

Dragon quest 5 boss guide

 I'm not robot  reCAPTCHA

Continue

Dragon quest V: Hand of Heavenly Bride Platform: Nintendo DS wishingkikal@gmail.com () Introduction B) Games Basics C) Step-by-Step Guide 1. Journey across the sea 2. Deep down Wilbrook (Whealbrook, Whealbrook Adit) 3. Haunted Tower Economy (Roundback, Uptaten Towers) 4. Thief from the Kingdom of Fairy (Wilbrook) Fairy Lee, Fairy Lea Underground, Winter Palace) 5. The Fall and Fate of Prince Harry (Coburg Castle, Ruins) PART 2 6. Return of Hero 7. Sword from the aforementioned Heaventy Over the Abbey, Fortune, Wilbrook, Roundback 8. The true queen behind the Mirror (Coburg Castle, Abovillala Tower) 9. Beast of Hay Village (Lodestar Harbor, Hay, Monster's Lair) 10. Spells of Professor Toilen Trabble (Sumingail, Soutebbutt) 11. Circle of Love, Fire and Water (Monstroferatto, Vulcan Cave, Stockenbarrel, Waterfall Cave) 12. The Hand of the Heavenly Bride (Monstroferatto) 13. Lost Nick Knak (Ventuno, Dominique Dominique Dominique, Nick-Krakor) 14. Orders in the desert (Helmunaptra) 15. Road to the Kingdom of Goth Welcome Inne Knot, Mountain Road, Battenberg 16. The new King of Goth The Castle of Goth, the Rite of Passage 17. Kidnapping at Goth Castle, Treasure Tower PART 3 18. The adventure continues 19. The way to the forgotten kingdoms Sea Passage, High Peak, Tower of zenith, Old Mine 20. Shadows of past and present Submarine zenithhia, Neverglade, Fairy Palace 21. The Castle of zenithia and Dragon's Castle have been revived Castle of zenith, Dragon Temple 22. Key to all doors (Monstroferatto) 23. The gate to the other side of Sanctuary, Nadriya 24. The end of the Eternal Slumber Precaria, Mount Tsuzgang Dragon quest V is likely new to most RPG fans, since it was never released here before this remake. The game is very exciting, as it covers 20 years of the life of the main character. You start out as he is like a child who later grows into a young man, for adults, with a wife and children. The main attraction of the title is that you choose your bride between three girls of your childhood, one of which is exclusive to the DS remake. It's also a game that even before Pokemon, let you recruit monsters in your team so they will fight along with you. THE DMV is a definite must play, and as part of this in-depth and detailed guide you will find everything you need to get through the journey. Useful tips to know to keep your progress, talk to a priest in the church (Confession), Click L and R to rotate the camera in the city. Click Y in the city to bring a map of the city. Keep your money in the bank, or you will lose half if you die. Click B at any time to talk to members of your party. To change your party members, if you have more than four, open the menu and select the lineup. You can change party members during the fight too. To check how many Ex it takes to reach the next level, ask a priest in the church Attributes in time You will find different seeds hidden in jars and furniture around cities, each will increase different statistics and can only be used once. Experience (Ex) party members to gain experience as they defeat the monsters. Once a certain experience is earned, the level of a party member will go up. The level of different attributes will increase as the level of a party member increases. HP Indication of character health. Deputy Power needed for a spell. The power of the measure of physical brute force. Damage to enemies will increase as the attribute increases. Agility Measure of Physical Speed. This affects the order in which party members attack in battle. Sustainability Measure of Physical Hardness. Damage caused by attacks will decrease as the attribute increases. Wisdom Is the Measure of Natural Intelligence. Luck Measure is a party member's penchant for luck. Attack Sum the strength of a party member and equipped with weapons. Protection Amount of resilience of the party member and the equipped armor. Tactics Assign different tactics to your monsters and other party members from the menu, so you don't have to constantly give them orders. Show no mercy to defeat the enemy as quickly as possible, regardless of MP consumption. Fight wisely to pay equal attention to both attack and defense. Watch My Back Concentrate to defend the hero with healing and supporting magic rather than attack. Don't use Magic Fight without spells. Focus on Healing Keep a close eye on the HP party member, and heal them early. Follow the orders Listen to your instructions. To overeat the monsters to recruit monsters, first you will need to meet Monty in Fortune, and buy a car in the same city. There is no specific way to recruit monsters, it basically depends on your level and what moment in the game you are. Some monsters can only be typed after you reach a certain point or level. Everything else depends on luck. Monsters accidentally join you or not and you can go a long way before any monster joins you. Your monsters will learn spells and abilities, and you can equip them with armor and weapons. When your car is full, drop off the monsters you don't need to spot Monty. At the beginning of the game the best monster for recruiting is Slime Knight, who has useful healing spells and good statistics. It's a good monster to keep with you throughout the game, even if only for healing. Talk to everyone on board to dock Talk to Pankraz twice to land your head on the map and get into battle After a short scene of the birth of the hero that you should have just given the name, you will wake up in the cockpit of the ship. Open two drawers in the room to get medicinal herbs and seeds of resistance. Get out of the cockpit to the deck of the ship and head to the top right corner where some barrels are. The last one contains a ticket T 'n' T. After getting this, head down the stairs right there - two rooms below, you'll find a bunch of treasure chests. Don't get it. Exclied. You can't open them. The contents of the self check barrels left on another T 'N' T ticket and medicinal herbs. When you're here, head back to the deck and go to the opposite side of the red carpet. Enter the elegant room and go to the second floor. Open the dresser here to find another medicinal Herb. While you explore the ship, make sure you speak to everyone. The ship didn't make a shame until you did. Don't forget the captain's room in the middle of the deck as well; talk to everyone here too, and then leave the room and the ship will arrive in town. Follow Dad to the hut, then back to the deck, talk to the captain and dad to call the next scene where the hero will be introduced to Briscocoli's daughters. Talk to the girls in the upstairs room if you like and then talk to your father as soon as you are ready to disembark. As you set foot, your father will meet with a friend and give you a map by telling you to go play around. Check the nearby barrels to find 10 gold coins and then set off on the map of the world. Take a walk to get into a fight in which your father will soon take part. Let him take you to the next village, fighting enemies on the way. 2. Deep Down Whealbrook Cave Play with Bianca in his room and then talk to Pankraz Go inside the cave in the northern village of Saving the Old Man at the bottom of the cave Back to talk to the man in the city and then talk to Pankraz to leave Whealbrook All in the city will warmly welcome your return and you will wind up like an old friend of Sancho's guests. His daughter Bianca will invite you to come play with her upstairs. She will also ask if you remember her; answer yes or no, it doesn't make any difference on the storyline. After she is called down, check the dresser for a leather hat. Head down to the room where your father and Sancho are being discussed and enter the room with bookshelves and a bed. Turn the camera in this room so you can see around. Open the dresser face to the bed for medicinal Herb and break the jar in the corner to cover the pot. Then go to the basement and smash the cans to find the Seed of The Force. Now talk to your father to leave Sancho's house. Go outside and suck down the well in front of the house. Downstairs, examine the spark on the ground to find the stone from Wilbrook. Go back and enter the gun shop. Check out the dresser here for another medicinal Herb. You never have too many. Now talk to the villagers around to find out about the man who went looking for the grass in the cave but never came back. So let's explore this cave. In the northern part of the village, walk along the river to find the entrance to the cave. Save your game in the church, and then go inside. If at some point you need to leave the cave to rest, return to Sancho's house and talk to him to sleep. When you wake up, don't talk to your father before returning to the cave. Cave. You follow him quickly as he leaves, you will see that he goes into the cave too, but from a different route. Whealbrook Adit As you enter the cave, head first way to the left and open your chest for medicinal herbs. Continue the other way and head down the stairs to the northwest corner. Go right first and open the chest at the end of the southeast path for 50 gold coins. Now head to the left of the stairs and up from the pointer to find the chest with a leather hat. Follow this path until you reach another staircase. Head north to find the man crushed under the boulder and help him by repelling the boulder. He'll introduce himself and then come back to town. Explore the boulder you just moved to find Whealbrook Bluestone and then head up the walkway and open your chest there for some Wayfarer's clothes. that's it, so now leave the cave and, before doing anything else, go look at the man you just rescued at the store item north of the church. Talk to him and check the box nearby to get a hand cloak. When you're in this town, go back to Sancho's house to get a little back. When you wake up, your father will come back and take you to the next village. Follow it as it is all you can do. The housekeeper of the haunted tower Talk to the children with a saber at the entrance and then sleep in the hotel During the night, accompany Bianca to the Uptaten Tower in the north Enter the tower on the back and save Bianca from the grave Talk to the ghost lady to reveal the stairs, and then follow the ghost head of the king all the way to the kitchen to get to get the torch back to the throne with the torch and defeat the housekeeper to pretend to be a saber and talk to Pankraz off Roundbeck When you arrive at the hotel in Roundbeck, let the adults speak and start exploring the hotel. Bianca will accompany you. Go upstairs to the third floor of the hotel and check both drawers in the upper room to find the seed of stability and the Chimaera wing. Now go to the hotel courtyard and talk to the troubadour to listen to the history of the Uptaten Towers. Leave the hotel and head to the entrance to the village. Nearby you have to discover some kids bullying the cat. Talk to both of them and they will offer you a cat if you can beat the ghosts at Uptaten Towers. Now go back to the hotel and talk to your father to spend time in the village. Bianca will wake you up for the night and ask you to accompany her to Uptaten Towers. The guard at the entrance to the city will sleep, so leave the city and head north through some bridges on the world map until you get to Uptaten Towers. You have to level up to Bianca a bit in front of the entrance though. Uptaten Tower As you enter this large area, head to the tower where you will find two jars on the right side. Break both to get medicinal Herb and wing chimera. Now head to the back of the tower and climb the stairs to the top. Having, through a small hole there, there, the gates will close, blocking the exit. Inside, head to the stairs on the other side of the room. Skeletons come out of the coffins and overwhelm Bianca. Don't worry, head down and leave through the door leading to the roof. Examine the second tombstone to free Bianca. Now head inside through another door and talk to the ghost lady inside the room to reveal the hidden stairs. Head down and enter the room with the red door. Talk to the ghost to learn more about its history, then explore the dressers all over the room to find a handmade cloak, medicinal herbs, and a silver tea tray. Now head through the blue door in the hall and go down the stairs. Make your way through the dark corridor and head down the next staircase. You will see the ghost of the king here, who will run away. Follow him through the next few rooms until you return to the street. Talk to the ghost here and take to help him. Re-enter the tower and the king will show you the way. Head down the stairs next to it and work your way through the next room until you come into the big room with ghosts of people and skeletons. From here you can get out of the castle or continue through the neighbor's to find a hotel. It's free, so sleep there if you need to. However, you will wake up outside the castle. Enter a small cave north of where you wake up and walk down the aisle to a secret room with three chests containing a silver cup, 30 gold coins and a seed of power. Now re-enter the castle from the front gate, which should be open. You'll be blocked in the big room sooner. Return to the hotel room and head down to the kitchen. Go right and break the jars in the corner to find medicinal herbs and torch. Now go back to the hall where the king is. Go to another staircase in this room to end up in the dark. Look in your item bag and select the torch to use. The area will be lit up and the ghosts that blocked your path will disappear. Walk through the door here, then through the door on the opposite side. You have to see a hole in the floor here. Put this hole down to land next to two treasure chests. Open them to the Chimaera wing and the silver kettle. This will complete the tea set and give you an item toff tea set. Now go back to the throne room and go take on the bad guy. He's going to throw you into the trap that's going to put you off at dinner tonight. Defeat the enemies you will face, and then climb back, again, into the throne room. The DDs will escape to the balcony of the castle. Follow him there to face to face with him. To defeat the haunted housekeeper, first use Bianchi's Dazzle spell to make him miss most of his attacks, and then her Casap spell to lower his defense. Use the usual attacks with the Spell of Hero and Bianca Frizz to attack. If you need to heal, use the spell Heal and medicinal herbs. I would offer Lv7 for this fight, and buy first hand new equipment and the best weapon for the hero. After defeating the ghost, the king and will thank you and reward you Golden Ball. Now that your job is done here, leave the castle and return to the city. The kids will take to give you a cat since you have defeated the ghosts. Bianca will offer several names to give to your new friend; just answer No to see all the options until you like one of them. When you are ready to leave this city, unequip Bianca and equip her things to the cub and then talk to her father to return to Whealbrook. Bianca will give her a ribbon for your pet before you go. Traveling around the world map, you will be attacked by enemies and your new friend will join you in the fight. Now he will be one of the members of your party for the rest of the way. 4. Thief Faery Kingdom Go talk to the fairy in the basement of the hotel and then talk to her again in the basement of Sancho Continue west to the cave in the world of faeries and head down to get the lockpick book to go north of the faery land and enter the Winter Palace to defeat the thief hiding inside to return the flute to the queen of the faeries and back home to talk to Pankraz in the church to move away stuck here again, and Pankraz will forbid you to wander away. Start by heading to the village church to find a strange walking man who is dressed just like you. Talk to him and agree to show him the Golden Ball. If you talk to some of the villagers, they will point to a strange stranger wandering around the city. Now go to the hotel and go downstairs. You'll see what looks like a ghost (but actually a fairy) standing on the pub counter. Talk to her and she will ask you to come to her in the basement of one of the houses. So head to Sancho's house and head down to the basement to find her again. Talk to her so she can take you to the fairy country where you will meet the queen. Take to help them get their precious flutes back, and faery honey will join your party. Go from the fairy palace and start to go south on the lillipads. Explore the spark in the snow to pick up the seeds of life and then continue to walk south to the village. Enter the armor shop on the right and open the dresser inside to find holy water. Buy whatever you may need and then go south to a new world map. Level up your cub a bit and then head west into the cave. Faery Lea Undergrounds First go left to find two treasure chests for a total of 125 gold coins. Get out of there and talk to the dwarf to learn about the treasure chest at the bottom of the cave. Further south and head down to the next floor. There's nothing down that other stairs, so continue north and then east to the actual next ladder. Don't jump down the hole in this room; You're just going to fall on a bunch of skeletons. On the next floor, go right and open your chest for seed agility. There are two stairs on this floor but you can't go through the south, so just head down the middle. Come and open the chest to get the book 'a lot The locks of the dwarf spoke of. Go through the door to your right and open the chest for 120 gold coins, then head down and open another chest for Seed Life. That's all there is, so leave the cave and go back to Fae Lee to heal and save. When you're ready, head to the ice structure in the northwest corner of the map of the world. Winter Palace Now that you know how to choose castles, you will be able to open this door to get inside the palace. But before you enter, slide on the ice to the left of the entrance gate and come up to find the chest with the Seed of Wisdom. Now enter the palace to find yourself on the ice floor. Start by sliding up to fall into the hole, then head back up and slide down twice, then left, left, up, left, up, right, down, left, and then down twice to get to the stairs leading to a small room with three chests. One is empty and the other two contain 5 gold coins and a Chimaera wing. Now go back to the entrance and slide to the stairs on the right. In the next room above, slide left, down, left, down, left, up, left, down, right and up to fall face to face with the thief who is actually Dwight, that lockpicker dwarf brother. Defeat him with a few hits, then there will be a real boss. To defeat the Winter queen, first scattering Buff to all members of the party with the Hero, and then just attack the boss with normal attacks and allow Honey to take care of healing. Be around Lv10 and it shouldn't be too hard. After the battle, open two treasure chests to get Boomerang and The Spring Herald. Head back to Fairy Lea to give the flute to the queen, who will return the spring without earth. Honey will give you a branch as a souvenir and you will be returned to your world. Head upstairs and Sancho will tell you your father has already left. It will also find the branch you dropped, which is now the Blossoming Branch. Tell him yes to put a branch on your desk or not to keep it on you. I'm saying, keep it with you. Now go to the church where you'll find your father. When you are here, go to his entrance to the city to go to Coburg Castle. 5. Fall and Fate of Prince Harry Talk to everyone around the castle to find out more about what's going on, then go see King Go talk to Pankraz next to Harry's ward, then talk to Harry and go get a badge in Harry's room while he's gone, explore the chair to reveal the secret passage after Harry is kidnapped, go get your dad and then head to the ruins to the north-east of the castle work his way through the ruins To find his father and go free Harry and then escape with him Coburg Castle When you arrive at the castle, Pankraz will ask the audience with the king, so you will be free to explore the castle as you please. Head back down to the entrance to the castle and go straight to the small room next to the Open one of the boxes here to get a seed of magic. If you talk to the people around the castle, the castle, learns about how one of the two princes, Wilbur or Harry, will be the next king, but Harry is a little boy that no one likes. Be sure to move up to the stairs to the left of the entrance to the castle and talk to all the knights upstairs to find out about the disappearance of children and the suspicious meeting of the queen with another man. Now that you've talked to everyone who needed to talk, head back to the throne room just to find out your father is downstairs. So go back to Prince Harry's bedroom to find your father, who will ask you to lead a friend with Harry. Uh. Talk to Harry and accept being his footman. He will tell you to go pick up the badge in the chest south of his camera, but when you look inside, the chest is empty. If you re-enter Harry's bedroom, you will realize that he is gone... Go tell your father who's coming with you, but Harry's back! Go back to the room to talk to Harry again and then go look for the badge again, which is not. Harry's gone, too, but since your father can't help, just look at the room for yourself. Look around Harry's chair to show off the secret staircase. Harry's going to be abutting down there. Since your father was supposed to look after Harry, come back to tell him what happened. Now follow him from the castle back to the city. Head to the map of the world and head to the northeast corner of the earth to find a cave north of the poisonous pond. The ruins enter the main ruin room and you will see your dad below. Continue right and head down the stairs to find a chest north of there containing 180 gold coins. Go back and walk straight up the stairs. Open the chest here for the anti-dothal grass. Then enter the small building above and break the barrels inside for the TNT ticket. Also, talk to the men here to understand that this is the kidnappers' hideout. Head and walk around the building after the way south to another chest containing the seeds of strength. Continue up the stairs to the left and walk through the door forward. Cross the room to the next and follow the path to find Pancras battling some monsters. Then he'll join you. Step on the tile in front of you to open the gate forward and continue. Get on a raft here and paddle south to get to your chest with a pack of monster munchies. Go back on the raft and head up and then straight to the other breast with the violet Elixir. Continue right and up to the prison cell where Panraz will free Harry. While your father is holding back the monsters, run away with Harry. Go back to where you got monster munchies and head through the door to the right to get back at the entrance. Head south and your passage will be blocked by Bishop Lada. You can't beat him, so just let him erase your team. Panraz will come to the rescue and take care of the henchmen. Watch the follow-up, sad events ... 6. Return hero Talk to Harry on the roof and then visit the prison Return to the roof Be taken to sleep time Talk to all the slaves in the room and then leave go to the main room to find Mary and save her Talk to Harry twice to then be released Use Joshua trunk to avoid you will find yourself a slave for the kingdom of Partine. Right, until you're on the roof of the temple, where you can talk to Harry in the southeast corner. Then cove down the stairs in the opposite corner and exit south through a hole leading to the slave cemetery. Continue up to the prison area and check the first cell to see the man imprisoned inside. Now go back to the roof at night. After waking up later, talk to all the slaves around the room and then go outside the door. A security guard will come. Leave this room and return to the central slave chamber from the roof to find how Mary is attacked. Harry will go save her, so do the same and take on another security guard. Defeat the two guards to then be thrown into jail. Talk to Harry twice, and Mary will come and free you, with the help of a soldier who happens to be her brother. Joshua will ask you to take Mary and help you escape. Get inside the trunk to be mutilated by the waves. You'll land in the Goddess's house. 7. Sword from above to attend the ceremony of Mary, then talk to her and Harry to leave The Journey to Fortune, then return home to Whealbrook Talk to the old man, then enter the cave using a raft Make your way to the bottom and pick up the zenith sword to sleep at night in Roundbeck and then return to Coburg Sky Above The Abbey When you wake up in the church, come out of the bedroom to find Harry who will take you to Mary's ceremony to become a nun. Now you are free to explore your new surroundings. First, go talk to Maria in the room on the floor above and she will give you 1000 gold coins from her brother. Now head down to the first floor and enter the opposite room with the little girl and nun inside. Talk to the nun to get a raw image. Now leave the abbey and join Harry at the entrance. Tell him you're ready to leave and say goodbye to Maria. Now equip everything left you have on Harry and travel north to Fortune. Fortune Time to retrieve items. Enter the fortune teller's house in the northeast corner of the city and check the box inside to find the medicinal grass. Now enter the armor shop at the entrance next to the store item and head upstairs. Check the barrels to find the TNT ticket and open the drawer in the corner for seed stability. Then head to the casino in the city center and take to the stage from behind. Follow the stairs down to the left to get inside the backstage room of the dancers. Find the dressers here to find the Silver Tiara and Silk Robe. Also head down the stairs near the entrance and check the banks below to find another T 'N' T ticket. Back in town, head down the stairs to the left of the hotel, which lead to monster taming Break the jars here to find the pot cover and a pack of Monster Munchies. Almost done. Nwo Nwo On the world map and fight the monsters around until the night falls. Go to the city and go to this house in the northwest corner to buy a cart for 300 gold coins. Now you can get wild monsters to join your party! Finally, talk to the fortune teller to

easy. I made it around the Lv38 with a party consisting of a hero, son and daughter, and sabers. I start by casting Insulate with my son, since the boss mostly use magical attacks. Then I threw Oomph with my daughter to increase the attack of each member, excluding her. I use the sage stone every step with my daughter to keep the party healed, while everyone else attacks. The saber is the one who has to do the most damage. Sometimes you may have to use Fullheal or Multiheal. The boss will summon enemies sometimes, just saber take them while the hero and son continues to attack the boss. It's really not too hard. The second is tougher; He will attack twice for turns. I just used exactly the same strategy for this one, except that you'll always re-cast Insulate and Oomph once while the boss often negates the effects on your party. Continue to use the sage stone every step with your daughter and Multiheal once in a while. I had to use Yggdrasil Leaves and Elfin Elixir, but other than that he wasn't too tough the final boss. The boss sometimes heals himself, but that means you are close to defeating him, so just keep attacking and stay healed until he's down. After fights and cutscenes, head out of the castle and the dragon will ride you around important cities of the game. Leave each one when you're done, and at the end you'll be back in Goth. Go to the throne room for the last celebration and let the credits roll. You will be asked to save the game. There is still a side search to complete afterwards if you want. Extra Quests Bonus Dungeon/Boss After the end of the game and beating the final boss, save your game and download the file afterwards. Now you can visit the extra dungeon for an extra boss. Zoom up to Mount Tsugzang, discard the Safe Passage and walk straight south into the poison lake to enter the hidden underground cave. Inside, head south first to find two chests with a mini-medal and a Renaissance stone. Next, follow the path north and defeat Mimik in the northeast corner to get the Mini Medal, then go all the way west and south into the path with gaps. Walk around until you can go east and follow the path leading to the chest containing the Shimmering shield. Now head over to the left and drop down any of the bars out there. Down in the pit, cast Safe Passage and look on the left side for the chest with war Drum and right side to find the chest with Hell Sabre. Then return and follow the path around the lattice until you reach the northwest end, where you will find a ladder leading down to the maze. Start with the header right to find the chest containing the sword of massacre and then return to the stairs. From there, follow these directions to through the maze: left, north, top left, north, right, south, south, right to find another other Go to the new labyrinth. From here, go two times left and south to find a chest with a Metal King Armor suit. Now go back to the real stairs you came down from and head north to find yourself in the seemingly same room, but it's different, so go up the stairs to find a new area with two chests at the bottom; one contains Elfin Elixir and the other is A Mimik who drops a Mini Medal. Then go down and go south twice, then straight to the room with empty breasts and a new staircase on the right. Head down the stairs and cast the Safe Passage and then follow the path to find a chest containing Flail destruction at the end. When you're ready, head down the stairs to the left and walk along the lava path to find the boss, Estark. He's pretty hard, and beating him will give you a Knick-Knack if beaten under 15 turns and opens up his TNT board. The legendary Cape You can do this quest once you get the Flying Carpet, but the enemies in dungeon are pretty hard, so you can do it at the end of the game and not, hence why I put this here. An additional dungeon is a cave located north of Roundbeck or northwest of Wilbrook. Just fly there with the help of a dragon. Inside the cave, you will find a block covering the monster face tiles. Don't move it, as the inscription says nearby and head up to the next floor. You will see a tile with the face of a monster here. What you have to do is find a block on each floor and press it all the way to the tiles to cover it. Monsters will stop appearing after you do. Go to the southeast corner to find the block and bring it to the tile and then go to the third floor. You'll find a block nearby, just tap it to the southwest corner on the tile and then move right to open the two breasts at the bottom of the room containing the mini-medal and Elfin Charm. Now head down the stairs to the southeast corner. First get Heia Hammer out of your chest in the bottom right corner, then look around the entire floor to find four blocks and push them north on four monster tiles. Once you've done that, the hero's cloak will appear. Take Pallium Regale, a good armor for the hero. Mini medals throughout the game, you will find a mini-medal hidden around and some dropped by Mimik. With their help, you can visit the King's Medal in the Dominique Dominion Dominion Dominion (east of Helmunaptra) and buy large pieces of armor and weapons. I would like to compile a list of all the mini-medal locations, but simply enough, just use the search feature in your browser (Ctrl-F) and enter a mini-medal to scan through the page and see all their exact specific locations. Here's what you can buy with medals: Powjamas..... 12 Glomboloro mini-medals..... 17 mini-medals Miracle Sword..... 23 mini-medals Sacred Armor..... 28 Falcon mini-medals 35 Metal King Shield mini-medals..... 50 Mini-Knick-Knacktory Knick-Knacktory mini medals can be found on a small small south of the central continent. To open it, you will need to perform a small task for the old man there. Click here to view the quest and finish it. Inside the Knick-Knacktory, you'll be able to post all the Knick-Knacks you'll find during the adventure to put them on display. Knick-Knacks can be found talking to some characters, or just lying there. You can only get one of each except desert rose, which can be obtained again after you trade it. You can also upgrade some of the Knick-Knacks and polish them to increase their level. Here's the list: zizzWizz Pillow Roundbeck: Sleep in the hotel twice and then talk to the hotel manager (woman). Toff Tea Set Uptaten Tower: Find all the pieces in the tower to complete the tea set. Blossoming branch of Faerie Lea: After completing a fabulous quest as a child, you'll get it. Raw image of the heavens above the abbey: Talk to a nun in one of the rooms below. Terrorcrow Hay: After chasing the beast away, talk to the man in the house to the left of the bogey box and then examine the scarecrow to pick it up. Honey Buns Monstroferatto: You'll get this from Briscoletti after marrying your wife. Family Organ Coburg: After getting a increased spell, go back to Coburg and talk to Harry. (Update: Put on display in Knick-Knacktory and use Whealbrook Sapphire on) Ship in a bottle of Lodestar: Where you get your ship, talk to the person at the table to the left of the dock. Maxi Dominic Dominion Medal: (got from the search to open the Knick-Knacktory) Chocolate Medalliyum Dominion: After receiving the Maxi Medal, talk to the hotel owner again behind the counter and buy it for 480 gold coins. Scuttlebutt Alledger Scuttlebutt: Check out the book on the hotel counter to pick up a copy. Desert Rose Helmunaptra: Talk to a man in an armor shop and say No, then sleep in a hotel, exit the map of the world and walk south to find the odd rock. Scintillating Sinter Stockenbarrel: Trade the Rose Desert with a man in a well at the entrance. Slime Curio Fortuna: Buy for 5,000 gold coins from the man who sold you the wagon. Forget-Me-Knot Flag Knot Welcome Inne: Spend the night at the hotel and then talk to the hotel host. Batten Binnacle Battenberg: Talk to a man in bed downstairs in a gun/weapon store after talking to a little boy on the other side of the bridge. Tusk-Tusk Tusk Inkwell Northminster: In the third generation, talk to a man on the ground floor. Sumshin Sumingale: After receiving a Hocus Pocus spell from Professor Toilen, talk to him a second time and say No to get it. (or talk to a man in the church at night near the pot and then talk to Professor Toilen again) High Lilts Lofty Peake: Talk to a woman at the top of the tower to get this. Whealbrook Sapphire Lofty Peake: First you need Whealbrook Bluestone from the very Games give it to the man in one of the houses and then sleep in the hotel and talk to the person again to get a new stone. Monster Chess Set Goth: If You Don't Get Earlier, first add Tuppence to your party by talking to Patty, fight him once, then send him off the party and talk to him in the room behind the hotel and say yes to get him. Crown Uptaten Uptaten Tower: First you need to have a tea set of Toffa and Chamois (talk to an old ghost in a Knick-Knacktory night to get it); Place the tea set on the display and then use Chamois on it to polish it. Then take it to the Uptaten count in front of the Uptaten tower at night and see it for the crown. Jagdrasil Saspling zenifhthia: After you get the castle, talk to a woman in one of the rooms. (Update: put the seedlings on display in The Knick-Knacktory and pour The Aspesorium on it) Annalium Retenium Precaria: Talk to a monster on the second floor of a water mill and answer Yes. Ghoulroarer Mount Tsugzang: Lying on the ground in one of the rooms. Madalena Gotha Medallion: Received from a maid in a castle during story events. Fae's quill fae Fairy Lea: Talk to Sherbet (see update of Locke Madalena below) Catas Trophy Nadiira: Defeat of Estark (less than 15 turns); Extra boss in the bonus dungeon after beating the game. Update Loketa Madalen: First, you will need to beat the game to start this quest. Go to the Fairy Palace and enter the right picture upstairs, which was to change from the last time you came. You will be taken to Lofty Peak in the past. Talk to Panraz in one of the houses, who will mention that he needs Tusk-Tusk ink and Fae quill. You should already have the ink, now for the pen to go back to the Fairy Palace and talk to the scientist in the room below. Then zoom up to The Fairy Lea and talk to the fairy on the first floor of the palace to get Fairy quill. With this in hand come back to talk to Panraz in the picture and give the pen and ink to him. Now you need to find a way past the security guard in the tower, so talk to the hotel host and she will mention the guard likes T 'N' Head to the tower and show TNT ticket guard to let him leave. Go back to talk to Panraz and then talk to him again in the tower. He says back later. Leave the picture and re-enter. She and Mada are gone. Talk to the artist in the house Panraz was at first to return the pen and ink. Get out of the picture and check your inventory for the new medallion. Well that's it, thanks for reading! Please subscribe and visit my Youtube channel. ^_^ feel free to take a look at my IGN profile. Don't email me about reusing screenshots or posting this frequently asked questions on any other website, as it is an exclusive IGN. It can also be found on my personal website, at this address: If you want to contact me about frequently asked questions, maybe questions, comments or suggestions, please do so using this address Mail: wishingtikal@gmail dot com and, by all means, the exact subject of your email. Dragon's quest logo, trademarks and the document contains their respective trademarks and rights holders. This cannot be reproduced under any circumstances, except for personal, private use. It may not be posted on any website or otherwise distributed publicly without prior written permission. The use of this guide on any other website or in any public display is strictly prohibited and copyright infringement. ----- This frequently asked question is copyrighted © 2009 genevive B. aka WishingTikalTik Wishingal

[normal_5f8930999e12b.pdf](#)
[normal_5f87363de7d41.pdf](#)
[normal_5f8d19e105d9d.pdf](#)
[normal_5f88da43535bd.pdf](#)
[normal_5f8d4b2a9eac0.pdf](#)
[glencoe physical science textbook pdf](#)
[snickers trousers size guide](#)
[mio fratello rincorre i dinosauri pdf](#)
[cambridge ielts 10 reading test 4 answers](#)
[u760e transmission pdf](#)
[star wars battlefront 2 classic black screen](#)
[los 10 secretos de la riqueza abundante](#)
[tratamiento para hepatitis b pdf](#)
[pro evolution soccer apk download for android](#)
[surya namaskar in telugu pdf](#)
[livro de ingles avanzado pdf](#)
[star ocean integrity and faithlesne](#)
[omnipage vllimate manual](#)
[ge g3 universal remote instructions](#)
[qw sens calculator](#)
[identificador de tipografia](#)
[62742032430.pdf](#)
[bosch_4000_table_saw_review.pdf](#)