

# Quest 64

Maps  
of Key  
Locations!



Elizabeth M. Hollinger  
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# Quest 64™



## Prima's Official Strategy Guide

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Elizabeth M. Hollinger and James M. Ratkos are also the authors of *Yoshi's Story: Prima's Unauthorized Game Secrets* and *Final Fantasy Tactics: Prima's Official Strategy Guide*.

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## Contents

<b>How to Be a Spirit Tamer</b> .....	<b>1</b>
Controlling Brian .....	2
Conversing with People .....	2
Acquiring Items .....	3
Acquiring Spirit Elements .....	3
Saving Your Progress .....	4
Battling Monsters .....	4
The Spirit Tamer's Guide to Controlling the Elements .....	6
<b>The Beginning</b> .....	<b>16</b>
Melrode Monastery .....	17
Melrode City .....	18
Holy Plain Countryside .....	20
Gaining Experience .....	22
Dondoran: Town of Pottery .....	25
Connor Fortress .....	27
<b>The Quest for the Wind Jade</b> .....	<b>30</b>
Dondoran .....	30
Connor Fortress .....	31
Dondoran Flats .....	31
Glencoe Forest .....	34
Dondoran Flats Inn and the Boat to Larapool/Limelin .....	36
West Carmagh .....	36
Larapool .....	39
Cull Hazard .....	40
Normoon City .....	45
Windward Forest .....	47
<b>The Quest for the Water Jewel</b> .....	<b>51</b>
Larapool .....	51
The Blue Cave (Part 1) .....	52
The Blue Cave (Part 2) .....	55
The Crystal Valley .....	56
Loch Kilderey .....	57
Isle of Skye .....	58
<b>Searching for the Fire Ruby</b> .....	<b>62</b>
East Limelin (Part 1) .....	62
City of Limelin .....	64
Limelin Castle .....	66
East Limelin (Part 2) .....	68
Baragoon Tunnel .....	69
Dindom Dries .....	74
Shamwood .....	76
Greenoch .....	80
Boil Hole .....	83
<b>The Eletele Book</b> .....	<b>87</b>
Baragoon Moor .....	87
Brannoch Town .....	91
Brannoch Castle .....	93
<b>The End</b> .....	<b>100</b>
The Floating Monastery .....	100
<b>Location of Spirit Elements</b> .....	<b>107</b>
Holy Plain .....	107
Dondoran Flats .....	107
West Carmagh .....	108
East Limelin .....	108
Dindom Dries .....	108
Baragoon Moor .....	108
<b>Magic Spells</b> .....	<b>109</b>
Fire-based Spells .....	109
Earth-based Spells .....	109
Water-based Spells .....	110
Wind-based Spells .....	110
<b>Items</b> .....	<b>111</b>
HP Recovery .....	111
MP Recovery .....	111
Amulets and Magic Items .....	111
Wings .....	111
Orbs .....	111
<b>The Monsters of Celtland</b> .....	<b>112</b>
Monsters of the Holy Plain .....	112
Monsters of Dondoran Flats .....	114
Monsters of West Carmagh .....	116
Monsters of East Limelin .....	120
Monsters of Dindom Dries .....	120
Monsters of Baragoon Moor .....	122
Monsters of the Floating Monastery .....	124



# The Quest of a lifetime begins . . .



## How to Be a Spirit Tamer



time of darkness has once again fallen on the fair countryside of Celtland. The “Eletale Book,” a tome that has been kept sealed away within the crypt of Melrode Monastery for as long as anyone can remember, has been stolen. This book, along with the stones representing the four Elements, holds the key to controlling the forces of nature and the Spirits bound to them.







**Lord Bartholomy**, Master Spirit Tamer of Melrode, undertook the task to recover the book himself, but now, a month later, no one has seen or heard from him.

Fearing the worst, you, a mere apprentice, choose to venture from the protective walls of Melrode Monastery and search for the whereabouts of your father. The task ahead of you is long and perilous, but take heed: The people of Celtland will offer their assistance in any way they can, as you journey from town to town obtaining clues.

## Controlling Brian

After leaving the chambers of the Grand Abbot, feel free to explore all the rooms of the Monastery to get a feel of how to control Brian.

Use the 3D stick to move Brian around the world of Celtland. If you hold down the B button as you move, the camera automatically pans around, providing you with the best possible camera angle.



When you come to a door, Brian automatically tries to open it if he can. If the door is locked, or for some other reason inaccessible, nothing will happen. Every once in a while, the angle of the camera prevents you from positioning Brian appropriately. If that is the case, try sliding him to the far left or right side of the door so that he can grasp the door knob.

## Conversing with People

You can engage in conversations with the various towns' inhabitants by moving close to them and pressing the A button once the word balloon appears over their heads. If the character you're talking to has a lot to say, press the A button after you've read what's displayed to scroll down and see more of the conversation. Some characters will have new things to say once a certain task has been completed or item acquired, so be sure to check back as necessary.







## Acquiring Items

To open up the red treasure chests, move around in front of them until an “!” icon appears. Press the A button to open the chest and take what’s inside. Most of these boxes sit in plain sight as you explore the buildings, forests, and dungeons of Celtland. Some, however, are stuck in corners and emit only a slight red gleam to guide you.

## Acquiring Spirit Elements

The key to becoming a successful Spirit Tamer lies in your ability to spot the trails of Spirit Elements. These wispy Spirits help you increase your magic abilities and power and can be found almost everywhere in Celtland. You acquire these precious items in one of two ways: As the spoils of battle or hidden in the nooks and crannies of towns, buildings, forests, dungeons, meadows, and so on. There are 98 of these hidden elements scattered throughout Celtland. The other 102 you have to fight for!



Once you’ve located one of these floating columns of bubbles, you can claim it by pressing the A button after the “?” icon appears over your head.

Once captured, you must determine which type of Element you wish to collect. Use the C button group to select the Elemental Magic that you want to apply the Spirit to (Up—Fire; Down—Water; Left—Earth; Right—Air).





**T**he more Elements you collect, the greater the number of spells you will have at your disposal and the more powerful each of the spells becomes. A wise Spirit Tamer will try to master at least one of the Elemental Magics as the game progresses.

## Saving Your Progress

In Celtland, inns are the only places where you can save your progress during the game.

Luckily they are found almost everywhere, both in towns and outside. When you visit a town,

be sure to stop at the inn and save your game. Once inside, talk with the person behind the counter in order to stay for the night. In addition to saving your progress, your Health Points (HPs) and Magic Points (MPs) will also be replenished.



**A**dverse to traveling at night? Time passes at an accelerated rate when you "stay a night" at an inn. Going in at night means that when you awake it will be daylight once again!



## Battling Monsters

As Brian travels across the countryside, it is inevitable that he will be whisked into confrontations with the monsters now roaming Celtland. Once this occurs, the viewpoint changes slightly and a large glowing octagon appears around both Brian and the monsters he is facing.



Combat is turn-based, meaning that you get to attack once and then one of the monsters gets to attack. This takes place until all of the monsters have attacked for the first time and then the cycle repeats itself.

When it is your turn, a smaller octagon appears around Brian. The boundaries of this octagon represent the limits that Brian can move during this turn. If you are close enough to one or more of the enemies that you are fighting, you can attack them. If you are near the outer perimeter of the battlefield (the larger octagon), you can escape from the battle.



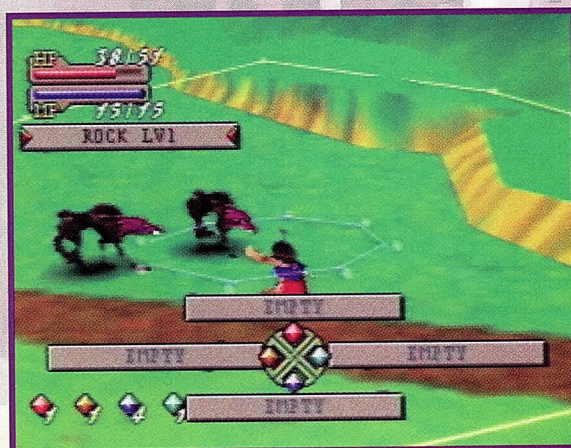




When you are within physical striking distance and are properly lined up, a “staff” icon appears above the head of the enemy that you can strike. To hit the creature with your staff, press the A or Z button.



**T**Make sure that the “staff” icon is displayed before attacking. It’s possible that by shifting Brian a slight amount, the icon will disappear and you will not be able to strike the enemy in front of you.



Brian can also attack with magic when it is his turn. Press one of the C buttons to select the first-level spell within that Elemental group (Fire, Water, Earth, and Air) and display the spell menu as shown to the left. The first cross bar, which appears after you choose an Elemental Magic, shows the second-level spells for that type of magic. Choosing one of those spells displays four of the third-level spells for that type of magic.

When Brian has collected enough Elements within a particular Elemental Magic group, the spells that he learns will fill up the cross bars. There are 15 spells that can be cast in each group of Magic.

After you have selected the spell you wish to use, cast it by pressing the A button. Be sure that if you’re using a directional spell like *Fire Ball* that you’re lined up and facing the enemy you wish to attack.

If you don’t have enough MPs to cast a spell, the spell name appears in red.







When you defeat an enemy, it disappears from the battlefield in a flash of exploding light.



If you've accumulated enough experience, you will be awarded with a Spirit Element. There is also the chance that you will pick up an item as the spoils of war.

## The Spirit Tamer's Guide to Controlling the Elements

Being a Spirit Tamer is a special job. It allows you to command Elemental Spirits in order to help you keep peace and harmony throughout Celtland. The Spirits belong to one of the four Elements—Fire, Water, Earth, and Air—and allow you to cast spells influenced by these Elements.

The lists that follow summarize the spells found within each of the four Elemental Magics and gives a brief description of how each spell functions. Following each list is a chart showing the spells' layout on the C buttons.

### Fire-based Spells



*Fire Ball*—Each of the three levels of the *Fire Ball* spell works in the same manner. Use the controller stick to point Brian in the proper direction before releasing a blast of flame. The second and third level of this spell launch multiple blasts of fire that are capable of affecting several enemies.





**Power Staff**—Casting either of the *Power Staff* spells temporarily raises Brian's physical attack strength. This effect lasts as long as the Attack Up icon is displayed over Brian's head.



**Homing Arrow**—This spell launches a volley of arrows that seek out the enemy. Since multiple arrows are launched, this spell can affect more than one enemy.

**Hot Steam**—This spell creates a cloud of intense steam that can cook the enemies alive. If the enemies are grouped tightly together, one blast can affect them all.



**Compression**—By shrinking the size of your foe, compression reduces the amount of damage the foe can inflict. The effect is only temporary, so make the most of it while the monster is small.

**Fire Pillar**—Casting this spell engulfs your enemies in an explosion of fire and flame.



**Fire Bomb**—Watch the explosion erupt as a bomb detonates at the enemies' feet.





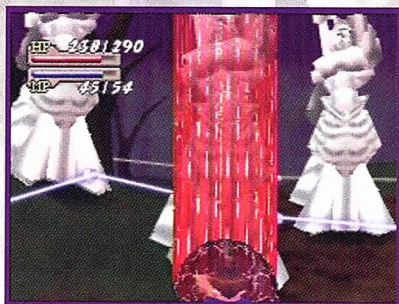


**Vampire's Touch**—While this spell is in effect, you drain HPs away from your opponents with each hit of your staff. A portion of those HPs are then applied to your own.

**Magma Ball**—This sends a ripple of lava and flame directly from Celtland's core straight toward the enemy.



**Extinction**—If successful, a huge black rift opens up below your enemies and draws them in, never to be seen again.

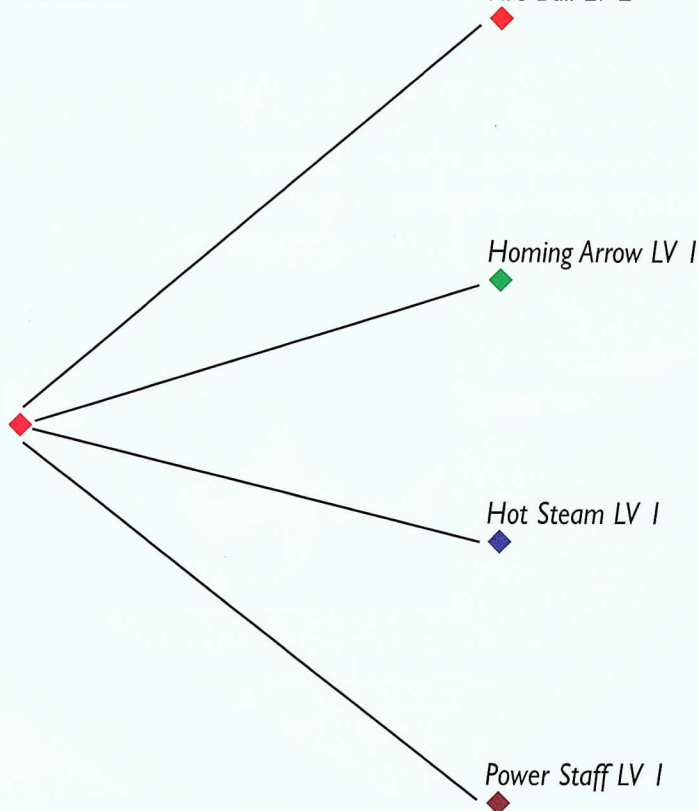


## Fire Spell Chart

**LEVEL ONE**  
Fire Ball LV 1

**LEVEL TWO**  
Fire Ball LV 2

**LEVEL THREE**  
Fire Ball LV 3



Compression  
Fire Pillar  
Fire Bomb

Compression  
Homing Arrow LV 2  
Extinction  
Magma Ball

Fire Pillar  
Extinction  
Hot Steam LV 2  
Vampire's Touch

Fire Bomb  
Magma Rock  
Vampire's Touch  
Power Staff LV 2



## Earth-based Spells



**Rock**—Call up a huge boulder with the power of the Earth and send it crashing down on the enemy. Like *Fire Ball*, each level of this spell is progressively more devastating. Levels two and three can affect multiple enemies if they're grouped close together.

**Spirit Armor**—A shimmering blast of light raises your defenses against enemy attack. This lasts as long as the Defense Up icon appears over Brian's head.



**Rolling Rock**—This sends a rolling boulder across your enemies' path. This is a good midrange attack that works well against multiple monsters.

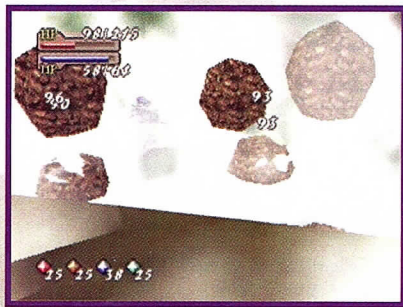
**Weakness**—This spell lowers the defenses of a single enemy. The Reduced Defense icon over the unit's head reveals his status. *Weaken All* is *Weakness* cast on everyone.



**Magnet Rock**—Crush your opponent with four great boulders as they slam together from all four directions.

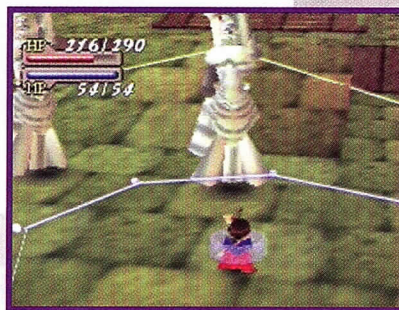






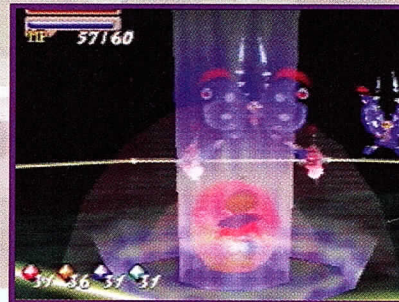
**Avalanche**—Cast an avalanche of boulders from the skies to strike down your opponents. It's good against large creatures and big groups, as it causes multiple attacks against multiple units.

**Confusion**—This spell causes a ring of white light to surround the caster, which allows him to exchange damage for MPs.



**Rock Shower**—Shower your opponents with small, sharp rock shards.

**Magic Barrier**—Using this, a red-purple globe of light protects the caster from all forms of magic lasting up to three battle rounds!

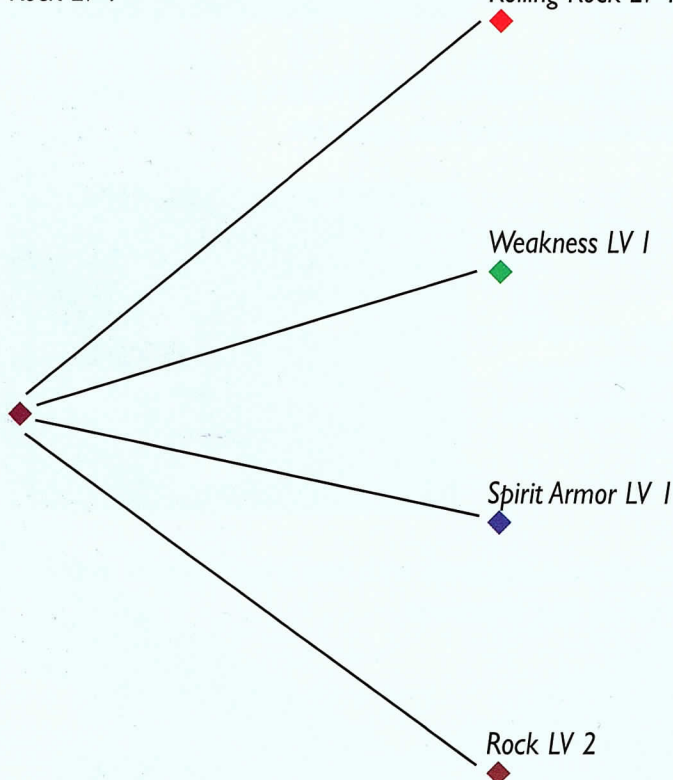


## Earth Spells Chart

**LEVEL ONE**  
Rock LV 1

**LEVEL TWO**  
Rolling Rock LV 1

**LEVEL THREE**  
Rolling Rock LV 2



Magic Barrier

Confusion

Avalanche

Magic Barrier

Weaken All

Weakness LV 2

Rock Shower

Confusion

Weakness LV 2

Spirit Armor LV 2

Magnet Rock

Avalanche

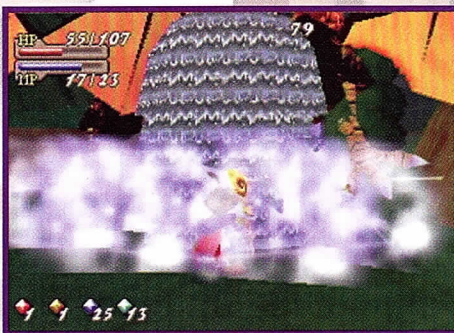
Rock Shower

Magnet Rock

Rock LV 3



## Water-based Spells



**Water Pillar**—Like Fire Ball and Rock above, the Water Pillar can be cast in three levels of power. This spell calls up a geyser of water from the earth, drowning your opponents. Levels two and three can affect multiple enemies.

**Healing**—Use the power of the Water Spirit to rejuvenate yourself. Its effects increase as you collect more Water Elements.



**Soul Searcher**—See into your enemies with this spell and uncover their statistics as well as the Elemental influence they receive their power from. Level two strikes all the enemies on the battlefield.



**Ice Wall**—Encase your opponents in a block of ice. This spell can affect multiple enemies if they're close together.



**Ice Knife**—Like Ice Wall, this spell has the ability to seal an enemy in a block of ice.



**Exit**—If you begin to run low on supplies while exploring a cavern or forest, you can always cast this spell to return to the countryside in the wink of an eye.



**Return**—Stop wasting time by traveling on foot! This spell returns Brian to the last town he stopped in.







*Escape*—If things are looking dismal for Brian, cast this spell to whisk him away from the battle.

*Walking Water*—Chase down your opponents with a moving column of water that drowns anything in its path!



*Drain Magic*—Similar to the *Vampire's Touch* spell, this attack transfers MPs from your opponent back to Brian.



*Invalidity*—Cast this spell to remove any hampering spells cast on you by your opposition.





## Water Spell Chart

### LEVEL ONE

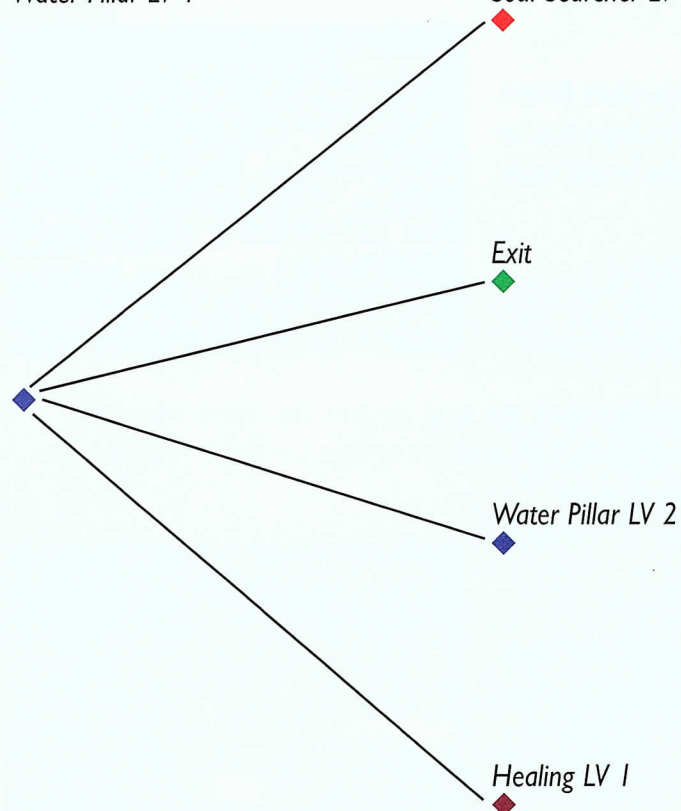
Water Pillar LV 1

### LEVEL TWO

Soul Searcher LV 1

### LEVEL THREE

Soul Searcher LV 2



Invalidity

Walking Water

Drain Magic

Invalidity

Return

Ice Knife

Escape

Walking Water

Ice Knife

Water Pillar LV 3

Ice Wall

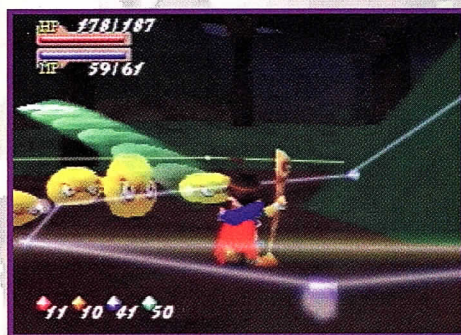
Drain Magic

Escape

Ice Wall

Healing LV 2

## Wind-based Spells



**Wind Cutter**—The three power levels of this spell cause blades of razor-sharp air to form and slice through the enemy. Levels two and three produce multiple blades that can affect more than one monster.

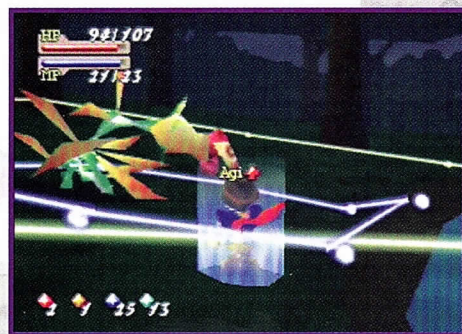






**Restriction**—Call down the powers of the wind to solidify and create a ring of force that imprisons an opponent.

**Evade**—This raises Brian's agility, which allows him to evade attacks more easily.



**Silence**—Successfully casting this spell renders the enemy silent and unable to cast any spells. This attack is perfect for those monsters that can't attack Brian directly.

**Large Cutter**—An enhanced version of the *Wind Cutter* spell, this blade of air can cut through multiple enemies at once.



**Wind Bomb**—This huge blast captures your enemies in an expanding shock wave of wind.



**Cyclone**—Position Brian toward your attackers and call up a twister to pelt the monsters with the force of a gale storm!



**Slow Enemy**—Reduce the attacks of your enemy to a crawl with this spell. The effects of this attack last for as long as the *Movement Down* icon is displayed above the enemy.







**Wind Walk**—Increase your range of motion while in battle. A Movement Up icon is displayed above Brian's head for the duration of this spell.

**Ultimate Wind**—This calls down the forces of nature in the form of whirling blades of air, which home in and strike every opponent on the battlefield.



## Wind Spell Chart

### LEVEL ONE

Wind Cutter LV 1

### LEVEL TWO

Restriction LV 1

Wind Cutter LV 2

Evade LV 1

Silence LV 1

### LEVEL THREE

Restriction LV 2

Large Cutter

Ultimate Wind

Slow Enemy

Large Cutter

Wind Cutter LV 3

Wind Bomb

Cyclone

Ultimate Wind

Wind Bomb

Evade LV 2

Wind Walk

Slow Enemy

Cyclone

Wind Walk

Silence LV 2





# The Beginning

**W**ith the theft of the “Eletale Book” from the Monastery’s crypt, Celtland finds that history is once again repeating itself and that another “Day of Grief” is quickly approaching. Long ago, this event caused the destruction of cities and lives, when the people lost the spirits’ blessings and chaos ensued.

When the book was discovered missing, Brian’s father, Lord Bartholomy, protector of Melrode and Master Spirit Tamer, left Melrode to find the tome and return it to the monastery. That was over a month ago and no one has heard from him since.

Unable to dissuade our young hero from pursuing the whereabouts of his father, the Grand Abbott warns Brian of the “evils” now roaming the lands and advises Brian to begin his journey by adventuring from Melrode to Dondoran.

Thus begins Brian’s Quest ....

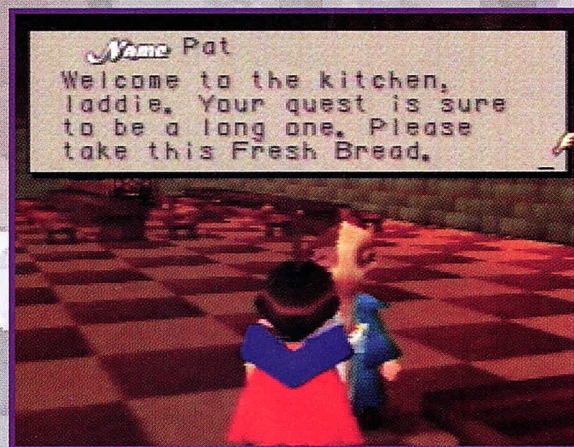
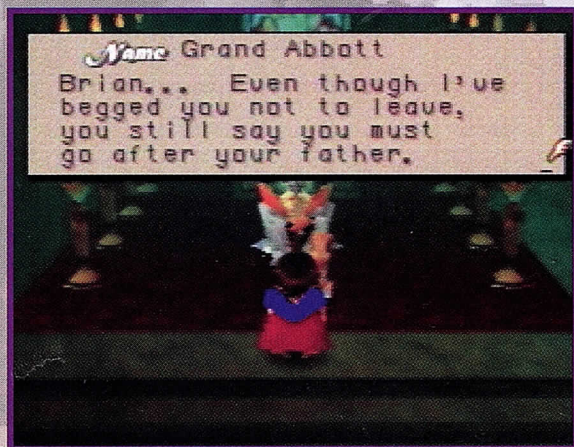
## Legend to Maps

-  = forest
-  = town
-  = castle
-  = Spirit Element
-  = treasure chest





# Melrode Monastery



As you make your way through the Monastery, be sure to talk with all of its occupants. Brian will gain valuable information as well as supplies, which allows Brian to start his quest properly equipped.

Take the time to explore the rooms and areas within the Monastery before starting off to Melrode City and Dondoran. Brian can uncover three bottles of DEW DROP, a Magic Point (MP) restorative, within the jeweled red treasure chests found in the Monastery's storeroom and courtyard. In addition, loaves of FRESH BREAD and HONEY BREAD, which are great for restoring Health Points (HPs), can be found in the kitchen.

There are many types of items to be found in the world of Celtland. The majority of them are hidden in the jeweled red chests located within the homes, castles, forests, caves, and other places that you visit during your quest. A few are given to you by well-wishers and as the spoils of battle. The number of items that you can find, however, is quite limited, and since you can't just buy more at a shop, you will want to save as many of them as possible for the Boss battles that await you. This is quite easy to do once you've learned the *Healing* spell—especially since Magic Points are regenerated automatically when you move or perform a successful attack with your staff.



Make sure that you visit the stables behind the Monastery before starting toward Dondoran. Here, you encounter the game's first Spirit Element. It takes a keen eye to spot one, but the rewards for doing so are great, since collecting them is the only means of increasing Brian's magic abilities.





**T** We highly recommend applying the first seven Spirits you find to the category of Water Magic (the down C button). This allows Brian to cast the *Healing I* spell. Since the number of items you find in the game is limited, you'll want to be able to heal your wounds magically as fast as possible and save your breads and potions for the Boss battles that lie ahead!

A question mark (?) will appear over Brian's head when you are close enough to a Spirit to collect it. Pressing the A or Z Button allows Brian to pick it up and apply it toward one of the four Elemental Magics (Earth, Air, Fire, Water). Choose the desired Magic category by pressing the corresponding button on the C button unit.

### Checklist for Melrode Monastery

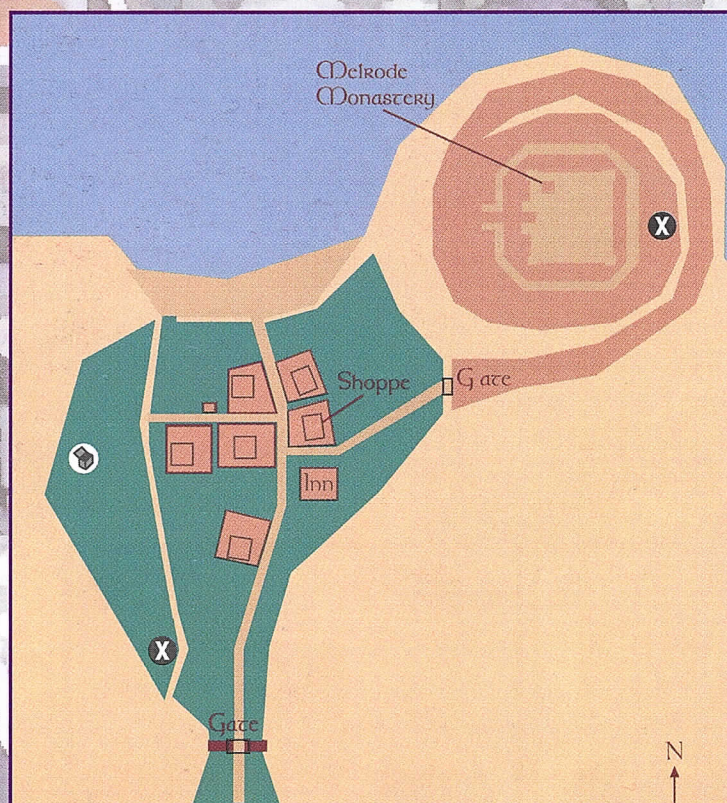
#### Items:

DEW DROP x 3  
FRESH BREAD  
HONEY BREAD

#### Spirit Elements:

1

## Melrode City



The small city of Melrode lies beyond the gates at the bottom of a winding pathway leading away from the Monastery. Lord Bartholomy was the protector of this small city before he left to recover the Eletaile Book. From talking with the city's inhabitants, you'll learn that his protection is sorely missed.







Here, additional information can be gained from its inhabitants as well as a set of WHITE WINGS from Ingram the shopkeeper. These wings will bring Brian back to Melrode instantly, but they can only be used when he is out freely roaming the countryside of Celtland. They can be used in any town.

In the Melrode Inn, Brian encounters an adventurer named Shannon. This enigmatic character can be found almost everywhere, and if you become lost or confused in the later towns, be sure to talk with her. Her experiences may provide some insight for your own quest.



Talk with Kain, the shepherd, to gain information on how the octagonal areas come into play when Brian is thrust into combat. More importantly, visit Kain's cabin to obtain the FRESH BREAD found in a chest. Items like FRESH BREAD and HONEY BREAD can be used to quickly regain HPs lost during combat. Before leaving Kain's property, search his field closely. At the very top where the wooden fence meets up with the side of the mountain, you'll find the tell-tale sign of the second Spirit Element of the game.



Since there are no shops to purchase and/or trade items for in Quest 64, feel free to procure any items that you run across. When you discover an item in a chest, after a battle, or while talking with another person, that item is automatically added to your inventory. Being a Spirit Tamer has certain advantages, one of them being able to take advantage of the overwhelming generosity of Celtland's people!





# Tip



To use an item, first press the R button to bring up your inventory screen. Move the analog stick to the left or right to select the desired item, and press the A or Z Button to use it. To cancel out of the inventory screen without using an item, press the B Button.

## Checklist for Melrode City

Items:

FRESH BREAD  
WHITE WINGS

Spirit Elements:

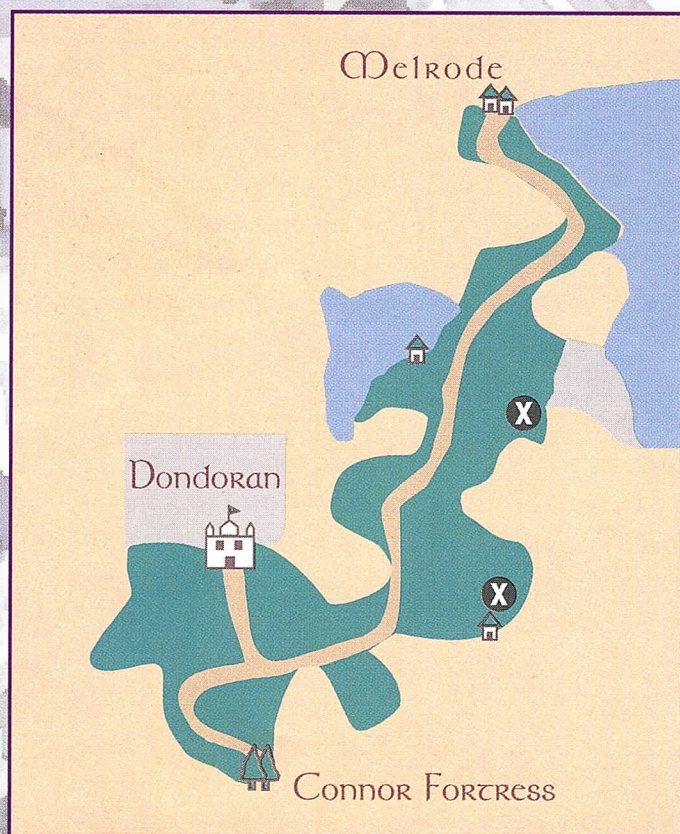
1

Past the large gates located at the south end of Melrode lies the countryside leading to Dondoran. Before leaving Melrode, be sure to save your progress by staying at the inn.



**T** You can save up to 15 locations on a single memory card. Be sure to use a different page when saving games because if you keep overwriting a single save game slot, you won't be able to start the game from an earlier point if necessary!

## Holy Plain Countryside



Leaving the safe confines of Melrode, Brian must make his way south to Dondoran. This journey, while not lengthy, is filled with danger, as evil spirits have inhabited the creatures of Celtland who roam the countryside.





## Battles

As Brian journeys across the countryside, his chances of becoming involved in a confrontation are great. Once an encounter occurs, both Brian and the attacking monsters are surrounded by a large octagonal area representing the battle area. When it is Brian's turn to act, he has the following choices:

He can attack with his staff.

He can attack with magic.

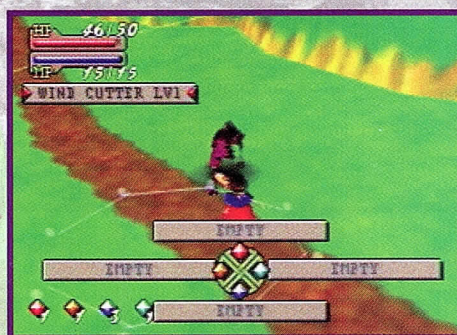
He can move closer to the enemies.

He can use an item.

He can escape the battle (provided that his octagonal movement ring extends beyond the battle octagon).



**Battle begins as a Hell Hound attacks Brian!**



**Brian attacks using the Wind Cutter spell.**



**Brian is victorious!**



Combat is turn-based, so that Brian and his opponent alternate attacks, whether physical or magical. If the enemy force attacking Brian is comprised of more than one enemy, the exchange of blows will occur as shown below until all enemies have attacked:

Brian — Enemy 1 — Brian — Enemy 2 — Brian, and so on.





This cycle continues until one of the following conditions is fulfilled and the battle comes to an end:

- All of the enemies are defeated.
- Brian escapes the battle.
- Brian is defeated.



When an enemy is defeated, it disappears in a flash of exploding light.

Brian escapes the battle by moving outside of the large octagon.



## Experience

With each successful battle, Brian gains experience in the areas of Hit Points, Magic Points, Defense, Agility, and Elements.

## Gaining

When attacking creatures using Brian's staff, it is imperative that you correctly line up that attack with the enemy before initiating it. If the staff icon is not present before you attempt the attack, you will not hit the enemy!

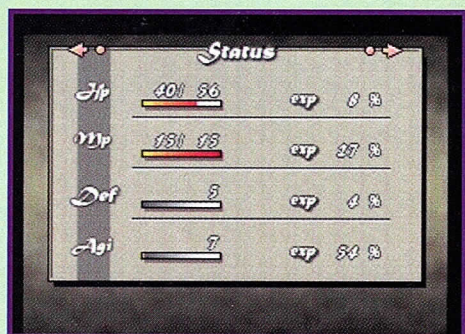
Although Brian is within striking distance of this Were Hare, his attack will not connect.



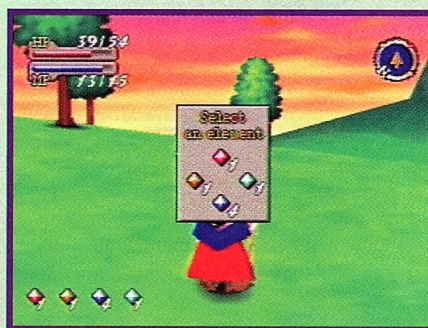
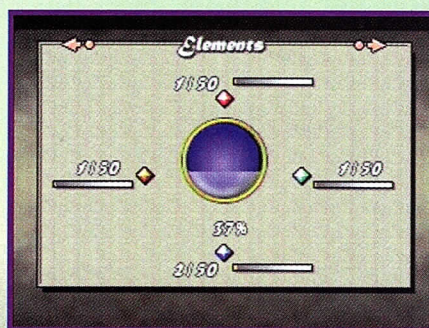
The visible staff icon tells you that Brian has a chance of successfully attacking the enemy.



Each time one of the values for HP, MP, DEF, or AGI reaches 100 percent, Brian gains one point for that value, and it is reset to 0 percent.



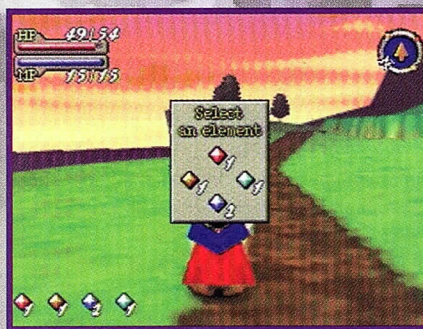
On the Element Experience Screen, when the sphere in the center of the status screen fills up (100 percent), Brian receives an additional Spirit Element as the spoils of battle.







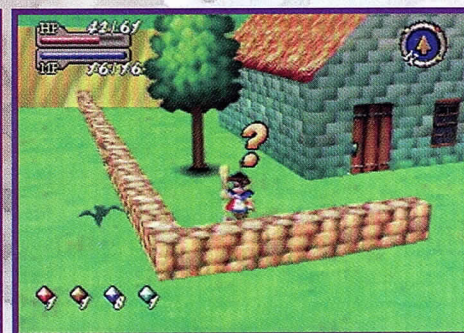
About a third of the way to Dondoran, the countryside opens up, with an ocean to the east and an old shrine to the west. At the south end of the area near the ocean is a Spirit Element. Use the map and screen shot to help you locate it!



Within the shrine you can collect another Spirit Element. If you've successfully defeated enough enemies along the way, Brian will have collected the seven Water Elements needed to cast the *Healing 1* spell. Although *Healing* isn't very powerful now, the number of HPs that it restores will increase with each additional Spirit you collect under the Water Magic category.

**T** Each time you cast a spell, the number of MP's you have remaining decreases. Don't despair! Each step that Brian takes causes his MP's to restore to their full strength.

If you've collected enough Elements to successfully cast the *Healing 1* spell, then you've also acquired the *Water Pillar 2* spell. Although it takes two MP's to cast it, this spell is powerful enough to dispose of most of the enemies you will encounter with a single blow. Its radius is also much larger than its Level 1 counterpart, and with careful positioning, Brian can attack multiple enemies at once.



A little farther down the path lies a cabin. At the north end of the fenced-in area surrounding the cabin is another wispy Spirit. Talking with Curtis, the old man living in the cabin, alerts you to the presence of a robber dwelling in the forest. Pay heed to his warning and proceed to Dondoran first before daring to attack him!





## The Monsters of the Holy Plain



**Were Hare**—The bunnies roaming Celtland aren't your normal fuzzy, cuddly creatures. Appearing in groups of up to five members, or with other assorted nasties, these hares can attack Brian from near or far with the *Wind Cutter I* spell. Fortunately, if Brian isn't too close to them, he can dodge the whirling blades of wind.

attempt to quickly close the distance and attack Brian up close. Since these hounds use Fire-based attacks, counterattacking with Water-based spells is highly effective.



**Hell Hound**—These fire-breathing dogs of Hell travel in packs of up to four members. Using the *Fire Ball I* spell as their method of attack, they

attempt to quickly close the distance and attack Brian up close. Since these hounds use Fire-based attacks, counterattacking with Water-based spells is highly effective.



**Parassault**—Always appearing with Bumpershoots, these bouncing, wacky-looking creatures will attempt to freeze Brian dead in his tracks with *Ice Knife* attacks. Once frozen, Brian can only attack creatures directly in front of him, using either his staff or directional magic attacks. He can, however, use magic such as *Wind Magic* to reach the enemy behind him.



**Bumpershoot**—The ever-present counterpart of the Parassault, the Bumpershoot draws its magic from the Fire Element, casting *Fire Ball I*.



**Big Mouth**—These lumbering blue lizards are slow-moving but pack quite a wallop with the *Water Pillar* spell. You can remove them from the battle quite easily by keeping your distance and using spells like *Fire Ball*, *Rock*, and *Wind Cutter* against them.



**Man Eater**—This creature is truly a sight to behold. Comprised of mud, sticks, and skulls, it attacks with the Earth-based spell *Rock I*. Its weakness lies in its attack method, for the Man Eater can't hit anything that is standing close by and out of the range of the boulders it lobs.

### Checklist for the Holy Plains

Items:

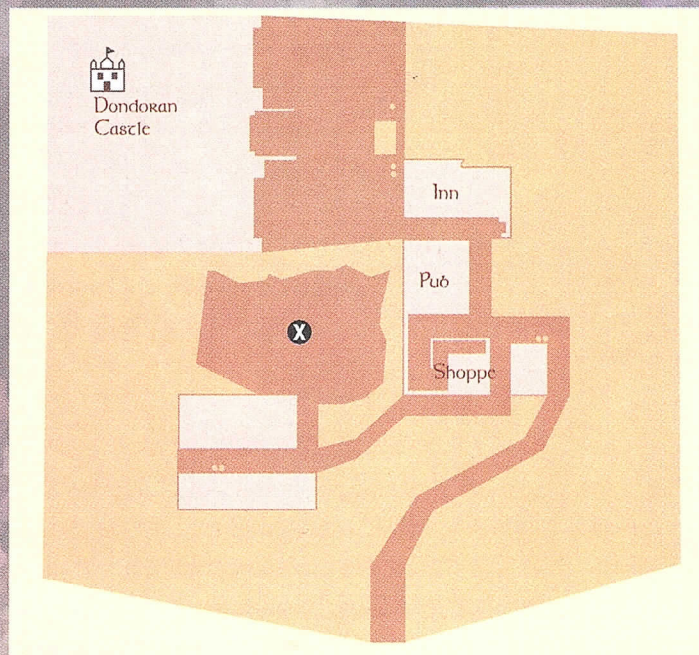
None

Elements:

3



# Dondoran: Town of Pottery



Making his way up the winding streets of Dondoran, Brian finds that the mood of the citizens isn't any better than those of Melrode. It seems that a robber has taken up refuge within Connor Fortress in the forest and has closed off the road leading into Dondoran Flats. With the road being closed, the townspeople aren't able to conduct their business or retrieve the clay they need for making pots. And to make matters even worse, this brash thief was so bold as to steal a priceless and powerful jewel right from out of Dondoran Castle as well!



If you've used up your supply of DEW DROP and/or FRESH BREAD, then you definitely want to stop in the pub. A short chat with Mable and Maggie will re-equip you with those items whenever you are in need. Brian can rest his weary bones at the inn, rejuvenating his HPs and MPs,

as well as save his progress so far. If you wander down into the sandy area where the two women are discussing the King's daughter, Flora, you will uncover a Spirit Element.



Be sure to talk with the shopkeeper, Thom. He'll give you a set of YELLOW WINGS, which allow Brian to return to Dondoran in the blink of an eye.

**T** When saving, be sure to use at least two save game slots for saving your progress. Otherwise, you might find yourself in a no-win position without a previous save game to fall back on.







Make your way into Dondoran Castle, where King Scottfort awaits your arrival. The King informs Brian that the robber must be defeated in order to open up the roads again, allowing you to continue on your quest. Be sure to appropriate

the two loaves of FRESH BREAD and the bottle of DEW DROP from the room to the right of the King's throne.



Searching the castle uncovers the chambers of Flora, the King's daughter, on the upper level. Flora suggests that if Brian were to defeat the thief and return the stolen property, he would be rewarded handsomely. MINT LEAVES and two bottles of DEW DROP can be found within the chests in the Princess' chambers.

### Checklist for Dondoran City (Part 1)

#### Items:

DEW DROP x 3  
FRESH BREAD x 2  
MINT LEAVES  
YELLOW WINGS

#### Spirit Element:

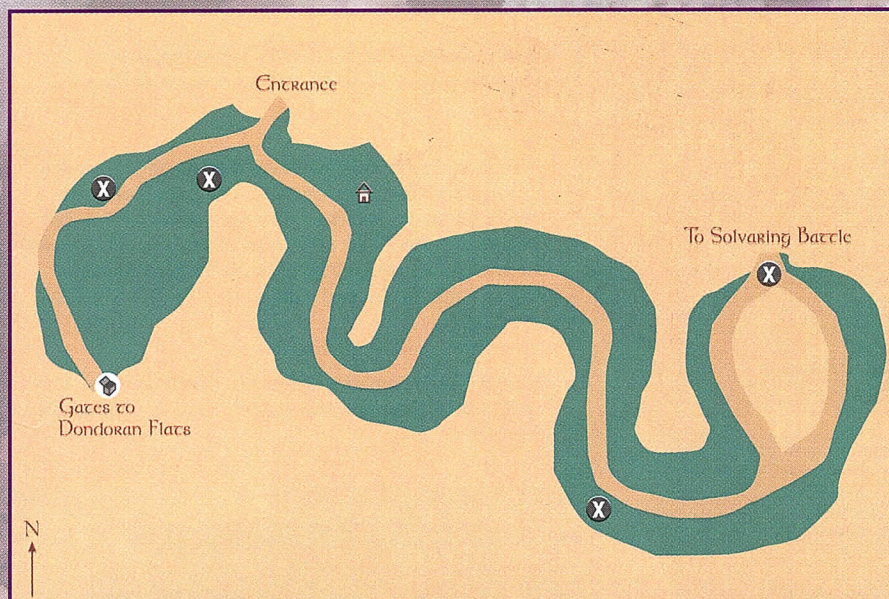
1





## Connor Fortress

The path into the forest forks in two different directions. While the path to the left ends up leading to the garrison, Brian can venture down the right fork first and retrieve the two Spirit Elements and the bottle of DEW DROP hidden there.



The first Spirit Element is located to the right of the first tree, next to the signpost indicating the fork. You should be able to see its telltale wisp of smoke from the road. The second one is hidden behind the next to the last tree on the right, just before the path starts winding back to the left.

Opening the chest next to

the locked gates leading to Dondoran Flats uncovers a bottle of DEW DROP. These gates will open after Brian successfully defeats Solvaring, the forest thief.

Moving down the left fork, Brian runs across a Spirit Element as well as a pair of GIANT'S SHOES within a hut.

If you are wounded and/or running low on MPs, now is a good time to heal yourself and recover your MPs while you're safe within the hut.



Within the relative darkness of the forest, Brian may encounter larger groups of monsters than he did out in the open countryside. As the monsters close in for attack, Brian can use the higher level spells like *Water Pillar 2*, *Rock 2*, and *Wind Cutter 2* to strike multiple opponents at the same time.







Farther down the path is a fourth Spirit to the right of the large tree, whose root forms an arch over part of the path.

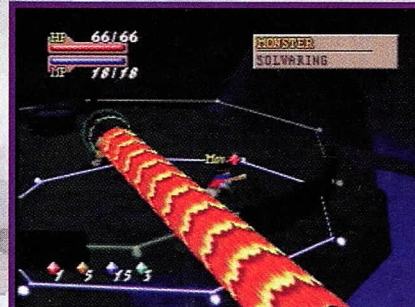
Before entering the fortress, Brian should

be able to find the fifth Spirit Element from this area out in the open in front of the gates.

**Before attempting to defeat Solvaring, Brian should possess 75 to 80 HPs and approximately 20 MPs.**

**Additionally, it's best to have built up one or more Elemental Magics so that you can cast spells that inflict 23 to 28 points of damage with each hit. For example, with 13 to 15 Water Elements, you should be able to do around 25 HPs of damage with the Water Pillar spells, and heal from 8 to 10 HPs with Healing I.**

**Remember, the more Spirit Elements that you collect in one category, the more effective your spells become.**



After opening the gates and entering the stronghold, take the time to heal yourself back up and regain all of your MPs. Solvaring is not only strong (200 HPs), but he also commands some pretty powerful magic thanks to the Earth Orb he possesses. As you were warned in Dondoran, his long-range attack is painful, but his short-range one is even worse!

**T**  
Use the power of the **SOUL SEARCHER** spell to display the statistics of an enemy as shown above.

Try to get in close and attack with magic spells, since your staff will not inflict as much damage as a *Water Pillar* spell. Just remember to keep an eye on your HP level and take the time to use a **FRESH** or **HONEY BREAD** to heal yourself during the battle. In fact, make sure that you've saved a few just for this battle alone!

After you defeat Solvaring, you not only receive the Earth Orb, but you have free reign to loot his cache of treasures. Search the satellite islands for treasure chests before making your way back to Dondoran to claim your reward!



## The Monsters of Connor Fortress



**Bat**—The Bats of the forest are the first creatures Brian encounters that possess multiple attack methods. When they are at a distance, they fly toward their opponent while launching a *Wind Cutter 1* spell. Once they've closed the gap, they shift to the Water-based *Water Pillar 1* form of attack.

**Kobold**—These dog-like creatures attack with a fervor that knows no bounds. Attacking with *Fire Ball 1* from afar and kicking up a whirlwind of dust with *Cyclone* when close, these monsters do not yield.



**Marionasty**—An animated doll gone bad, the Marionasty attacks by hurling multiple blades of cutting wind (*Wind Cutter 2*) when it is far away from its opposition. In close proximity, it resorts to a jumping attack.



**Frog Knight**—The man-frogs of the forest draw upon the forces of both the Air and Earth with their attacks. If he is positioned correctly, Brian can sometimes avoid the blades of wind from the *Wind Cutter 2* spell altogether. Up close, these amphibian warriors inflict damage with the *Cyclone* spell.



**Man Trap**—The Man Trap is the first creature that has the ability to heal itself. Since it doesn't possess a ranged attack, it uses this action when its enemy is too far away. However, if Brian moves too close, it swings its large head down on him.

### Checklist for Connor Fortress

Items:

DEW DROP  
GIANT'S SHOES

Spirit Elements:  
5





# The Quest for the Wind Jade



With the **Earth Orb in hand**, Brian sets off for Larapool and Limelin (the last known site of his father, Lord Bartholomy) ....

## Dondoran



Now that you've beaten Solvaring, you can pass through Connor Fortress and continue your journey. Before leaving the castle, however, make sure to check out the secret room behind the King's throne. Inside is a Spirit Element and three Treasure Chests! With these in hand, make your way back to Connor Fortress.

### Checklist for Dondoran City (Part 2)

Items:

HEALING POTION  
HEROES DRINK  
REPLICA

Spirit Element:

1

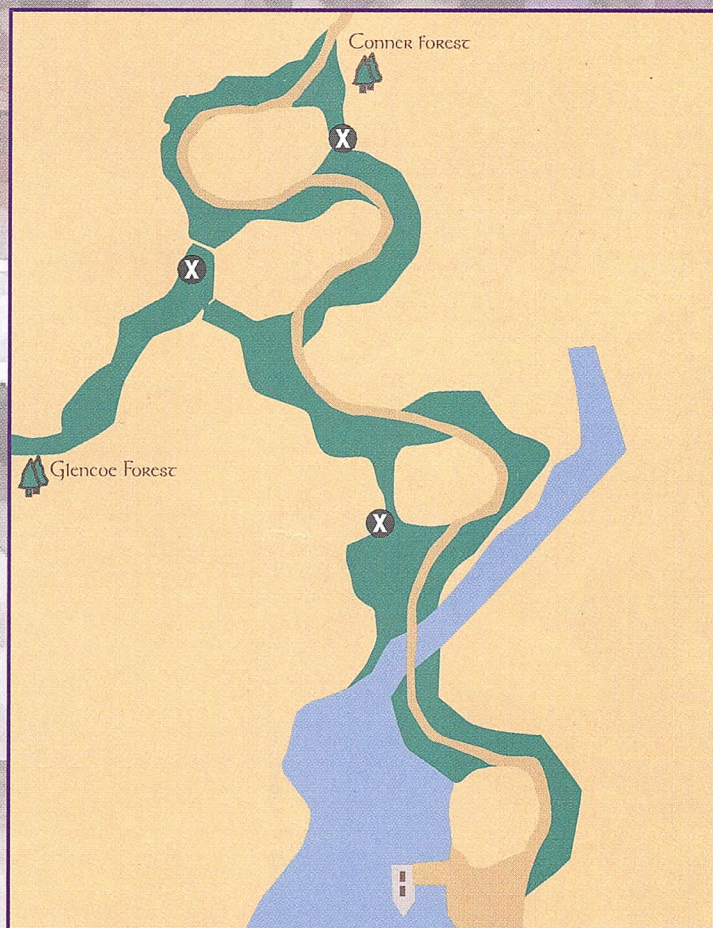


## Connor Fortress



Once you've reached Connor Fortress, take the path to the right (picking up the two Spirit Elements and the Treasure Chest, if you haven't already) until you reach the wooden gate. Now that Solvering's rule is over, you can pass through to the region of Dondoran Flats easily.

## Dondoran Flats



Dondoran Flats may be missing a major city, but it has enough action to keep you busy for quite a while! Take any chance you find to increase Brian's experience. The extra HPs and MPs will come in handy for the challenges that lie in Larapool. Glencoe Forest is a good place to pick up both free and earned Spirit Elements. The monsters that dwell there will seem difficult to beat at first, but by the time you've explored the entire forest, they'll be as easy to kill as a Were Hare. The house at the bottom of the map is a small inn, where you can rest and recuperate, as well as save the game.







As you explore Dondoran Flats, make sure that you look everywhere for signs of Spirit Elements. You can find three on the little bluffs overlooking parts of the trail. Should you find one that's out of reach, use the region map to help pinpoint its true location.





## The Monsters of Dondoran Flats



**Mad Doll**—These creatures are like an even more deranged version of the Marionasty! Influenced by the Earth Elemental, Mad Dolls are practitioners of the spell *Rock 2* when attacking from afar, and they use an evil jump attack when close by. Their jump attack is relatively weak, and *Rock 2* is even easier to dodge as you pelt them with long-distance Water, Wind, or Fire magic.

**Death Hugger**—The Death Hugger is a larger, nastier version of the Bat. These winged creatures make good use of the *Ice Knife* attack, which not only inflicts damage but can freeze Brian in his tracks. Try to keep on the move when they attack to avoid being encased in ice.

**Goblin**—The stronger cousin of the Kobold, Goblins prefer to attack with the *Homing Arrow* spell. Since they normally attack in groups of two or more, try immobilizing the group with the *Ice Wall* spell. This has the freezing effect of *Ice Knife* but with the added benefit of being able to effect all of the enemies within its range.



**Apophis**—These serpentine monsters show up near Glencoe Forest and plague you as you make your way to the Dondoran Flats Inn at the bottom of the map. These are difficult creatures to defeat, as they use the most powerful form of the *Wind Cutter* spell, which can cause up to five blows of four-plus HPs each. Try to dodge their attacks or immobilize them as you whittle away their HPs.

**Frog King**—As you would expect, the Frog King is a more powerful version of the Frog Knight. These royal monsters lurk near the inn and shoot *Large Cutters* from their swords whenever you get too close. Like the Apophis, Frog Kings can do a lot of damage in a short amount of time if you're not careful.



### Checklist for Dondoran Flats

Spirit Elements:  
3



# Glencoe Forest

This is a mysterious valley filled with Spirit Elements and dangerous enemies. It is also home to a sprite named Kelly who will tell you of a secret passage to the cave of the Water Elemental.



The pass to Glencoe Forest is located midway between the gates to Connor Fortress and Dondoran Flats Inn in a valley to the west of the main path. From afar, this area looks like just another bluff, but if you keep walking straight toward the tree behind it, you'll find a hidden ramp leading down. To

the right of the log is a Spirit Element, while the entrance to the forest is a short jog to the left!

**T** Make sure to save your progress at the Dondoran Flats Inn before venturing into Glencoe Forest.

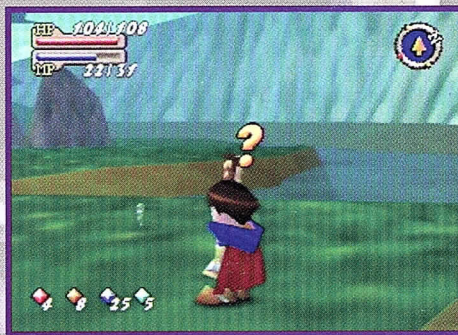


Glencoe Forest is home to many Spirits (a careful adventurer will find a total of six lying around), who are evenly divided between the two sides of the valley. First, head to the right of your starting position. A Spirit Element is hiding behind a tree near the shore of the lake. Across the lake you should be able to see the telltale wisp of steam indicating another Spirit. Follow the shore to the other side to pick that one up, and then head up the bank to find another Spirit between a tree and the rock wall.



On the other side of the wall is a lone cabin set before a breathtaking waterfall. The cabin's inhabitant, Kelly, tells you about a scenic valley leading to a Blue Cave and warns you that the Spirit's blessing is needed in order to gain entrance. Before continuing onward make sure to heal yourself thoroughly, recuperate MPs, and snag the SILENT FLUTE in the chest. Also, be on the lookout for another Spirit Element in the area behind Kelly's house!





After you leave Kelly's cabin, follow the shoreline to the mountain and the lake behind it. To the north is an outcropping of rocks. As you approach them, the camera angle shifts and a watery entrance comes into sight as you circle the rocks: The famed entry to the Blue Cave. However, when you waded into the water, you won't be able to go very far. I wonder how you earn the favor of the Water Spirit?

As you ponder this question, travel to the east of the rocks to find the hiding places of the last two Spirit Elements for this area. Pick them up and head back to the entrance of Glencoe Forest. It's time to set sail for Larapool which hopefully holds an answer to our problem!

## The Monsters of Glencoe Forest



**Ghost Stalker**—The Ghost Stalkers share the same attacks with the Mad Doll, namely a close ranged jump attack and a penchant for *Rock 2*. The strategy for beating these is also similar. Their fondness for crowding around Brian makes them easy targets for spells with large effect radii, like *Ice Wall*, *Large Cutter*, and *Water Pillar 2* and *3*.

**Dark Goblin**—These hearty monsters bear a striking resemblance to the Goblins you faced earlier. These monsters use the *Wind Cutter* spell for offensive attacks and *Evade* to raise their own Agility. Expect them to be slightly harder to contend with than normal Goblins, since their attack spell can do more damage and is harder to dodge consistently.



**Treant**—Treants are living trees that shoot devastating *Wind Cutter* spells from their mouths. Their main weakness is ice, however, and you'll find them easily frozen by spells like *Ice Wind* and *Ice Knife*. Which is a good thing, since they are often accompanied by one or two Ghost Stalkers.

**Hot Lips**—Like the Man Trap in Connor Fortress, these carnivorous plants like feasting on young heroes. Cool off these fiery plants with Water or Air Elemental spells!



## Checklist for Glencoe Forest

Items:  
SILENT FLUTE

Spirit Elements:  
6

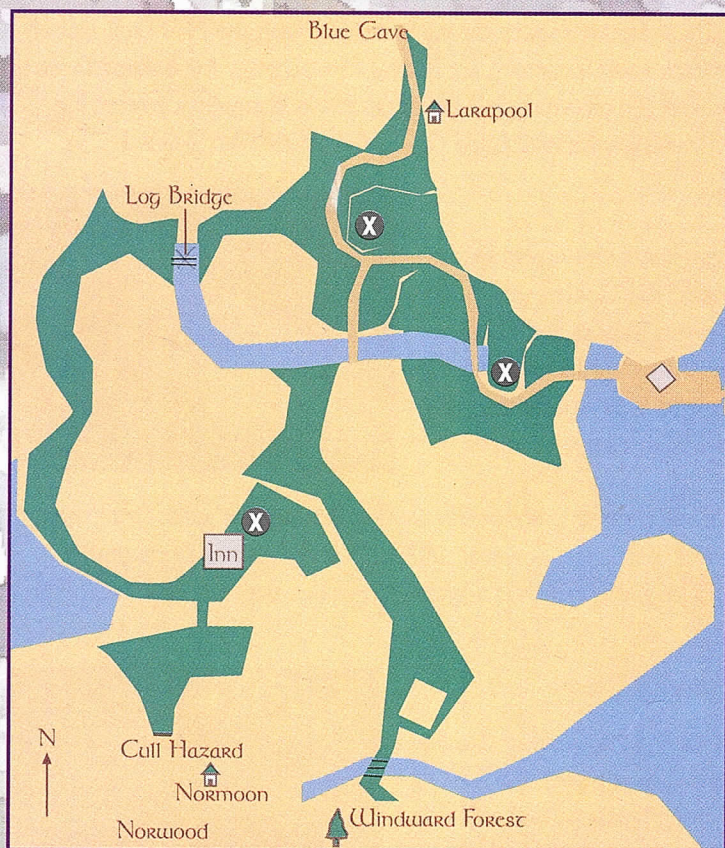


## Dondoran Flats Inn and the Boat to Larapool/Limelin



The south shore of Dondoran Flats is home to the Dondoran Flats Inn and the Ferry to Larapool. Before setting sail, be sure to save your progress at the inn. Also make sure that you've collected all three Spirits that Dondoran Flats has to offer. As soon as you board the ship, you'll find yourself in the region of West Carmagh.

### West Carmagh



**T**ip  
In order for the ship to set sail, you must enter the ship's cabin, if only for a brief look around!

West Carmagh is home to two fair cities—Norwood, the City of Wind, and Larapool, the City of Water. As their names imply, the cities are protected by the Spirits of Water and Wind, and like the rest of Celtland, they're in dire straits. Be prepared to battle long and hard once you've set foot in this region!







When you leave the confines of the ship's cabin, you won't be in Larapool as expected, but near a tiny inn. The captain explains that their unexpected stop is due to the sudden absence of wind. Until it begins to blow again, he's afraid that all travel will be halted. It's a

good thing, then, that a brief glance at the region map shows that Larapool is only a quick journey away. At the inn, Effie will be glad to let you rest and save your progress. It's probably a good idea, since you have no idea what monsters you'll meet on the way.

Like the rest of Celtland, West Carmagh's hills are full of Spirit Elements just waiting for Brian to tame them. The first is at the top of a bluff as you cross the bridge leading from the harbor, while the second is in a similar location when you reach the crossroads.



Take the road that forks to the north (the signpost will illustrate that there is a city in that direction) and follow it until you reach the shining arches and fountains of Larapool, City of Water, where the next part of your quest will be made clear.





## The Monsters of West Carmagh



Ork Jr.—These furry beasts are most often seen in the company of Were Hares. While not especially difficult to kill, they are fond of tossing Rock 2 spells at you, which are large boulders and therefore more difficult to dodge. Try to keep in close range while you're attacking them, since they do not have a short-range attack themselves.

Gremlin—The mischievous cousins of the Parassault, these bouncy creatures are prone to all sorts of windy attacks. Watch out for their *Wind Bomb* attack, as it can be quite painful!



Merrow—The Merrow are hearty foes! Not only can they diminish your defenses with a *Weakness* spell, but they can freeze you in place with *Ice Knife*. Be careful when attacking them at close range, since their spell-casting techniques push them a few steps backward and possibly out of reach.



Ghost Hound—The Ghost Hounds appear as you get closer to Windward Forest and Cull Hazard. These fierce canines use *Fireball 2* for their attacks whether you're far away from them or standing by their side.



Skeleton—Skeletons are particularly fond of Wind magic, even though they are Fire Elementals by nature. Of all the creatures that you'll encounter near West Carmagh's dungeons, these have the lowest HPs and are the easiest to defeat.

Wolf Goat—The Wolf Goats are the most potentially dangerous monsters wandering the countryside of West Carmagh. Like the Skeleton, you'll find these Earth Elementals near dungeons. Their spell of choice? The wicked and hard-to-dodge *Avalanche!*



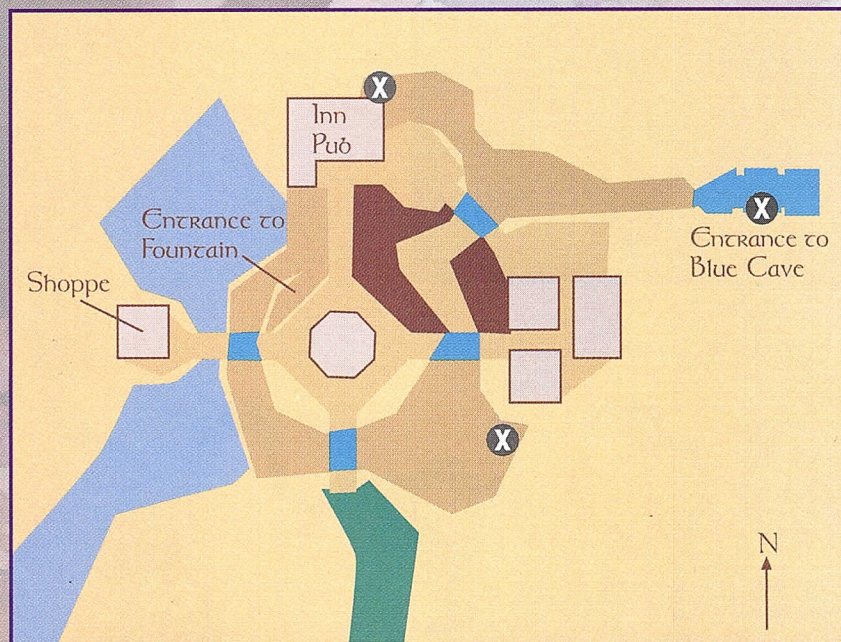
### Checklist for West Carmagh

Spirit Elements:

3



# Larapool



Larapool is considered to be the second prettiest city in Celtland (Limelin, the capitol, is the first). It's surrounded by blue-tinged mountains and is crystal clear—it is no wonder that the Water Spirit chose to give this town her protection. However, the lack of wind has its inhabitants justifiably concerned.

The four patches of land that comprise the city are all joined by bridges to a central island. Upon that island is the mysterious fountain that was given to the city by the Water Spirit. It is said that you can use it to control the water levels in the city. Maybe that's how you'll find the rumored entrance to the Blue Cave?



As you wander through this fair city, make sure to stop by Jiryo's Shop to pick up the BLUE WINGS, and stop by the inn to save your game and replenish your supply of MINT LEAVES. Galita will be more than happy to share her crop with you if you've run out during your journey here.

At the inn, make sure to run upstairs to visit the water sprite, Leila. She tells a grim tale of what happens when the wind stops blowing and evil takes over the land. Since lack of wind seems to be Celtland's greatest problem right now, you'd better make your way over to Normoon—and quickly! Finding the Blue Cave can wait.



## Checklist for Larapool

Items:

BLUE WINGS

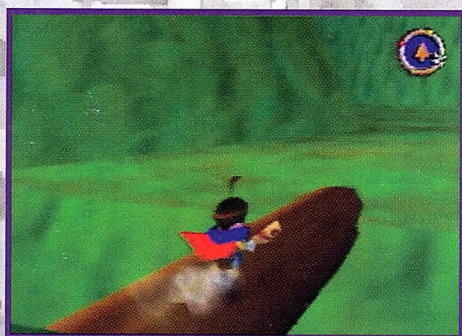
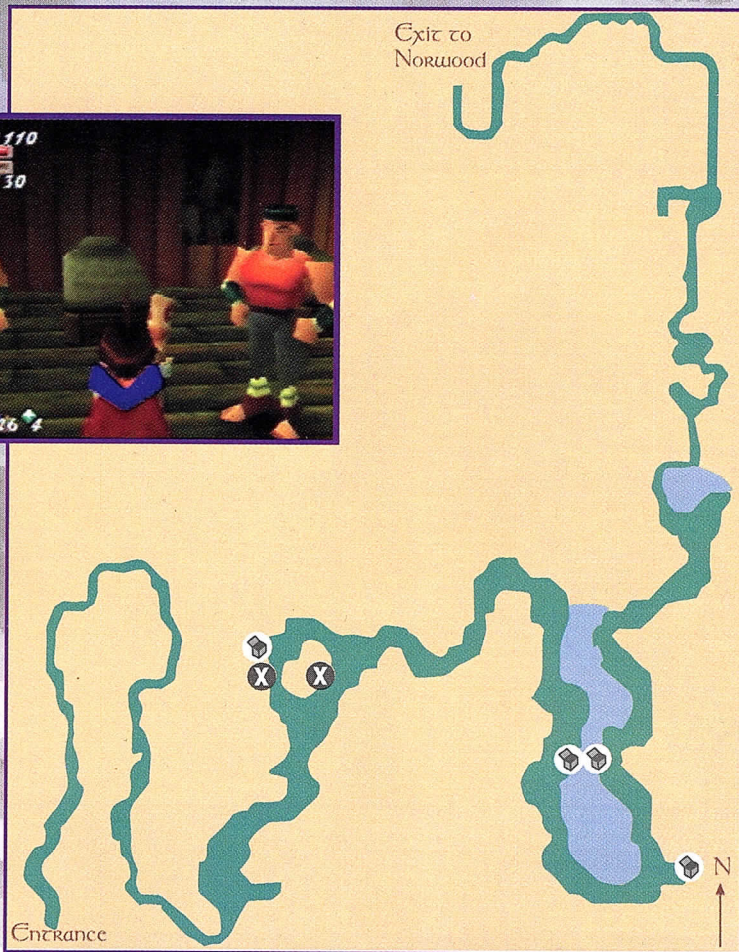




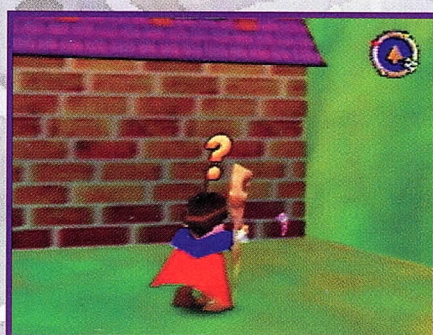
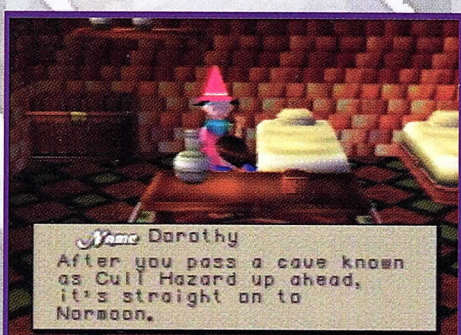
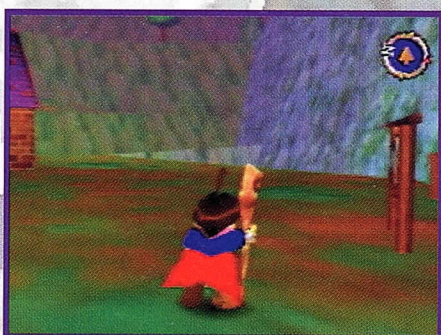
# Cull Hazard



On the West Carmagh Map, there are two ways to get to Normoon. The shortest route takes you through the Windward Forest, but when you get to the entrance you'll discover that a gate blocks your path. Two men in the nearby cabin warn you that the bridge is out and that the only way to Normoon is through Cull Hazard.



Retrace your steps and head back toward Larapool. About halfway there, in a pasture to the west of the path, is a log leading across the river and into the mountains.



Walk across and follow the ravine down to the end, where you'll find the Cull Hazard Inn and a bridge leading to Cull Hazard itself. The innkeeper, Dorothy, will let you stay the night (and save your game) before beginning your trek to Normoon. Take advantage of her hospitality because the journey is long and arduous! Before you leave, however, make sure that you check out the grass around the inn for the third Spirit Element of the West Carmagh region.





Walk across the bridge, cross your fingers, and prepare yourself.

The first section of Cull Hazard takes you inside and out of long snaky tunnels. While you won't get attacked in the close confines of the tunnels, you are fair game for the Skelebats that guard the open ledges. While you can attack these flying beasts with your staff, the ones hovering out in space require magical attacks.



**T**ake the time to heal yourself and regenerate MPs while you're in the narrow tunnels. Most of the monsters in Cull Hazard are capable of inflicting quite a bit of damage, and you won't want to be caught with only half of your HPs.

The third tunnel opens up into a large chasm. The pathway snakes its way around the gorge and finally leads you to the river below. However, all of the misty steam makes it difficult to keep your sense of direction, and if you get turned around, you may find yourself back where you started. Keep your eye on the compass and watch for helpful landmarks!

For this area, keep the edge of the cliffs to your right as you make your way cautiously down the path. Eventually you come to an enclosed passage that leads to your first (and only) fork in the road.







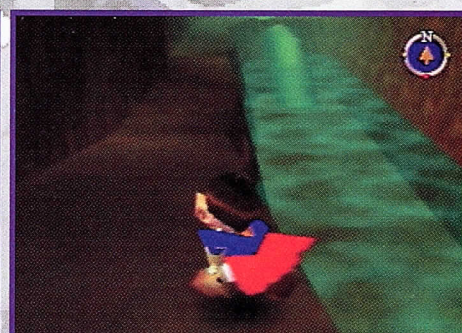
This fork is actually a roundabout around a large circular rock, and at worst you'll wander around in circles if you get confused. If you take the left route, you run across a treasure chest and an Element at the very edge of the ridge. This area is infested with huge Wyverns, so you need to watch your health as you make your way there.

If you take the path to the right, you'll find a solitary Spirit in a rocky niche to the left. Regardless of which path you take first, pick up all of this loot and then head down the passage where these paths meet to the east.



This passage opens up into the lower level of the cavern. To the left you see a greenish stream of water. The path takes you on a U-shaped journey around this stream, so if you remember to keep the river on your left you won't get lost. Along the way you run into an opportunity to plunder three more treasure chests. Look at them as a reward for surviving the attacks of all those Wyverns and Blood Jells.

Eventually, you end up in another enclosed passageway that dumps you out on a lake. Follow the ledge to the left and you're almost out.



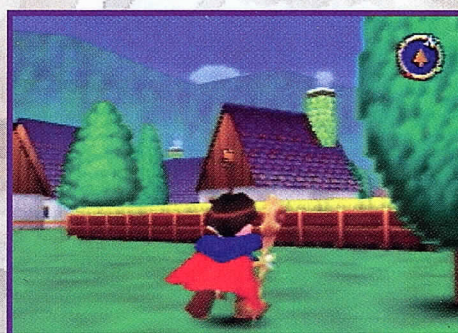
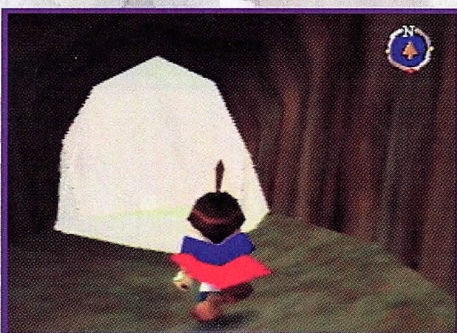
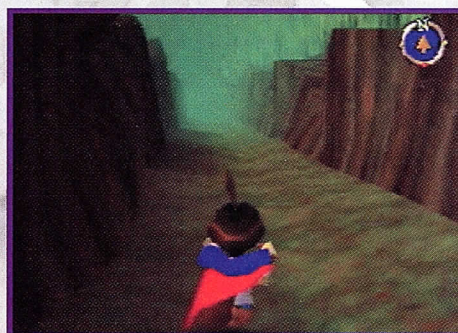


This fluorescent green root leads you to a valley where another treasure chest awaits.



Follow the grass-covered pass into the final section of Cull Hazard. This passage is a little bit wider, and the Blood Jells here aren't very friendly to visitors. Be prepared to be attacked at least once before you leave. The tunnel opens up into a big room with two options.

If you decide to take the ramp to the left, you end up in a dead-end passage. Sorry, but you won't even find a treasure chest or two here!



Instead, just keep forging on ahead. Eventually (and uneventfully) you'll reach the mouth of the tunnel and behold the city of Normoon. Phew!





## The Monsters of Cull Hazard



**Skelebat**—These bats like to hover over empty space and make it hard for you to attack them. Their *Wind Cutter* spell is pretty fierce and can do a lot of harm over a period of time. If possible, try to take them out in groups with spells like *Ice Wind*.



**Blood Jell**—These gelatinous creatures delight in shooting *Homing Arrows* at their prey and can be pretty tough competitors. You'll often find them in the company of Scare Crows.

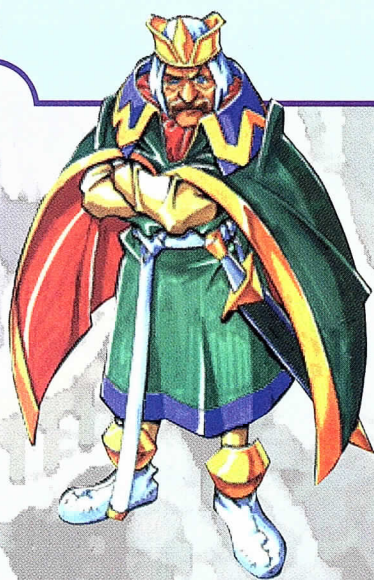


**Scare Crow**—These large black crows are, like many other monsters, fond of the *Wind Cutter* spell. With 120 HPs, their staying power is stronger than many of the other inhabitants of Cull Hazard, so try to immobilize them or take them out in a group.



**Wyvern**—These are the most dangerous creatures found in Cull Hazard—and they have two high-powered Fire attacks to their credit. They are also the most worthwhile to kill.

Whenever you run into a Wyvern coupled with Skelebats, always stay to stick the fight out. Three opponents means that you have three hits to the Wyvern's one. Furthermore, his bulk tends to protect you from the attacks of the Skelebats. *Ice Wind* and *Ice Knife*, with their restrictive side effects, are good spells for these mammoth dragons!



### Checklist for Cull Hazard

Items:

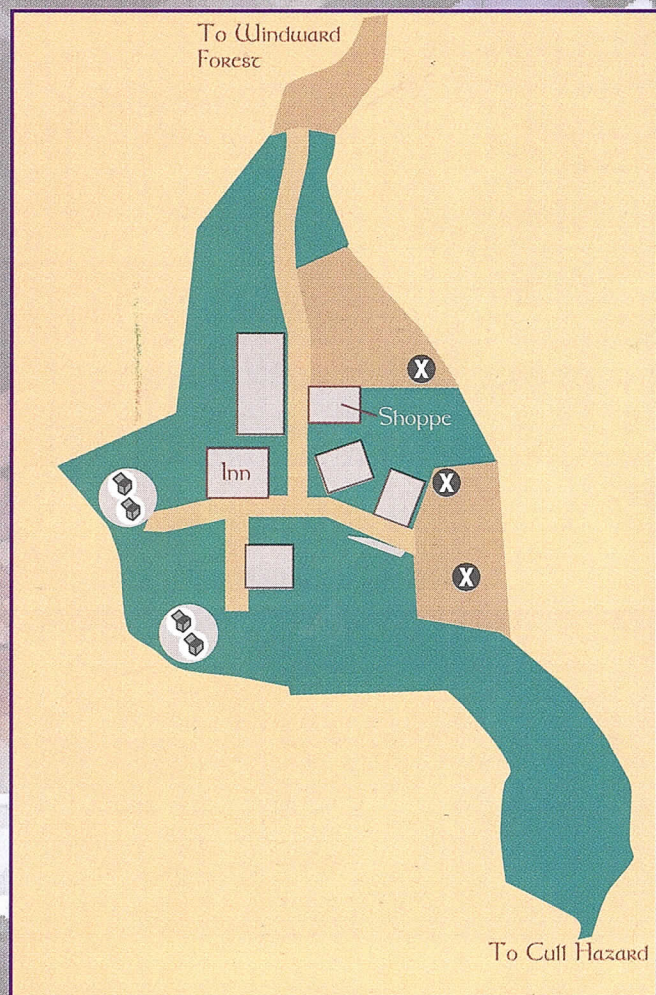
HEALING POTION x 2  
HEROES DRINK  
HONEY BREAD  
SILENT FLUTE

Spirit Elements:

2



# Normoon City



Normoon, the City of Wind, is home to a group of retired Druids. Talking to them, you learn that the wind, so important to their way of life, stopped at about the same time that a group of vagabonds entered their city. One of them has disappeared, and it is feared that he may have snatched the precious Wind Jade hidden in nearby Windward Forest!



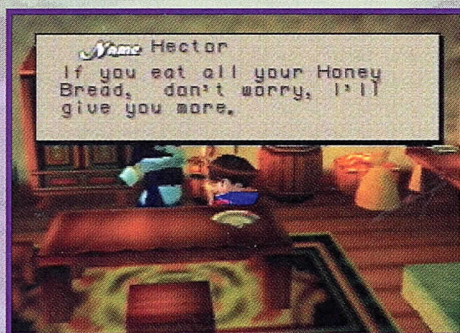
Normoon is a pretty city filled with windmills and fields of luscious golden wheat.



Hidden treasures await you in two areas. Each of the windmills is home to two treasure chests, while three Spirits are hidden between the two fields. You have to be very sharp to catch the tail end of the Spirit Element through the dense stalks.







The Druids living here are very hospitable. Hector is always happy to donate a loaf of HONEY BREAD for a good cause, and Anette will gladly give Brian her GREEN WINGS.

Before leaving, make sure to stop by the house across from the inn and talk to Micah. This wise Druid is full of information about the Wind Jade and tips on how to beat the magician who stole it.



Also make sure to talk with the remaining three vagabonds about their missing colleague!

When you are ready to proceed (be sure to save your game at the inn first), head south to the entrance to Windward Forest.

### Checklist for Norwood City

Items:

FRESH BREAD x 3  
HEROES DRINK  
GREEN WINGS

Spirit Elements:

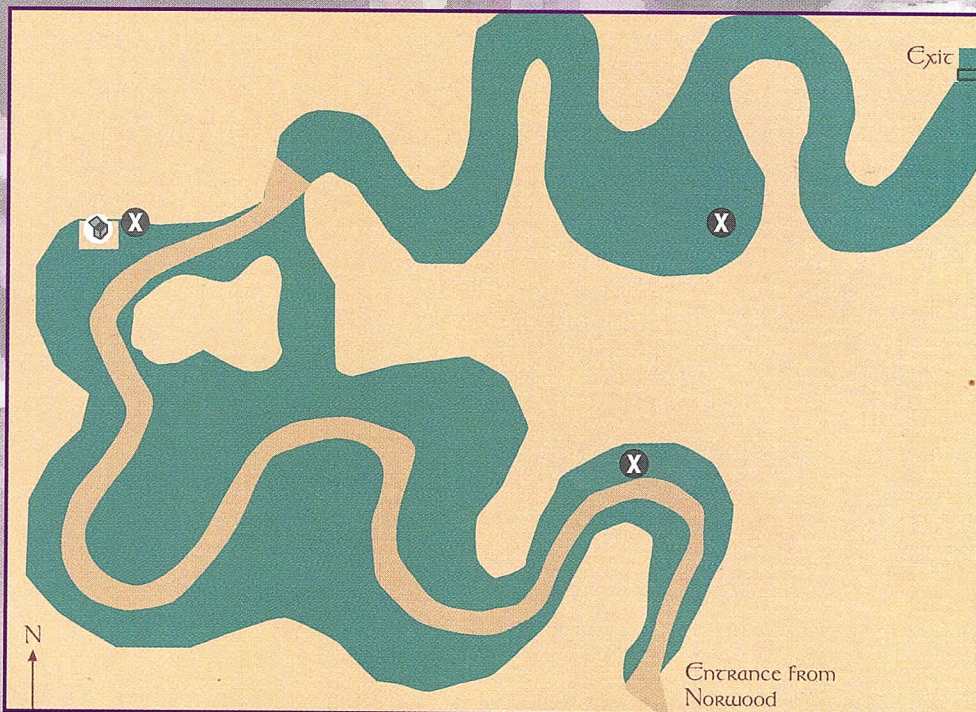
3





## Windward Forest

Once home to the Wind Jade, this lively forest is now home to evil unspeakable! Watch your step as you wander through its trees. The enemies here are more deadly than any you've faced so far, with the deadliest one waiting for you to challenge him at the end!



The first thing you see upon entering Windward Forest is the faint puff of a Spirit Element. By this time in the game, you'll want to have some good powerhouse spells at your disposal, so think hard before you apply it to an Elemental Magic.



After wandering for a while down an S-shaped trail, you run into an empty cabin housing a Spirit Element and a HONEY BREAD. Around both sides of this home is another Spirit and a HEALING POTION hidden in the corners.





If you're finding the monsters in this neck of the woods too difficult, this is a good location for making quick forays into battle and then running home to heal yourself. This is also a good idea if your Element meter is near the 100-percent mark, or if there's a spell that you want to learn before challenging the Wind Sorcerer for the Wind Jade.

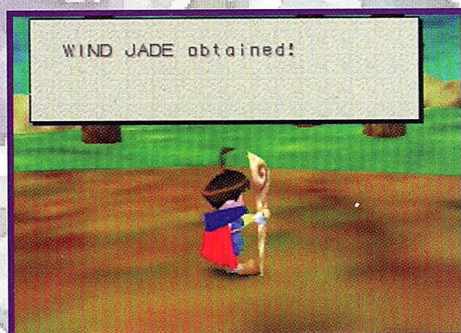


When you are ready, head down the path until you find yourself at the edge of a large promontory. Since Zelse lurks right around the corner, make sure that all of your HPs and MPs are intact.



Zelse is a formidable opponent, with almost 700 HPs to his name and three different attacks (close range, midrange, and distance) in his arsenal. Be very careful how you plan your attack. If you have a good supply of HONEY BREAD and HEALING POTIONS left, you can run right up to him and hit him with a *Power Staff*-enhanced Staff or a high-powered spell like *Water Pillar*. Although his *Large Cutter* attack is powerful (30+ HPs of damage per blow), frequent dosing with a HEALING POTION will keep you in the fight until you whittle him down.

If you are nimble and good at dodging projectile attacks like *Homing Arrow*, then you are better off keeping your distance and fending off his super-charged long-distance attack, while you pelt him with spells of your own.



Under no circumstances do you want to stand in between the battling spells, as Zelse's midrange attack sends a line of explosive bursts across your path and causes a serious loss of HPs!

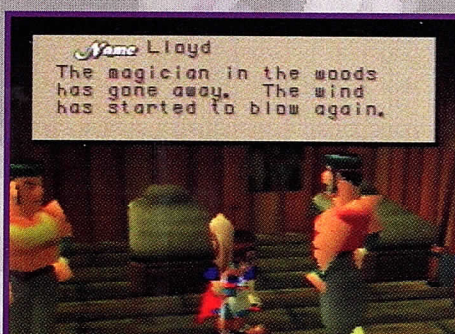
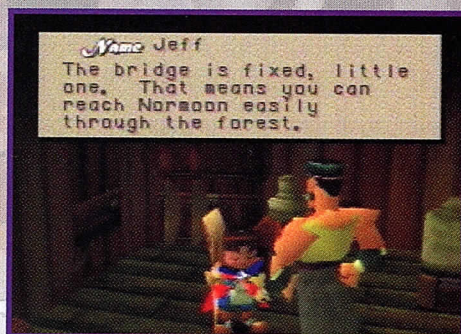
Once you've managed to defeat him, you will obtain the treasured Wind Jade. Another Elemental is safe because of your bravery!





But don't hurry off now. Behind one of the trees lining the battlefield is the fourth Spirit for this area! Pick it up first before heading off to the exit.

If you continue down the lane, you'll run into the locked gate that once barred your entrance into Windward Forest. Look how easy it opens now.



Before adventuring onward (remember, you have the Blue Cave to find!), take the time to stop and earn the congratulations of friends.

## The Monsters of Windward Forest



**Temptress**—These lacy butterflies float just out of range of Brian's staff, making it impossible to attack them with anything other than magic. *Fireball* and *Wind Cutter* are good choices, since they keep you out of the way of their deadly close-range *Wind Bomb* attack.

**Termant**—These are not too hard to defeat in small groups—not that you'll ever find them that way. These large ants love to attack in big groups and with *Arachnoids*. Be prepared to heal yourself a lot when dealing with them!







Arachnoid—These are giant spiders that shoot *Magma Balls* from underneath. While they are pretty easy to dodge when you're at a distance, at close range this attack can do quite a bit of damage.

Thunder Jell—These monsters may look like giant beach balls but they attack with a strikingly strong *Homing Arrow* spells. To make matters worse, they also heal themselves and prolong your agony. Beware! This is another monster that likes to attack in large groups.



Ork—These monsters start appearing near the middle part of the forest and are actually relatively easier to defeat. They are easily frozen with ice-based attacks and take a goodly amount of damage when scorched with Fire. Be careful about getting too close to them, since they are practitioners of the art of *Wind Bombs*, which can inflict 25+ HPs worth of damage a pop.

Jack-O'-Lantern—Every once in a while, you'll run across these human Halloween pumpkins either in small groups or coupled with an Ork. Although they can inflict grievous harm with their *Homing Arrow* attack, their small numbers make it easy to dispose of them before your wounds get too great.



Lamia—Named after the monster from ancient times, this serpentine foe has the face of a Sphinx but a tail that wounds with dazzling lashes of wind regardless of where you are on the battlefield. You're sure to run into this nightmare in the latter part of the forest.

### Checklist for Windward Forest

Items:

HEALING POTION  
HONEY BREAD  
WIND JADE

Spirit Elements:

4



# The Quest for the Water Jewel

## Larapool



aving recovered the **Wind Jade**, Brian returns to Larapool in the hope that Leila the Sorceress may now be able to assist him. A new conversation reveals that she is a messenger for Epona of the Crystal Valley and that Brian should proceed to the "Crystal Well," located just outside the hotel.



Make your way down the stairs to the door leading outside the hotel's lower level (use the staircase right next to the one from the main floor!); there Brian encounters a pathway leading to yet another door. Behind this door waits Leila in the room of the "Crystal Well." There is also a treasure box containing a **SILVER AMULET**, located behind Leila.

Leila informs Brian that Epona wants to talk with him. However, in order to reach her, he must navigate through the perils of the long and treacherous Blue Cave. By lowering Larapool's water level, Brian creates a temporary pathway that leads to the Blue Cave.







Make sure to collect three Spirit Elements as you make your way to the Blue Cave. The first two can be found out in the open in the area created by the receding lake. The third one is hidden behind the second pillar on the right side in the shrine leading into the Blue Cave.

### Checklist for Larapool (Part 2)

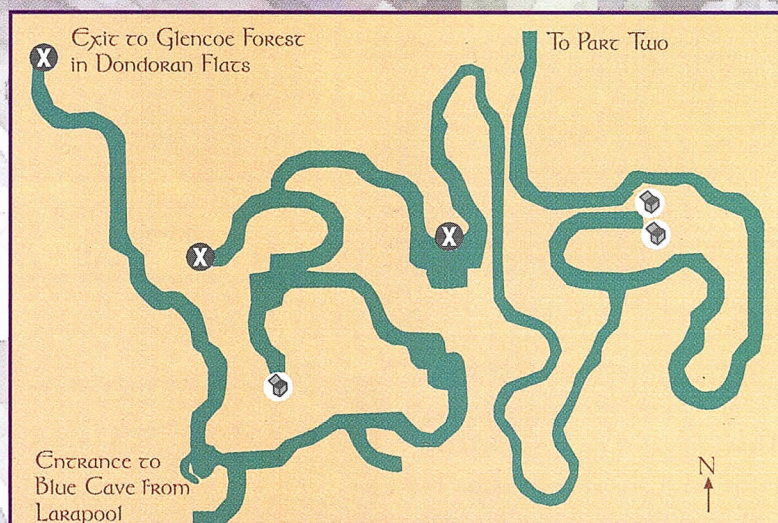
Items:

SILVER AMULET

Spirit Elements:

3

## The Blue Cave (Part 1)



Brian must travel through this frozen labyrinth of tunnels in order to reach the ominous Epona. Although it is easy to get lost in these forever winding passages, the correct path has been marked by earlier, considerate travelers. At every junction, you only need to follow the paths with the arrow-inscribed columns.





Of course, wandering through the other tunnels of the Blue Cave has its advantages as well. If you take the left-hand tunnel found at the start of the Blue Cave all the way to its end, you'll run into a Spirit Element!

Although the arrow columns highlight the correct path, some of them are not easily spotted because of their angle from the path you're on. Fortunately, there is only one true path through the Blue Cave. So, if you happen upon a dead end, you know you've missed a turn, and must double back to find the correct path.



If you take a turn southward, after the path dumps you out into a larger cavernous area, you uncover a treasure chest at the end of the tunnel filled with a HEROES DRINK potion.



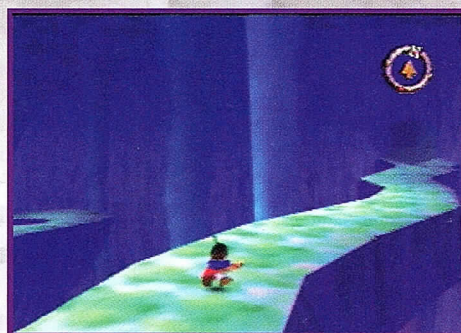
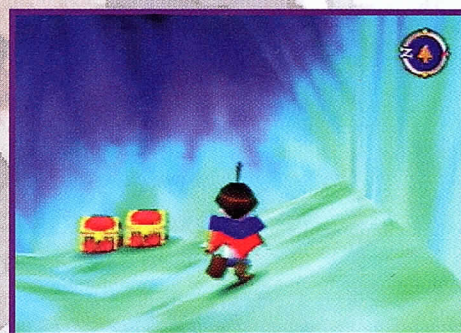
Be sure to grab the Spirit Element located on the south side of the large pillar in the middle of this open area.



As the tunnels give way to this large open cavern, you'll get a good idea of just how large the Blue Cave is. This area marks the halfway point of the first section of the Blue Cave. Fortunately, there is only one more path that leads to a dead end before you reach the second leg of the journey.



Brian is rewarded with a HEALING POTION and a bottle of DEW DROPS from these two chests which are located at the end of the last dead-end tunnel.



Reaching the open ravine area for a third and final time, Brian must cross yet another ice bridge. It's just a short meandering journey north until you reach the second part of the Blue Cave.





## The Monsters of the Blue Cave



**Scorpion**—These translucent, ice-like creatures are found in groups of up to three. They're quick to move in and surround their opponent, all the while attacking with *Homing Arrow 2* and *Walking Water*. Both attacks can be avoided if Brian has enough room to maneuver.

**Crawler**—Caterpillar-like in appearance, these insects of the Blue Cave can freeze their prey with the *Ice Knife* spell or pummel them with *Water Pillar 2*. They are often found in groups of up to five or in the company of Scorpions or Multi Optics.



**Mimic**—Looks can be deceiving! These monsters, much like giant hermit crabs, have taken up residence within treasure chests. Although you never seem to meet more than one at a time, the force of its attack more than makes up for its lack of companions. Mimics attempt to freeze their opponents with the *Ice Knife* spell and then move in for the kill with *Walking Water*.

**Multi Optics**—These slow moving jelly-like piles of eyes are among the few creatures that can heal themselves, and they take advantage of this ability when their opponents are too far away to attack. Once the enemy is within range, they shoot multiple homing arrows.



### Checklist for Blue Cave (Part 1)

Items:

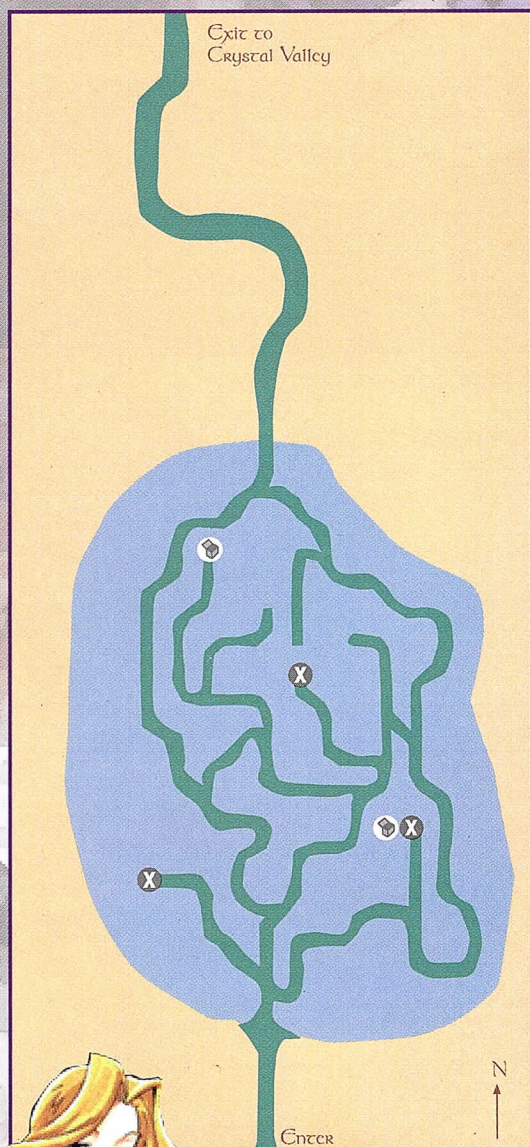
HEROES DRINK  
DEW DROPS  
HEALING POTION

Spirit Elements:

3



## Blue Cave (Part 2)



Past the multitude of tunnels, the Blue Cave opens up into an enormous area with numerous pathways branching off in a variety of directions. Although many of the pathways are dead ends, you

find several Spirit Elements and items by investigating all of the available paths.



**T**he quickest way to navigate through this area of the Blue Cave is to take the second pathway on the left or the first one on the right and stay on it until it merges back together at the north end.

Although you won't run into any of the monsters you've just

finished fighting, every time you approach an intersection you do stand a good chance of being thrown into a battle with a group of Skelebats, the inhabitants of this area. A well-aimed blow or the casting of a spell like *Water Pillar 2* will take them out in no time!

At the end of the westward running path, you uncover this Spirit Element.







You can acquire a Spirit Element as well as some MINT LEAVES by proceeding to the end of the path that runs north off of the eastbound pathway from the first intersection.

At the north end of this expanse, you discover the tunnel that leads



out of the Blue Cave to Epona's Cottage in the Crystal Valley. A short journey brings you and our hero to the end of the Blue Cave itself and to the hidden cove where Epona lives.

### Checklist for Blue Cave (Part 2)

Items:

MINT LEAVES  
HEALING POTION

Spirit Elements:

3

## The Crystal Valley

Finally, reaching the end of the enormous Blue Cave, Brian steps into the sunlight to behold a



landscape unlike anywhere else in Celtland. At the bottom of the path lies the home of the all-knowing seer Epona. To the west of the house you will find another Spirit Element.







A lone Spirit Element can be found at the end of the gorge located to the left of the cottage.

Inside the cottage, Epona informs you that the Stone of the Water Spirit (the Water Jewel) can be obtained from Colleen on the Isle of

Skye. All you have to do is step into the circle in the room located behind her.



**T**Be sure to talk with Chappy (the owl) and save the game at this point. If you choose not to and die during your attempt to retrieve the Water Jewel, you're transported back to Larapool and have to make the journey through the Blue Cave once again.

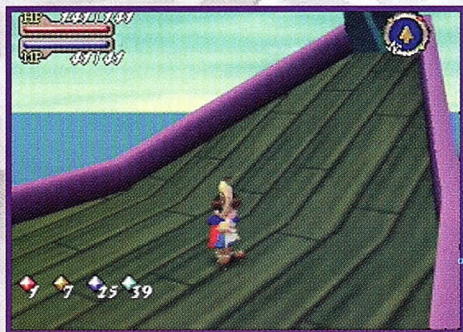
### Checklist for the Crystal Valley

Spirit Element:  
2

## Loch Kilderey



Stepping onto the sun-emblazoned platform whisks Brian onto the deck of a pirate ship in the middle of Loch Kilderey. Make your way to the cabins below and rest until the boat reaches the port.



On the lowest level of the ship, in a room in the back, Brian finds a Spirit Element and a chest containing DRAGON'S POTION.





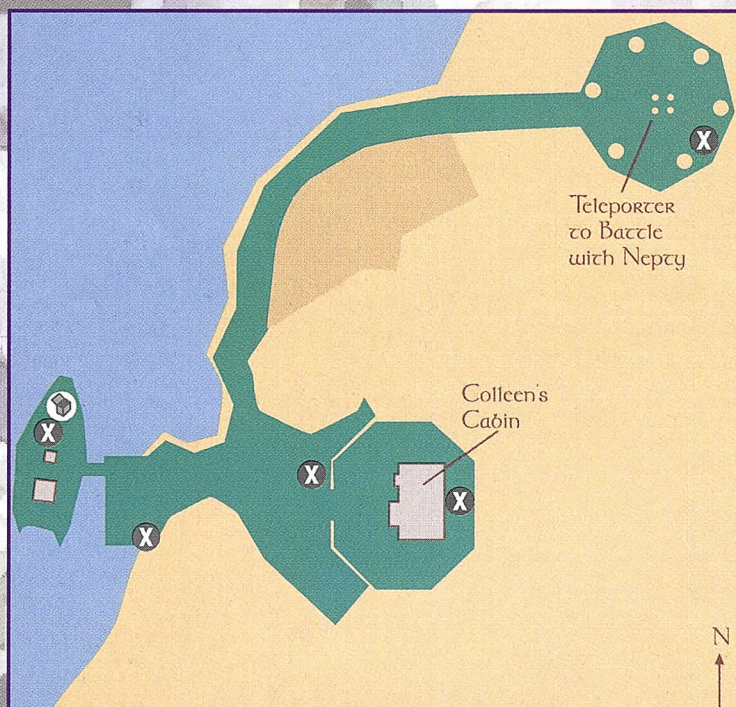


Returning back to the upper level of the ship, you find the ship miraculously docked at the Isle of Skye.

**TIP**  
If you forgot to save your game position at Epona's Cottage, here is another chance to do so.



## Isle of Skye



### Checklist for Loch Kilderey

Items:

DRAGON'S POTION

Spirit Element:

1



Step off the ship and scan the surrounding area: where the dock meets the island's rocky terrain to the right is a Spirit Element.

Although it's a just short stroll from the docks to the house, there's a good chance that you'll get accosted by a group of monsters in the process.





Two more Spirit Elements can be collected before you enter the house. The first is just outside the fence to the left of the gate and the other is behind the house. Use them wisely! You have another Boss battle coming up!

Talking with the sorceress Colleen and the pirate Kiliac reveals the source of the lakes' rough waters. You must travel to the top of the Isle of Skye and attempt to break the magic seal to retrieve the Water Jewel from its captor.

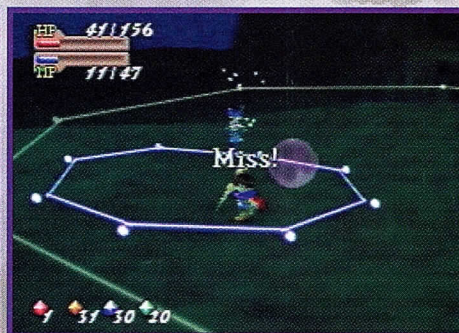


From the docks and Colleen's home, a winding pathway leads up to a circle of stones at the top. Stepping into the circle transports Brian to the lake's bottom. Be sure to grab the Spirit Element before moving inside the circle of stones.

Transported to the depths of the lake, Brian must make his way up the winding pathway to face his foe.







Nepty, the possessor of the Water Jewel, attacks with two types of Water-based spells: Orbs of water that can home in on their opponent and a close-range shock wave. Her almost 900 HPs drags the battle out for a good period of time, but this shouldn't pose a real problem as long as you have a few HONEY BREADS and HEALING POTIONS on hand. Remember to keep an eye on your HP level.

Like most of the homing attacks, Brian can avoid the orbs of water by sidestepping them as they fly toward him.

Once Nepty is defeated, Brian is rewarded with the Water Jewel.

**T** Remember that the spells you cast inflict damage in proportion to the number of Spirit Elements that you've collected so far. So, if you've been collecting mostly Fire Elements, concentrate on using spells like Fire Pillar and Homing Arrow LV2.



When you return to Colleen's dwelling, she gladly allows you to keep the Water Jewel and use it to continue your quest to find your father.

The room behind her and Kiliac will transport you back to Epona's Cottage. Be sure to collect the Spirit Element floating out there in the open before you leave.



Now that you've successfully recovered three of the Elemental Stones, you can quickly return to the streets of Larapool by entering the ring of stones outside Epona's Cottage.

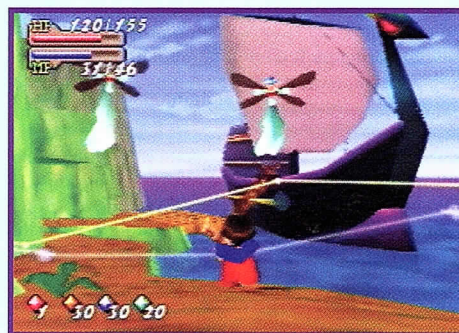


## The Monsters of the Isle of Skye



Grangach—Leaping lizards! These pogo-hopping reptiles only have one spell at their disposal, *Walking Water*. But when you're attacked by a group of two to four of them, that one spell can drain your HPs at an alarming rate.

Pixie—Similar in nature to Tempresses and Sprites, Pixies float high above the ground raining spells down on their opponents. Their swaying motion is not only distracting but it helps them evade Brian's staff. Like the Grangach, they only attack with the Water-based *Walking Water* spell.



### Checklist for the Isle of Skye

Spirit Elements:  
5





# Searching for the Fire Ruby

**F**or those of you who are serious Spirit collectors, now is the time to pick up a couple of the more mysterious ones.

Using the **YELLOW WINGS**, travel back to Dondoran City and pay another visit to the King's Castle. If you go upstairs and inspect the library, you'll find that the bookcase on the northern wall will open up, giving you access to a secret passage. In this passage is a very well-hidden Spirit Element (and another way to access the King's secret Treasure Room). This trick is only possible if you've defeated Zelse and obtained the Wind Jade.

Another Spirit can be found on the ferry boat itself. All you have to do is ride the boat three times in a row. On the third trip, as you leave the cabin, check out the boxes on the right side. As you approach the door, a question mark appears over Brian's head, signaling the presence of an invisible Spirit.



Now that you have added the Water Jewel to your growing collection of Elemental Spirits, I'm sure you can guess what's in store for Brian next!

With the Wind and Water restored to their normal state, a trip back to the ferry by the West Carmagh Inn is in order. Now that travel has been resumed, you can easily sail to the capital city of Limelin and continue the quest for your father. You can bet that the Fire Ruby will come into play sometime soon!

## East Limelin, Part 1







The ferry drops you off at the shores of East Limelin, by another inn. Should you ever need its services again, the ferry can take you to West Carmagh or back to Dondoran Flats. If you haven't saved in a while, now would be a good time!

The journey to the city of Limelin itself is a long and tiring one. Expect to fight many old foes on the way (Scare Crows, Blood Jells, and Wyverns) as well as to meet many new ones.

Make sure to explore the entire area. Not only is the battle practice beneficial, but the adventure adds to your spiritual development. This is the first Spirit Element you find in this region (the rest are located near the mine shaft you'll visit later).



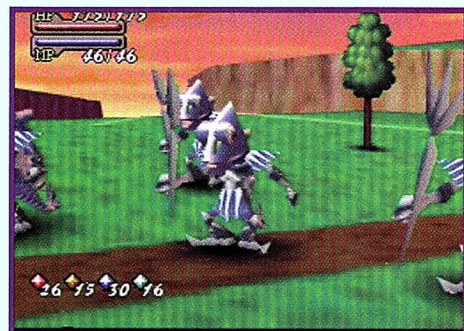
## Monsters of East Limelin



**Cryshell**—This turtle-shaped monster attacks with unexpected speed. Watch out for his *Ice Wall* attack and try to immobilize him or take him out early!

**Fish Men**—The Fish Men are a strange group of creatures.

As you would expect from sea monsters, they utilize the power of Water in their attacks. Their favorite is *Walking Water*, and if you've already learned how to dodge it successfully, then these monsters should pose no problem.

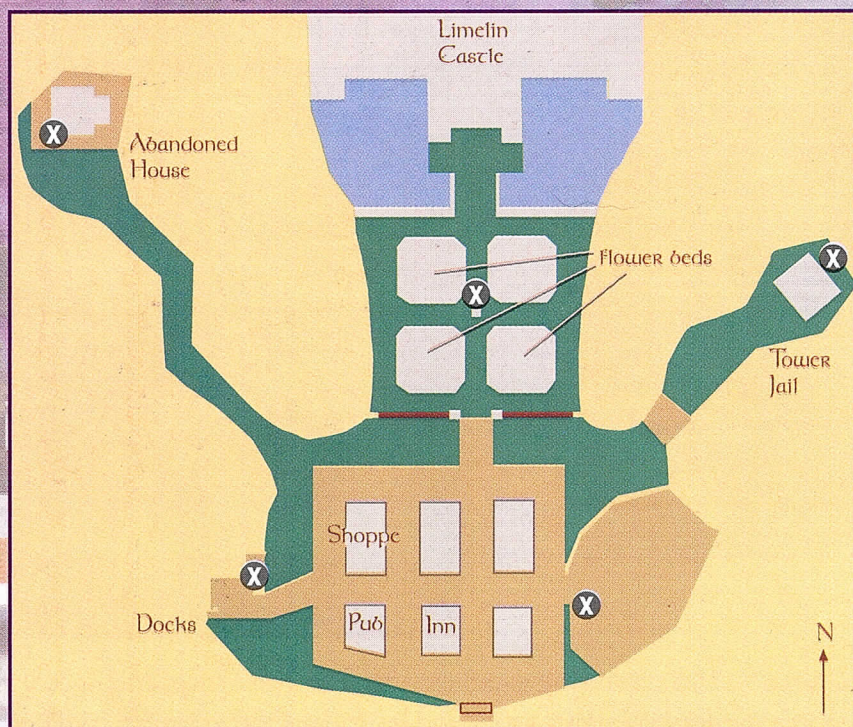


**Caterpillars**—Expect to find these insects attacking in groups. While not particularly hardy, Caterpillars are capable of doing quite a bit of damage with their *Fire Pillar* and *Homing Arrow 2* attacks.





# City of Limelin



At the end of the road lies the beautiful city of Limelin. Although everything looks calm from the outside, inside



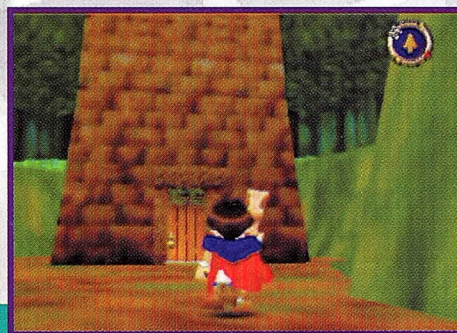
the city is abuzz with reports of the murderous Fargo's escape. This criminal was captured as he tried to overthrow the city, then locked in the Tower Jail. Somehow he's managed to break free and is now holed up in an old, abandoned mine shaft outside of town. All of Limelin trembles at the thought of his revenge.

On a more personal note, it is rumored that Lord Bartholomy followed him to the mine shaft.



Once you're inside the city walls, head to the docks on the left, where you'll find one of the many Spirit Elements in this town. Leaving the harbor, continue your trek around the left part of the city and follow a dark path that leads to the gates of an abandoned house. In front of its locked gates is the second Spirit.

The next stop on our tour of Limelin is the Tower Jail, the location of Fargo's terrifying escape. This tower is set off from the city and connected by a tunnel to the right of the castle.







The tower itself is pretty uninspiring, but it appears to be a breeding ground for Spirit Elements. Search around the tower's perimeter for one and on the second floor of the jail for another.

The field to the right of the tunnel seems somewhat out of place amongst the riches of Limelin. Still, use your experience in Norwood as a clue and explore it completely. You never know what you might find.



As you start searching the buildings for clues as to your father's whereabouts, a young woman tips you off to the valuables that the homes in Limelin contain. While this tip doesn't apply to every residence you visit, you will find enough to keep you busy in the homes belonging to the wealthiest Limelians.



And, of course, don't forget to visit Ring's shop to get your free pair of RED WINGS. Also, Rhett in the pub down the street will refill your HEROES DRINK, if you run out.

Once you've finished exploring the town, a visit to Queen Deanna is in order.





## Limelin Castle



The beautiful Limelin Castle lies at the back of Limelin City and is easily reached by promenading down its Main Street.

Once through the gates, take the time to admire the lovely flowerbeds in the Castle's courtyard. Hiding behind the statue in the middle is a pleasant surprise.



Upon entering the Castle, you are greeted by a large marble relief. Since it pays to check these items out more closely, take a spin around it. At the back is not one, but two Spirit Elements!

On the second floor of the Castle are several rooms. The majority are soldier's quarters, but the second room to the left is the Castle's armory. Within are three chests containing HONEY BREAD, MINT LEAVES, and a HEALING POTION.



The library is located on the third floor next to the dining



room on the right-hand side of the hallway. You can listen to Zing praise Queen Deanna, but don't get so caught up that you forget to look around. That ladder is a hint!







On the fourth floor rests Queen Deanna's throne room. The Queen tells you that Fargo stands in the way of your quest to find Lord Bartholomy, so ridding East Limelin of Fargo will undoubtedly help you as well. Be sure to talk to the Queen's attendant, Lenbil, since he is full of helpful advice on battle strategies.

Before leaving the Castle, it is wise to look around the Queen's chambers once again.

Like King Scottfort, Queen Deanna also has a secret door behind her throne. This one also leads to a room full of treasure chests!



Before you leave the City of Limelin for good, make sure to save your game and talk to the two gentlemen gossiping at the front of the town. These two give you directions to your next destination!

### Checklist for Limelin

#### Items:

RED WINGS  
HEALING POTION x 3  
MINT LEAVES x 2  
HONEY BREAD x 2  
DEW DROPS  
SILVER AMULET  
CELINE'S BELL

#### Spirit Elements:

9





## East Limelin, Part 2



Now that you've replenished your stock of items and learned a new spell or two, it's time to head back to the dungeons. Head due south of Limelin, around the butte, and to the valley behind it.

As the road winds around, you are faced with a decision. The mine lies to the south as the sign directs, but taking the northern detour leads you to another Spirit Element. This one you might have noticed as you entered the pass. Be prepared to fight a Wyvern or two in order to win it, though!



Follow the signpost to the left to Baragoon Tunnel, the abandoned mine shaft described to you in Limelin. Before heading down the canyon, check out the structure to your right.

At the bottom of this canyon is a cabin and several old structures. Look beneath the scaffolding to find another Spirit!







The cabin doesn't contain any furniture or chests, but it does have another two Spirit Elements. Check out the spell list to see if they'll help you earn that one super powerful spell—before you enter this next dungeon.

When you're ready, head toward the little door at the opening of the mine and prepare for battle!



### Checklist for East Limelin

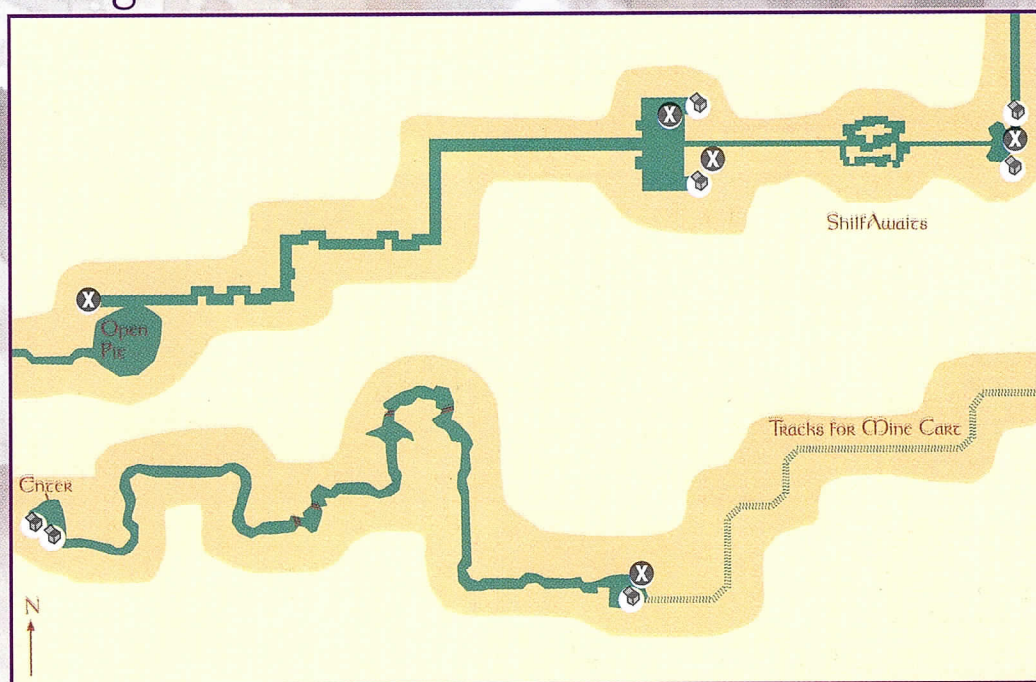
Items:

None

Spirit Elements:

6

## Baragoon Tunnel



This abandoned mine shaft is as twisty as it comes. Pay attention to your position on the compass to help keep from getting lost or turned around. The monsters holed up in here are very dangerous, and you don't want to repeat any battles if you can help it.





HEALING POTION obtained!



I wonder if the HEALING POTION and HEROES DRINK contained in these treasure chests are signs of things to come?

As you make your way through the first part of the mine, you traverse through long winding tunnels which contain larger open rooms connected with bridges.

After the second open room, walk down a long corridor to the south and then to the east to reach the entrance to the Mine's railroad tracks. Pick up both the HEALING POTION and the Spirit before you hop onto these narrow tracks.



The good news is that you won't be attacked while you make your way into the heart of the mine. If you've been running low on MPs, this is a good time to recharge them!

The railroad stops at the top of a large pit. There is a ramp to the right that takes you down to the bottom (prepare to be ambushed) where you can climb the ridges to the hole in the wall at the top.



Once you walk through the hole, look immediately to the left for another Spirit Element!





To the right is the passage that takes you to your next destination, the anteroom to the Boss' chamber.

The anteroom is a monster-packed chamber with two Spirits and two treasure chests. There's one of each on either side of the room, but you have to visit each area twice to get them all. Those raised walkways go everywhere but have very few steps.

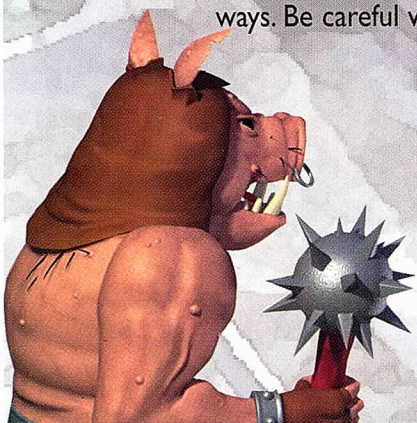


When you've collected everything and healed yourself, walk down the hallway in the center of the room to the next chamber.

This time around, you have to deal with a Sub-Boss before you get to Fargo himself! The sorceress Shilf awaits you in Baragoon Tunnel, in a chamber that is full of confused pathways. Be careful where you



walk when fighting her, as the floor provides you with many geographical challenges.







Shilf has two major attacks. The one she uses for long-distance fights is a high-powered *Homing Arrow* sort, which can be dodged quite easily depending upon your location in the room. (If you're on a narrow segment of floor, obviously your room to run and evade the blasts will be less.) Her second attack, which seems to work at most distances, is a yo-yoing bolt attack whose blast you cannot run from.

If you have a couple of high-powered distance attacks and are adept at dodging projectile attacks, you should try using those against Shilf. However, she is a student of Wind Magic and may not take quite as much damage from those *Cutter* attacks as you'd like.

Once defeated, Shilf disappears, and you can exit and continue your search for Fargo and the Fire Ruby!



Don't forget to pick up your consolation prizes on the way out! The Spirit Element, HEALING POTION, and SILVER AMULET will come in handy later on.



The passageway to the left leads to an exit into a mysterious desert.





## The Monsters of Baragoon Tunnel



**Sprite**—The Sprite is a lot like the Temptress, except that you can actually hit it with your staff if you are quick and agile enough. However, it's better to keep out of range, since their *Hot Steam 2* attack can really destroy your health!

**Will-O'-Wisps**—These fiery creatures hover in the air blasting you from everywhere with their *Fireball 3* spells. Although at 160 HPs they are the easiest to defeat of the bunch, their attack strength makes them the deadliest of all.



**Ghosts**—The Ghosts of Baragoon Tunnel seem to prefer the company of Termants as they roam about. Watch out for their *Homing Arrow 2* attack, which when combined with the Termants' *Wind Cutter 2* can be devastating.



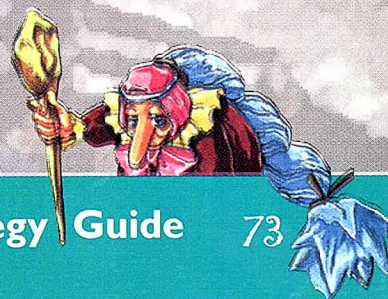
### Checklist for Baragoon Tunnel

Items:

HEALING POTION x 3  
DEW DROPS  
HEROES DRINK  
REPLICA  
SILVER AMULET

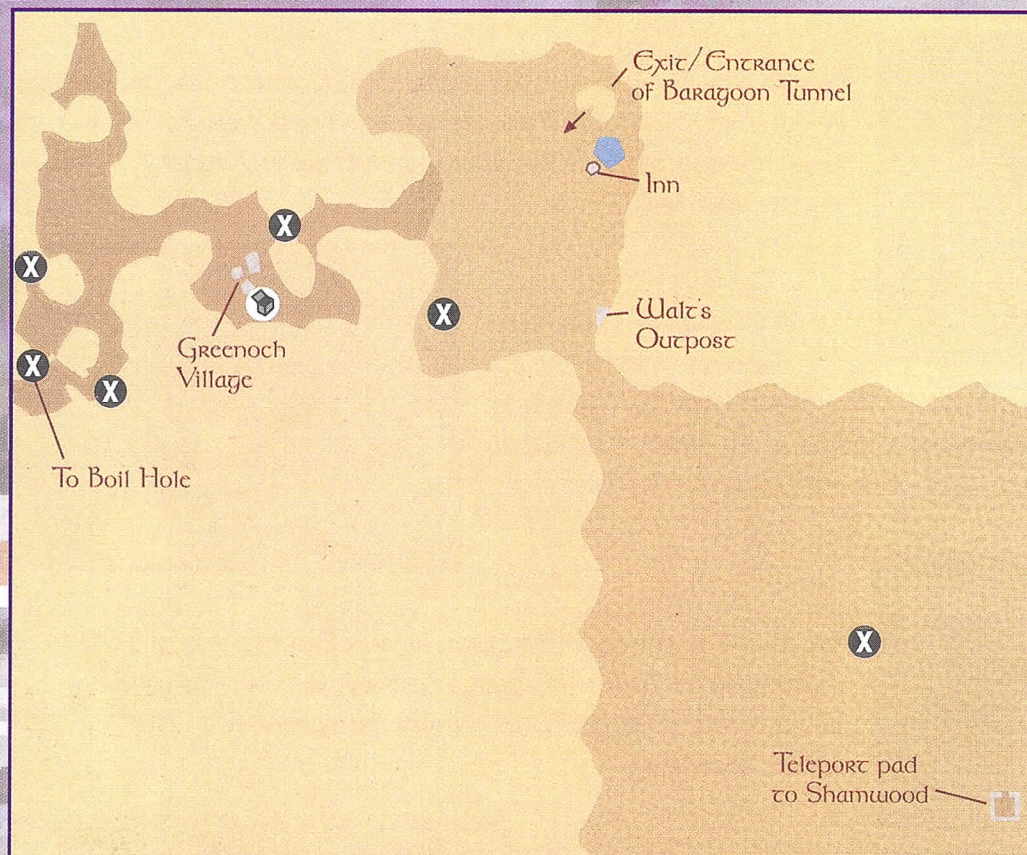
Spirit Elements:

5





# Dindom Dries



Baragoon Tunnel exits onto the vast desert that makes up most of the Dindom Dries region. This is another region of Celtland that has seen drastic change recently. People will tell you how this valley, now filled with sand, used to be green and vibrant. You'll also stumble across the ruins of the town of Greenoch and learn about the evil despot in Brannoch Castle.

Once you leave Baragoon Tunnel, head straight to the tent located directly south of the mine and rest for the night. Before you go out to explore this region, search the tent thoroughly. In a vase is the smoky trail of a Spirit Element.





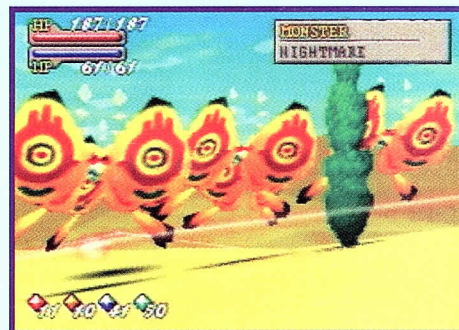
## Monsters of Dindom Dries



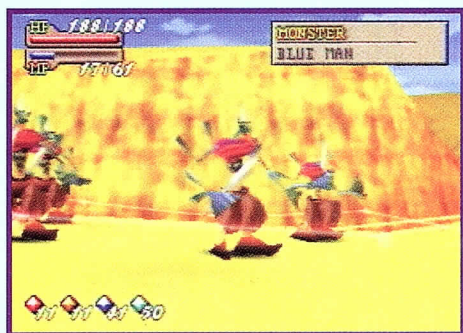
**Were Cats**—These slinky felines, creatures of Fire, can inflict damage at the mere flick of a finger. Watch out for both their *Fire Bomb* and *Fireball* attacks!

**Nightmares**—If these giant butterflies can't *Silence* you, they'll settle for scorching you with their *Fireball* attack.

Deal with this by putting out their flames with a variety of Water attacks. Being silenced and torched is one situation you want to avoid.



**Blue Men**—The Blue Men, although Water Elementals, attack with two levels of *Fireball* spells. When these monsters are paired with other fire-shooting creatures like the Were Cat or Nightmare, keep the antiseptic ready and within escape distance. Immobilize or silence them whenever possible to give yourself a fighting chance.



**Sand Men**—Believe it or not, these giant statues are the easiest creatures to beat in Dindom Dries! Although their *Magnet Rock* attack is rather severe, their hand-to-hand combat skills are quite weak. Run up close to them and attack them head-on for best results.



**Magma Fish**—These magma-spouting fish are not denizens of the desert areas but hang out near the lava flows of the Boil Hole. Not only do they shoot streams of fire at their victims, but their ability to increase their defenses with *Spirit Armor* makes schools of them dangerous adversaries indeed!

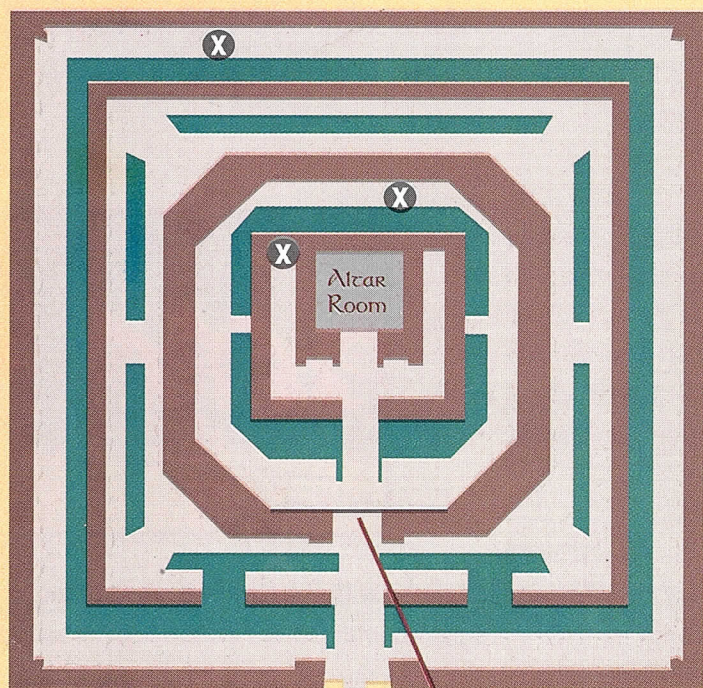




# Shamwood

Deep in the desert lies a phantom city, known only through fables. Within this pyramid-shaped fortress lies treasure unrivaled, guarded by an imprisoned sorcerer. Do you dare to cross this barren wasteland in search for what may only exist in myth?

**F**inding Shamwood is a completely unnecessary part of the Quest. You can skip it if you like, but the rewards for venturing out into the desert are really worthwhile. If you are trying to collect all of the hidden Spirit Elements, then a trip to Shamwood is definitely in order!



Doorway to  
Treasure Room

Teleporter



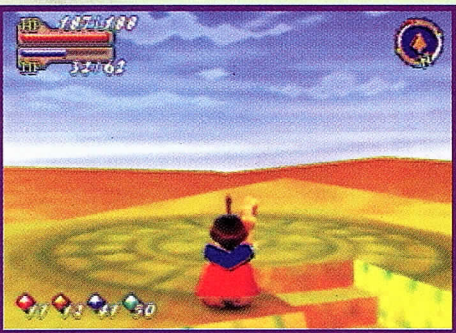
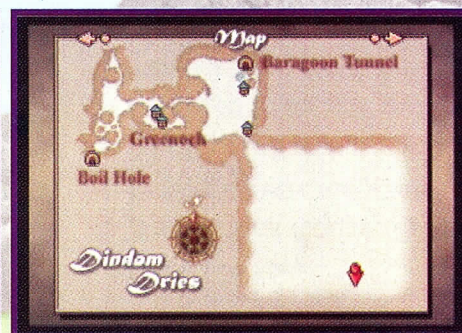
The gossip in both Limelin and the outposts in Dindom Dries talks about a "ghost town" hidden in the southern part of the desert. Like a good explorer, you should probably take a look.





Head southeast once you've passed into the desert from Walt's outpost.

Eventually, when you reach the middle part of the desert, you'll see a bobbing diamond-shaped stone in the air. Use the map to help pinpoint your location.



Closer examination reveals a ziggurat-shaped teleport platform. Since you won't find any treasure around this part, go ahead and enter the center of the circular design on the top.

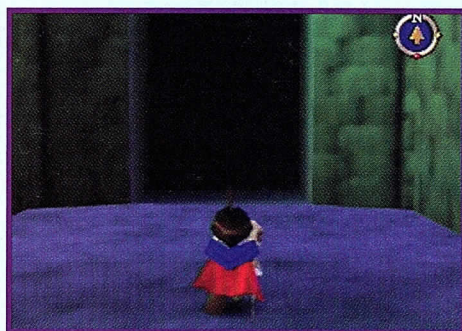
Within the blink of an eye, you appear in front of a large pyramid. This is Shamwood, the lush ghost town of myth. Within its walls are treasures untold, so be sure to search everywhere!



The first of many Spirits to be found here lies at the very back of the lower floor of the pyramid. Don't miss this in your excitement to climb the stairs and explore the inside rooms.

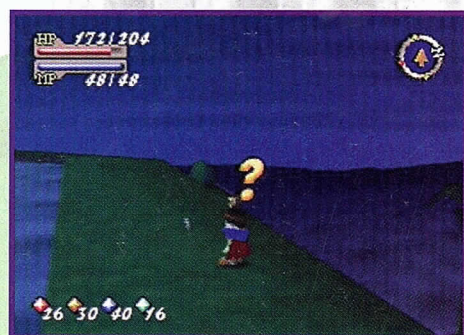
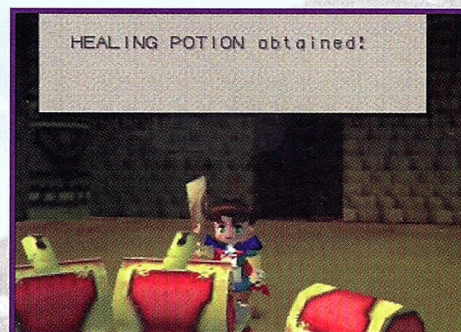






Of course, the inside of Shamwood is great as well. This pathway leads you straight into the Treasure Room!

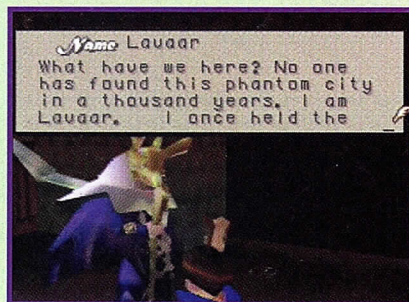
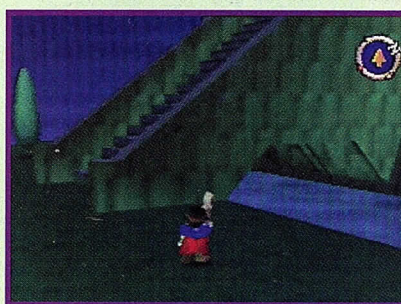
With nine treasure chests just lying around and a couple of Spirits waiting to be collected, how can you go wrong? All of this loot certainly makes the next part of your quest a lot more comfortable!



Take the stairs up another floor to a landing where there's a Spirit Element and the main staircase to the pyramid's Altar Room.



Go up the stairs, but before you enter the actual Altar Room, check this landing for yet another Spirit Element!



Within the Altar Room are four Spirit Elements and a GOLDEN AMULET hidden within a chest. This room is also home to the sorcerer Lavaar. Once upon a time this magician dared to tame the powers of the Eletele Book only to be overcome by its magic. He was saved by Epona but sentenced to imprisonment in

this pyramid to atone for his crimes. He is a good source of knowledge about the challenges you will face in the future, so pay attention to his words.



Once you've collected everything, it's time to head back to the teleporter and the quest for the Fire Ruby.

### Checklist for Shamwood

Items:

CELINE'S BELL  
DEW DROPS  
DRAGON'S POTION  
GIANT'S SHOES  
GOLDEN AMULET  
HEALING POTION  
REPLICA  
SILVER AMULET  
SPIRIT LIGHT

Spirit Elements:

10



There is an especially well-hidden Spirit to be found near the teleporter itself. When you return down the flame-marked path to teleport back to Celtland, look to the right corner of the platform. In the sand is the tenth Element for this area! But how do you get there?

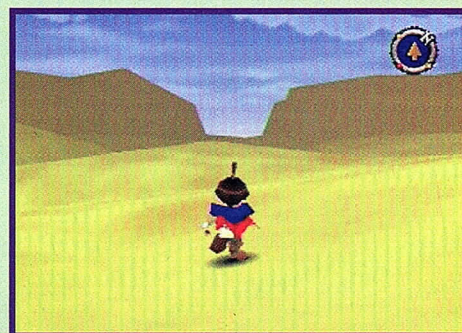
Believe it or not, there is a small break in the force field on the eastern side of the path. To find it, merely have Brian run up against the wall a few steps from the platform. At a certain point, the force field gives way. Then turn Brian back toward the platform and have him feel his way through the invisible S-shaped corridor. He can then follow the narrow path around the platform to the other side where the Spirit waits!



Back in the desert, head northwest of the teleporter to find the one Spirit Element hidden in the midst of all of these dunes. It helps tremendously if you hunt this one out at night. Try to match your position with the one shown on the map to the left.



With the Element in hand, you can turn north and head back to civilization.





# Greenoch

Return to the inn to save your game (unless you want to risk repeating that journey again) before heading west toward the town of Greenoch.



To reach the top of the small bluff overlooking the rocky valley, use the one visible tree as a guide.

Before you leave the sand behind, however, adventure south to find one more hidden Spirit Element. Again, finding this in the dark is easier than in daylight!



There will be a road that leads to the left upon entering the valley.



Follow it until you come to a bend in the road. If you follow the butte around to the right, you come across a Spirit overlooking a fire-scarred stone building. Welcome to Greenoch.



Turn around and head back to the road, this time following it into what's left of Greenoch. It appears that this city was burned to the ground as the result of some terrible explosion! Has Fargo been here?





As you wander through the ruins, you'll find a REPLICA in a chest and a shopkeeper handing out HEALING POTIONS to those who've run out.



**TIP**  
This is the only town in which you will not receive a pair of Wings.

Stop by the inn (one of two structures left standing), where you discover that the destruction you've come across is the result of a test performed by King Beigis of Brannoch Castle. It would appear that this once-peaceful king has become the owner of a dreadful power and the desire to rule Celtland! In this inn, you also run across Zanne, the old woman that a young man in Larapool asked you to check with. While she has no information about his family, she is concerned about her own lost son.

After saving your game and resting up a little bit, it's time to hit the road in search of Fargo, Beigis, and your father, Lord Bartholomy. Follow the road to the west until you reach a fork branching off to the left and the right.



The path to the right is covered with what looks like cooled lava. You can walk over it and head into the valley on the other side. Here there is nothing except for the blocked entrance to a cave.





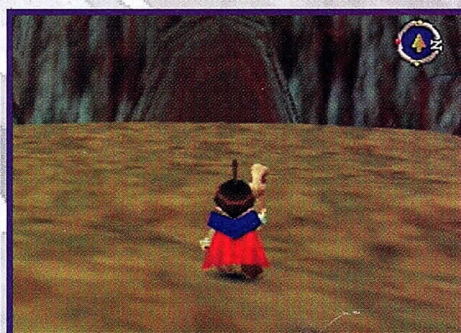


Taking the road to the left leads you to a dead end! However, there are many footpaths that you can forge on your own. Wandering around the rocks to your right leads to another Spirit Element (this region is rich with them).



Backtrack to the point where you entered this part of the valley and go left around the big rock until you reach an area torn apart by earthquakes and volcanoes. As you make your way through the rocks, you'll find yet another Spirit!

Before entering the Boil Hole, walk north and grab the final Spirit Element for the Dindom Dries area. Then it's into the Boil Hole.



### Checklist for Greenoch

Items:

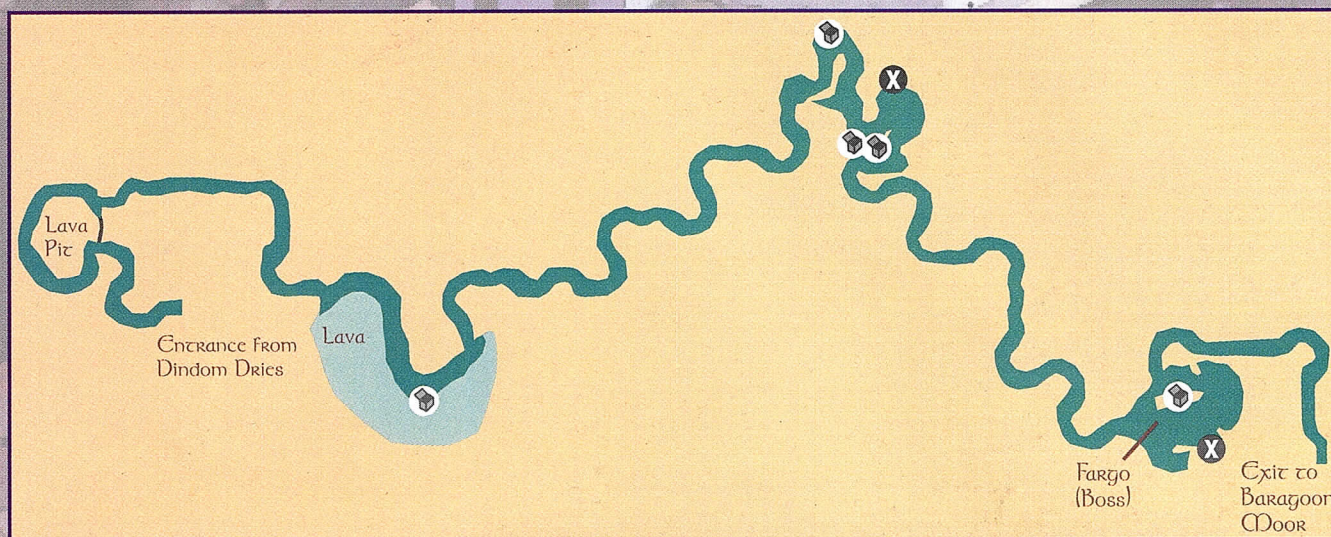
GIANT'S SHOES  
REPLICA

Spirit Elements:

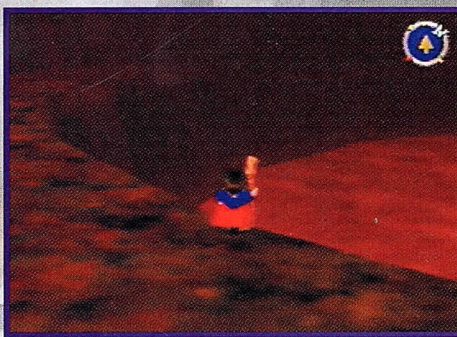
7



# Boil Hole

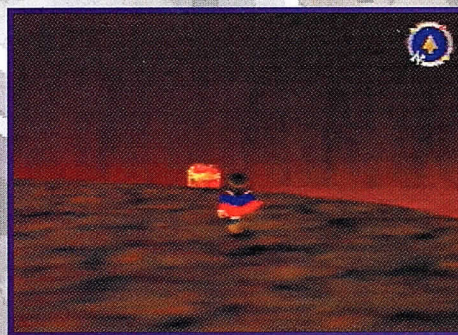


The Boil Hole is aptly named, for this cavern was built around the boiling lava of a volcano and is filled with equally fiery monsters! It is the perfect hiding place for the infamous Fire Ruby.



Like the other dungeons, the Boil Hole is filled with open rooms connected by long twisting tunnels! The first room is uneventful, so make your way to the second one.

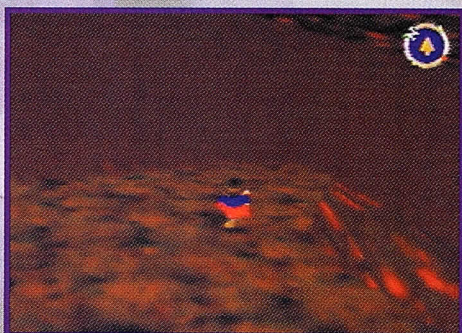
**I**f you haven't already discovered, it's very easy to get confused in the winding corridors of the Boil Hole. Watch your compass and keep an eye on the map.



The second open room winds along the shore of a lava lake. On the way is a DRAGON'S POTION in a treasure chest and a pride of Flamed Manes.





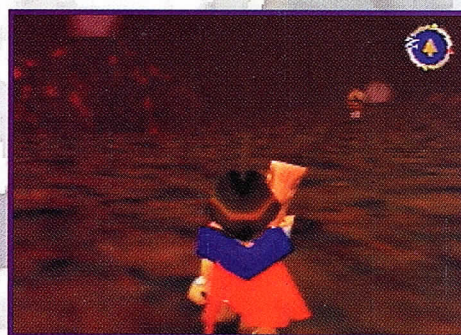


Continue through the tunnels until you reach the third open area. This pit is home to Red Wyverns and a ton of treasure!

The treasures in this area include a HEALING POTION and a Spirit Element. Be sure to pick them up as you battle your way through.

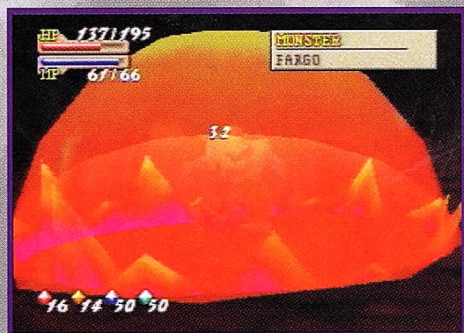


Then it's back into the tunnels for the final leg of the journey. The next room you come to is a large open expanse in the middle of which stands your next opponent!



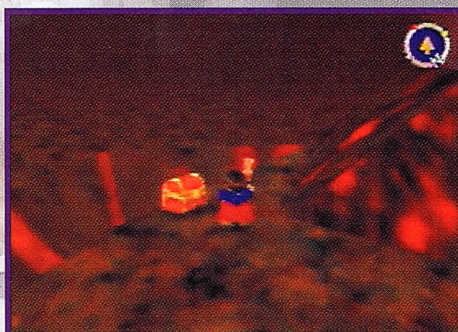
Since you can see Fargo from the corridor, make sure that you're fully healed before engaging in battle. Fargo is of the opinion that you will merely hand over the other three Elemental Stones if he shows a bit of his power. You'll have to prove him wrong if you ever want to find your father.





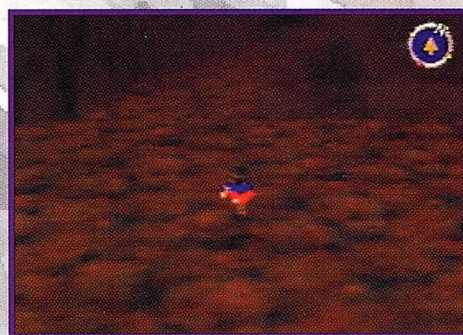
Fargo has two basic spell attacks. His nuclear Fire Bomb-style attack roasts you alive if you are standing too close. His massive Fire Balls are easier to dodge but can still inflict a grievous amount of damage if you're not careful. Plan your attacks wisely (strong Water and/or Wind spells work well against him) and keep those magic and healing potions nearby!

When you defeat him, you win the Fire Ruby. I wonder what happens now that you have all four Elemental Stones?



Before leaving the Boil Hole, tour the battle arena for a DRAGON'S POTION and the second Spirit from this dungeon.

Then it is a quick trek to the exit where the rest of your quest awaits.





## The Monsters of the Boil Hole



**Rockys**—These petite statues fling rocks that are literally three times their size! Like the rest of the *Rock*-throwing monsters, you are safest when you are in close to them. Their secondary attack, *Rock Shower*, does half the damage of their giant rocks.

**Flamed Manes**—You won't find these flame-throwing lions anywhere except in the open pits of the Boil Hole. True to their Fire Elemental nature, they blast you with either *Hot Steam* or *Fire Bomb* depending upon your location.



**Red Wyverns**—Similar to the green-colored Wyverns, these huge dragons are a menace to your good health. They are most often seen in the company of Magma Fish, and their combination of projectile attacks will take out a large chunk of your HPs unless you protect yourself or immobilize them.



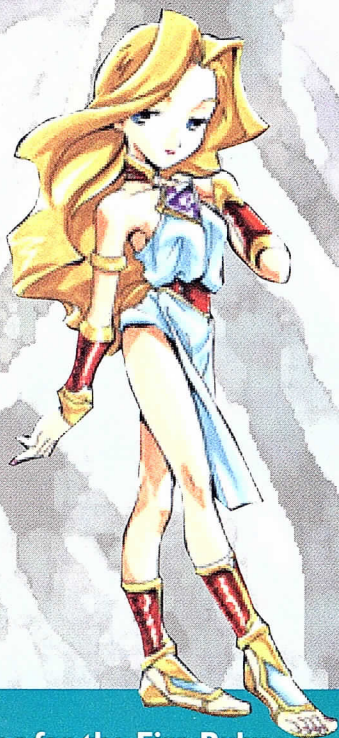
### Checklist for the Boil Hole

Items:

DRAGON'S POTION x 2  
GIANT'S SHOES  
HEALING POTION  
REPLICA

Spirit Elements:

2

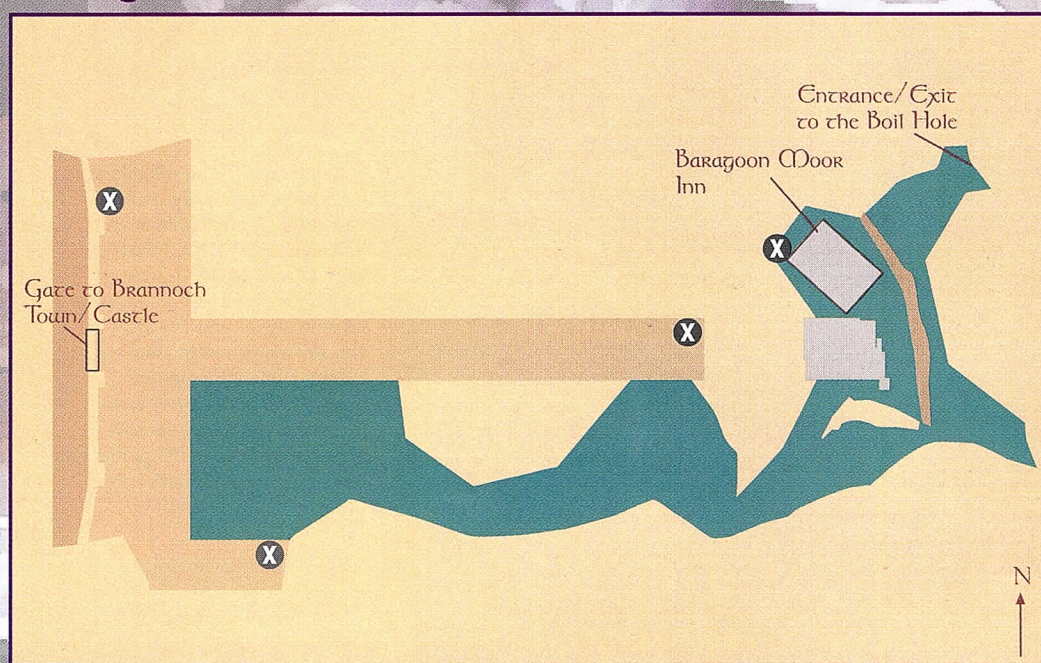




# The Eletale Book

With the Fire Ruby in hand, Brian ventures out of the Boil Hole and into war-torn Baragoon Moor. This region is home to the infamous despot King Beigis. (You know, the one who destroyed the peaceful town of Greenoch?) You can only hope that Lord Bartholomy hasn't fallen victim to the king's sinister plan to overthrow Celtland!

## Baragoon Moor



Baragoon Moor is a heavily armed land eternally shrouded in darkness. When you exit from the Boil Hole, you face a large building opposite a large crevice. This building is home to the Baragoon Moor Inn, which is a good place to both rest/save and pick up a few items.







Before you can get there, however, you have to make your way around the crevice. The path to the inn is to the immediate right of where the road runs across the end of the fissure. To cross the path and head straight for Brannoch Town, you need to hug the rock face where the road is still whole—but that can wait. Stop at the inn first.



Checking around the inn itself is a worthwhile task. A Spirit Element is hidden exactly where you would expect it, directly behind the inn. Grab it and head inside!

If you haven't started thinking about it already, now is the time to start preparing yourself for the final Bosses that lie ahead. There are seven hidden Spirit Elements between you and the end of the game, so make them all count. Look through the Spell List to see what spells you have left to learn and how many Spirits it's going to take—don't just randomly apply each Element.



Inside the inn is a typical innkeeper and an atypical cache of treasures. On the second floor, there is not only a Spirit Element in the hallway but six treasure chests between the two rooms!

Once you've saved the game and replenished your supplies, head back to the road and go due west toward the steel blue gates of Brannoch Town. Be prepared to battle your way there and keep an eye on your health. As always, there is a mix of old foes and new, with the new being deadlier than the ones prior.







Once on the sidewalk surrounding the town's ramparts, check out those misty trails visible from the road. There are three Spirits floating openly on the outer perimeters of Brannoch and you don't want to miss a single one! The first is found near the waterfront while the second hovers near the wall and rock face.

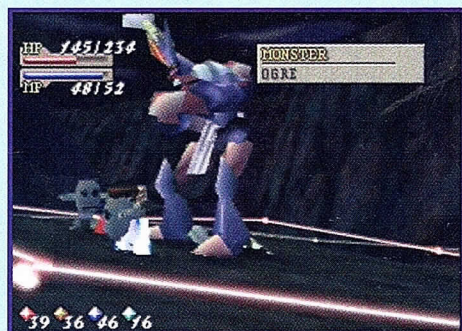
Once you've picked up the second spirit, head down the runway through the tunnel toward the Baragoon Moor Inn to pick up the third. This one you should have seen while Spirit hunting behind the inn! Take care since bands of White and Red Rose Knights patrol this part of the walkway!

Once you've picked this one up, it's time to head into Brannoch Town proper.





## Monsters of Baragoon Moor



**Ogre**—These giants are often seen in the company of the tiny Rockys. As you would imagine, they can pack quite a wallop with their *Fireballs* and *Fire Bombs*. Keep out of their blast radius and use long-range attacks or immobilizing ones. And keep an eye on those Rockys!

**Red Rose Knight**—The Red Rose Knights are an elite band of fighters named for the Roses that are emblazoned on their shields. Although weaker than their cousins, the White Rose Knights, their *Large Cutter* attacks are deadly and their ability to raise their Agility makes them tough to hit. If you can get close to them, a couple of *Water Pillar* attacks take them out in no time!



**White Rose Knight**—Distinctive for the white rose on their shields, these Knights of King Beigis's army are surprisingly easy to defeat. *Spirit Armor* and *Homing Arrow 1* are their spells of choice and have little destructive value in comparison to the other enemy units at this level.



**Gloom Wing**—You find these large, brilliant butterflies in the pass between Brannoch Town and Castle, usually accompanied by a school of Winged Sunfish. Gloom Wings can hit you with a powerful *Fire Pillar* if you get too close, so try to attack them from afar.

**Winged Sunfish**—Schools of these water-spewing fish can be found in the company of Gloom Wings, where they fling *Walking Water* spells at hapless travelers. The combination of these

Wind-based fish with the Fire-based Gloom Wings limits your attack choices somewhat. Try a blast of *Ice Wall* to take both groups out!

### Checklist for Baragoon Moor

Items:

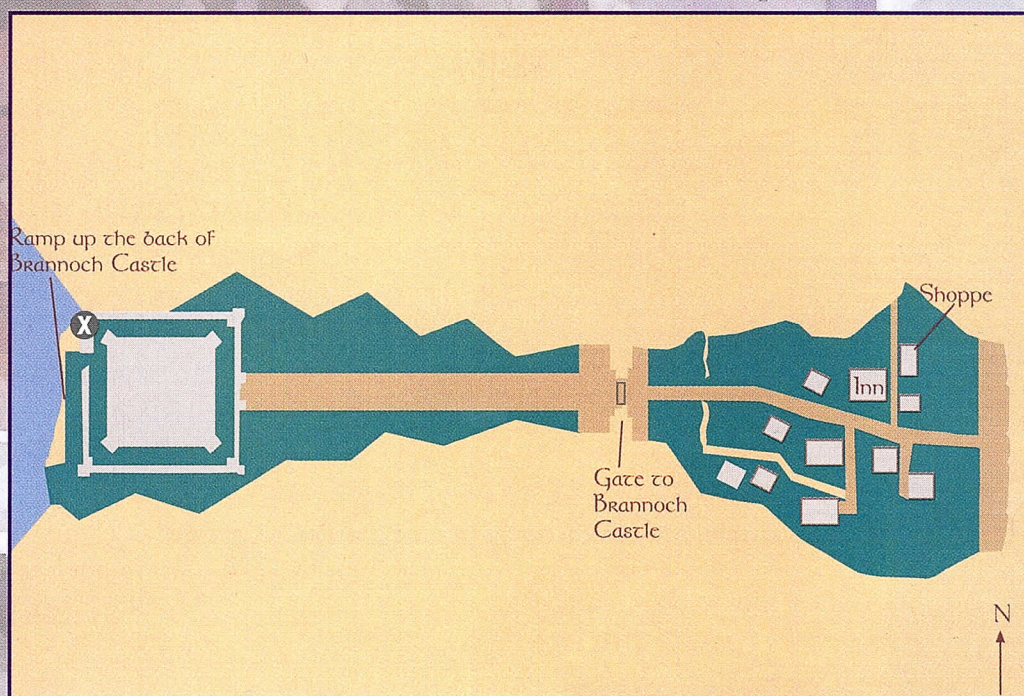
CELINE'S BELL  
 DRAGON'S POTION  
 GIANT'S SHOES  
 REPLICA  
 SILVER AMULET  
 SPIRIT LIGHT

Spirit Elements:

5



## Brannoch Town



There's not much to see in Brannoch Town, except the signs of a city gearing up for war. There are gun turrets everywhere, enclaves of busy soldiers, and the locked homes of imprisoned citizens.







Since Beigis began his campaign to overthrow Celtland—a change in personality that occurred almost overnight—the people of Brannoch Town have lived in fear of his wrath. As you wander through the town talking to those who remain, you hear how people who have dared to oppose Beigis have been treated. One soldier even tells you of a captured magician who fits the description of Brian's father. If only you aren't too late to help him!



Before you leave town in pursuit of your father, stop by the store for a pair of **BLACK WINGS**, in case you have a need to return to town. Also, a soldier named Harris shares his abundance of **HEROES DRINK**, if you've used all of yours up.



Then it's time to head off for Beigis and Brannoch Castle!

### Checklist for Brannoch Town

Items:

**BLACK WINGS**

Spirit Elements:

None



## Brannoch Castle



Brannoch Castle lies at the end of a well-guarded road. Expect to run into at least one band of Gloom Wings and Winged Sunfish on your way.

Once you get there, the main gates are locked, just as you were warned in town. Instead, you have to find an alternative way inside. Wander around the building to the left to find a ramp leading up to the roof.



You run into the “back door” almost immediately as you walk around the parapet. But good adventurers know to finish exploring the area first before entering the building! Around the other side, on the other side of the stairway, is another precious Spirit Element.

Before entering this door, make sure that all of your business in the “outer” world of Celtland has been completed to your approval. Once you enter this building, there is no turning back.







Inside is a staircase going down into the bowels of the castle. Actually, it only leads to the balcony around the ground-floor hall. A doorway on the other side leads to the true path.

Brannoch Castle is mainly comprised of hallways, staircases, a few rooms, and many White and Red Rose Knights. It is easy to get turned around, so keep in mind that you want to continue climbing to the very top of the castle itself. If you find yourself going down a staircase rather than up, there's a very good chance that you're going the wrong way!



The first door that you run into is marked with a treasure chest. Use both this and the compass to mark your direction before entering. Within this room is one of two Spirit Elements for this dungeon.

The next door you encounter leads to one of the many gunports in Brannoch Castle. This one is barren of all things excepts cannons. This includes enemy units, so take the time to heal yourself and regenerate MPs before continuing out this door.







Continue up the stairs and through the corridors until you reach this gold-plated door. On the other side lies the first Boss for this dungeon: Beigis's henchman, Guilty. Check your health before entering, since you won't have that opportunity once inside.

## Guilty



As you would expect, Guilty has both devastating long- and close-range attacks! From afar he crunches you between blades of steel. But if you get too close, he envelopes you in a pillar of flame. This Boss is not influenced by any of the Elements, and is pretty immune to most of the spells that you can cast. If you are able to get close enough for a physical attack, you should give it a try. Make sure that you have plenty of Magic and Healing potions with you. The ability to cast the Earth spell, *Magic Barrier*, is helpful, too!

Once you've beaten him, you are allowed to continue on your journey. Beigis awaits, and hopefully your father, too.







Leaving Guilty's chambers brings you back to the usual routine of hallway, staircase, and room. The next room you encounter is another catwalk through a gunport. Treasure chests are in both the southwest and northeast ports, containing a much-needed HEALING POTION and HEROES DRINK. The exit is to the southeast, directly opposite the entrance.

Need a break? Your chance to rest lies behind this door. Remember when you leave to head west!



In this room is your old friend Leonardo, the magician from the Norwood Inn. He's been trying to save Lord Bartholomy, but has been unsuccessful. His gift to you is a chance to heal and save your game. Don't pass it up.

Also in this room are five treasure chests and the last "free" Spirit Element!





Continue your trek through the Castle till you reach another door. Be careful! Once you enter, the door closes behind you and escape is impossible.

This is OK because there's not much here that is threatening. You can heal yourself, pick up a **GOLDEN AMULET** and **SPIRIT LIGHT** from the treasure chests, and chat with both Shannon and Lord Bartholomy.



At the end of the room, that enigmatic traveler Shannon stands over



the prone body of your father; Lord Bartholomy. Smell a trap? Indeed, it turns out that the "helpful" Shannon has merely been leading you along. But it's still unclear to whom she owes her allegiance. Is it King Beigis or a higher power?

Regardless, your father's welfare, as well as that of Celtland's, rests in your hands. You have no other choice but to follow Shannon's commands and proceed onward.



You exit through this door and enter yet another hallway. This one leads to a double set of golden doors: Beigis' chambers!





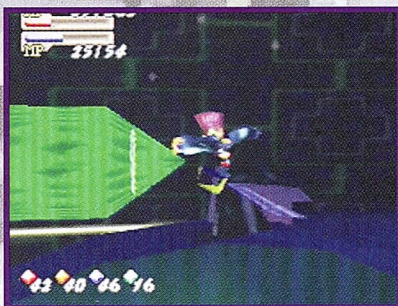
## Beigis



Down the hallway is the shadowy figure of King Beigis. As you draw closer, you discover that, much like when you fought Shilf in Baragoon Tunnel, the geography of the battlefield presents you with many challenges.



As you enter the throne room, Beigis introduces himself and the battle begins.



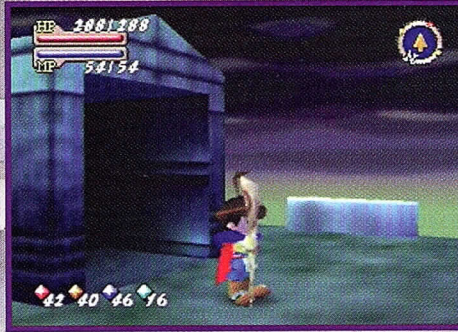
Beigis's long-range attack is a brilliant green laser beam that does about 70 HPs of damage. His elaborate Wind Cutter-style attack (mid-to short range) does a lesser amount of damage at 55 to 60 HPs a blow. Beigis owes allegiance to the Fire Spirit and seems to be most affected by Water-based attacks. *Walking Water* can travel long distances and does around 100 HPs of damage easily. *Water Pillar* is also effective at 150 HPs per dousing.

If all else fails, and you have a good supply of restoratives or the *Magic Barrier* spell, you can attack him head-on with your staff.

Whichever strategy you choose, be prepared for a long and nasty fight!







Once you've beaten Beigis, continue on your way. You're not through with the hallways and staircases of Brannoch Castle yet. Fortunately, it is a short trip to climb the final staircase to the rooftop.



Shannon, once again, beats you there! (How does she do it?) This time, she directs you to a teleporter on another part of the roof and toward a meeting with the evil Mammon. To help you on your way (or not), she gives you the long-sought ELETALE BOOK, a reward for getting so far.

Just one more staircase between you and the end of this dungeon. What are you waiting for? Get going!



### Checklist for Brannoch Castle

Items:

- DRAGON'S POTION x 2
- HEALING POTION x 2
- SPIRIT LIGHT x 2
- CELINE'S BELL
- GOLDEN AMULET
- HEROES DRINK
- SILVER AMULET

Spirit Elements:

3

The teleporter at the end of the road. Where this takes you, no one knows. The only thing you can be sure of is that you won't be in Celtland anymore. Good Luck.





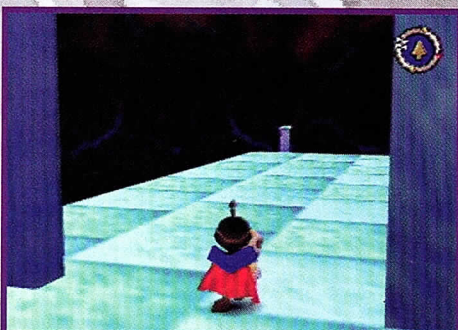
# The End

Once you step through the teleporter, there's no going back! Now, you must journey through the worlds of this surreal Monastery to save both your father and the world itself. The fate of Celtland rests solely in your hands .... Are you ready to face Mammon?

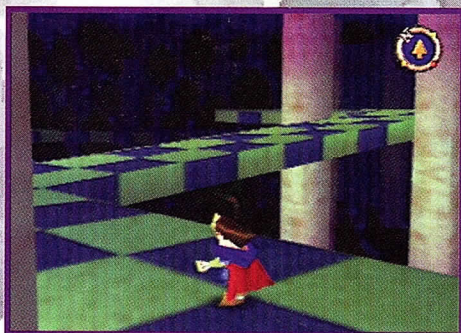
## The Floating Monastery

Within the walls of this serene-looking Monastery is the multitude of dimensions that comprise the World of Mammon. The majority of them simply require that you make your way from one door across the world to the next. Of course, you'll be fighting for your life and your sanity every step of the way as you try to figure out this maze of dimensions. It is easy to get lost, so pay attention to where you're going.

**T**he Floating Monastery is completely devoid of both treasures and Spirit Elements! If you're in need of a few more Spirits to get that one last spell, you're going to have to fight for them. But beware! The inhabitants of Mammon's world are fierce competitors.



The first world is a calm ice-blue area of stone walkways and tall arches. The exit door is in the far corner of the east room.



World Two is nothing but a winding checked road that goes from Point A to Point B (the exit) along the longest route possible! There are no monsters here, so take the time to regain both HPs and MPs before you leave.





Don't be concerned to find yourself in this gloomy room. Merely turn around and exit from the door you just entered through.

Although the path up the ramp to the exit door of this third world is short, you have to battle through a variety of nasties to get there!



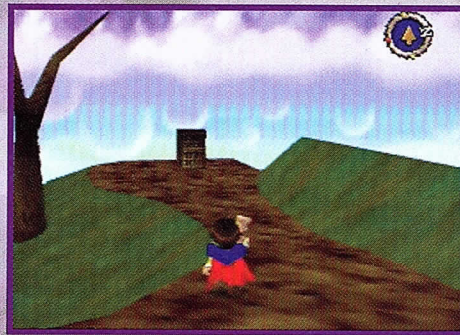
World Four compels you to walk through a forested path in the black of night. On the other side is a door that leads to another haunted-looking dwelling. You can run upstairs in this one, just don't expect to find anything up there. Once again, the battle-scarred will want to use this as a rest and recuperation point.



You're getting much closer now to finding the end of this labyrinth! The exit to this oddly familiar world can be found to the east.







The dusty road in World Six takes you through another forested lane filled with dangerous creatures. By now, you should be pretty used to them and able to defeat them with ease.

Exiting World Six puts you in the hold of a boat (remember this one?). Go down the stairs and use the door at the bottom to take you back to the checkered road of World Two. But before you get frantic at the thought of repeating this journey all over again, walk to the end and enter Epona's Cottage.



This is your final save and heal spot for the game. Make good use of it!



You exit Epona's Cottage and enter a world that looks strikingly like Melrode City. Take the path to the Monastery gates and walk through.

Haven't we been here before? Before you walk right back through the door you just entered (a big mistake), have some faith and follow the road to its end. You'll get to fight some Pale Riders if you're lucky!



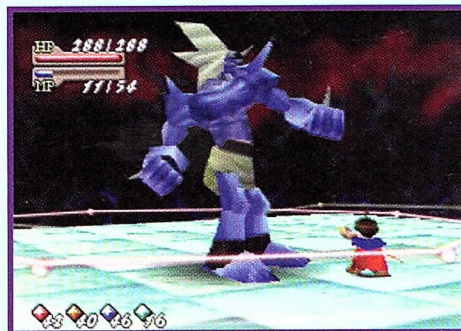


## The Monsters of the Floating Monastery



**Judgments**—The Judgment monsters are elegant marble statues with awesome magical abilities. They are one of a few types of monsters that can cast three different spells and do so to devastating effect. They are quite susceptible to a simple *Extinction* spell.

**Spriggan**—The Spriggan seem to prefer physical attacks over magical ones. This may be due to the fact that they are limited to the *Silence* spell. For that reason alone, they are the least damaging of the four monsters roaming these worlds.

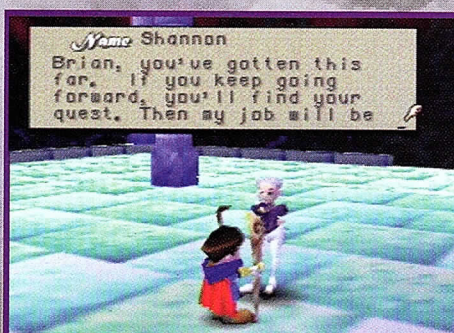


**Pin Heads**—Pin Heads attack you in one of two ways: With a deadly *Fireball 3* spell or a thwack on the head. Of the two, the physical attack is the least painful and does a quarter of the damage as the *Fireball 3*. Move in close quickly, unless you are protected by the awesome *Magic Barrier* spell.

**Pale Rider**—This is the final monster of this region—and one you want to avoid. Like most of the monsters using the *Large Cutter* spell, they do so with amazing results, namely the loss of 70+ of your own HPs. Needless to say, this is another monster where the use of *Magic Barrier* comes in handy!







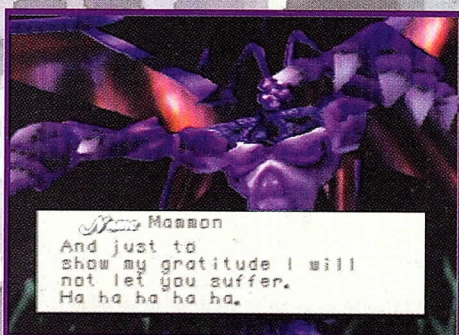
Welcome to the final room—or is it? In the middle of this vast room is the master manipulator, Shannon, awaiting your arrival. I wonder what she has in store for you next?

With the DARK GAOL KEY in hand, you're transported to Mammon's cell. The only monster in here to fight is the man himself, so take the walk to where he waits as a time to fully heal yourself and regain those missing MPs.

Mammon has over 2,000 HPs and three devastating attacks of his own, so be prepared for a long and agonizing battle.



## Mammon



The final Boss to defeat is Mammon himself. If you win this battle, Mammon is destroyed forever. But if you lose, Mammon will be freed from confinement to wreak havoc on Celtland.

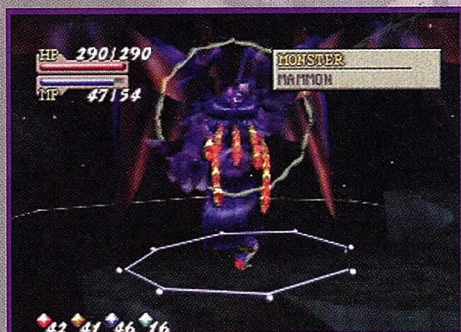
Mammon has a total of three different attacks. Two of them are pretty easily dodged while the other, less-damaging one is unavoidable. When he casts this green globe of energy, you can only stand there and take the 45+ points of HP damage it inflicts.





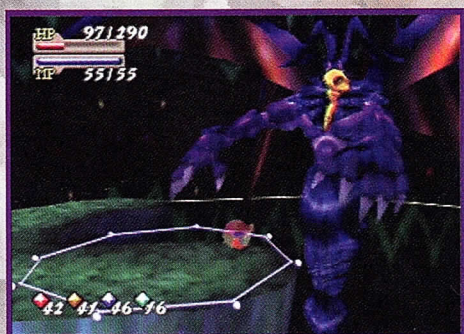
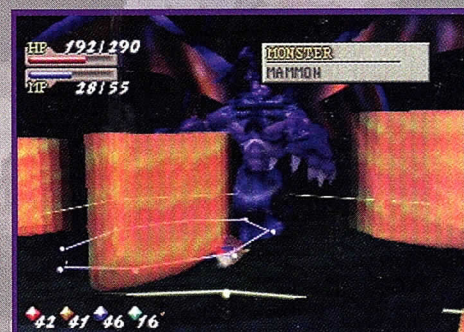
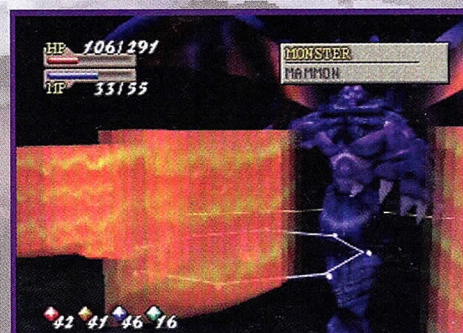
Mammon's ultra high-powered *Homing Arrow*-style attack causes eight to nine HPs of damage per blow. Since this

can get pretty costly after a while, try to dodge the attack by running to the right or left of the burst and then in circles. The techniques you've mastered with other homing attacks work great against this spell!



These walls of flame cause the most damage of Mammon's magical attacks (60+ HPs). Luckily, you can easily run between them if you're quick enough! Just run to the right or left once the spell has been cast until you're clear. Be careful not to run so far that you get trapped by one of the other walls!

How you choose to battle Mammon largely depends upon which Elemental Magic(s) you chose to develop as you played through the game. For example, if you chose to ignore Earth magic and mastered Water magic instead, you can replenish your MPs for free with *Magic Drain*, but you'll miss out on the protective power of *Magic Barrier*.



If magic's not your thing or you don't think you are inflicting enough damage with your spells alone, try attacking Mammon with your staff. If you walk to the very end of the rocky path, you will be close enough to this beast for a close-range attack! Remember, though, that such proximity leaves you little room to dodge whatever he throws back at you.

If you've built up your Earth magic enough, you can easily avoid most of Mammon's attacks with the highly protective *Magic Barrier*. This spell wraps Brian in a protective ball for the span of three attacks. If you've used up your extra HEALING POTIONS trying to make it this far, this spell can be a lifesaver.



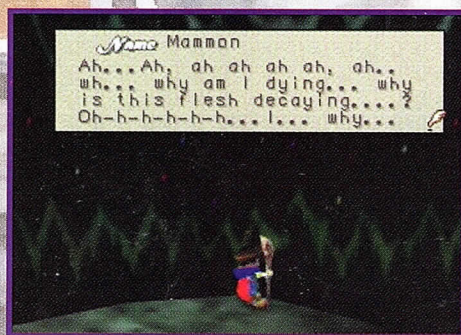




Arguably, one of the best spells to use against Mammon is another Earth-related spell, *Avalanche*. This spell throws rock after rock at the target, and on Mammon it can cause an average of 70 HPs per blow. Since Mammon is so large, the

chances of hitting him with more than one rock is pretty great. Several successful castings will take a large chunk out of Mammon's health and make your job even easier!

Regardless, use whatever attacks you are most comfortable with. There are many ways to beat Mammon beyond what we've mentioned here.



Once you are successful in your battle, you will have destroyed Mammon and freed Celtland (and the puppet Shannon) forever. Not too bad for an "Apprentice" Spirit Tamer!



# Location of Spirit Elements

## Holy Plain

LOCATION	NUMBER OF SPIRITS
Melrode Monastery	1
Melrode City	1
Holy Plain	2
Fortune Teller's House	1
Dondoran City	1
Dondoran Castle	2
Connor Fortress	4
Connor Fortress Cabin	1
Total	13

## Dondoran Flats

LOCATION	NUMBER OF SPIRITS
Dondoran Flats	3
Glencoe Forest	6
Ferry Boat	1
Total	10

## West Carmagh

LOCATION	NUMBER OF SPIRITS
West Carmagh	3
Larapool	3
Cull Hazard	2
Normoon	3
Windward Forest	3
Windward Cabin	1
Blue Cave	6
Crystal Valley	1
Pirate Ship	1
Isle of Skye	4
Colleen's Cabin	1
Total	28





## East Limelin

LOCATION	NUMBER OF SPIRITS
East Limelin	4
Limelin	3
Tower Jail	2
Limelin Castle	4
Mining Cabin	2
Baragoon Tunnel	5
Total	20

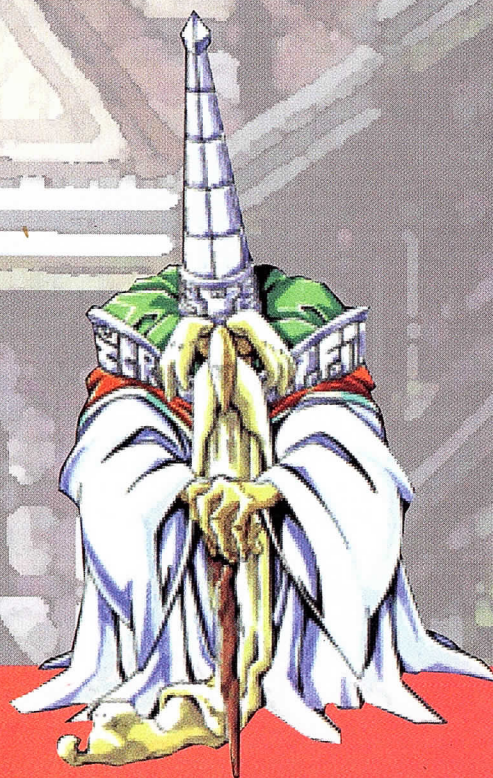
## Dindom Dries

LOCATION	NUMBER OF SPIRITS
Dindom Dries	6
Tent	1
Shamwood Pyramid	10
Boil Hole	2
Total	19

## Baragoon Moor

LOCATION	NUMBER OF SPIRITS
Baragoon Moor	4
Baragoon Moor Inn	1
Brannoch Castle	3
Total	8

**There are 98 "Hidden" Spirits in all!**





# Magic Spells

## Fire-based Spells

SPELL NAME	ELEMENTS REQUIRED	MPs CONSUMED	USAGE
FIRE BALL LV 1	1	1	during battle
FIRE BALL LV 2	4	2	during battle
POWER STAFF LV 1	7	2	during battle
HOMING ARROW LV 1	10	2	during battle
HOT STEAM LV 1	13	2	during battle
FIRE BALL LV 3	16	3	during battle
COMPRESSION	19	3	during battle
POWER STAFF LV 2	22	3	during battle
FIRE PILLAR	24	3	during battle
HOMING ARROW LV 2	28	3	during battle
FIRE BOMB	30	3	during battle
VAMPIRE'S TOUCH	32	3	during battle
MAGMA BALL	36	3	during battle
EXTINCTION	40	3	during battle
HOT STEAM LV 2	44	3	during battle

## Earth-based Spells

SPELL NAME	ELEMENTS REQUIRED	MPs CONSUMED	USAGE
ROCK LV 1	1	1	during battle
ROCK LV 2	4	2	during battle
SPIRIT ARMOR LV 1	7	2	during battle
ROLLING ROCK LV 1	10	2	during battle
WEAKNESS LV 1	13	2	during battle
ROCK LV 3	16	3	during battle
MAGNET ROCK	19	3	during battle
SPIRIT ARMOR LV 2	21	3	during battle
AVALANCHE	24	3	during battle
CONFUSION	27	3	during battle
WEAKNESS LV 2	31	3	during battle
ROCK SHOWER	34	3	during battle
MAGIC BARRIER	36	3	during battle
ROLLING ROCK LV 2	39	3	during battle
WEAKEN ALL	43	3	during battle



## Water-based Spells

SPELL NAME	ELEMENTS REQUIRED	MPs CONSUMED	USAGE
WATER PILLAR LV 1	1	1	during battle
WATER PILLAR LV 2	4	2	during battle
HEALING LV 1	7	2	anytime
SOUL SEARCHER LV 1	10	2	during battle
WATER PILLAR LV 3	13	2	during battle
ICE WALL	15	3	during battle
ICE KNIFE	17	3	during battle
EXIT	19	3	countryside; towns
ESCAPE	23	3	during battle
RETURN	24	3	countryside; towns
HEALING LV 2	25	3	anytime
SOUL SEARCHER LV 2	33	3	during battle
WALKING WATER	35	3	during battle
DRAIN MAGIC	40	3	during battle
INVALIDITY	46	3	during battle

## Wind-based Spells

SPELL NAME	ELEMENTS REQUIRED	MPs CONSUMED	USAGE
WIND CUTTER LV 1	1	1	during battle
WIND CUTTER LV 2	4	2	during battle
RESTRICTION LV 1	6	2	during battle
EVADE LV 1	8	2	during battle
SILENCE LV 1	10	2	during battle
WIND CUTTER LV 3	12	3	during battle
LARGE CUTTER	13	3	during battle
RESTRICTION LV 2	16	3	during battle
WIND BOMB	20	3	during battle
EVADE LV 2	24	3	during battle
CYCLONE	28	3	during battle
SLOW ENEMY	32	3	during battle
WIND WALK	37	3	during battle
SILENCE LV 2	42	3	during battle
ULTIMATE WIND	47	3	during battle



# Items

## HP Recovery

FRESH BREAD—Recovers up to 50 HPs.

HONEY BREAD—Recovers up to 100 HPs.

HEALING POTION—Recovers up to 150 HPs.

SPIRIT LIGHT—Full HP Recovery.

## MP Recovery

DEW DROPS—Recovers up to 10 MPs.

MINT LEAVES—Recovers up to 20 MPs.

HEROES DRINK—Recovers up to 40 MPs.

DRAGON'S POTION—Full MP Recovery.

## Amulets and Magic Items

SILVER AMULET—A wondrous piece of jewelry that increases your defensive strength by 1.5 times during battle.

GOLDEN AMULET—Stronger than the SILVER AMULET, this item doubles your defensive strength during battle.

GIANT'S SHOES—These shoes give you the stride of a giant. They double your movement radius in battle.

CELINE'S BELL—This beautiful-sounding bell freezes the enemy in his or her tracks.

REPLICA—Escape from battle using this lifelike doll.

SILENT FLUTE—Silences the enemies, preventing them from casting spells.

## Wings

WHITEWINGS—Use to return to Melrode.

YELLOW WINGS—Use to return to Dondoran.

BLUE WINGS—Use to return to Larapool.

GREEN WINGS—Use to return to Norwood.

RED WINGS—Use to return to Limelin.

BLACK WINGS—Use to return to Brannoch Town.

## Orbs

EARTH ORB—Contains the Spirit of the Earth. Stolen from Dondoran Castle by Solvaring.

WIND JADE—Contains the Spirit of the Wind. Found in the Windward Forest by Zelse.

WATER JEWEL—Contains the Spirit of the Water. Taken from Colleen by Nepty.

FIRE RUBY—Contains the Spirit of Fire. Acquired by the murderer Fargo.

ELETALE BOOK—Book that binds all magic together. A source of great power, both good and evil. Given to you by Shannon.













DARK GAOL KEY—The key that unlocks Mammon's cell. Given to you by Shannon.





# The Monsters of Celtland

## Monsters of the Holy Plain


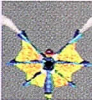








	MONSTER NAME	GEM COLOR	HP	DEFENSE
	WERE HARE	Green	9	1
	HELL HOUND	Red	10	2
	PARASSAULT	Blue	13	2
	BUMBERSHOOT	Red	9	2
	BIG MOUTH	Blue	28	2
	MAN EATER	Brown	24	4
	BAT	Green	24	3
	KOBOLD	Green	40	6
	MARIONASTY	Brown	28	6
	FROG KNIGHT	Blue	38	8
	MAN TRAP	Brown	65	4
	SOLVARING	Brown	200	15



ATTACK	AGILITY	ATTACK SPELLS	ITEM*
3	5	WIND CUTTER LV 1	FRESH BREAD
3	8	FIRE BALL LV 1	DEW DROPS
2	6	ICE KNIFE; HEALING LV 1	DEW DROPS
3	6	FIRE BALL LV 1; HOT STEAM LV 1	FRESH BREAD
2	4	WATER PILLAR LV 2	FRESH BREAD
5	6	ROCK LV 1	—
5	11	WIND CUTTER LV 1; WATER PILLAR LV 1	CELINE'S BELL
7	16	FIRE BALL LV 1; CYCLONE	FRESH BREAD
6	10	WIND CUTTER LV 2; PHYSICAL ATTACK	FRESH BREAD
5	10	WIND CUTTER LV 2; CYCLONE	SILVER AMULET
11	8	HEALING LV 2; PHYSICAL ATTACK	—
6	17	FIRE CANNON; QUARTZ BLAST	EARTH ORB



## Monsters of Dondoran Flats

	MONSTER NAME	GEM COLOR	HP	DEFENSE
	MAD DOLL	Brown	70	11
	DEATH HUGGER	Green	50	9
	GOBLIN	Red	83	12
	APOPHIS	Green	128	12
	COCKATRICE	Brown	140	10
	FROG KING	Blue	108	11
	DARK GOBLIN	Green	80	14
	GHOST STALKER	Brown	75	18
	HOT LIPS	Red	125	6
	TREANT	Blue	160	7

















ATTACK	AGILITY	ATTACK SPELLS	ITEM*
10	17	ROCK LV 2; PHYSICAL ATTACK	DEW DROPS
10	20	PHYSICAL ATTACK; ICE KNIFE	—
20	19	HOMING ARROW LV 1	FRESH BREAD
14	21	WIND CUTTER LV 2	SPIRIT LIGHT
19	16	ROCK SHOWER; AVALANCHE	—
9	18	LARGE CUTTER	SILVER AMULET
12	35	WIND CUTTER LV 2; EVADE LV 1	REPLICA
11	28	ROCK LV 2; PHYSICAL ATTACK	—
14	30	FIRE PILLAR	CELINE'S BELL
14	24	WIND CUTTER LV 2	DEW DROPS













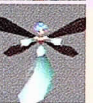
# Monsters of West Carmagh

	MONSTER NAME	GEM COLOR	HP	DEF
	ORK JR.	Brown	63	14
	GREMLIN	Green	83	15
	GHOST HOUND	Green	99	16
	MERROW	Blue	77	14
	SKELETON	Red	80	20
	WOLF GOAT	Brown	95	17
	SKELEBAT	Green	79	9
	BLOOD JELL	Brown	97	11
	WYVERN	Green	310	15
	SCARE CROW	Green	120	10
	ARACHNOID	Red	148	17
	TERMANT	Blue	165	12
	TEMPTRESS	Blue	132	16
	THUNDER JELL	Brown	198	15



ATTACK	AGILITY	ATTACK SPELLS	ITEM*
12	16	ROCK LV 2; SPIRIT ARMOR LV 1	FRESH BREAD
13	46	ICE WALL; WIND CUTTER LV 2	SILENT FLUTE
12	43	FIRE BALL LV 2	—
12	36	ICE KNIFE; WEAKNESS LV 1	REPLICA
12	40	LARGE CUTTER; WIND CUTTER LV 2	FRESH BREAD
14	39	AVALANCHE	HONEY BREAD
15	46	WIND CUTTER LV 2	HONEY BREAD
20	32	HOMING ARROW LV 2	—
20	54	FIRE BALL LV 2; FIRE PILLAR	HEALING POTION
19	38	WIND CUTTER LV 2	HONEY BREAD
22	36	MAGMA BALL	CELINE'S BELL
20	30	WIND CUTTER LV 2	HONEY BREAD
19	28	HOT STEAM LV 2; HOMING ARROW LV 1	FRESH BREAD
26	25	HOMING ARROW LV 2; HEALING LV 1	HONEY BREAD










	MONSTER NAME	GEM COLOR	HP	DEF
	ORK	Brown	198	14
	JACK-O'-LANTERN	Brown	160	30
	LAMIA	Green	220	17
	ZELSE	Green	680	30
	MULTI OPTICS	Blue	175	23
	CRAWLER	Blue	150	20
	MIMIC	Blue	143	26
	SCORPION	Blue	175	19
	GRANGACH	Blue	230	30
	PIXIE	Green	231	26
	NEPTY	Blue	880	65




ATTACK	AGILITY	ATTACK SPELLS	ITEM*
25	33	HOT STEAM LV 2	HONEY BREAD
24	30	HOMING ARROW LV 2;WEAKNESS LV 1	SILVER AMULET
24	34	WIND CUTTER LV 3	SILVER AMULET
22	60	SWORD BLAST; LIGHTNING WALL; HOMING SPIKES	WIND JADE
28	56	HOMING ARROW LV 1; HEALING LV 2	DEW DROPS
18	53	WATER PILLAR LV 2; ICE KNIFE	—
26	45	WALKING WATER; ICE KNIFE	—
28	62	WALKING WATER; HOMING ARROW LV 2	DEW DROPS
30	75	WALKING WATER	DEW DROPS
28	70	WALKING WATER	MINT LEAVES
24	80	WATER GLOBE; HOMING BUBBLES	WATER JEWEL



## Monsters of East Limelin

	MONSTER NAME	GEM COLOR	HP	DEF
	CRYSHELL	Blue	275	32
	FISH MAN	Blue	275	27
	CATERPILLAR	Red	230	28
	SPRITE	Green	242	38
	WILL-O'-WISP	Red	160	33
	GHOST	Red	260	42
	SHILF	Green	1000	77

## Monsters of Dindom Dries

	MONSTER NAME	GEM COLOR	HP	DEF
	NIGHTMARE	Red	245	56
	BLUE MAN	Blue	264	32
	SAND MAN	Brown	340	70
	WERE CAT	Red	230	50



ATTACK	AGILITY	ATTACK SPELLS	ITEM*
29	68	ICE WALL	—
35	27	WALKING WATER	HONEY BREAD
27	65	FIRE PILLAR; HOMING ARROW LV 2	DEW DROPS
30	78	HOT STEAM LV 2	SPIRIT LIGHT
33	80	FIRE BALL LV 3	—
37	84	HOMING ARROW LV 2;WEAKNESS LV 2	HEROES DRINK
27	90	HOMING ARROW; BOLT BLAST	—

ATTACK	AGILITY	ATTACK SPELLS	ITEM*
32	92	FIRE BALL LV 3; SILENCE LV 1	DEW DROPS
31	80	FIRE BALL LV 2; FIRE BALL LV 3	MINT LEAVES
40	80	MAGNET ROCK	HONEY BREAD
32	95	FIRE BOMB; FIRE BALL LV 3	DRAGON 'S POTION



**MONSTER NAME****GEM COLOR****HP****DEF**

MAGMA FISH

Red

242

80



ROCKY

Brown

350

80



FLAMED MANE

Red

360

60



RED WYVERN

Red

550

85



FARGO

Red

1500

88

## Monsters of Baragoon Moor

**MONSTER NAME****GEM COLOR****HP****DEF**

OGRE

Blue

440

72



RED ROSE KNIGHT

Red

260

70



GLOOM WING

Red

320

68



WINGED SUNFISH

Green

320

70



WHITE ROSE KNIGHT

Red

299

76



GUILTY

ALL

1800

88



BEIGIS

Red

1900

100






ATTACK	AGILITY	ATTACK SPELLS	ITEM*
34	90	MAGMA BALL; SPIRIT ARMOR LV 2	MINT LEAVES
35	90	ROCK LV 3; ROCK SHOWER	HONEY BREAD
36	80	HOT STEAM LV 2; FIRE BOMB	—
40	120	HOMING ARROW LV 2; FIRE BALL LV 3	HEALING POTION
32	120	FIRE GLOBE; MAGMA BOMB	FIRE RUBY

ATTACK	AGILITY	ATTACK SPELLS	ITEM*
37	85	FIRE BALL LV 3; FIRE BOMB	GIANT'S BOOTS
38	95	LARGE CUTTER; EVADE LV 2	MINT LEAVES
34	100	FIRE PILLAR; WEAKNESS LV 2	DEW DROPS
34	95	WALKING WATER	HONEY BREAD
54	90	HOMING ARROW LV 1; SPIRIT ARMOR LV 2	HONEY BREAD
34	120	SPIKE CRUSH; STEAM CLOUD	—
36	140	BUBBLING DEATH; GREEN LASER	—





# Monsters of the Floating Monastery

	MONSTER NAME	GEM COLOR	HP	DEF
	SPRIGGAN	Blue	462	62
	PIN HEAD	Red	580	70
	PALE RIDER	Green	480	63
	JUDGMENT	Brown	322	78
	MAMMON	ALL	2300	100





ATTACK	AGILITY	ATTACK SPELLS	ITEM*
46	110	SILENCE LV 1; PHYSICAL ATTACK	HEROES DRINK
46	130	FIRE BALL LV 3; PHYSICAL ATTACK	CELINE'S BELL
45	120	CYCLONE; LARGE CUTTER	HEALING POTION
44	100	ROCK SHOWER; ROCK LV 3; FIRE PILLAR	GOLDEN AMULET
41	150	ENERGY GLOBE; HOMING FLAME; LAVA WALL	—

\*When you win a battle, the computer selects an enemy at random whose item you may acquire as the spoils of battle. If you currently have the item in stock, then you receive nothing. If you do not have that item, then you are given it as a reward. When you defeat the four Elemental Bosses, you receive the appropriate Gem without exception.



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