tonic, gold
Difficulty: 6/10

Monster: **Swamp Toad**
Description: poisonous small brown frog
Location: Witchwood Swamp
Drops: Marsh Tea, gold
Difficulty: 6/10

Monster: **Tar Man**
Description: looks like the Swamp Thing
Location: Venwood Forest
Drops: gold, pineapple
Difficulty: 7/10

Monster: **Viking Guards**
Description: short, armored vikings
Location: Lord Zorom's Castle
Drops: gold
Difficulty: 8/10

Monster: **Water Worm**
Description: green worm with red tentacles
Location: Water Cave
Drops: Auquifolium, gold
Difficulty: 6/10

Monster: **Wicked Warlock**
Description: blue cloak, green skin, horns
Location: Lord Zorom's Castle
Drops: gold
Difficulty: 8/10

Monster: **Wild Boar**
Description: wild pig with tusks and a black mark on its side
Location: Devenshire Forest
Drops: Meat, gold
Difficulty: 3/10

Monster: **Yellow Bat**
Description: Bat with yellow wings that flits about
Location: Underworld
Drops: Meat, gold
Difficulty: 4/10

---===Part 4: Miscellaneous===---

Explanation of the locations

Animal Kingdom – the small cave north of Mysten Far that has a few friendly monsters who want to get away from the hostile world and form a kingdom of their own

Animalville – the town of animals and the hometown of Fredrick

Apple Orchard – an apple orchard run by Lyla

Bat Cave – the cave full of nothing but bats that connects Thais Forest with the Thail Mountain Pass

Bleached Tooth Desert – The desert south of Candar where you'll find Limbarch's Traveling Circus

Candar – the city of love, home of Prince Edward (his castle is in the northern part of Candar)

Devenshire – a small town just inside the mainland, when you take the ferry from Elden Forest to Devenshire Forest

Devenshire Forest – The forested area that surrounds Devenshire

Dream World – the world inside the head of the Guardian of Dreams

Dwarf Mines – the mines used by dwarves to mine gold and gemstones and home of a golem, who has the Earth Relic

Dyuti Shrine – a small shrine ruined by evil

Elden – a small village that's the hometown of Talia and Devin

Elden Forest – the forested area surrounding Elden

Faiara – the town of fairies, guarded by a Golden Statue whose queen has the Dream Relic

Fairy Forest – the forested area outside Faiara

Fire Cave – the cave full of fire element monsters and home of the Dragon King, who has the Fire Relic

Glass Key Cave – the cave with the Glass Key at the very end, in a lighted, but secluded glen

Glenvale – a town north of Candar, home of many miners

Grunwich Vineyard – the vineyard that exports the world's supply of wines and home of the Linnia, the world's best seamstress

Haunted Village – the village in the southeast part of Thais Forest whose inhabitants are under a spell, and appear as ghosts

Mysten Far – the holy city of priestesses, and home of Gevolda

Passion Cave – the cave in the Snowy North guarded by a ram and home of Serenia, who is sleeping in a glass coffin and has the Passion Relic

Seafall Shrine – the only shrine left in the world, whose basement is the Underworld and has the only supply of Blessed Water

Snowy North – the area north of Candar that is always snowing

Tar Vendron – the "city of excitement" and home of the only coliseum in the world

Tar Vendron Desert – the desert area surrounding Tar Vendron

Thais – the large city that's home of the Collegium of War and Magick and hometown of Princess Alicia

Thais Forest – the forested area surrounding Thais

Thial Mountain Pass – the mountainous area that connects the Bat Cave with Thais Forest

The Underworld – the place where the dead return to after death, and home of Awhren, who has the Death Relic

Venwood – the city of the elves with the oldest library in the world

Venwood Forest – the forested area surrounding Venwood

Water Cave – the cave that's home of the Succubus who has the Water Relic

Witchwood – the city of witches

Witchwood Swamp – the swampy area surrounding Witchwood

Wyrwood Pass – the small cave that connects Thais Forest with the kingdom of Candar

Zorom's Castle – the final place where you'll go to finish the game, after beating Zorom, his aide, and whatever evil he conjured up

Differences Between Version 1 And Version 2

There are many differences between the two versions of Ahriman's Prophecy, enough that I consider both to be (more or less) different games. In case you are confused as to which one you have, the biggest differences can clear up that confusion. If you fight monsters in a turn-based system, rather than real-time, then you are playing version 1. If you can walk on the world map, then you are playing version 1. If your item inventory has two screens (accessible with the arrow), then you are playing version 2 (version 1 has a single screen for your item inventory). If you can use the same item multiple times in succession, then you are playing version 1 (version 2 is slightly different, with one item used one at a time). If you can see your current experience, and the amount you need to reach to go up a class, then you are playing version 1.

Overall, the same things happen the same way. However, some of the maps are so starkly different that a second walkthrough would be necessary to cover that. Maybe when I get done with this one, I'll start one for version 1.

I believe that I list a more detailed comparison of version one and version two on my website (on my "Ahriman's Prophecy" page)

Things I wish somebody would've told me but didn't:

Equipping a Poison Ring *after* you're poisoned will not cure the poison, but will stop the poison from damaging you until you can cure it with Mash Tea.

Once you join a Guild, you can't join a second one, nor can you change guilds. I found out this limitation after Talia became a priestess (the first guild that I came across), and discovered that I lacked any decent attack magic (not that I used magic anyway). A priestess has nice restorative spells. However, there isn't anything that a priestess can do with a spell that you can't do with an item. The only real benefit of becoming a priestess is that they can deal HEAVY damage to the undead (which includes the final boss).

Examining a corpse for treasure makes you vulnerable to enemy attack, so be forewarned. Same thing then a small screen comes up informing you that somebody went up a class. Reading that also makes you vulnerable to enemy attack.

Weird things that I've found in the game

If a character dies, then s/he shouldn't be able to fight, right? And that person shouldn't be able to earn experience, either? Well, that's not true. This might be because I have an older unpatched version of Ahriman's Prophecy (I downloaded it just weeks after it was released), so don't expect everything I mention here to apply to you.

First, when a character dies, they sometimes fight in battle anyway, as if their death means nothing. They also gain experience and classes. They don't, however, receive damage. To "use" a dead character (see them fight rather than just the damage they do), heal them with magic. You can't heal a dead person with items – magic only. Resting at an Inn with a partially healed "dead" character will reduce their health to one, the value it should be.

Using a Cassia Leaf to heal a living person is a bad idea. In some RPG games, using a "raise" item or spell will often provide a full heal on that character. However, it will only reduce that person's HP to five, ignoring what it was before.

Learning spells is easier when you go up a few classes and equip Talia with the spellbook. Open up the menu, and wait. She'll learn the spells based on real time, rather than "game time". If she doesn't learn anything after a while, she's either not ready for the next spell, or there isn't anything else to learn. This applies to scrolls, spellbooks, and any other item that teaches Talia spells. This also allows Talia to use a shield in battle, and only briefly use the spellbook to learn spells.

There are a few spots on the field maps (e.g. when you're not on the world map) that are blocked for no apparent reason. For example, a few spots in the river in Devenshire are blocked, but don't appear to have anything in them. In addition to these odd spots, there are a few spots where you can walk into when you shouldn't be able to, e.g. into a house from the outside. This is probably more to do with not setting the value of the edge of the house tiles to "block" rather than "normal" (you can't walk through them) than anything else.

Monsters will often try to flank you, causing you to either chase them down (give them an extra attack or two) or to stand there, waiting for them to come back. Monsters with very low health will sometimes run off to try and save their skin.

O.K., this one is after you purchase the pirate ship. Know how you can only land on the ports? Well, I've found a few other spots where you can walk around on the world map, no ports needed! Wherever you see forest meeting the ocean shoreline, you can "park" your pirate ship, and wonder around. You're still limited to the areas you can wonder around, but it's still kind of neat. You won't be able to do anything, or get anything, however.

By a stroke of bad luck, Jack died in battle (fully healed, killed in one shot by a Bull Demon). Instead of restarting the game (like I usually do when somebody dies), I decided to use a Myrica Infusion to revive him. Well, it did heal his health to max, but

didn't remove the "dead" status effect. He could fight like normal, but I couldn't exit the menu while I had him selected. Figuring that I was dangerously close to the game crashing, I let him die, and used a Cassia Leaf to revive him. I then sold the rest of my Myrica Infusions.

I used an Auquifolium Grande to heal everybody's health, and it also restored everybody's mana, too! So far, it's happened every time. I seldom use mana, but it might be helpful for those who use magic heavily! It's easier to take an Auquifolium Grande than it is an Auquifolium and a Distillate of Alnus!

Future additions

I'd like to add yet another list that gives information on who can equip which item. I'd also like to be able to compile the equipment lists together into one, or at the most, two parts. Maybe I could create a more complicated table? Or abbreviate everything to a few letters to shorten up the columns?

I'd like to also consolidate the town lists so that each town has the sidequests that you get from each one (with where you finally go to complete it (if it's a multi-part merit quest) in parenthesis "()", as well as the items/equipment available from all the merchants. As you can probably tell, I consolidated the merchant inventories to one list, even if they sold the items by categories. Maybe in the future I'll split them up into the appropriate categories to make it easy to find an item, and to know exactly what to expect.

I'd like to expand the bestiary section to include more information (rather than the vague descriptions that I have there right now). I'd like to include attacks, spells they cast, items they drop, and fighting style. Most enemies don't have any weakness, so the strategy for going after any monster is to face it, and mash the spacebar until it dies. I'll probably end up removing the strategy part of each monster, and simply include any important information in the other sections.

Maybe sometime in the future, I'd like to include the merit (a.k.a. sidequests) quests in a separate section, along with which ones decrease your merit points, which one increase your merit points, and which ones don't have any effect on them. I'd probably also add a reference chapter for more information (so that the user can look up the sidequest they want to know about, then find it in the appropriate chapter so they can complete it).

It's a far shot, but I might add a general index at the end, with reference chapters to common items of interest. I'd use page numbers, only I doubt anybody's going to keep the margins/font the same as the original (that is why I offer this guide as a doc file, rather than a PDF – to let anybody edit it as they see fit). The chapters aren't more than a few pages a piece, so that should be good enough.

When I get finished with this guide, I'll probably split it into chapters, save it as plain text, then zip them all together for easier downloading. Ideally, it'd end up being about half the size as this document, or even less.

I'd also like to convert this document into web pages, also split into chapters. I'd provide links to the chapters throughout the guide, as well as in the table of contents. It'll be a

lot of work, but should be a convenient option besides the plain text and document format of this guide, and the PDF format of my guide that's found on the main AP site.

I'd like to add a section on the guilds, weighing the pros and cons of each, and to add some advice that can only come from experience.

I'd like to add hyperlinks from within this document to quickly navigate (from the table of contents) to any chapter. That shouldn't be too hard, as long as it's done in the same way as doing it in a web page.

Credits

Many thanks to the people who pointed out gaping flaws, and showing me that I am not perfect. My thanks also go to those who suggested improvements, things they liked, things they didn't like, and things they'd like to see in my next version. Enough of the "general" thanks. It's time for the specific ones:

Patrick Mehaffey for suggesting that I should include cities with the side quests, and a few other minor details that I wouldn't have otherwise thought of.

Maren for compiling the Masterguide. I "borrowed" some of the information from that document to add some additional detail to my guide. Be sure to check it out if you have any questions on the various sidequests! You can download the Masterguide as a plain text file from my website.

The final "thank you" comes from the Player's Guide, from which I copied most of the data (I did verify it as I progressed through the game, however).