

BLADES OF HEAVEN WALKTHROUGH

By Hz8

This is the most recent version of the walkthrough. It was written by Hz8 and posted by Eridani in the Official Laxius forum and this walkthrough is compiled here under permission. The secrets were compiled by Shadowblade. The maps were created by birt1550 and they are listed at the end for your reference as not all are available.

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The walkthrough

Part 1: Shadow Blade Missions

Frechette and Region

After the opening scenes you'll start as the main character Laura in her house, immediately open the chest in the corner to get the [Dai-Katana]. If you check the Conversation spell you'll find out she needs to visit Shadow Jurkevic but before you do that go explore the town a little bit. Inside the church is a (Sacred Heal Scroll) in the bookcase and there is an (Antidote) in the chest outside. East of the church is a passage leading to a guy you can beat up for 10 exp, also search around where he was standing for 45c. South of there is the equipment shop but since you have little money you can't buy anything also check the tree near the shop for 3c, don't bother trying to open the chest to the south you'll just get killed. In the library south of your house is a (Celestial Orb Scroll) and just south of that is a place where you can buy pets. Near the inn is a blue-haired guy that will be important later, inside the inn there is a guy who will tell you about his friend and give you a map, just south of there is a crate with a (River Berry) in it. Also talk to Bison and accept the quest to find his ring, wait in his house for a while and eventually his dog will wake up. Lure it back to your own house and it should walk up to the hole next to it and dug up an [Ultimate Grog], which gives Laura +50 hp and really helps out early on. Just west of Bison's house is the Shadow Blade HQ, also when you have 30c talk to the purple haired guy Nelly and buy his (Grand Aura Scroll), he'll disappear later on, if you don't buy it. Go inside and talk to Shadow Jurkevic, he will tell you about the mission you have to do, you must go to Moorwick and assassinate Grum, you'll also 25c to get you started, then talk to everyone there to receive a (shadow ring). At this point you can go and buy the Wolf from the pet shop but there are better options, make sure you get the (Animal Food) in the crate and (River Berry) near the pet shop though. Now exit to the World Map.

Regional Monsters:

Rogue: They give lots of money and are relatively weak, but I wouldn't recommend fighting them early on, confusable, slightly harder to escape. 3 xp 5c drop power shield

Beez: Your basic weak monster. 1 exp

Evil Knight: These guys are pretty tough, wait until you get more characters before engaging them.

Starving Googol: Do not fight this guy until much later, around lvl 35-40. 47 exp

Go to the hut south of Frechette, and talk to the guy there he will teach you a spell called Supreme that will heal weak and slow as well as boost attack and speed. After you are done

cast Supreme to get rid of your weak condition and exit. Go south and follow the branch-out to the west and click on the bush to enter a place where there is a woman who will sell you a butterfly for 4c, however there is another path in that screen in the bottom left corner that leads to a place where you can get a Alcyn Viper, which is a really awesome pet, also check the crate for (Animal Food). Now if your confident in your fighting ability and still have good health you can go south to the tree blocking your way and fight the boss, otherwise go train and heal at the inn first.

Boss: Big Bear 2x Gobelin

If you have the butterfly, madness pollen can cause Mad on all of them. Cast Supreme with Laura and start attacking them, if you mad them enough they will probably end up killing themselves. You can run away if it starts looking bad but its probably better to reset if that happens. If you got the Viper it will probably one hit them so there should be no problem at all. You get 9 exp 10c when you win. After you win go rest at the Inn if you need to and return to the Path of the Butterfly.

Path of the Butterfly

Monsters:

Butterfly: Very weak but can attack twice, harder to escape from. 2 exp 1c drop Energy pills

Rafflesia: Can cause poison, take these guys out first, susceptible to many status conditions, escapeable. 2 exp 2c drop Antidote

From the entrance go down the stairs to the south and grab the western chest, inside is a (Leather Bandana). Go to the east and go down the southern stair, walk all the way around to find a (Red Potion), also in that same depression go to the west and check the rocky wall for an (Attack Transfer Scroll). Continue to the east and check in the middle of the tree patch to find an (Energy Tincture), further east open the chest for an (Antidote) and the chest north of that contains (Lizard Mail). Return to the entrance and go southwest this time go down the second set of stairs and get the chest containing 6c. Save and when you continue to the next screen

you'll be attacked by 6 butterflies, basically hope that Madness Pollen goes off or use Dai-Tsin. Rest then come back, continue south at this point you can either face the boss now or train some more. When your ready to face the boss go south down the two sets of stairs from the entrance, you'll face off against 6 butterflies again, after you beat them go east and check the cave to face the boss.

Boss: Butterfly Queen 3x Butterflies

Kill the butterflies first, then cast Supreme and go after the queen. The Queen can cast Paralysis, cast poison and absorb hp from your characters, your shadow ring should prevent its normal attack from doing too much damage and heal if necessary. It has a lot of hp but should go down pretty fast after Supreme. You get 31 exp and 15c upon victory.

After you beat the queen, there will be a little cutscene, when its over go back to Frechette and rest, if you were using the butterfly and it died get the Viper now (you won't be needing it anymore). When you're fully recovered return to the second half of the path, there is some treasure to get. First head down the first flight of stairs and go east, check the wall directly north of the butterfly cave for a (Stone of Paralysis), then head east and go into the poison terrain area, there are two chests containing 10c and a (Stone of Strength). After you ready continue south-east to exit to the Moorwick area.

Moorwick and the Assassination

Regional Monsters:

Rogue: They give lots of money and are relatively weak, but I wouldn't recommend fighting them early on, confusable, slightly harder to escape. 3 xp 5c drop power shield

Leprechaun: They will steal money from you every turn but give quite a bit upon death, run from them unless you can take them out fast. 6 exp 9c.

Starving Googol: Do not fight this guy until much later, around lvl 35-40. 47 exp

When you enter Moorwick you'll see a guy blocking the way to the Inn, talk to him and beat him up. Then start exploring Moorwick, the area you are currently in is the New Town, the area to the northwest is the Old Town and the area to the northeast is the King's Quarters and is where Grum lives. In the house to the south of the Equipment shop is a (White Aura Scroll) in the bookcase, then visit the equipment shop and get your blade sharpened. Then go to the item shop and buy a couple of Harmony pipes. South of that shop is a man named Scott who will give you another quest. Then go look in the wardrobe in the house to the east of the item shop for 6c, then go around to the back of that house and talk to the guy in the corner, accept his challenge, then answer, Garnet, Crecius, James and Buckley, Lance Moorwick, Anna Lisa, Debate, Debate to get a (Mind Potion). Lastly leave Moorwick and go south to the Misty Forest, save and keep going East go to the south and get the (Red Potion) then head north to a hut, go inside and open the chest to get (Predator Gloves) then you might as well go around to the east and get the (Hunter Ring) if your having trouble reaching the hut save constantly and use harmony pipes cast fog when you are done.

Now to start on the quest, talk to Crecius in front of the Old Town, cast conversation then go to the inn, when you talk to Anna Lisa there will be a new option to wait until nighttime choose it. Now that it is nighttime you can enter the Old Town. First check the lefthand crates at the beginning for a (Red Potion) then go to the right hut and search the crates for 7c. Then check the various crates around town for 6c, 5c and a (Numb Tincture). Now to enter the Kings Quarters approach the east wall, down at the southern end there should be a gap in the wall that you can jump down to. Go down and check to door to see that it is locked also check the flowers for 8c, then return to Old Town go to the far Northwest corner and talk to Savannah, buy the tool (you should have more than enough money) and return to open the door. On the first floor check the shelves for 5c and a (Celestial Explosion Scroll) then bypass the guard and get upstairs. To get past the guards on the second floor it is a bit tricky, wait for the patrolling guard to walk towards you and when he turns around and starts walking toward the other end wait in the southwest corner until the guard is a little more than halfway past then quickly run up behind him and sneak past, run up and around to the stairwell. Since you were in the corner the entire time the two guards by the stairs may not catch you but sometimes they still do, just keep trying. When you reach the next floor watch the cutscene and then Karol will join your party. Return to Frechette when it is daytime again.

Talk to Shadow Jurkevic and he will give you a new quest where you must reach Beacon and recover the Zombie Orb. First go to Moorwick and make sure all your character are properly equipped then proceed to the Misty forest.

Misty Forest:

Monsters:

Black Widow: Can cause poison eliminate these quickly, run from groups of 4, succumbs to death, numb, poison. 5 exp 4c

Wooden Demon: Has minor physical attacks has lots of health, succumbs to numb, poison. 8 exp 5c drop Celestian Orb Scroll

Turturo: Fights in groups of 2-5 not very dangerous and likes to run/pounce. 4 exp 1c drop Stone of Mind

Since we already got the predator gloves proceed all the way south from the beginning, then go east until you see a snake. Unless you already got the Alcyn Viper then just kill off your pet and get this one, it's basic attack can do as much as Karol and it causes Numb, Weak and Poison. Also check the flower bushes nearby to get an (Energy Tincture). Afterwards go north and go down the first west junction there is an area to the south with 14c. Follow the path all the way west and you'll be back on the original long southern path, head back north, in the eastern junction there is a path to the south marked by terrain damaging patches, when you continue down there you'll be attacked by a boss so be sure you train a little a bit and are fully rested before going down there.

Boss: Queen Marsh

The big spider has quite a bit of health but with the ground orb that you acquired and the viper it will be a bit easier. Cast Supreme and Melee Up in the first round and Melee Up once more in the second round. The Queen Marsh has a decent physical attack as well as attacks that cause poison, if you can try to heal the poison as fast as possible. The boss is also susceptible to weak and numb status, this will make your attacks more effective against it. Your reward is 40 exp 7c and a (Quick Potion). I did this battle at around lvl 8 and I would advise against trying it any lower.

Go back to Moorwick, rest up and restock if you need it then continue down that passage that the big spider guarded. When you reach a junction go south, the northern path leads nowhere,

follow the southern path to another junction. The eastern path has a (Croco Bandana) in a chest and you can visit the forest pet shop, there you can find a (Stone of Sleep) and an (Animal Food), don't bother buying a drake they aren't that useful/good. Return to the original junction and head south this time to exit the forest.

When you get out of the forest visit the Temple of Benevolence, here you can donate money to boost your mind stat temporarily and search the drawers and fireplaces for 3c, a (Lucrecious Scroll) and a (Grand Aura Scroll). Continue south from the temple and set the teleport point, further down the road go south rather than east as you probably aren't ready to take on the dragon just yet. Go visit the house by Benedict and Karol will ask you to pay 50c to keep him around, fire him anyway to save some money don't worry he'll still stay with you the entire game and nothing will be affected, you can drink from the pool of water nearby to power him up if you want.

Benedict:

Regional Monsters:

Fat Pingouin: These guys will always pounce or run and can come in groups of 10, easy to escape from though, use firestorm or high level Laura's Critical Wave. 5 exp 12c rare drop Quick potion

Green Spider: The Beez of this region, extremely weak. 1 exp 1c

Wohliahr: They are pretty weak and don't do anything special. 11 exp 6c drop Stone of Magicka

Rogue: They give lots of money and are relatively weak, but I wouldn't recommend fighting them early on, confusable, slightly harder to escape. 3 xp 5c drop power shield

Leprechaun: They will steal money from you every turn but give quite a bit upon death, run from them unless you can take them out fast. 6 exp 9c.

Giant OOze: Like the Wohl nothing special. 9 exp 4c drops Red Potion

Starving Googol: Do not fight this guy until much later, around lvl 35-40. 47 exp

Enter the city and enter the big church to the south, search the shelves to the south for a (Holy Powder), also if you bump into the little kid that follows you enough Laura will beat him up. Go to the east and buy a pair of [Fast Shoes] this will make your party run faster. Check the flowers on the east side of the church for a pot containing 11c, talk to that guy patrolling the area for a funny little message if you want. Go down south and around the trees, talk to the little kid and get a quest to find his golden cat, unfortunately there is a bug that prevents you from completing this quest right now. Continue north of that kid and search the bench next to the two people for a (Stone of Magicka). Then go south to the pet shop and release your viper (you'll see why later). Go west of the pet shop past Allistair's house and talk to Clarysse then her son then Clarysse again to get a quest to find her son, search the crate in the house for a (Lizard Mail), Clarysse's son can be found in the path of the butterfly and the reward is 40 exp. Continue northwest into the space between the church with all the flowers (it is where that kid is hiding) and search the flowers for a (Grand Aura Scroll). Next enter the house that the golden cat is hanging around, in the crates at the back of the house you can find a (Life Tincture) as well. Search the shelf inside for an (Evil Card) then talk to Zlatko and find out you have to go to Beacon. Now go north to the inn and talk to Jasper and the Innkeeper and accept their quests, the innkeeper's teapot is in the church and it will reduce the price you have to pay to use the inn. Then go back to the petshop and purchase an Antlion, go to the cave west of Benedict and the Antlion will tunnel under the huge rock and you can go in.

At this point you can continue on but if you don't mind some trouble it would be advised to go back and pick up one of the best pets in the game, the phoenix. Go back to the Benedict petshop and boot the antlion. Then teleport back to Frechette and talk to the purple haired guy named Charly next to the inn, he will ask if you've been happy with your pet, answer no and he will tell you where you can find a great pet. Teleport back to the Benedict region and enter the newly appeared house, talk to the guy and buy the phoenix, search the shelves for (Phoenix Food). Also if you have lots of money buy some extra phoenix pills so that you can recharge its mp at crucial times. Now take the phoenix and rack up some money/exp on the fat pingouins while using the inn to recharge before going to the cave.

Cave to Beacon

Monsters:

Padago: Has a lot of health but is susceptible to phoenix attacks and critical wave, can cast minor magical attacks, easily escapeable. 15 exp 12c

Orcacoptere: Fairly weak monster but drops the ultra powerful Amazing Hat, make sure you get at least one! 13 exp 15c drop Amazing Hat rarely

Cave Dwarf: Lots of defense but can be killed easily with critical wave or other spells like firestorm or explosions, easy to escape. 10 exp 8c drop red potion

Go north and ignore the chest in the spikes, its empty. Move up to the switch, hit it and run across the lowered spikes to the other side quickly, if you ever need to go back just use fog. The southern cavern has a (Red Potion) in a chest, the northern passage has a (Tent) when you search the bones and a (Life Tincture) in a chest, also orca's are pretty common here. The southwest path has a (River Berry). When your ready head up to the northwest path to continue on, it is possible to make it past the spikes pretty easily when you hit the switch if you have the fast shoes equipped.

In the next area the west path has 15c the north path leads to a bridge, which leads to the next area. Get the (Harmony Pipe) in the chest, the north path {!} leads to a difficult fight that you should probably take on later, the southwest path has a (Magicka Belt) and the southeast path lets you continue, make sure you check the bones along this path for a (Red Potion).

In the next room is the first puzzle of slight difficulty in BoH, there are three switches that I'll call A, B, C and a pole switch D. Switch A is the one in the northwest Switch B is the one along the west wall that is blocked and Switch C is the one beside the door. To move on you'll have to move a rock onto Switch C, but before we do that we should try to get that chest because it contains a nice item. First walk over to Switch A and move to the right push the stone in your way to the right twice then push the rock below all the way down, go around and push the rock to the left and maneuver it until you can push it onto switch B, this should allow you to hit pole switch D. Leave the room and return to Switch A, repeat the two to the right rock down maneuver but this time instead of pushing the rock all the way to the left push it one square then go around and push that rock back up so you can push it onto switch A, then go and open the chest by Switch B to get the (Ju-jin Crown). Leave and come back again and use the two right down all the way method again, but first push the rock by pole switch D up two squares. Then use the rock that you moved down and take it left 2 squares, down 1 square, left 1 square,

down 4 squares, right 1 square, down 1 square, right 7 squares, north 5 squares, left 1 square, north 6 squares, right 2 squares, north 2 squares then go through the door.

In the next room push the rock with you the entire way and place it on the switch (Scout it out if you've never been here before), then grab the full recovery. Grab the chest to the northwest containing (Celestial Orb Scroll) and the chest to the east with (Dragon Mail). To move on go down the northeast passage. Then in the next screen there is another rock puzzle.

There are 3 Rocks here, the southern purple rock is Rock A, the northern purple rock is Rock B and the brown rock is Rock C, the western pole switch is switch A, the northeast switch is Switch b, the switch south of switch b is Switch C, the eastern pole switch is switch D. Push Rock C up 2, Rock B down 1, hit switch A then read the plaque, now you can try and figure it out yourself or you can follow this unnecessarily complex guide. The first thing you have to do is get the brown rock on switch B, so hit switch A push Rock C up one, then right 7. Next you have to push Rock A to Switch C. Hit Switch A again then push Rock A right 2, up 5, hit switch A, up 1, right 2, down 2, hit switch A, right 5. Now you must hit pole switch D, so push Rock C right 2, push Rock C left 2, hit switch D, push Rock C left 2, hit Switch A, push Rock C right 2 and exit.

Go north and fight a bunch of dwarves, just use Critical Wave. Continue north afterwards and step on the teleporter, head south to exit.

When you are outside head towards the tower, you'll be attacked by some Evil Shark Men but nothing that should be too dangerous, also check the bush next to the tower and get an Octopus if you don't already have the Phoenix.

In the Beacon click on the blue pools for full recovery, talk to Runegard to find out you have to complete a trial first, so exit and enter the Trial Temple just east of Beacon.

The Trial

There are no monsters in the trial just four parts, rock pushing, moving fast, avoiding mummies, and then the boss battle.

Push the Rock: There are 4 switches here, the switch to the far left behind the spikes is switch A, the switch near that one is Switch B, the pole switch is Switch C. To get past this part, you must get the rock on Switch B, then get the other rock on Switch A. I recommend you try and figure it out yourself before you use this guide.

Hit C, rock up 3, down 1, left 2, up 1, left 3, up 1, left 6, down 2 onto Switch B. Then move to the other rock, left 11, down 2, left 4, up 1, left 3, up 1, hit Switch C, left 10, down 8 onto Switch A. Leave and save before trying the next part.

Fast Run: In this part you must make it to the stairs on the other side, hitting the switches will cause the spikes to drop for a few seconds and clicking on the squares will destroy them, you probably need the fast shoes to get through this, if you die a few times don't get discouraged and just keep practicing, and don't bother with those purple rocks they do nothing.

Avoid the Mummies: If you touch a Mummy they will teleport you back to the beginning, the music symbols will freeze them for 3 seconds. The general strategy is from the beginning move to the west room and wait for the fast mummy to run up, freeze them and run down, if your lucky the two mummies won't be blocking your path. When you reach the bottom hit a symbol and continue south, in the next part wait for the three mummies to move down a bit and hit the symbol before they trap you. Run past them as they are frozen and hit the switch, use Critical Wave to take care of the Padagos and keep moving north, use the Wave again on the next Padago and you should make it with time to spare. Laura will find Arri's body at this point, if you look ahead you'll see a oddly marked square, walk around it to avoid getting killed and step on the last spikes to fight the boss

Boss: Guardian

This battle shouldn't be too hard, the guardian can attack one character twice for good damage or hit everyone for medium damage with a spell. Just cast Supreme, Melee Up until noone responds and attack it, use critical wave for the best damage and try to keep your phoenix alive. You get 52 exp 45c for your victory.

Watch the cutscene then return to Beacon.

Beacon Sewers

Monsters:

Rubbish Fly: Can cause poison on your entire party, can be taken out quite easily with firestorm or critical wave, difficult to escape from. 9 exp 3c.

Thing: Not very tough either, can cast minor spells, escapeable. 10 exp

Bloodpile: Kill these quickly cause like the flies they can cast poison all, don't appear with anything but themselves and Things, escapeable. 9 exp

Moat Bio-Plant: Have tons of health and decent attacking power, but slow and easy to escape. 18 exp

Recover your health and talk to Runegard, Bellene will join your party. Make sure you get her a few levels during the next dungeon. But before you go, go down the southeast passage in Beacon and talk to the old man there to get a (Mind Potion). Also go to the northernmost blue healing pool and check the western wall nearby for a secret passage leading to the [Saktin Box]. To enter the sewers go down the stairs in the center of the building. Hit the pole switch near the stairs and run past the barriers, to get back either cast fog or hit the switch just after the barriers. Next to that switch is one switch off and one switch on, set both to on and head north and flick the switch there to on as well.

Now head east, there is a little challenge there. Each pole switch temporarily depresses a barrier, to get the chest you must hit all the pole switches and run to the next one in succession, if you get trapped then you can either cast fog or reset (reset is faster). If you get trapped against the final section where the chest is just fog rather than reset after you get the treasure, which is a (Strength Potion).

Return to the room with the two switches, go down the southeast path, go down the first junction to the south and head all the way down until you see a switch, flip it and return to the two switches. Next go down the southwest path, follow the path west, make sure you check the second north indentation for a (Wreckage Card) then make your way south, ignore the first two east paths but go down the third. To the north is a pole switch, hit it and go south. A new pole switch is now revealed, hit it and run to the junction that is now revealed run up and hit the pole switch and run out (or fog if your trapped). Get the two chests that are now accessible for

an (Antidote) and (Red Ooze Ore). And that is it for treasure down here, to move on return to the south east passage and go down the second southern junction and you'll encounter a boss fight.

Boss: Giant Cockroach, 2x Rubbish Fly, 2x Bloodpile

The only real danger here is if your party gets poisoned and even then you should still only encounter slight trouble. If you have the phoenix have it firestorm and Laura Critical Wave to kill off the other monsters first turn, then Ground Orb and beat on the cockroach. You get 84 exp 21c after.

Continue south and check the barrels for a (Stone of Mind), then make sure you rest up before heading down the stairs. Go south until you see another set of stairs save and when you approach you'll be attacked by another boss.

Boss: Bio-Twin (Big), Bio-Twin (Small)

If you know what to do these guys aren't really that tough as their killing power is really low. They have a minor magical beam that causes weak/sleep and a weak physical attack. Every turn the smaller twin regenerates a lot of health while the bigger one regenerates a sizable sum. To kill them, pump up your attack and concentrate everything on the Big twin until its dead, heal with Bellene. When the big twin dies the small twin loses its regen and will go down fast. The Big twin is susceptible to death and the little twin is numbable, just to make this battle even easier. You get 55 exp 29c and a (Power Potion) upon victory.

Go down the stairs and use the pools to heal, you can now go get the Zombie Orb if you want but be warned that there is a tough boss fight up ahead, it is suggested that some training is undergone first. Once your ready, hit the top left switch, then top right switch to drop the barriers. As you break the Orb's seal it will come alive and attack you.

Boss: Zombie Orb

This is probably one of the toughest fights of the first part. A good level to fight it would be around lvl 18-20 for Laura/Karol and Level 13-16 for Bellene but of course the higher the better. The Zombie Orb casts several powerful spells that hit all of the party as well as having the ability to deal decent physical damage and drain small amounts of health. It can also heal itself by 999 but this uses up a lot of its MP, every turn it also regenerates 80 hp. The Orb has a lot of health and the only way to prevent it from overwhelming your party is to inflict massive damage to it quickly. On the first turn have everyone cast Ground Orb and Bellene cast Spirit Up, it will probably hit all your party for some damage, then have your party cast all the Celestial Orb Scrolls in your inventory on it (you should probably have some from the Wooden Demons in the Misty Woods). This should inflict over 1000 damage and get you off to a nice start, start attacking with your Laura/Karol while healing with Bellene or casting Grand Orb. Your pet will probably go down early but don't bother reviving it. You get 98 exp, 15c and a (Stone of Death) when you win. The Zombie Orb is now also in your inventory.

Frechette Revisited

Cast Fog and exit Beacon, make your way back through the caves, when you reach the area where the dwarves attacked you before they will fight you again only this time there are a lot more. Critical Wave will still make short work of them however. When you return past the puzzles make sure you go to reference point ! and go north to fight the Restless Warriors. Cast Justice For All and Firestorm to kill them quickly, then get the chest containing 224 c. Recover and continue the path back, when you reach the first set of spikes start to walk over it, remember to heal halfway through to prevent anyone from dying, right as you reach the end heal and save then move on to get ambushed.

Boss: Frankie, Power Bear

He'll jump in and eliminate your pet before hand, however if your pet is the phoenix it will stay around. Frankie and his pet both have powerful physical attacks, Frankie's does about 80 and his pet does around 40 but both have almost no health. Just cast Critical Wave, Fire Storm and Grand Explosion and he should be eliminated first turn. You get 66 exp for beating him.

Afterwards Frankie will explain the truth about the shadow blades and join your party to prove it to you. Frankie has auto-regen during battle and when his health is low he will go berserk and his attack stat will be boosted, he also has a very good natural defense stat and can resist magic very well. Finish exiting the cave and heal at Benedict, use the teleporter to return to Frechette. But before you do this, you can head northeast from Benedict and enter that cave, inside fight the Bronze Dragon.

Boss: Bronze Dragon

Right now this monster is probably kinda tough, use the Ground Orb and cast Protect Up, Spirit Up then hit it with powerful spells. It can cast Firestorm for 50 to all and Fireball for 80 to one person as well as its normal attack. Your reward is 326 exp 88c and sometimes it drops Dragon Wings.

Check the bones there for 31 c, a (Stone of Sloath) and (Dragon Helmet) before continuing onto Frechette. Note the guy that is now at the entrance that sells some decent equipment. Rest up at the Inn, upgrade Frankie's sword again before confronting Jurkevic.

Boss: Shadow Jurkevic

He'll start the battle by putting half of your characters to sleep. Cast Supreme and Protect Up as soon as you can then concentrate on healing your characters and attacking Jurkevic. If your Laura gets killed just cast Exorcism on Jurkevic until he dies. His main attack is to use the Destruction Orb on your party but like Frankie has little health to back it up, watch for his basic attack though. You get 85 exp 156c and the awesome [Shadow Mail] when you win.

Frankie will explain the new mission to everyone and then you can head off! This ends Part 1.

Part 2: The 3 Orbs Quest

Water Temple

Monsters:

Water Demon: Has a bit of hp and can cast some powerful spells, defense is not very good though, medium escape difficulty. 14 exp 6c

Frozen Soul: Has a lot of hp and good defense magic is effective against it, escapeable. 16 exp drop Stone of Strength

Bubble 'O Coco: Minute hp and weaker defense than the bubbles these guys can deal decent damage if allowed to live, escapeable. 8 exp drop Mind Leecher rarely

Cristal Ooze: Has little health but extremely good defense and can drain mp, your best bet against it is to use magic, escapeable. 11 exp 14c

When you reach the water temple south of benedict, Bellene will inform you that you'll need Breathing Suits from Beacon. Go through the cave to Beacon then go to the top left chair and sit in it to teleport to Jessyca's room, talk to her and receive 4x [breathing suit]. Return to the Water Temple, equip the suits and enter.

Head to the east first and flip the switch then return to the entrance and head south, explore the dry area to find a chest with a (Shark Pod) and a chest with a (Ocean Crown). Then return to the eastern switch, flip it off and continue east, there is a chest and 3 switches here, buy about 10 Ocean Cubes from the chest then check the chart to find the arrangement for the switches. First set the switches to West and head back to the other switch you flipped off. Go down the southwest path, when you reach a junction continue west until you reach a chest with (Razor Jaws) inside, lock the dam with the switch and Ocean Cube back. Set the switches to Middle return to the junction with the other switch and head south this time. When you reach the next area, check the block at the top of the waterfall for a (Moon Tear), continue south past those large barrier things and you'll be attacked by many Shark Men and Monsters just use Destruction Orb to beat them. After you beat them all head west and get the (Metal Wings) and lock the dam. Cast Ocean Cube and set the switch to East, return to the last area and follow the path east to get the [Magicka Leecher], which is extremely useful later on. From there go north and get the [Shark Suit] which is an awesome armor for Karol. Afterwards cast Ocean Cube and set the switches to Southern Middle, then return to the Middle dam and go south, lock the dam again cast Ocean cube and set it to Southwest. Return to the southern middle dam and head west. In the next area lock the dam flip the switch and get the chest with (Aero Wings), to the

west is a guy who will sell you antidotes. Cast Ocean Cube again, the switch that flipped in the southwest area removed the pillar to the south, set the switches to Southeast and go south from the 3 switch area. When you reach the dam lock it and flip the other switch, this removes a pillar allowing you to get that chest east of the Middle area, inside is a (Magicka Potion). To exit the temple just continue south from the South East dam. Make sure you flip the switch at the very end though.

Arwel and Region

Regional Monsters:

Varan: Deals minor damage, nothing special, medium escape difficulty. 17 exp 3c

Nasty Beetle: Deals minor damage, very fast, difficult to escape. 9 exp 5c

Terror Wasp: Difficult to escape from and can deal nasty damages, use destruction orb to clear them away. 12 exp 3c

There really isn't anything necessary to the main quest here but first equip your accessories again and visit the teleport point to the south before entering Arwel.

In Arwel the only monster is Brains that give 18 exp 8c and are not very strong. When you first enter go to the house on the left and search the bookcases for Jasper's Card, you can give it back to him for some exp. Down the stairs in this house is also a place where you can sleep for free, check the chair there for a (Muscle Potion). The house northeast of there has an (Evil Card) in a crate, then search the crates to the north of there for an (Animal Food). Head west and then north to another house, save then check the teapot to fight a tough boss.

Boss: Genius Brain

The Genius Brain can hit your party with powerful spells and cause a whole boatload of status conditions, it also has tons of health and will summon brains to help it fight. This is also probably the first battle where you'll witness the power of the Magicka Leecher. On the first turn cast Leecher with 3 characters and Ground Orb with the other then pump up your stats

and kill it, without MP its hardly a threat. You get 152 exp 32 c when you win but keep in mind those numbers change depending on how many subordinate brains you kill.

After you win leave Arwel and enter the cave.

Cave to Zagmar

Monsters:

Dark Imp: Low health but can attack for damage and cast Slow on all your party members, difficult to escape. 11 exp 6c.

Skull: Weak to holy spells, susceptible to other spells but can cast Death and stat damaging spells. hard to escape. 12 exp 4c.

Vampire Bat: Weak monster, can drain HP, escapeable. 7 exp 1c

Blood Bat: Almost similar to Vampire Bat, escapeable. 10 exp 1c drop Animal Food

From the beginning head northwest, take the west path next, then take the east path for a (Red Potion). Cast Fog and go down the east path this time, take the next west passage, then east, then east to reach Barandos, heal and save then approach to fight him.

Boss: Barandos the Red, Mountain Bear

I won't lie to you this guy is extremely tough for below lvl 30. Barandos will start off by damaging your entire party. The Mountain Bear will cast minor stat damagers and Barandos will mainly use very powerful physical attacks. The key to beating him this early is to concentrate everything on Barandos first because if you kill off his pet he gets really angry and will hit your party with even more powerful attacks. Start off by Magicka Leecher on him once, boosting attack and healing your wounds, then then cast Black Aura and protect up like mad and hope he doesn't kill off anyone, then start to attack him while healing any wounds that he causes, also protection from Critical equipment is very helpful in this battle. If Laura goes down don't

bother reviving her but try to keep Karol and Frankie alive. If you get a reprieve from healing cast another stat booster or hit Barandos with exorcism to try and hit him with Weak status. When he finally falls, revive any dead characters and kill off the bear. You get 254 exp, 127 c and the powerful [Barandos Helmet] when you win. The chest behind him contains 155c.

To get through the cave, go back to the beginning and push the brown rock through the west passage, then the east passage then to continue go all the way around and push the rock then continue north then take the east passage again, push the rock onto the switch and enter the doorway.

Save then get into the cart, you'll now careen down the mine, if you get hit by a rock or wall or something then you'll game over. I can't suggest anything to beat this but practice and if you take off the fast shoes I've heard that you'll go slower, just keep practicing until you know the locations of the obstacles that kill you most of the time and avoid these. When you reach the other side check the bones for 75 c and step on the teleporter. From the next area head east and check the bones for 8c, then head south and click on the teapot for a full recovery. Return to the teleporter and head west then continue south. Take the west path and you'll encounter a boss.

Boss: Mole Dragon 4x Dark Imp

This is a cinch, it has a decent basic attack and a special that hits everyone. Kill off the Dark Imps first turn with C-Wave then cast Protect Up and Ground Orb and beat on it until it dies. You probably won't even need healing. Reward is 106 exp 107 c and a (Magicka Potion).

Afterwards check the nearby bones for a (Dragon Tear) then continue along the path. Once you reach the exit, head west first and get (Revive Potion).

Zagmar

Regional Monsters:

Terror Wasp: Difficult to escape from and can deal nasty damages, use destruction orb to clear them away. 12 exp 3c

Set the teleport point and examine the trees to the east before entering the city, also check the bushes west of the teleport point to find a secret area with a (Strength Potion). Talk to the knight in front of the castle and he will point you toward Nathan, go south enter the house there and talk to Nathan ask about the forest then cast Conversation, then go around his house on the narrow ledge and check the wall for 1107c! Return to the castle gates and head west, in the first house with the scientist check the sink for a (Life Tincture), ignore the red chest and go all the way west talk to the guy there and ask about the trial.

To complete the trial, head north from the beginning, critical wave the padagos the take the west path, then go east and smash through the blocks to reach the treasure room. Inside is (Muscle Potion), (Quick Potion) and a (Power Potion), to exit step on the square north of the chests to get teleported out. Afterwards head south, there is an equipment shop that upgrades Frankie's weapon, also make sure you purchase a Muscle Glove. Continue west and south, around here there is a guy with red hair that tells you about the Lab, talk to him and ask for more information twice to discover information about the explorer coat. Go south from there and check the drawers in the house next to Ukveld to find a (Life Network Scroll). If you want you can challenge Ukveld.

Boss: Ukveld

This guy is really tough below lvl 30. He has tons of powerful attacks, extremely powerful basic attack, hp draining spells but has virtually no health, use the first turn to power up attack, then attack with spells and powerful physicals. Have Bellene heal anyone that gets hurt and try to keep as many people alive as possible he should go down soon. You get 95 exp for winning, hopefully some reward for this will be given in a later update.

Afterwards go north of the Public Bath, up the alley and check the wall for a (Stone of Death). To enter the lab return to the Inn and head south along the narrow cliff/wall, there should be a purple haired guy there named Ouragon. Stand next to him and click toward the east to enter the lab, open the gates, then return to the area with blue tiling and check the left sink for a (Strength Potion) before proceeding south.

Zagmar Laboratory

Monsters:

Iron Spider: Weak attack and low hp, decent defense though, escapeable. 15 exp

Control Unit: Powerful basic attack and good defense, use Destruction Orb to get rid of them, easily escapeable. 19 exp 14c

Brain: Very weak, low damage capability and defense, escapeable. 18 exp 8c

When you enter, flip the switch at the beginning then go to the apartments and flip the switch to the west. Then return to the junction and head west to the research facilities and you'll face the guardian of the labs.

Boss: Zagmar Sctopode, 4x Iron Spider

This battle can be pretty tough. The sctopode can cast a minor attack that hits all, can cause weak and has a more powerful attack that hits all and does a lot of damage. Start off by killing off the spiders with Destruction Orb and pumping up your attack, then cast Protect Up and use Grand Aura/Heal to heal damages. The boosted defense will prevent the sctopode's attacks from inflicting too much damage, then just kill it with attacks. You get 226 exp 93c and a (Life Network Scroll).

Rest if you need to then continue south. In the next room take the first east path until you see some shelves, go south from there and take the western junction and follow it to a large room with metal pillars and rats check the sinks here for a (Condition Tincture), the southeast path has an (Attack Transfer Scroll) in one of the shelves. When your ready, head east along the northern path and approach the cluster of brains to fight a boss.

Boss: Brain Network, 4x Iron Spider

Although this boss doesn't have the defense of the sectopode, it makes up for it by having tons of HP. It has one nasty attack that hits all, absorbs hp and causes Poison. Start off by killing all the spiders, pump up your attack and cast White Aura then heal with Bellenue while slashing repeatedly with your fighters, it can take a lot of punishment but as long as you heal constantly and prevent any of your characters from dying you should be fine. You get 345 exp 65c and a (Heart Vitalizer) after.

Head down the newly revealed stairs and open the chests for [Doctor Glass], [Life Compass], [Hologram] and [Explorer Coat]. Cast fog and return to Zagmar, go to the Inn and talk to the newly arrived girl there to find the model for the Moorwick Painter. There is also another sidequest in the now opened castle but it is currently not completed yet.

Woods to Giant's Tower

Monsters:

Terror Wasp: Difficult to escape from and can deal nasty damages, use destruction orb to clear them away. 12 exp 3c

Killer Bear: Fast and with a powerful physical attack, medium escape difficulty. 35 exp 36c

Fat Pingouin: These guys will always pounce or run and can come in groups of 10, easy to escape from though, use firestorm or high level Laura's Critical Wave. 5 exp 12c rare drop Quick potion

Green Spider: As weak as the Beez from the beginning of the game. 1 exp 1c

Erion: Fast but with a weak attack, medium escape difficulty. 30 exp 6c

Egg Eater: Weak and susceptible to most attacks, escapeable. 17 exp 3c

Beebeez: Weak HP, attack and defense, medium escape difficulty. 31 exp 26c

Restless Warrior: Identical to the ones fought in the cave to Beacon, a decent physical attack, weakness to holy, difficult to escape due to tendency to attack in groups. 24 exp 16c

Starving Googol: Do not fight this guy until much later, around lvl 35-40. 47 exp

Leave Zagmar and equip the explorer coat, it will allow you to walk through most forests and visit some of the other areas in the world that were previously inaccessible. But first to continue the main quest go through the forests northeast of Zagmar and set the Zagmar-Fey teleport, you can fight the Legendary Gromush north of here but it is very difficult and will be covered in the sidequest section. Continue north and as you try to pass through the two mountains past the bridge you'll be attacked by a boss.

Boss: Spirit of the Woods, 6x Terror Wasp

This battle is fairly easy and straightforward, the Spirit mainly relies on a decent physical attack and some minor magics. Kill off all the Wasps first with Destruction Orb, cast Protect Up and drain its MP. Then power up everyone's attack and kill it, it has a lot of defense and HP so this may take a while. You get 233 exp 30c when you win.

Continue north into a forested area, to the west is a beach, check the bush on the beach to find another hidden area with a (Power Potion). Also walk around just southeast of the Giant's Tower to find a little grove with a (Muscle Potion), also in this area check the tree for a (Stardust). To continue the quest just enter the Giant's Tower however, you should visit probably visit Fey first.

Fey and Region

Monsters in the Cave:

Dark Imp: Low health but can attack for damage and cast Slow on all your party members, difficult to escape. 11 exp 6c.

Skull: Weak to holy spells, susceptible to other spells but can cast Death and stat damaging spells. hard to escape. 12 exp 4c.

Vampire Bat: Weak monster, can drain HP, escapeable. 7 exp 1c

Blood Bat: Almost similar to Vampire Bat, escapeable. 10 exp 1c drop Animal Food

Just Northwest of the forest is a cave that leads to Fey. From the beginning smash the blocks to the west and follow the path to a (Scorching Explosion Scroll). Return to the beginning and head north past two more block blockades, there should be a brown rock here and a path to the west. Maneuver the rock north and onto the switch (not too difficult), that will open a gate to the northwest where you can find a chest with a (Moon Tear) inside. Return to the path to the west and follow it, break through the blocks until you reach an area with spikes and a pole switch, save and hit the switch and run across the spikes. Although the two spike areas are very difficult they are possible just keep practicing and make sure you don't get hung up anywhere during the run. After the first spike area, go west and you'll be attacked by a familiar boss.

Boss: Mole Dragon 4x Dark Imp

This guy is still as easy as ever, it has a decent basic attack and a special that hits everyone. Again kill off the Dark Imps first turn with C-Wave then cast Protect Up and Ground Orb and beat on it until it dies. You probably won't even need healing. You get 106 exp 107c when you win.

Continue west and contend with the second spike trap, further west of that are two junctions, the north one leads to a (Condition Tincture) and the southern one leads to the exit. When you exit the cave, set the teleport point immediately so you don't have to go through all that again then enter the town.

From the town entrance go south the first house to the north has a map to the Animal Town on the beach south of Fey there isn't much there though. Also there is a kid in that house who will give you a little quest, in the crate next to the house is a (Moon Tear). The house south of there is where a lady who caught Golden Flies lives, remember this house for later. There is a guy next to that house who will sell you a map to a church southeast of the Giant's Tower you can donate and boost your speed there, also at that church if you donate 1000c you will get +3 speed permanently. Visit the item shop and purchase a Magic Armor for Bellenue, the halve MP effect is very useful. Very rarely the shop will also offer the Zerulis Armor but there is current a bug that prevents it from showing up in your inventory. Now head to the southern part of town, hidden in the trees in the very southwest corner is some crates with a (Stardust) in them.

In the first house to the south lives a person who will teach the spell Litanreva for 100c, learn it if you want but there are more useful spells. The house to the east of there sells some curative items and the guy hiding in the corner next to it will upgrade Laura's weapon for free, make sure you do so. And that is it for everything in Fey.

Various Side Stuff Around the World:

Frechette area:

-If you have enough HP try and open the booby trapped chest in the town, if successful you get an [Ocean Love] and 955c

-Talk to Vince in the center of town and escort him to Moorwick for 20c

-Also if you haven't already fight the evil knights around Frechette and retrieve Bisons ring for some exp and a (Life Tincture)

-If you visit the item shop enough you will be offered a stat booster

-Equip the explorer coat and enter the house to the east of Frechette and enter the Evil Shark Coast. Just head all the way south until you reach the Chieftain, beat him and search the crate that he is blocking for a [Shark Rotor], which gives Karol a strength boost. Also check the group of crates in the middle for an item

-West of the Path of the Butterfly is a forested area search around there to find a grove with a (Quick Potion)

-In the Path of the Butterfly you can find Clarysse's son and return him for a small exp reward

Moorwick Area:

-If you brought the lady from Zagmar, give her to Scott and get the Sheer Fantasy painting, now give this painting to the church in Frechette for a (Magicka Potion)

-Visit Savanna and loot his dead body for 121c

-If you visit the item shop enough you will be offered another item, I think it was a (Life Tincture) and then later on a stat booster

Benedict Area:

-Arm wrestler, haven't figured out a way to beat him yet, check the crates in the area for an item

-The golden cat quest is bugged for now, but the reward is a (Muscle Potion). You must first buy a condition tincture from the shop to the southwest after accepting the quest then buy the Kitty smell, use this to lure the cat.

-Return Jasper's Card for a small exp reward

-The southwest shop (that kitty smell one) will randomly sell you a (Magicka Tincture) if you visit his shop and buy something

Zagmar/Arwel Area:

-Near the Arwel/Zagmar Teleporter is a recently set up shop, there you can buy simple and advanced medicines, also if you buy a Zagmar High Armor you will also be able to buy [Oblivions Ring]s from the equipment guy as well

-Boss: Legendary Gromush

This is probably one of the most difficult bosses in the first half if not the entire game. The Gromush has extremely powerful attacks that can devastate your party, tons and tons of defense and even more HP. However, despite these advantages the monster can still be beaten even at relatively low level although this is not advised. The key to defeating the Gromush is to inflict status changes upon it such as sleep and weak using Contrition. You get 222 exp 76C and [Champion Armor] for winning.

-Visit the Sunset Cove to complete the quest given by the guy in Fey, the four monsters you need are Conch, Fire Hound, Rainbow Fish and Octopus. They will very rarely drop the tooth that you need, give decent exp, weak attacks and are easily escapeable. The reward is... well its the completion points that matter right?

Giants Tower

Monsters:

Giant Guard: Has quite a bit of health, but can be deathed, can easily escape. 23 exp, 46c drops Rich's Balm rarely.

Shadow Warrior: Has about 300 hp, difficult to escape from powerfully annoying attack and can cast madness. 21 exp, 38 c drops red potion.

Bronze Gargoyle: Has little health in groups of three, just use destruction orb to kill them. 13 exp, 15c

Giants Paladin: Like the guard except even more health and more powerful, can cast minor spells, can be numbed and deathed. 26 exp 75 c drop stone of strength

Giants Mistress: Much less health then the other types of giants but can cast spells, always go for it first. 34 exp 41c

Bronze Dragon: Definately the best source of exp and money in the game, can easily run but try to kill as much as possible, have about 2500 hp and can hit all members with firestorm or one character for more damage. 326 exp, 88c, drops Dragon Wings commonly.

When you enter the tower, check the four pillars for a (Magicka Potion), (Strength Potion), (Power Potion) and (Mind Potion) head north and fight the guardian bosses.

Boss: Dragon Twin (Blue), Dragon Twin (Red)

Both of the twins have powerful spells that hit all so you might need to heal a bit, their basic attack doesn't do as much (around 40 with decent defense and white aura) and have around 6-8K health each. The battle will start with the twins being surprised, use this opportunity to pump up your attack and cast white aura, next use Magicka Leecher to drain their mp then just attack them while healing when necessary, but without mp they aren't that difficult. You get 304 exp, 144c and a (doomed card) when you beat them.

Ignore the two chests as they are both powerfully trapped continue north to the next screen. From there go east and flip the switch, then head west, there is a knight who will sell you semi-decent equipment to the north, you can get heaven armor for Laura if you want but it isn't necessary. The room to the south has a chest containing a (revive potion) and a (Stone of

Weakness). Continue north, the first room to the north has a (Condition Tincture), also check the southeast indentation for a (Stone of Death). Keep going east and go down the first southern passage, fight the Giant battle (3 guards 2 paladins and a mistress cast protect up if you need to) and get the (shooting star armor). Afterwards keep heading east and go down the next southern passage, kill the two paladins and the mistress and get (3 Rich's Balm). Go down the other southern passage and go south then west then north to reach some stairs guarded by giants (3 giant guards).

Go up the stairs. Go west, ignore the first path to the north and the second path {?} which is important later and continue west check the right indent on the south wall for a (Grand Aura Scroll) before continuing to a switch, flip and return to the stairs. From there go east then up the first path north to flip another switch. Return to the stairs go west and then go up the first north path to flip a switch then head all the way east, the chest is trapped so ignore it, but inside is a (Muscle Potion) if you want to get it later. Continue to the end of the passage, head north and flip another switch then go all the way south and continue west and you'll encounter a little cutscene you might recognize. From there if you don't mind some trouble go west and flip the switch. Then cast fog and walk back to the second floor, but this time go north to find a chest with (Giant bracers), then return to the place you were before. Kill the guards and go up the stairs, from there head east and kill the guards, open the chests for (84c and 606c). To the west and south is a (stone of justice) to the north is a guy who will give you a hint, talk to him and spend 1500c to get him to tell you about golden flies and honey gloves. This shouldn't be a problem if you've been killing all the guards and bronze dragons, this will get him to tell you about golden flies then cast fog and return to Fey.

Talk to Jeena in the first house to the south and buy the gloves for 20c. You should now take the time to train your characters and stock up quite a bit of money and supplies before you continue on, I suggest fighting the bronze dragons on the second floor. After you're ready go the second northern passage on the second floor to the west of the stairs, north of reference point ? and follow that passage until you reach a long passage with windows to the outside. It is here that you can encounter and fight the golden flies, to catch them you will need to equip the honey gloves, they are an Extremely rare encounter and it can take you up to 20 minutes to find one unless you use Hysteria Pipes, so use them and hope you encounter one before they run out, if you don't just reset and try again. After you've got the fly return to the third floor go north to the glass floor over the lava and fight off the guards, use the fly to open the switch and continue onwards.

At this point a word of warning, after the next boss battle, Laura and Karol both leave the party (I won't spoil how) so make sure you don't have them equipped with something you don't want to lose.

Boss: Lord Kremkar, Lady Junon, Giant Paladin

The trick to this battle is that Lord Kremkar will power up after a while and will kill your party really soon with a powerful attack if you don't kill him immediately after, so start off by powering everyone up with Ground Orb, Supreme, Fury, then attack him immediately with maxed out attack and speed, once you've killed him the rest of the battle is a cinch. Just heal and protect up. After the battle you'll get 263 exp, 573 c and [Kremkar Armor] and a (Dragon Tear).

Alternate Strategy: Due to popular demand I will mention another strategy, if you pump up defense and mind with White Aura at the beginning of the battle then just defend right before Kremkar does his Mega Blast you should survive with only minor damages. Although this might drag the battle for a quite a while it is less risky then just going for Kremkar right off the bat.

Watch the cutscene then its onto Part 3!

Part 3: The fight against Aguannathar

World Map Monsters:

Bio-Horror: Lots of health but weak defense and weak against holy, can cause madness and death, just use Heaven Blades or Exorcism. 59 exp 3c

Haunting Skull: A little over 300 hp, main threat is the death spell, just use Justice for all or heaven blades. 31 exp 6c

Corpse: Very weak monster, just attack or use holy spells. 25 exp 3c

Tazar-V: Comes in ones or threes, can hit for decent damage but is susceptible to the Heaven Blades, practically unescapeable. 65 exp 11c drops Dark Stone

Damned Warrior: He is like Lord Kremkar in that he charges up before unleashing a hellishly powerful attack, has a ton of health, pretty much until you get Jane just reset if you encounter this guy, difficult to escape from. 239 exp 62c drops War-Master Bracers sometimes

Fang: The nastiest monster next to the Damned Warrior, can cast some annoying spells that hit all or damage stats, comes in large groups. 52 exp 39 c drops Wind Necklace

Ars Reaper: Has a lot of health but weak to holy, escapeable. 47 exp 25c

Starving Googol: Do not fight this guy until much later, around lvl 35-40 and even then its a hassle. 47 exp

Varazor-Ohel Temple

If you check Conversation you'll find out you have to defeat the 6 apostles of darkness, also note that you no longer can use the orbs (obviously) when you leave the fortress you'll be attacked by one of them named Zacrisfal

Boss: Zacrisfal

This isn't the real final battle against this guy just power up and attack, cast Exorcism with Bellenu and it'll run away pretty fast. Recharge your mp at the 'bed' then leave.

IMPORTANT NOTE: At this point if you noticed that your walking speed is slower now, just enter the HQ again and the speed will be fixed.

From the fortress go south past the cave and go into the Varazor Ohel Temple

Monsters:

Cater Eater: Very little hp, just attack or spells, escapeable. 20 exp, 3c

Undead Warrior: Weak against holy attacks so just use Exorcism or Justice for All to take him out, escapeable. 25 exp 11c

Evil Wraith: Like the Undead Warrior but can cast Ante-World Spell weak against holy again as well as fire, little harder to escape. 27 exp 5c

Go into the temple south of the fortress and go west, then go up the northern passage taking the western junction and talk to the guy to get him to join your party. Dorahz is pretty much Laura except without spells. Return to the main room and circle around north, fight the battle and save before you check the chest, its trapped but you should survive it, there is a (quick potion) inside, take the opportunity to use the backsoul heal backsoul trick now. The Eastern passage has a (White Aura scroll) on the east side junction, the west side has a (Wreckage Card). When your ready approach the Apostle and get teleported away. When you arrive at the Maze of Spirits be warned the monsters are very nasty, use Harmony Pipes to make this easier. From the beginning go all the way south (don't bother exploring there isn't anything) then head east until you see some people, talk to the guy in the centre to get teleported again. In this room if you talk to everyone you should figure out that to get out of there you just need to wait, so just walk a step to the right of the beginning leave and get a drink, make a sandwich whatever and come back, open the chest and fight some battles to escape. When you arrive back approach Ghalon again and Dorahz will distract him so you get an opportunity to fight him.

Boss: Ghalon

Ghalon can remove one character from the battle so use your surprise turn to make sure all your stat pump spells go off then mp drain and start wailing on him, use Exorcism or Bellene's Orb for damage. Without spells he can't do much. After the battle you get 138 exp and the [Left Leg].

Lament Temple:

Monsters:

Cater Eater: Very little hp, just attack or spells, escapeable. 20 exp, 3c

Undead Warrior: Weak against holy attacks so just use Exorcism or Justice for All to take him out, escapeable. 25 exp 11c

Evil Wraith: Like the Undead Warrior but can cast Ante-World Spell weak against holy againas well as fire, little harder to escape. 27 exp 5c

Head Cutter: Decent attack ability, good amount of health, not extremely weak to holy but use exorcism anyways, difficult to escape. 36 exp 6c.

Dark Mercenary: Mainly physical attacks, weak to holy, escapeable. 32 exp 16c

From the Varazor Ohel temple go south and enter the Lament temple. At the entrance check the second path on the left for a (Doomed Card). From the main chamber there is a (Magicka Tincture) to the right and a locked chest to the west that you can't open yet. To the north check the middle section of the wall for a (MP drainer). Fight the four battles against guards and step on the teleporter. From there head north and save before stepping into the pentagram. When you arrive in the next area, ignore the chests they are locked and head north, until you see the hooded guy, talk to him to fight Zacrisfal again

Boss: Zacrisfal again

He's really easy, just cast powerful orbs or Exorcism, pump up if necessary but he should go down really fast. You'll get 151 exp 176c and [Right Arm]

After you kill him go back down and open the two chests, one contains the [Torture Box] and the other some stat boosters, then go back and open the chest to get a [Diamond Key] and a (Scorching Explosion Scroll). {Kehaul: Note that this only applies to the original version. It was presumably considered a bug and was fixed in the current release. It is still possible to grab one of them with near-perfect reflexes, but neither of them is of great importance.}

Now head back to the teleporter but be warned, halfway through you'll trigger a bomb that will give you a 10 second timer to reach the teleporter before you are killed instantly, also note that the screen goes dark right before you reach that non-straight junction, to beat this all I can advise is practice (And make sure you have corrected Olaf's speed otherwise its impossible). Once you've returned to the Lament Temple, open the locked chest to the west with the Diamond Key. It contains (Dark Stone), (Lich Dust), (Muscle Potion), (Stone of Death), (Stone of Paralysis), (Doomed Card) and [Dynamite]. Also if he hasn't already Dorahz will betray you and die at this point or soon after.

If you haven't already visit Jaruline's Shop to the west, this is where you can get the Fast Shoes you'll need later. First go around the counter and talk to her and buy the (Jaruline Bandana), its good but not as powerful as the amazing hat. Then go around and load up on Magicka and Life Tinctures, buy the Wreckage Cape if you can, I'll let you make your own decision on the rest of the equipment. But don't bother buying accessories or armor for Bellenu because she gets much better stuff later on. Also there is a bug that might be fixed soon which allows you to upgrade Olaf's weapon for free if you have 3000c. Then head south and use the Dynamite to remove the rock blocking the way, then head to the west and visit the Pet shop. There is a bookshelf in the eastern room that gives you some info on Aguannathar, there is a (Lich Dust) and (Heaven Dust) downstairs and there is (18 Animal Food) in the chest around the store. Afterwards buy a pet, I prefer the Bone Drake but it doesn't really matter. When you're ready head for the Korka temple.

Korka Temple

Monsters:

Cater Eater: Very little hp, just attack or spells, escapeable. 20 exp, 3c

Undead Warrior: Weak against holy attacks so just use Exorcism or Justice for All to take him out, escapeable. 25 exp 11c

Undead Warrior: Weak against holy attacks so just use Exorcism or Justice for All to take him out, escapeable. 25 exp 11c

Evil Wraith: Like the Undead Warrior but can cast Ante-World Spell weak against holy again as well as fire, little harder to escape. 27 exp 5c

Head Cutter: Decent attack ability, good amount of health, not extremely weak to holy but use exorcism anyways, difficult to escape. 36 exp 6c.

Dark Mercenary: Mainly physical attacks, weak to holy, escapeable. 32 exp 16c

This place is the what I refer to as the trap temple or the 'annoying temple of death', basically if you have moved more than 5 steps without dying I recommend you save, also note that you cannot backsoul, so if you have a tent handy make sure you use it right before you face the boss.

From the beginning head north, but not up the middle because there is a trap there, hug the wall then fight the monster. Go up the right side of the stairs, the chest in the center of the pillars is trapped so ignore it. The 3 chests to the east are all trapped but I'm not sure if its possible to survive them although I doubt it (UPDATE: At least of the chests is survivable but requires extreme defense and HP you get a Blackhole Scroll, which casts an extremely powerful spell). From the chest surrounded by pillars follow the glass path to the stairs and then go east and up the stairs, then go around the pit in that room and save before removing the pillar. Head north past the knife traps until you see the Acolyte, the trick to fighting him is to maneuver to the side of him because the square right in front of him is trapped, there is a transparent square you can walk on to the left of the guards.

Boss: Jeng Jin

This is probably the first tough Acolyte you'll have to fight, start off with Bellenué casting Heavenly Explosion this should take out the Fangs, have Frankie cast fury and Olaf cast White Aura. Then heal wounds and cast White and Black Aura to pump up your stats. If your party has amazing hats then don't worry about Wreckage that much otherwise heal constantly to counteract poison. Your pet will probably go down so have Olaf cast Devastation, Frankie attack and Bellenué heal and cast Heavenly/Bellenué's Orb to hurt him. He doesn't have much health and should go down in no time. You get 298 exp, 172 c and [Head] afterwards.

Don't click on the star thing he leaves behind. Make sure you use a tent if you have one or just healing if you don't and head south avoid the fire bomb, as soon as you enter the area where you can save you'll be attacked by another boss.

Boss: King Cockroach

The boss has only one attack, which hits all and absorbs health, just pump up your stats and cast Sacred Aura if necessary. Nowhere near as tough as Jeng Jin. You get 156 exp 7c and a (Muscle Potion) when it dies.

Save then go around the pit trap to the stairs and go west and head down the stairs and down the stairs to the south, then go through the east passage then south. Maneuver over to the chest to get a (Power Potion), then proceed to exit through the path used before and don't get the chest that has appeared at the beginning, its trapped.

Backsoul heal then head north to the forest and in middle there is another boss fight.

Boss: Nature Earth

You'll start the battle with everyone poisoned, heal this immediately, at least within two turns, as the poison is the only way it should be able to kill any of your characters. Then cast White Aura, Black Aura and proceed to beat down on it. It can also be weakened. After you are awarded 223 exp.

Backsoul heal again then move on to the Evalluween Temple.

Evalluween Temple

Monsters:

Undead Warrior: Weak against holy attacks so just use Exorcism or Justice for All to take him out, escapeable. 25 exp 11c

Undead Warrior: Weak against holy attacks so just use Exorcism or Justice for All to take him out, escapeable. 25 exp 11c

Evil Wraith: Like the Undead Warrior but can cast Ante-World Spell weak against holy again as well as fire, little harder to escape. 27 exp 5c

Head Cutter: Decent attack ability, good amount of health, not extremely weak to holy but use exorcism anyways, difficult to escape. 36 exp 6c.

Dark Mercenary: Mainly physical attacks, weak to holy, escapeable. 32 exp 16c

From the beginning go west and fight the guard, head north ignore the chest to the east all it has is tough monsters. Continue north the chest there is guarded by 3 Dark Mercenaries, 2 Undead Warriors, 2 Evil Wraiths and 2 Head Cutters, just cast Heavenly Explosion. Inside is the powerful [Blizzard Armor], also check the wall just north of the chest for (Holy Powder). To the east of the main room and north is a chest with a (Lich Dust) and further north of that is a trapped chest with an Oblivion Ring. When your ready head north from the beginning to fight Ana, make sure you open the chest and teach Sin of the Unholy to Bellenuc first.

Boss: Ana

Ana uses mainly status magics to cause bad stuff so definately make sure Frankie has protection from Madness, she will also summon some minions to help her. However, you can sometimes give her madness or sleep. Cast Exorcism to put her to sleep, then kill off her minions and pump up your stats. Heal conditions like Numb and Madness immediately then hit her hard with attacks and magic, sometimes she'll heal your party too . You'll get 408 exp, 488 c and [Right Leg] but keep in mind those numbers might change depending on the number of servants you kill.

When you leave you'll see your way is blocked by many scorpions, just kill them and exit they aren't that tough.

Ohgma Temple

Backsoul Heal after Evalluween then proceed north to the Ohgma Temple, this is where Aguanthar resides but you can't fight him yet. Just kill the guard and check the pillar. Jane will appear and explain whats going on, then you'll receive Heaven Blades for everyone (extremely

powerful against the undead your fighting) and she'll lend you the Unicorn pet, which is also super effective against the undead and like the phoenix, it won't die. Have everyone that can equip the blades equip them then go to the west, the blades can remove those blue things blocking your way. (DO NOT go to the east yet, the battle is too tough for right now)

Temple of Sariis

Head north to visit the temple of Sariis, inside check the drawers for a (Heaven Dust) and (Doomed Card). The shop sells condition healing items and spell items and you can donate money to gain an attack boost. When your done continue north.

Drakkar Temple

Monsters:

Undead Warrior: Weak against holy attacks so just use Exorcism or Justice for All to take him out, escapeable. 25 exp 11c

Undead Warrior: Weak against holy attacks so just use Exorcism or Justice for All to take him out, escapeable. 25 exp 11c

Evil Wraith: Like the Undead Warrior but can cast Ante-World Spell weak against holy again as well as fire, little harder to escape. 27 exp 5c

Head Cutter: Decent attack ability, good amount of health, not extremely weak to holy but use exorcism anyways, difficult to escape. 36 exp 6c.

Dark Mercenary: Mainly physical attacks, weak to holy, escapeable. 32 exp 16c

When you smash the blue thing blocking your way you'll face a tough battle with many fantasms, cast Sin of the Unholy and use the Heaven Blades as necessary, heal lots as well,

you'll get 208 exp for beating them. Then go and enter the temple nearby. As you enter you'll get hit by a nasty trap so backsoul as soon as possible then continue on. Kill the guards and go to the north, the monsters here will chase you but the heaven blades should make short work of them. Fight the guards and attack the acolyte.

Boss: Kherum Kera

He'll start off with a Damned Warrior as an ally. You Must Kill It Immediately! Use Sin of the Unholy and Heaven Blades to finish it, the Unicorn will probably also help. Then cast White Aura/Black Aura and use Sin as well as the blades to finish him, he casts lots of spells that hit all and has a ton of health. Afterwards you get 485 exp 340 c and [Body].

After the battle Kherum Kera will capture your party and suck you into the void. Your unicorn will get killed but then Jane arrives, saves you then joins your party! Use her in one battle and you'll realize how powerful she is. Now I recommend you backsoul rather than fight your way back.

From the fortress go destroy the blue thing with your blades and fight the eye thing

Boss: Lla Ga Lla Chan

He does nothing but a countdown when it reaches 0 it unleashes a powerful attack the next turn, you must not allow the attack through, hit it repeatedly with heaven slash, powerful orbs and sin of the unholy until its dead. You get 101 xp and an (Inferno Crown). Will blow up and inflict damage to your party after you kill it.

After you defeat it return to the Drakkar Temple and continue north of there to reach the Infinium temple.

Infinium temple:

Monsters:

Cater Eater: Very little hp, just attack or spells, escapeable. 20 exp, 3c

Undead Warrior: Weak against holy attacks so just use Exorcism or Justice for All to take him out, escapeable. 25 exp 11c

Evil Wraith: Like the Undead Warrior but can cast Ante-World Spell weak against holy againas well as fire, little harder to escape. 27 exp 5c

Head Cutter: Decent attack ability, good amount of health, not extremely weak to holy but use exorcism anyways, difficult to escape. 36 exp 6c.

Dark Mercenary: Mainly physical attacks, weak to holy, escapeable. 32 exp 16c

From the beginning go down the western passage and grab the teleport fragment then go to the eastern passage and grab another fragment. Then go north and fight the guard then grab the crystal to the east. Then head to the west and go up the northern passage for another teleport fragment. Combine the pieces to teleport to the boss's chamber. Before you fight him check the wall to the north for an item, then approach and fight.

Boss: Tetzuvaa

This guy is probably a lot easier than some of the other Acolytes, namely Jeng Jin. He can attack for decent damage and can hit all party members, he can also charge up and blast one guy for heavy damage. Just cast White Aura/Black Aura and Heaven Slash and attack he'll go down almost immediately despite his massive hps. You'll get 185 exp 88c and the [Left Arm] which is the last body part! However, watch out after he dies he'll explode and damage your entire party a LOT so make sure everyone has good health at the end of the battle.

After you win Backsoul heal and return to the Ohgma Temple.

Ohgma Temple Revisted

Monsters:

Undead Warrior: Weak against holy attacks so just use Exorcism or Justice for All to take him out, escapeable. 25 exp 11c

Evil Wraith: Like the Undead Warrior but can cast Ante-World Spell weak against holy again as well as fire, little harder to escape. 27 exp 5c

Head Cutter: Decent attack ability, good amount of health, not extremely weak to holy but use exorcism anyways, difficult to escape. 36 exp 6c.

Dark Mercenary: Mainly physical attacks, weak to holy, escapeable. 32 exp 16c

Tazar-V: Comes in ones or threes, can hit for decent damage but is susceptible to the Heaven Blades, practically unescapeable. 65 exp 11c drops Dark Stone

Approach the pillar again, make sure you save and heal before checking it, Jane will assemble the 6 parts but when Bumonn is summoned you discover he not only won't help you but is actually the seventh acolyte!

Boss: Bumonn

This guy is very tough, he will start by chipping off 100-150 hp off everyone then he will unequip anyone wearing a heaven weapon. Basically pump up everyone immediately and cast powerful aura's to make sure everyone is alive. Bumonn can attack for decent damage, he can cast Omen as well as powerful magics like Celestian Orb. Drain his MP to stop his magics and cast powerful spells like Heaven Slash, Sin of the Unholy, Bellenu's Orb, Demonica etc. He has quite a bit of health and will inflict damage to your party when he goes down. You'll get 455 exp and a (River Berry) upon defeat.

After Bumonn is defeated the pillar will explode and you can continue. Make sure you re-equip all your weapons. In the next room there are tons of Tazar-V's in groups of three, the Heaven weapons should take care of them though. To the east is a chest with 412 c On the west side is

a chest guarded by a boss, the Eefreet, make sure you fend off the Tazars and heal before taking it on.

Boss: Eefreet

The boss will first blast your party for around 200 damage (depends on your mind stat), so make sure you recover and begin to pump your stats. The Eefreet will mainly attack but can also cast Fireball and hit your entire party, most of this damage can be negated with White Aura. He has a ton of health but shouldn't be too much of a problem. You get 145 exp and 63 c. The chest has the awesome [Book of Savior] accessory. Also guess what... your party gets blasted upon its death again! Surprise!

The chest to the north has an (Energy Tincture), then continue north, there is a big battle, and just like last time cast Heavenly Explosion, Sin of the Unholy or Saint Punishment. Continue north from that point, to the east is a chest with a Damned Warrior inside, to the north is a (Life Network Scroll). Go down the west passage when your ready to continue. Keep going until you see rooms to the south, the first room has a Pentagram which teleports you to a room with 2 empty chests, the second room contains a chest with 5 (Stone of Sloath), the third room has an (Attack Transfer Scroll) in a chest. Go down the fourth passage fighting past all the guards check the container thing in the room and click on the red crystal to move on.

Go north and you'll get a comment about how you seem to be walking really slowly, and that you need to find a way to walk faster, if you go a little further north you'll see why, the cherub statues on either side of the passage will shoot fireballs that you'll be too slow to get past, before you backsoul to go find the item you need grab the (Moon Tear) and (Star Dust).

Walk back to the equipment shop and open the buy screen then close it and Jaruline should sell you the Fast Shoes, if not then you probably have an older version of BoH and you should redownload it, also note that you cannot get the shoes before this point. Load up on equipment, then equip the fast shoes and return to the fireball hallway. Then move toward the side a bit and approach north, you'll see a gargoyle thing, click on its mouth to get teleported again.

In the next room there is a (Shooting Star Armor) and (Bumonn Key) in chests, then fight the guards and walk into the pentagram to get teleported one last time.

In the next room the chests to the left and right both contain monsters, save and heal before approaching the hooded guy.

Boss: All the Frickin Acolytes Again!

This in my opinion is one of the toughest battles in the game, you are going to have to fight all 6 acolytes again all at once! To give you a chance, Jane will numb herself and all of them temporarily. The Acolytes have most of the abilities they used before so make sure your party is well protected before you fight them. Start off by casting Black Aura/Fury and make sure you cure Jane's numb immediately, then Heaven slash Jeng Jin and kill him (he has little health) with a few attacks, then Heaven slash Ana and attack her with Jane and Frankie while you white aura with the mages. By the time you take out Ana the acolytes should be starting to unnumb, from here on in focus on the acolytes in the order they appeared i.e. Ghalon, Zacrisfal, Kherum, Tetz. If you get afflicted with conditions don't bother healing them unless its particularly nasty (like madness, numb, sleep) just keep attacking and heal constantly when you have to chance, I'm sure you'll find with Jane the acolytes you fought previously will go down a lot faster than the first time. you'll get 1048 exp and 999c when you win as well as all 6 Bumonn parts again.

Now at this point you can take on Aguannathar and if you checked the bookcase in the pet shop you'll know that you need to drain its mp to 0 to even stand a chance but as you will soon discover its attacks will hurt too much for you to beat it right now. To reduce its Evil Blast return to the beginning of the Ohgma Temple, there will be an old man there, talk to him to receive the [Heaven Configuration] this will reduce the damage and make it much easier. But before you take on the Zombie Lord there are various Side Challenges that you can undertake now.

Side Challenges

Bumonn Cave:

Now that you have the Bumonn Key, go to the cave by the Varazor-Ohel Temple and use the key to open it. Inside you can find 3 Ocean Loves (they look like blue plates). The system in here is weird however, you'll need the fast shoes to survive. You cannot open the menu or heal your party members regularly, inside the cave there are various spiders and damaging terrain, the

spiders will hurt you if you bump into them and if all your characters reach 0 health you'll game over. The goal is to get all 3 [Ocean Loves] and get out, note that you can get them one at a time and heal in between your runs. The little spiders although deal little damage can stack up easily to kill you, the big spiders obviously do big damages and you should avoid them, the yellow spiders will not only damage but poison and darkness your party as well, avoid at all costs as this usually guarantees death.

Omegalodon:

South of the Evalluween Temple is a weird thing, when you check it you'll fight a boss

Boss: Omegalodon RRR6

This boss is pretty much impossible to beat without Jane, you have one turn to kill it before it hits everyone for 800-999, attack with Jane and it dies. You get 250 exp 135c and Arm Plates which is a powerful shield.

Yveen Temple:

In the area where you fought the Lla Ga Lla Chan there is a bush click on it to go to an area where you can meet Yveen and get a quest to touch four statues in Aguannathar's room, just use the teleporter in your HQ and touch the four statues. Return to Yveen and you'll get a 100HP boost for 10 seconds, I have no clue what good this does though.

Muy pre-battle:

If you want a taste of whats ahead go to the Drakkar temple there is a rock to the north of it, click on the rock to fight a Muy-Myir. Since there is only one this should be no problem, you must have the Magicka Leecher to beat it, use the first turn to drain all its mp then its a sitting duck. You get 191 exp and 79c when it dies.

Afterwards if you want, click on it again to fight two this time, use the same strategy although they will probably get a spell through this time, again drain mp kill at your leisure. Then if you click on the rock once more you'll fight three Muy's, which is what you'll be facing later on,

again drain MP and hope. If you click on it again thankfully its only three once more and I'm not about to test if they last forever, so if someone on the message boards wants to try then by all means go ahead.

The real Muy battle:

East of the Ohgma Temple is a blue thing, crack it with the Blades and fight the 3 muys.

Boss 3x Muy-Myirs

If you fought the pre-battle then you should have some experience with these monsters. Drain their MP and heal with Ocean Love/Lich Dust on the second turn, this is important because after all your characters are dead when they are revived their magical resistances will be reset and you'll have time to finish draining them. After they are out of MP kill them at your leisure. You get 573 exp 237 c when you win.

Path of the Crowded:

After you defeat the muys go north click on the house to enter the path of the crowded, this is an excellent training spot where Bronze Dragons and Damned Warriors show up all the time. If you want to reach the shop on the otherside, use Harmony Pipes. The shop contains various healing items and scrolls, if you don't have the Magicka Leecher but still somehow beat the muys you can buy MP drainers here that you'll need to take on Aguannathar.

Carcarodon:

The purple dragon past the muy blue thing is another boss

Boss: Carcarodon 2x Bronze Dragon

The Carcarodon is almost 100% resistant against physical attacks and can either hit one character for around 200 or hit the entire party for medium damage and speed reduction. It can also cast some powerful spells, at times it will also recover a minor amount of damage. All of your characters will start the battle off slowed. You must kill the Bronze dragons off first to

ensure your party doesn't get wiped out in a turn. Have Olaf and Bellenué constantly cast Dead Can Walk and Sacred Aura to make sure everything is fine until the dragons die. Once they are gone still be careful as the Carcarodon can easily damage your party significantly, MP drain it and don't bother healing the Slow status (your speed is probably 0 right now anyways). Physicals will do nothing no matter how much you pump it up so use Heaven Slash to inflict damage. Bellenué will probably be too busy healing to cast spells but if you get a reprieve cast Bellenué's Orb. You'll get 1148 exp 464 c and a [Carcarodon Mask], an extremely good helmet when you win.

Dagascos:

If you circle around the fortress at the beginning and check the tree behind there you will fight a boss.

Boss: Dagascos 3x Emerald Dragon.

This is DEFINATELY the most difficult battle in the game. Dagascos will cast various magic spells every turn and will regenerate 1000 hp as well. The 3 Emerald Dragons have a basic attack that is guaranteed to knock out a party member, even after white aura is cast but it is possible to win this battle, however this is the only non-storyline thing I won't spoil in this walkthrough . YOU get 843 exp, 886c, a (Stardust) and 3 (Dark Stones) when you win.

THE FINAL BATTLE

Once your done stocking up and amusing yourself with the side challenges, make sure you have the Heaven Configuration and cast Backsoul, rest and save then enter the sparkly thing behind your bed, it will teleport you straight to Aguannathar.

Approach the hooded man and the boss will attack!

Final Boss: Aguannathar

He is a lot less difficult than say Dagascos or the Carcarodon but has interesting attacks and effects. Apart from its regular attack, it will also regenerate over 500 hp every turn with its Evil Aura, luckily if you read the book in the pet shop you'll know that without mp the aura will recover 0 every turn. As an added bonus without mp Aguannathar cannot cast 10001 zombies which will kill your party instantly. Agua also has various other stat damaging and health damaging spells. Another important effect is its Evil Ray which does 200-240 damage to your party every turn, if you use the Heaven Configuration it will reduce this by half and give you a chance of winning. He will also break your parties equipment, give random characters unpreventable madness and the like at various times throughout the battle, also once during the battle Aguannathar will make one mage forget some of their spells. If this happens to Bellenue you might have some troubles and you might need to reset. Make sure you cast Heaven Slash at least once to counteract his Heaven Forbids spell, also he can be poisoned and this has quite an effect upon him so you may want to invest a turn to inflict him with this. After a while he will start to become stronger (his attacks do more, his evil aura regains recovery even without MP) heal constantly and watch out but don't worry he will fall soon. Although this might take a few tries Aguannathar will go down if you fight smart and with strategy.

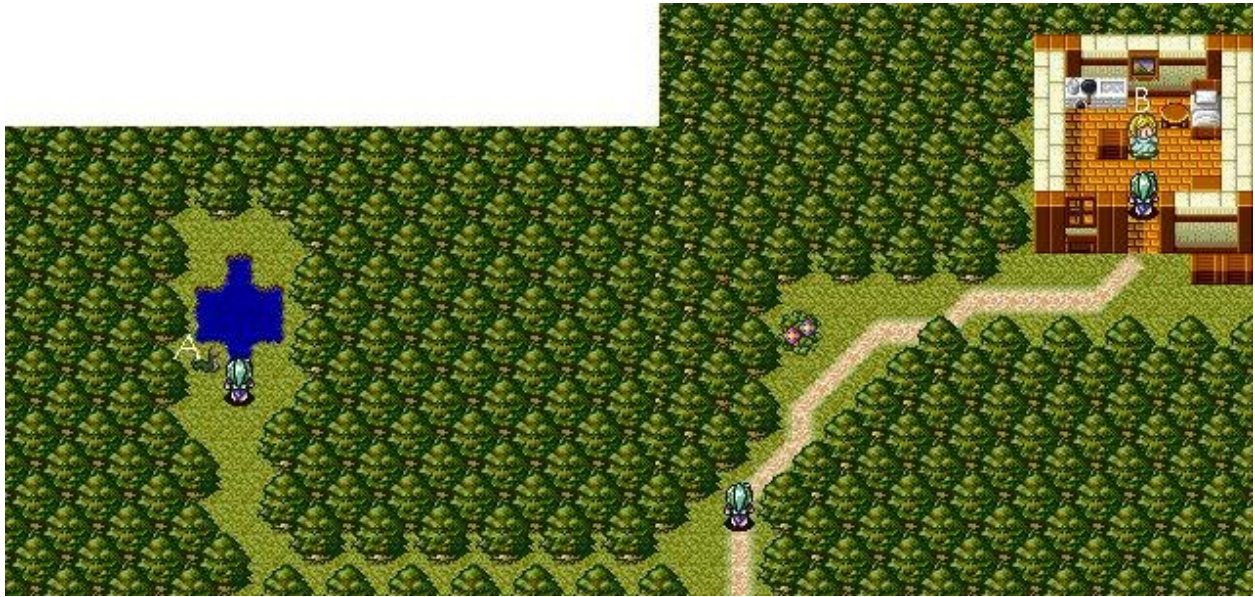
Enjoy the Ending.

Maps:



- A. Dai-Katana
- B. Antidote
- C. Sacred Heal Scroll
- D. Idiot-Talk to him, 10xp
- E. 45c
- F. Trap, too strong to me to open, if someone knows what's inside please tell me
- G. River Berry
- H. 3c
- I. Celestial Orb Scroll
- J. Grand Aura Scroll
- K. Talk to him to advance in the game, he gives you 25c
- L. Shadow Ring, after talking with (k)
- M. This guy gives you a map if you accept it, this opens a new location in the world map
- N. River Berry
- O. Get a quest about finding a ring, I think you get it by killing the knights in the world map
- P. Make this dog wake up by standing next to him, then let him follow you to your house entry, make him stand up in the hole to get a very good item, Ultimate Grog
- Q. Animal Food
- R. Animal Shop=Iguana-20c, Wolf-25c, Snail-16c
- S. Shop=River Berry-3c, Antidote-2c
- T. Armory=PowerShield-5c, LeatherMail-6c, EnergyRing-5c

If you accepted the map of the guy (M). Just talk with the guy to learn Supreme.



A. Alcyn Viper, very good animal if you don't have any

B. She sells you a butterfly for 4c, it's a lot better the viper..so don't bother



A. Leather Bandana

B. Energy Tincture

C. Antidote

D. Lizard Mail

E. Red Potion

F. Attack Transfer Scroll

G. 6c



A.10c

B.Stone of Stengh

C.Boss:Butterfly Queen and 3 butterflies...It's easy if you are Lv.7 or more with the viper

D.Stone of Paralysis

SPOILER ALERT!

The following page contain spoilers

--SECRETS--

- 1 (Frechette) : The crate north of Bison's house has a River Berry.
- 2 (Frechette) : There's a secret passage in the northeastern part of town that leads to Warold. Talk to him for +10XP.
- 3 (Frechette) : The cliff wall behind Warold has 45 coins.
- 4 (Frechette) : One of the bookshelves in the church has a Sacred Heal scroll.
- 5 (Frechette) : When you've done enough main quest, you can tell Charly you don't find pets to be very useful in order to get the Phoenix's location.
- 6 (Frechette) : Buy something from Elaine twice or exit her shopping screen 5 times, then buy her Power Potion (90c).
- 7 (Frechette) : Talk to Tzitar and learn where his friend is.
- ?? (Frechette) : Give the "Sheer Fantasy" painting from Moorwick (late game quest, see Zagmar) to the priestess for a Magicka Potion (or give her the "Me and My Dog" painting for a Grand Aura scroll).
- 8 (Frechette) : A tree south of the weapons shop has 3c.
- 9 (Frechette) : A crate south of the library has some animal food.
- 10 (Frechette) : One of the bookshelves in the library has a Celestian Orb scroll.
- 11 (Frechette) : The famous "dog" secret that has been mentioned before... Wait in Bison's house until the dog wakes up, then lead it to the hole south of your house for a Ultimate Grog.
- 12 (Butterfly Shack) : A crate south of the shack has some Animal Food.
- ?? (Butterfly Shack) : There's a secret passage to the southwest that leads to an Alcyn Viper that will join your party if you do not have a pet already (assuming your party isn't full). It's not a true secret.
- 13 (Zubaran's Hideout aka Martial Arts area) : Get the spell from Zubaran.
- 14 (Secret area southwest of Frechette, in the woods, Explorer Coat required) : Check the teapot for a Quick Potion.

15 (Shark-Men Headquarters, Explorer Coat required) : A crate in the southeastern area has a River Berry.

16 (Shark-Men Headquarters, Explorer Coat required) : Get the Shark Rotor in the crate north of the southeastern house.

17 (Path of the Butterfly) : An alcove near the center has an Attack Transfer scroll (look at the cliff wall).

18 (Path of the Butterfly) : The tree grove to the southeast has an Energy Tincture. Get it near the beginning of the game (a merchant will block the path later on).

19 (Path of the Butterfly Level 2) : North of the Butterfly Queen's cave, a cliff wall has a Stone of Paralysis.

20 (Moorwick) : A bookshelf in Jesper and Hilda's house has a White Aura scroll.

21 (Moorwick) : A wall of one of the southern houses has some Heaven Dust at night, behind where Barker used to be.

22 (Moorwick) : After Grum is dead, buy something from Rebecca, then buy the Condition Tincture.

23 (Moorwick) : In Leonard and Bianca's house, check the wardrobe for 6 gold.

24 (Moorwick) : Go one square left of Bianca and look at the kitchen shelf (just above your current location) for a River Berry.

25 (Moorwick) : Play Jobaar Ar' Hut's minigame. The right answers are Garnet, Crecius, James and Buckley, Lance Moorwick, and Anna Lisa. Then keep "debating" until he gives you a Mind Potion.

26 (Moorwick Old Town) : A crate west of the entrance to the old town has a Red Potion.

27 (Moorwick Old Town) : At some point in the game, Savannah will get killed and you'll find his dead body in his house. Look at it to get 121c.

28 (Moorwick Old Town) : A crate south of Zebulor's house has 5c.

29 (Moorwick Old Town) : A crate east of the Skull Corporation's house has 6c.

30 (Moorwick Old Town) : A crate west of the Skull Corporation's house has a Numb Tincture.

31 (Moorwick Old Town) : A crate in the warehouse west of the entrance to the Old Town has 7c.

- 32 (Moorwick Old Town) : A bush near Grum's house (next to a window) has 8c.
- 33 (Moorwick Old Town) : A bookshelf in Grum's house has a Celestian Explosion scroll.
- 34 (Moorwick Old Town) : Another bookshelf in Grum's house has 5c.
- 35 (Misty Woods) : A bookshelf near Howard (northeastern house) has a Stone of Sleep.
- 36 (Misty Woods) : A crate in Howard's house has some Animal Food.
- 37 (Misty Woods) : A bush on the southeastern path (Sheddar will be near it if you visit the woods before infiltrating Grum's house) has a Magicka Tincture.
- 38 (Moorwick Temple of Benevolence) : The northeastern fireplace (left square) has 3c.
- 39 (Moorwick Temple of Benevolence) : One of the southeastern bookshelves has a Lucrecious scroll.
- 40 (Moorwick Temple of Benevolence) : One of the southwestern bookshelves has a Grand Aura scroll.
- 41 (Bronze Dragon Cave) : One of the piles of bones has a Stone of Sloath.
- 42 (Bronze Dragon Cave) : Another pile of bones has 31c.
- 43 (Bronze Dragon Cave) : Yet another pile of bones has a Bronze Helmet.
- ?? (Benedict) : Talk to Vincent (the annoying kid) around 20 times and see what happens.
- 44 (Benedict) : Noro's pot is in a flower bush east of the church. It has 11c.
- 45 (Benedict) : A bench near Audrey has a Stone of Magicka.
- ?? (Benedict) : Buy the Mountain Boots from Peter twice, then talk to him again and buy the Magic Shield (125c).
- 46 (Benedict) : After getting Isabeau's quest, buy something from Adam in the southwestern shop, then buy some "Kitty Smell". Find the golden cat that's wandering around somewhere in Benedict (NOT the white cat) and bring it back to Isabeau for a Muscle Potion.
- 47 (Benedict) : Buy something from Adam 5 times or exit his shopping screen 10 times and buy the Magicka Potion (50c).
- 48 (Benedict) : A crate west of Zlakto's house has a Life Tincture.
- 49 (Benedict) : There's an Evil Card on a bookshelf in Zlakto's house.

50 (Benedict) : A bookshelf near Hector (in the church) has some Life Powder.

51 (Benedict) : A crate in Clarysse's house has a Lizard Mail.

52 (Benedict) : A bush in the western church garden had a Grand Aura scroll.

53 (Benedict) : Later in the game, Orion will give you a Quick Potion when you talk to him.

?? (Benedict) : The innkeeper's teapot can be found in the church (in the eastern hall) once you've been told to retrieve it. If you bring it back to the innkeeper, he will lower his prices.

?? (World Map) : You cannot enter the Wuthering Mountain area.

54 (Phoenix Shop) : A bookshelf south of Salamar has a Phoenix Balm.

55 (Phoenix Shop) : Another bookshelf near Salamar has some Phoenix Food.

56 (Kokarom's House, Explorer Coat required) : One of the crates has an Energy Tincture.

?? (Kokarom's House, Explorer Coat required) : If you defeat Kokarom, Karol will gain 1000XP and 8 Max HP. Karol needs to have at least 411 HP in order to be able to defeat Kokarom.

57 (Cave of the Mist) : A pile of bones near the entrance has a Magicka Tincture.

58 (Cave of the Mist) : Another pile of bones in the northeastern area has a tent.

59 (Cave of the Mist Part 3) : A pile of bones in the bottom area has a Red Potion.

60 (Beacon) : Talk to Lautaar with Bellenu in your party to get a Mind Potion.

61 (Under Beacon) : An alcove in the western area has a Wreckage Card.

?? (Under Beacon, Balcon Area) : There's nothing of interest here.

62 (Under Beacon) : A barrel near the stairs that lead to the orb's guardians has a Stone of Mind.

?? (Water Temple) : Keep buying an Antidote (only one at a time) from Pangea until you can buy an Ocean Love (800c).

?? (Shopkeepers Area) : Buy a Zagmar High Armor from Maurice and you'll be able to buy an Oblivion Ring.

63 (Arwel) : If Jasper (in Benedict) told you about his card, you can find it in a bookshelf in one of the southern houses.

64 (Arwel) : A crate in one of the eastern houses has an Evil Card.

65 (Arwel) : A crate west of the northeastern house has some Animal Food.

66 (Under Arwel) : Check the table for a Muscle Potion.

67 (Cave to Zagmar) : Check the wall in the northeastern corner for some Red Ooze Ore.

68 (Cave to Zagmar, immediately after the minigame) : Check the skeleton for 75c.

69 (Cave to Zagmar part 2) : The skeleton in the northeastern area has 8c.

70 (Cave to Zagmar part 2) : The skeleton west of the fight with the Mole Dragon has a Dragon Tear.

71 (Secret area northeast of Zagmar, Explorer Coat needed) : Look at the teapot for a Strength Potion.

72 (Zagmar) : Check the sink west of Robert for a Life Tincture.

73 (Zagmar) : There's a wall with a Stone of Death next to Florian's house.

?? (Zagmar) : Sarah is the only girl who will agree to become a model for the painter in Moorwick.

74 (Zagmar) : Go around Nathan's house clockwise (climb the stairs first) until you reach the dead end. Look at the wall there for 1107c.

?? (Zagmar) : You cannot open the door below Nathan's house.

75 (Zagmar) : One of the bookshelves in Leila's house has a Life Network scroll.

76 (Zagmar Harmony Pipe Trial Treasure Room) : Just step on the invisible teleporter between the two pillars.

?? (how to complete the king's quest in Zagmar) : The code for the spikes in the Castle is 6-5-5-6 (hints for the code are found in the Castle library). Harasmussen will tell you where where Amandine is if you pick lines 3-2-1, then 3-2-2, then 3-2-3 in this order (watch out, if you pick 3-2-1 and 3-2-2 too many times he'll start ignoring you). TYhen when you talk to Amandine near the entrance to the Zagmar laboratory she gives you a Moon Tear.

77 (Zagmar Lab part 2) : One of the sinks in the southwestern room has a Condition Tincture.

78 (Zagmar Lab part 2) : One of the wardrobes in one of the southern rooms has an Attack Transfer Scroll.

- 79 (Secret Area in the woods southeast of Fey) : Check the tree for some Star Dust.
- 80 (Secret Area in the woods southeast of Fey) : Check the teapot for a Muscle Potion.
- 81 (Temple of Varik-Vatil) : Donate 1000c for +3SP (permanent) to all party members.
- 82 (Secret Area south of Fey, you have to look at a certain bush-thingy on the World Map) : Check the teapot for a Power Potion.
- 83 (Fey-Jiljinn) : Find about Calhor by either looking at the southern bookshelf in Newyll's house or completing Wynell's teeth quest.
- ?? (Fey-Jiljinn) : If you already know about Calhor when you bring the teeth to Wynell, you can say "So much work for nothing..." and get a Magicka Potion instead.
- 84 (Fey-Jiljinn) : The crate west of Newyll's house has a Moon Tear.
- ?? (Fey-Jiljinn) : Whenever you buy something from Toledalelu there is a slight chance that you'll be able to buy a Zerulis Armor (2200c). It can also happen when you exit his shopping screen without buying anything, but in this case it has a much lower probability of happening.
- 85 (Fey-Jiljinn) : The crate west of Tyjey-in's house has some Star Dust.
- 86 (Fey-Jiljinn) : Just buy Marell's map.
- ?? (Calhor) : Buy a River Berry 4-5 times or so from the octopus and you'll be able to buy some Lich's Dust (300c).
- 87 (Giants' Tower entrance) : The first pillar (from left to right) has a Magicka Potion.
- 88 (Giants' Tower entrance) : The second pillar has a Power Potion.
- 89 (Giants' Tower entrance) : The third one has a Strength Potion.
- 90 (Giants' Tower entrance) : The fourth one has a Mind Potion.
- 91 (Giants' Tower Level 1) : An alcove in the northwestern hall has a Stone of Death.
- 92 (Giants' Tower Level 2) : A small alcove in the southwestern hall has a Grand Aura scroll.
- 93 (Under Lucas' house) : Check the southwestern crate for some Heaven Dust.
- 94 (Under Lucas' house) : The northeastern crate has some Lich Dust.
- ?? (Jaruline's shop) : Buy something from Jaruline thrice or exit the shopping screen without buying anything around 10 times and you'll be able to buy a Wreckage Cape (3000c).

- 95 (Jaruline's shop) : Talk to Jaruline from behind her counter and buy her bandana (500c).
- 96 (Lament Temple Entrance) : The middle-left alcove in the entrance hall has a Doomed Card.
- 97 (Lament Temple Entrance) : The northern alcove has a MP drainer.
- 98 (Evalluween Temple) : Check the cross in the northwestern alcove for some Holy Powder.
- 99 (Temple of Sariis) : One of the northwestern shelves has a Doomed Card.
- 100 (Temple of Sariis) : Another one of the northwestern shelves has some Heaven Dust.
- 101 (Infinium Temple) : Check the space between the two pillars north of Tetzuvaa for a Muscle Potion.
- 102 (Ohgma Temple entrance) : Get the Heaven Configuration Scroll from Matthew (he appears only when you're ready to fight Aguannathar).
- 103 (Ohgma Temple) : Check the weird thingy in the teleporter room for a Grand Aura Scroll.
- 104 (Bumonn's Cave) : The first Ocean Love (note that the Ocean Loves look like blue pools, and the Dark Stones look like apples, but only the Ocean Loves count as secrets).
- 105 (Bumonn's Cave) : The second Ocean Love.
- 106 (Bumonn's Cave) : The third Ocean Love.

I might have missed a secret or two, but I'm pretty sure I got most of them (at the very least).

--CHESTS--

- 1 (Frechette) : In Laura's house (Dai-Katana Lvl 1).
- 2 (Frechette) : The chest east of the church has an Antidote.
- 3 (Frechette) : The trapped chest south of Brad's house has an Ocean Love and 955c. You will most likely need a very high level and heavily armored Karol/Frankie in order to survive the blast.

4 (Frechette) : Immediately after killing Jurkevic, go to where Diddy (the vegetables seller) used to be and search his closed chest for 830c.

5 (Frechette) : Much, much later in the game (near the end of Part One), go back to Laura's house and you'll find a red chest. Open it for 1000c and a Zijda Crown.

6 (Frechette) : The chest west of Zoltan's house has a River Berry in it.

?? (Frechette) : There is no way to reach the chest behind the inn.

7 (Path of the Butterfly) : The northwestern chest has a Leather Bandana.

8 (Path of the Butterfly) : The northeastern chest has a Lizard Mail.

9 (Path of the Butterfly) : The eastern chest has an Antidote.

10 (Path of the Butterfly) : The southeastern chest has a Red Potion.

11 (Path of the Butterfly) : The southwestern chest has 6c.

12 (Path of the Butterfly Level 2) : The northern chest has 10c.

13 (Path of the Butterfly Level 2) : The eastern chest has a Stone of Strength.

14 (Misty Woods) : Go to Sheddar's house (northern one) before infiltrating Grum's house and open the chest (Predator Gloves).

15 (Misty Woods) : The chest east of Sheddar's house has a Hunter Ring.

16 (Misty Woods) : From Sheddar's house, go to the nearest crossroads and follow the southern path until you reach a chest. Open it for a Red Potion.

17 (Misty Woods) : The chest in the southeastern corner has a Croco Bandana.

18 (Misty Woods) : The first chest in the southwestern part of the woods has an Harmony Pipe.

19 (Misty Woods) : The second southwestern chest has 14c.

20 (Karol's Home) : Visit Karol's home before meeting him in Moorwick and open the chest for a Moon Tear, a Strength Potion, and 1004c.

21 (Cave of the Mist) : The spike-protected chest north of the entrance is empty, but empty chests do increase your score, so open it anyway.

22 (Cave of the Mist) : The southeastern chest near the entrance has a Red Potion.

- 23 (Cave of the Mist) : The southwestern chest has a River Berry.
- 24 (Cave of the Mist) : The northern chest has a Life Tincture.
- 25 (Cave of the Mist Part 2) : The southwestern chest has 15c.
- 26 (Cave of the Mist Part 3) : The northern chest has an Harmony Pipe.
- 27 (Cave of the Mist Part 3) : The western chest has a Magicka Belt.
- 28 (Cave of the Mist Restless Warriors area) : The guarded chest has 224c.
- 29 (Cave of the Mist Rock Puzzle) : The chest in the southwestern corner has a Ju-Jin Crown.
- 30 (Cave of the Mist Part 4) : The eastern chest has a Dragon Mail.
- 31 (Cave of the Mist Part 4) : The northern chest has a Celestial Orb Scroll.
- 32 (Beacon) : There's a secret passage in the northern room that leads to the secret northwestern room. The chest here has a Saktin Box.
- 33 (Under Beacon) : The first southwestern chest has an Antidote.
- 34 (Under Beacon) : The second southwestern chest has some Red Ooze Ore.
- 35 (Under Beacon) : The eastern chest has a Strength Potion.
- 36 (Water Temple) : The western chest has Razor Jaws.
- 37 (Water Temple) : The first southwestern chest has Aero Wings.
- 38 (Water Temple) : The second southwestern chest has an Ocean Crown.
- 39 (Water Temple) : The third southwestern chest has a Shark Pod.
- 40 (Water Temple) : The southeastern chest has a Magicka Potion.
- 41 (Water Temple) : The first eastern chest has a Shark Suit.
- 42 (Water Temple) : The second eastern chest has the Magicka Leecher.
- 43 (Zagmar Harmony Pipe Trial Treasure Room) : The left chest has a Power Potion.
- 44 (Zagmar Harmony Pipe Trial Treasure Room) : The middle chest has a Muscle Potion.
- 45 (Zagmar Harmony Pipe Trial Treasure Room) : The right chest has a Quick Potion.

- 46 (Zagmar Lab Storage Room) : The eastern chest has a Doctor Glass.
- 47 (Zagmar Lab Storage Room) : The southern chest has a Life Compass.
- 48 (Zagmar Lab Storage Room) : The northwestern chest has the Explorer Coat.
- 49 (Zagmar Lab Storage Room) : The northern chest has an Hologram.
- 50 (Cave to Zagmar) : The northwestern chest has a Condition Tincture.
- 51 (Cave to Zagmar) : Barandos' chest has 155c.
- ?? (Cave to Zagmar minigame) : There is no way to reach the chest.
- 52 (Cave to Zagmar Part 2) : The southwestern chest has a Revive Potion.
- 53 (Cave to Fey) : The northwestern chest has a Condition Tincture.
- 54 (Cave to Fey) : The northeastern chest has a Moon Tear.
- 55 (Cave to Fey) : The southwestern chest has a Scorching Explosion scroll.
- ?? (Giants' Tower Entrance) : You cannot survive the two trapped chests if you try to open them.
- 56 (Giants' Tower Level 1) : The first southwestern chest has a Revive Potion.
- 57 (Giants' Tower Level 1) : The second southwestern chest has a Stone of Weakness.
- 58 (Giants' Tower Level 1) : The northwestern chest has a Condition Tincture.
- 59 (Giants' Tower Level 1) : The chest in the first guarded area has a Shooting Star Armor.
- 60 (Giants' Tower Level 1) : The left chest in the second guarded area has some Rich's Balm.
- 61 (Giants' Tower Level 1) : The second chest in the second guarded area also has some Rich's Balm.
- 62 (Giants' Tower Level 1) : The third chest in the second guarded area has some more Rich's Balm.
- 63 (Giants' Tower Level 2) : The eastern trapped chest has a Muscle Potion.
- 64 (Giants' Tower Level 2) : The northern chest has Giant Bracers.
- 65 (Giants' Tower Level 3) : The southwestern chest has a Stone of Justice.

- 66 (Giants' Tower Level 3) : The left southeastern chest has 606c.
- 67 (Giants' Tower Level 3) : The right southeastern chest has 84c.
- 68 (Lucas' House aka Drak World Pet Shop) : The chest has Animal Foodx18.
- 69 (Varazor-Ohel Temple) : The left southeastern chest has a Wreckage Card.
- 70 (Varazor-Ohel Temple) : The right southeastern chest has a White Aura scroll.
- 71 (Varazor-Ohel Temple) : The northern chest has a Quick Potion.
- 72 (Lament Temple Entrance) : The southwestern chest requires Zacrisfal's Diamond Key. It has a Dark Stone, some Lich Dust, the Dynamite, a Muscle Potion, a Stone of Death, a Stone of Paralysis, and a Doomed Card.
- 73 (Lament Temple Entrance) : The northeastern chest has a Magicka Tincture.
- 74 (Lament Temple Boss Area) : The northern chest has the Diamond Key and a Scorching Explosion scroll.
- 75 (Lament Temple Boss Area) : The southwestern chest has the Torture Box.
- 76 (Lament Temple Boss Area) : The southeastern chest has a Magicka Potion and a Mind Potion. As far as I know, it is impossible to get both chest #75 and chest #76 without cheating.
- 77 (Korka Temple) : The southwestern chest has a Power Potion.
- 78 (Korka Temple) : The eastern trapped chest has the Blackhole Scroll and requires a very high level and heavily armored Frankie.
- 79 (Evaluween Temple) : The northwestern monster-trapped chest has a Blizzard Armor.
- 80 (Evaluween Temple) : The western monster-trapped chest is empty.
- 81 (Evaluween Temple) : The eastern chest has some Lich Dust.
- 82 (Evaluween Temple) : The northeastern chest has an Oblivion Ring.
- 83 (Evaluween Temple) : The northern chest has Final Redemption.
- 84 (Drakkar Temple) : The first empty chest near Kherum Kera.
- 85 (Drakkar Temple) : The second empty chest near Kherum Kera.
- 86 (Drakkar Temple) : The far northern chest is empty. Watch out for the fireball.

- 87 (Ohgma Temple) : The southeastern chest has 412c.
- 88 (Ohgma Temple) : The western chest has a Book of Savior. It is guarded by an Eefreet.
- 89 (Ohgma Temple) : The chest near the stairs has an Energy Tincture.
- 90 (Ohgma Temple) : The first eastern chest has monsters, but is otherwise empty.
- 91 (Ohgma Temple) : The second eastern chest has a Life Network Scroll.
- 92 (Ohgma Temple) : The first western chest is empty.
- 93 (Ohgma Temple) : The second western chest is empty.
- 94 (Ohgma Temple) : The northwestern chest has 5 Stones of Sloath.
- 95 (Ohgma Temple) : The northeastern chest has an Attack Transfer Scroll.
- 96 (Ohgma Temple part 2) : The first chest has some Star Dust.
- 97 (Ohgma Temple part 2) : The second chest has a Moon Tear.
- 98 (Ohgma Temple part 3) : The eastern chest has the Bumonn Key.
- 99 (Ohgma Temple part 3) : The northern chest has a Shooting Star Armor.
- 100 (Ohgma Temple part 4) : The southwestern monster-trapped chest is empty.
- 101 (Ohgma Temple part 4) : The southeastern chest is also monster-trapped and empty.