



BRADYGAMES
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®



COVERS NINTENDO DSTM

BASED ON A GAME
EVERYONE 10+
RATED BY THE
ESRB 10+

SQUARE ENIX.

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and Michael Owen



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The Hero

Our hero is a young, courageous man. He travels with his father, Pankraz. The two of them go where they are needed, helping friends and strangers alike. Although Whealbrook is their home, the two spend considerable time away.

As he grows, the hero becomes a master of arms, skilled in the use of swords, boomerangs, and heavy armor. He's a champion on the field of battle, but he also learns how to heal others and cure poisons. One day he may even learn how to raise the dead!

The hero is always a part of your party. He's one of the toughest characters in the game and his high attributes ensure that you won't be disappointed. Invest in weapon and armor upgrades as soon as possible, and try to keep your hero outfitted at least as well as everyone else in the party. Other characters come and go, as do monsters (as they are replaced by even stronger allies), but your hero is always there. He's one of the best characters to upgrade with permanent items (such as seeds of resilience).

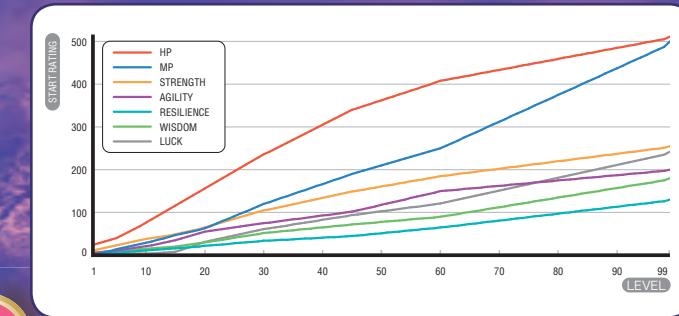


Ability List

| ABILITY | LVL LEARNED | COST | DESCRIPTION |
|--------------|-------------|--------|--|
| Heal | 4 | 3 MP | Restores at least 30 HP to a single ally |
| Squelch | 6 | 2 MP | Cures a single ally of the effects of poison |
| Woosh | 8 | 2 MP | Slices through a group of enemies with a small whirlwind (deals 8-24 damage) |
| Buff | 9 | 2 MP | Raises the defence of a single party member |
| Midheal | 11 | 5 MP | Restores at least 75 HP to a single ally |
| Peep | 12 | 3 MP | Analyzes items and treasure chests |
| Evac | 14 | 8 MP | Exit instantly from dungeons, caves, and towers |
| Swoosh | 16 | 4 MP | Slices through a group of enemies with a powerful whirlwind (deals 25-55 damage) |
| Absorb Magic | 18 | 2 MP | Absorbs the MP of an incoming spell |
| Fullheal | 22 | 7 MP | Restores all HP to a single ally |
| Zing | 25 | 10 MP | Occasionally resurrects a fallen ally with half HP restored |
| Kerplunk | 28 | All MP | Sacrifice caster's life to resurrect all other party members |
| Kaswoosh | 32 | 8 MP | Slice through a group of enemies with a ferocious whirlwind (deals 80-180 damage) |
| Zoom | Event-based | 8 MP | Returns instantly to various previously-visited locations (doesn't work when underground or inside dungeons) |
| Hocus Pocus | Event-based | 20 MP | Take a chance with Lady Luck! Only she knows what will happen (random effect) |

Attribute Progression (Beginning Stats)

| LEVEL | 1 | MAX MP | 0 | RESILIENCE | 3 | ATTACK | 13 |
|--------|----|----------|----|------------|---|---------|----|
| EXP | 0 | STRENGTH | 11 | WISDOM | 6 | DEFENCE | 7 |
| MAX HP | 24 | AGILITY | 5 | LUCK | 4 | | |



PLAYING AS YOUR HERO

Your hero is a major damage dealer, capable of bringing down bosses better than almost any other character or monster in the game. At relatively low levels, you have access to boomerang weapons, which give your hero the chance to wound entire groups simultaneously. Keep these weapons as long as possible for use in random encounters, but switch them out for higher, single-target damage weapons during the start of boss fights.

...your hero brings down the wounded targets.

Boomerang weapons eventually fall by the wayside (as there are only a few of them in the game). Eventually, the upgrades to your hero's damage ability are so high that it's worth giving up the ability to hit entire groups. Instead, your hero becomes the finisher; other party members wound groups while your hero brings down the wounded targets.

Later in the game, when boomerangs aren't the best option anymore, your hero can still fight groups with his wind magic. The Woosh spell hits groups without spending too much MP, and by the time you need to use these spells you should have a large pool of MP to draw upon. Also, you start getting more healers in the group, so your hero isn't needed much as a healer. Use Swoosh and Kaswoosh to lay down major damage against your opponents early in a fight.

Knowledge of single-target healing spells prevents your hero from being a one-trick pony. Early in the game, you can rely on the hero to keep other party members alive. Late in the game, when enemies start to outstrip single-target healers, the hero becomes more of a backup healer, someone who heals after combat is over.



For boss fights, equip your hero with a high-damage, single-target weapon. Use abilities like Oomph or items such as Paxa Punch to double your damage. This lets your hero do the work of two characters, felling creatures with record speed.

The hero also gets a few support spells. Eventually, he is able to use Zoom and Evac (to fly around the world to places you've already visited and to exit dungeons, respectively). Although seemingly bland spells compared to combative magic, it's nice to have access to them. Life gets a lot better once you have Zoom, as this spell makes it much easier to get around the world and hunt for treasure and rare monsters.

Your hero's ultimate final attack is Kerplunk. This spell automatically KOs your hero, but it raises and fully heals everyone else in the party. You can then bring your hero back to life with someone else's Zing/Kazing spell (or by using Yggdrasil leaves). Only do this when your back is against the wall and a boss fight looks like it's about to wipe out your entire party.

Weapons

| NAME | ATTACK |
|-----------------------|--------|
| Cypress stick | 2 |
| Bamboo spear | 5 |
| Oaken staff | 9 |
| Copper sword | 13 |
| Boomerang | 15 |
| Iron staff | 22 |
| Edged boomerang | 25 |
| Chain whip | 28 |
| Lightning staff | 29 |
| Steel broadsword | 33 |
| Pankraz's sword | 40 |
| Serpent sword | 42 |
| Cautery sword | 45 |
| Dream blade | 55 |
| Flametang boomerang | 65 |
| Staff of resurrection | 66 |
| Siren sword | 70 |
| Zombiesbane | 80 |
| Dragonsbane | 90 |
| Miracle sword | 100 |
| Metal king sword | 130 |
| Dragon staff | 125 |
| Flail of destruction | 125 |

Shields

| NAME | DEFENCE |
|-------------------|---------|
| Leather shield | 4 |
| Scale shield | 7 |
| Bronze shield | 11 |
| Iron shield | 16 |
| Magic shield | 22 |
| Dragon shield | 30 |
| Tempest shield | 35 |
| Flame shield | 40 |
| Power shield | 45 |
| Ogre shield | 48 |
| Silver shield | 55 |
| Shimmering shield | 65 |
| Metal king shield | 70 |
| Ruinous shield | -- |

Helmets

| NAME | DEFENCE |
|-------------------|---------|
| Leather hat | 2 |
| Hardwood headwear | 6 |
| Fur hood | 11 |
| Iron helmet | 16 |
| Iron mask | 25 |
| Crown of Uptaten | 30 |
| Thinking cap | 40 |
| Great helm | 45 |
| Sun crown | 60 |
| Metal king helm | 70 |

Armour

| NAME | DEFENCE |
|--------------------|---------|
| Plain clothes | 4 |
| Serf wear | 5 |
| Wayfarer's clothes | 7 |
| Leather armour | 11 |
| Scale armour | 15 |
| Bronze armour | 21 |
| Iron armour | 25 |
| Full plate armour | 30 |
| Silver mail | 40 |
| Powjamas | 40 |
| Dragon mail | 50 |
| Magic armour | 60 |
| Flame armour | 70 |
| Sacred armour | 75 |
| Mirror armour | 80 |
| Pallium Regale | 90 |
| Metal king armour | 95 |

Accessories

| NAME | ATTRIBUTE EFFECT |
|------------------|------------------|
| Crude image | Luck +15 |
| Meteorite bracer | Agility x2 |
| Kamikazee bracer | -- |
| Elfin charm | -- |
| Circle of Fire | -- |
| Circle of Life | -- |

CHARACTERS



Homecoming



OBJECTIVES

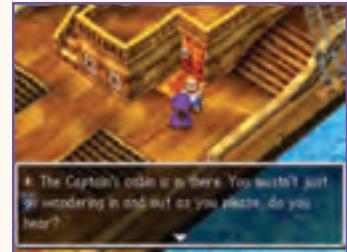
- 1 Talk to your father.
- 2 Loot the dressers in your cabin and in the upper deck of the ship (optional).
- 3 Explore the ship, talk to the sailors and Captain Blithe, and enter the hold.
- 4 Come back up to the deck and watch the ship dock.
- 5 Return to your cabin and tell your father, Pankraz, that the ship is pulling into port.
- 6 Talk to your father again when he's up on the deck, and disembark.

ITEM LIST

- | | |
|---|---|
| Seed of resilience [your cabin] | T 'n' T ticket [barrel, right side of the vessel] |
| Medicinal herb [your cabin] | Medicinal herb [in the hold] |
| Medicinal herb [passenger area] | T 'n' T ticket [in the hold] |
| Medicinal herb [right side of the ship, mid deck] | Book "The Monster Book of Jokes" [bookshelf in Captain Blithe's quarters] |

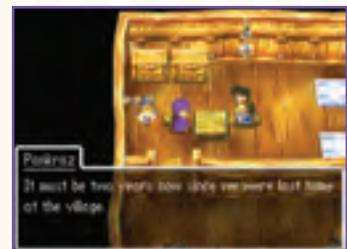
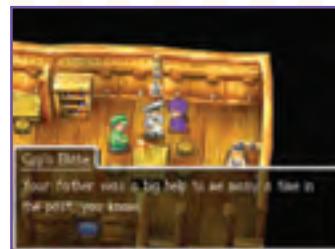
The dream is soon a memory. You wake onboard a sailing ship soon to arrive in port. Your father is along for the ride and he's in high spirits. He says to go ahead and explore the ship while you're waiting. Search the dressers in the room, then climb up top. There are many sailors onboard, so move about the deck and talk to everyone.

The left side of the ship leads up toward the passenger area. You don't need to go there, but there's a spare **medicinal herb** if you loot those cabins.



There are quite a few barrels located on the right side of the ship. Break them for more items, including a **T 'n' T ticket**. Two areas lead deeper into the ship from there. The first opens into the Captain's cabin. Talk to Captain Blithe and say hello. Then, search the other area located all the way at the end of the ship, which descends into the hold. Loot the barrels there and talk to the sailors. Sadly, you can't loot the treasure chests in the hold, but the goodies probably belong to someone anyway!

The Captain announces your return to port as soon as you reach the main deck again. Return to your cabin and pass on the good news. After speaking to Pankraz, climb up top and talk to him again to disembark. You receive the **adventurer's map** after leaving the ship.



Littlehaven



OBJECTIVES

- 1 Get the adventurer's map from your father.
- 2 Search the area and talk to the residents (optional).
- 3 Leave the port and head into the wilderness.

ITEM LIST

- 10 gold coins [barrel on the docks, east side]

There isn't much to do on the docks right now. The barrels don't have many items to pilfer, although you can steal 10 gold coins from one of them. Also, there aren't many people to speak with.

A woman inside the small building on the left side speaks of Pankraz's departure from the region. It sounds like you and your dad have been gone a long time. She doesn't even recognize you!

Go ahead and leave the port when you're done exploring. There are monsters about and wandering through the countryside isn't safe. Before long, you are beset by slimes.

Fight the slimes with your father's assistance. He heals you after the battle. Pankraz has finished his business at the port and it's time to leave together. Your father guides you through the area, fighting anything that gets too close. The experience is good for you, and it's possible to gain a level before arriving in town.



Whealbrook



OBJECTIVES

- 1 Enjoy your homecoming as your father takes you through town.
- 2 Meet Bianca and play with her until she heads downstairs.
- 3 Say goodbye to your father and start exploring the town.
- 4 Talk to everyone at the inn, especially Mrs. Whitaker.
- 5 Save your game at the church.
- 6 Explore the Whealbrook Adit on the upper-left side of town.

ITEM LIST

- | | |
|--|---|
| ● Leather hat [Sancho's house, upstairs] | ● Seed of strength [Sancho's house, basement] |
| ● Medicinal herb [Sancho's house, ground floor] | ● Medicinal herb [inside the weapon shop] |
| ● Pot lid [Sancho's house, ground floor] | ● Stone from Whealbrook [inside the well] |
| ● Book "Family Recipes" [Sancho's house, ground floor] | |

WEAPON STORE

| WEAPON | COST |
|---------------|------|
| Cypress stick | 10 |
| Bamboo spear | 50 |
| Bone stake | 70 |
| Oaken staff | 130 |
| Copper sword | 270 |

Whealbrook is a pleasant town. Although not much is going on, the people are quite content. Your dad takes you to see his old friend, Sancho. While you're there, you meet Bianca, a young girl from a nearby village. Talk with her until she goes back downstairs. Search the upstairs dressers for a **leather hat**, then go downstairs.



Equip Your New Gear

As a town guard responsibly reminds you, it's good to equip better items as you find them. Your character doesn't have anything to protect his head until he finds the **leather hat**. Equip the headpiece as soon as you acquire it. Every little bit of defence counts, and you should be seeing battle before long.

Talk to your father; he soon leaves and lets you handle your own affairs again. Travel around town and loot the various items at your disposal. One of the best finds isn't far away: there's a **seed of strength** in Sancho's basement! Consider using this to beef up your young hero.

Follow the town road and look for the building with a bed on its signpost. Go inside and talk to the people staying there. Mrs. Whitaker is upstairs, and she talks about one of the few worrying rumors: someone is missing! There is a cave in Whealbrook and that might have something to do with it.

You can't leave town, but the cave isn't exactly "outside of town," is it? So, you wouldn't be disobeying orders by doing some spelunking.

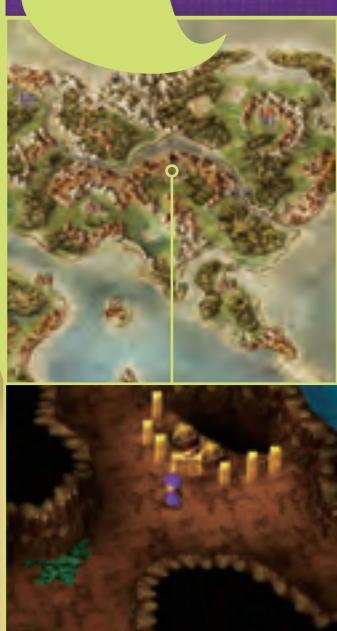


Look for the church on the north side of town. Save your game there before entering the cave. To reach the cave, go west along the dirt banks of the river. A narrow path eventually winds its way around to the cave. A guard is posted at the entrance, but he doesn't mind you taking a peek inside.

DUNGEON

Recommended Hero Level: 2

Whealbrook Adit



63

OBJECTIVES

- 1 Level up by fighting and use Sancho's house to rest when needed (optional).
- 2 Earn gold coins and purchase better weapons from the town weapon shop (optional).
- 3 Talk to Rockefeller on F3 of the cave; free him from his predicament.

ITEM LIST

- Medicinal herb [F1, left at the first bend]
- 50 gold coins [F2, southeast of the stairs]
- Leather shield [F2, upper left side]
- Wayfarer's clothes [F3, upper left side]

LOCAL FLORA AND FAUNA

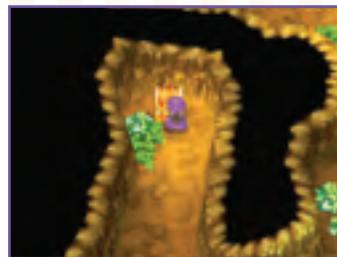
| | NAME | HP | EXP | GOLD | ITEM DROP |
|--|-------------------|----|-----|------|----------------|
| | 003 Boring bug | 10 | 3 | 2 | Medicinal herb |
| | 006 Bunicorn | 12 | 4 | 3 | Leather hat |
| | 002 Burr baby | 7 | 2 | 2 | Medicinal herb |
| | 004 Dracky ❤️❤️❤️ | 10 | 4 | 3 | Medicinal herb |
| | 005 Hammerhood | 18 | 6 | 3 | Medicinal herb |
| | 001 Slime ❤️❤️❤️ | 7 | 1 | 1 | Medicinal herb |

What's With the Hearts?

Notice that some monsters have hearts associated with them. That's because these are creatures that you can eventually recruit. Your hero needs a wagon to succeed in this endeavor and you won't get it until visiting the town of Fortuna, which occurs later.

Once you have a wagon, recruit monsters by fighting them repeatedly. It's random, so the more hearts you see, the higher the chance of success with each encounter. See the chapter on "Taming the Savage Beasts" toward the end of the guide for more information. It lists all of the monsters that are willing to join, their stats, and some of the tactics you should learn.

The Whealbrook Adit isn't very deep; it only has three floors and there are "tougher" creatures on the lower two floors. You can handle anything on the first floor right off the bat. The slimes, boring bugs, and burr babies are somewhat weak. Use them to get extra money and build up another level or so.



Exit the cave after you've taken a bit of a beating. Only use a medicinal herb if you're too far in the cave to exit safely. You can rest, free of charge, at Sancho's house. Do this and see if you have enough money for a bamboo spear! Although this is only a minor weapon upgrade, it will last for a little while and doesn't cost much.

After this initial run, use the second level down for level building. The fights here are more intense, although the creatures are still fairly easy to predict. Of them, only the hammerhoods are especially dangerous. Shoot for level 4 during your second run, but go ahead and rest again if the need arises. Level 4 is a major point for your hero, because that is when he gains the Heal spell. Having the ability to restore your own health adds a substantial amount of sustainability for your dungeon runs.

There are two important chests on the second floor. The one south from the stairs has **50 gold coins**. That's all that is needed for your weapon upgrade, so it's good to get early on. A chest in the upper left has a **leather shield**. Both of these will help your character considerably!



Better Weaponry

There's really no need to build up 270 gold coins for the copper sword. A weapon that heavy isn't necessary for clearing the Whealbrook Adit, and you'll have the opportunity to get better weaponry in the next town.

FORTUNA T 'N' T BOARD

TURNS: 10
Rewards: Mini medal, edged boomerang
Inn: None

Take the steps to the far left inside the Fortuna casino to find the first T 'n' T board. This board is pretty straightforward. There are no treasure trove or dungeon spaces and it is only one level.



Village Shop

| ITEM | COST | DESCRIPTION |
|----------------|------|--|
| Medicinal herb | 8 | Restores a little of party member's HP |
| Antidotal herb | 10 | Cures party member of poison |
| Rockbomb shard | 450 | Hits enemy with a big bang |
| Paxa Punch | 600 | Doubles party member's strength |

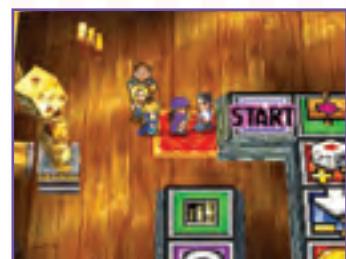
Possible Item Finds When Examining Ground

| | | |
|------------------|--------------------|----------------|
| 1-9 gold coins | 20-150 gold coins | antidotal herb |
| chimaera wing | leather hat | medicinal herb |
| monster munchies | oaken club | pot lid |
| seed of agility | seed of life | seed of magic |
| seed of strength | wayfarer's clothes | |

VENTUNO T 'N' T BOARD

TURNS: 18
Rewards: Lacy bustier, prayer ring
Inn: 50 gold coins

Take the steps on the north end of the Ventuno casino down to find the Ventuno T 'n' T board.

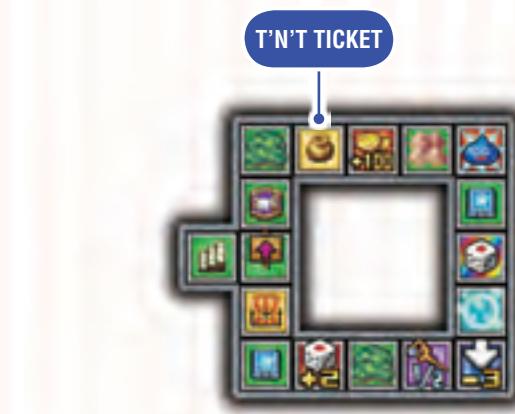
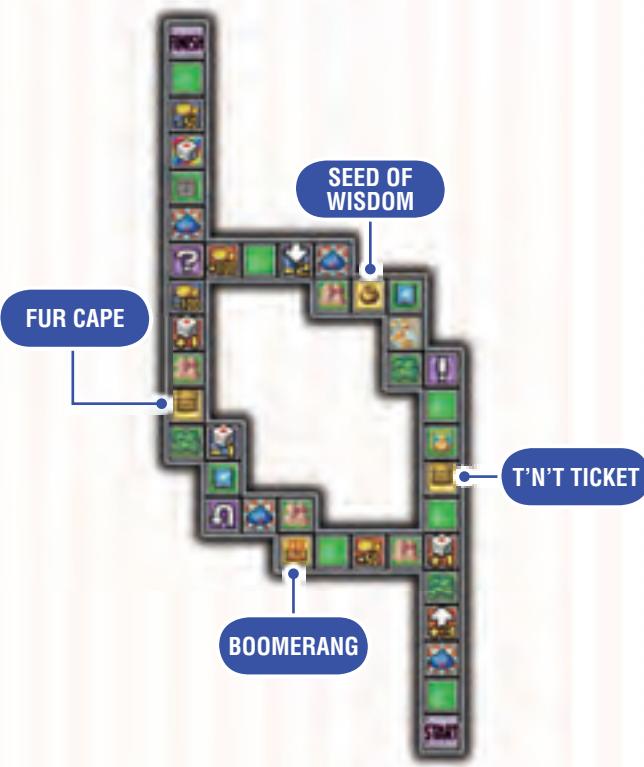


Village Shop

| ITEM | COST | DESCRIPTION |
|----------------|------|--|
| Medicinal herb | 8 | Restores a little of party member's HP |
| Antidotal herb | 10 | Cures party member of poison |
| Magic water | 120 | Recovers a party member's MP |
| Paxa Punch | 600 | Doubles party member's strength |
| Top hat | 2000 | Helmet, defence +20 |

Possible Item Finds when Examining Ground

| | | |
|-----------------|--------------------|----------------|
| 5-12 gold coins | 80-200 gold coins | antidotal herb |
| chimaera wing | holy water | leather shield |
| mini medal | paring knife | Paxa Punch |
| pointy hat | pot lid | tombola ticket |
| tortoise shell | wayfarer's clothes | |



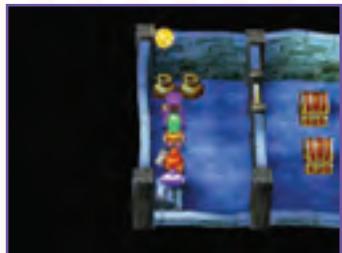
MINI MEDALS

As you progress through the game, be on the lookout for mini medals. Search for them inside drawers, chests, clay jars, and even on the ground. Once you get a boat in the middle waters, you find King Dominicus's Dominion on a small island in the far south central area. You can exchange the mini medals with him for rewards. The following table lists the rewards you receive as you turn in the mini medals.



| # | REWARD | DESCRIPTION |
|----|-------------------|--|
| 12 | Powjamas | Nifty nightwear for soldiers who are spoiling for a scrap even in their sleep! |
| 17 | Glombolero | This curious garment sometimes absorbs MP from enemy spells. |
| 23 | Miracle sword | Replenishes its bearer's HP with each attack...miraculously! |
| 28 | Sacred armour | Blessed is he who wears this armour, for he shall regain health as he does battle! |
| 35 | Falcon blade | Equip this super-swift sword to strike twice in a single turn. |
| 50 | Metal king shield | A shockproof shield that gives pesky spells a hard time hitting home! |

Refer to the following images and descriptions to collect enough mini medals to obtain all of King Dominicus's rewards.



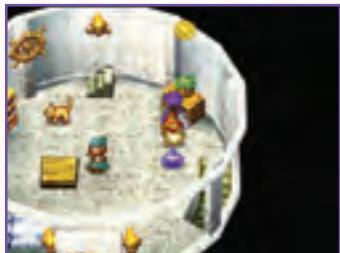
① **ROUNDBECK:** Bar basement in bottom pot (talk to the bartender and say "No" to get her to open the door).



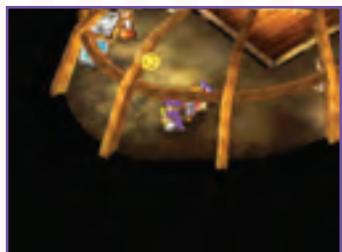
② **COBURG CASTLE:** After receiving key to Coburg, inside pot in storage room above warp.



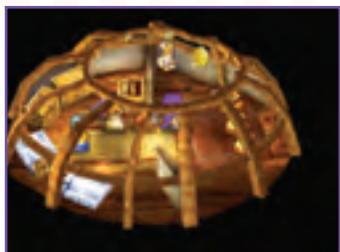
③ **LODESTAR HARBOUR:** Inside dresser in Ogar's room.



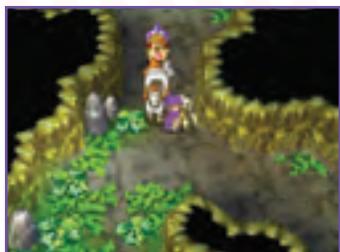
④ **LODESTAR HARBOUR:** Lying in flowers on side of church.



⑤ **HAY:** Inside left pot in house at center of town; just right of bridge.



⑥ **HAY:** Upstairs in Bailiff's house inside left pot.



⑦ **SCARY LAIR:** Lying on ground next to pile of bones southeast of entrance.



⑧ **ZOOMINGALE:** Second floor of inn, inside top pot.

BESTIARY

Using the Bestiary

- 1 Number and name of monster.
- 2 Stats: This includes maximum HP and MP, Attack, Defence, and Agility attributes. If a monster has Inf listed for MP, then it never runs out of MP.
- 3 EXP/Gold: Experience and gold rewarded for defeating the monster.
- 4 Item/Item drop chance: The item that is dropped by the monster. Next to the item (in parentheses) is the chance of that item being dropped. This is shown with a number that can range from 1 for the smallest chance for drop to 5 for 100% chance for drop.
- 5 Recruitable: If a monster is recruitable, there is a number here indicating how recruitable. Three means easiest to recruit and 1 means toughest.
- 6 Locations: Some areas that you can find the monster.
- 7 Actions: The actions that this monster may take.

Slime

001



| | | | |
|---------|---|---------|-----|
| MAX HP | 7 | AGILITY | 3 |
| MAX MP | 0 | EXP | 1 |
| ATTACK | 2 | GOLD | 3 1 |
| DEFENCE | 5 | | |

Item: Medicinal herb (3)

Recruitable: 3

Locations: Whealbrook Cave, Ancient Ruins area, Fortuna area, King Dominicus's Dominion area, Helmunaptra area, Porgie Estate area

Actions: Attack

SPECIAL SLIME!

Later in the game, be on the lookout for these special slimes. During battle, they will fuse together to form a king slime. This is your only opportunity to get the king slime.

Slime



| | | | |
|---------|----|---------|----|
| MAX HP | 55 | AGILITY | 56 |
| MAX MP | 0 | EXP | 24 |
| ATTACK | 53 | GOLD | 18 |
| DEFENCE | 35 | | |

Item: Medicinal herb (2)

Recruitable: -

Locations: King Dominicus's Dominion area, Porgie Estate area

Actions: Attack, calls for backup (slime), eight fuse together to form king slime

Burr baby

002



| | | | |
|---------|---|---------|---|
| MAX HP | 7 | AGILITY | 5 |
| MAX MP | 0 | EXP | 2 |
| ATTACK | 9 | GOLD | 2 |
| DEFENCE | 6 | | |

Item: Medicinal herb (3)

Recruitable: No

Locations: Whealbrook Cave

Actions: Attack

Boring bug

003



| | | | |
|---------|----|---------|---|
| MAX HP | 10 | AGILITY | 4 |
| MAX MP | 0 | EXP | 3 |
| ATTACK | 10 | GOLD | 2 |
| DEFENCE | 7 | | |

Item: Medicinal herb (3.5)

Recruitable: No

Locations: Whealbrook Cave, Roundbeck area,

Actions: Attack, defend

Dracky

004



| | | | |
|---------|----|---------|---|
| MAX HP | 10 | AGILITY | 7 |
| MAX MP | 0 | EXP | 4 |
| ATTACK | 12 | GOLD | 3 |
| DEFENCE | 9 | | |

Item: Medicinal herb (3)

Recruitable: 3

Locations: Whealbrook Cave, Roundbeck area, Uptaten Tower, Whealbrook area, Talon Tower area

Actions: Attack

Hammerhood

005



| | | | |
|---------|----|---------|----|
| MAX HP | 18 | AGILITY | 10 |
| MAX MP | 0 | EXP | 6 |
| ATTACK | 2 | GOLD | 3 |
| DEFENCE | 2 | | |

Item: Medicinal herb (3)

Recruitable: No

Locations: Whealbrook Cave, Roundbeck area, Talon Tower area

Actions: Attack, desperate attack

Bunicorn

006



| | | | |
|---------|----|---------|---|
| MAX HP | 12 | AGILITY | 8 |
| MAX MP | 0 | EXP | 4 |
| ATTACK | 13 | GOLD | 3 |
| DEFENCE | 7 | | |

Item: Leather hat (2.5)

Recruitable: No

Locations: Whealbrook Cave, Roundbeck area, Talon Tower area

Actions: Attack, charge

Combatterpillar

007



| | | | |
|---------|----|---------|---|
| MAX HP | 15 | AGILITY | 5 |
| MAX MP | 0 | EXP | 4 |
| ATTACK | 12 | GOLD | 4 |
| DEFENCE | 8 | | |

Item: Seed of wisdom (1.5)

Recruitable: No

Locations: Roundbeck area, Uptaten Tower area, Talon Tower area

Actions: Attack

Taming the Savage Beasts

One of the most exciting things about fighting monsters is that you may impress a few of them. Some types of creatures in the game are recruitable. After visiting the city of Fortuna for the first time, purchase a wagon from the curiosity store in the northwest part of town (at night). This allows your party to travel around with up to eight members. Afterward, you start getting volunteers.

The way it works is simple. You go out, fight your usual fights during random encounters, and wait to see if any of the monsters approach your party afterward. Just accept any offers to keep the creature for as long as you want. The creatures level up, improve their stats, gain abilities, and can use weapons and armor.

If you attempt to recruit too many creatures, the excess ones will head off to Monty's. Monty is a monster wrangler who lives in Fortuna (as well as a number of other locations). He takes care of any excess monsters.

This chapter lists all of the recruitable monsters, their stats, and where to find them. Notice the Recruitment Difficulty rating for each monster, which indicates how likely it is that the creature type will approach your party after battle. The more hearts, the more likely you are to gain the creature. Even at the minimum difficulty level of , you won't get monsters immediately. This takes time and effort and some of the harder creatures are quite rare indeed.



ARCHDEMON

Archdemons are difficult to recruit, but they are endless powerhouses that succeed in attrition fighting, boss battles, and just about anything else you can think of. These are high-tier monsters that have considerable health, survivability, and damage output, and they're fun to use, too. The only issue is whether you can find one, not whether you're going to use one.

| | |
|--------------------------|------------------------------|
| RECruitment DIFIculty | |
| LOCATION | The Mantleplace |
| STARTING LEVEL | 3 |
| MAXIMUM LEVEL | 99 |
| POSSIBLE NAMES | Archie, Baldie, Forker, Groß |

MONSTER PROGRESSION

| LEVEL | 3 | 25 | 50 | 99 |
|------------|------|---------|---------|---------|
| EXP | 2287 | 1128097 | 2965297 | 8114511 |
| MAX HP | 245 | 419 | 451 | 511 |
| MAX MP | 45 | 101 | 130 | 180 |
| STRENGTH | 120 | 201 | 233 | 255 |
| AGILITY | 50 | 61 | 72 | 90 |
| RESILIENCE | 96 | 121 | 141 | 160 |
| WISDOM | 85 | 111 | 130 | 160 |
| LUCK | 78 | 117 | 150 | 180 |



ABILITY LIST

| ABILITY | WHEN LEARNED | COST | DESCRIPTION |
|--------------|--------------|-------|--|
| Kaboom | N/A | 15 MP | Blasts all enemies with an incredibly violent explosion (deals 120-160 damage) |
| Flame Breath | N/A | Free | A fiercely fiery breath attack (deals 40-60 damage to all enemies) |
| Inferno | 4 | Free | A ferociously fiery breath attack (deals 65-85 damage to all enemies) |
| Kasap | 5 | 4 MP | Reduces the defence of a group of enemies |
| Kabuff | 7 | 3 MP | Raises the defence of all party members |
| Meditation | 10 | Free | Become at one with the self to regain strength (restores 500 HP to the caster) |
| Fullheal | 12 | 7 MP | Restores all HP to a single ally |
| Scorch | 20 | Free | A scorching inferno of burning breath (deals 150-170 damage to all enemies) |

FIGHTING AS...

Archdemons are perfect to put in your active combat party. There's no reason not to use these monsters as primary fighters. They have single-target damage, group abilities that don't cost MP, and spells that deal high damage if you are willing to spend a few MP. Plus, they can heal after battle with Fullheal!

Spend MP based on the size of your current dungeon. In large dungeons, use Inferno for group damage and save MP for healing. While gaining levels, use Kaboom more often for its higher damage per round. It's nice that archdemons have Kabuff and Kasap, but it's usually best to have weaker characters take care of these utility spells. Archdemons should be busy Ko'ing things, not supporting those who cause less damage!

DRAGON QUEST® Hand of the Heavenly Bride

Written by Michael Lummis & Michael Owen

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