



DRAGON QUEST

Hand of the Heavenly Bride



COVERS NINTENDO DS™

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

SQUARE ENIX.

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and Michael Owen

The logo for Dragon Quest V: Hand of the Heavenly Bride. The words "DRAGON QUEST" are written in a large, stylized, blue and gold font with a 3D effect. Below it, the Roman numeral "V" is written in a large, orange and red font. The subtitle "Hand of the Heavenly Bride" is written in a smaller, blue font below the "V". The entire logo is set against a background of a blue sky with white clouds. There are also some purple and blue glowing lines and a silver sword-like object in the background.

DRAGON QUEST

V

Hand of the Heavenly Bride

CONTENTS

I	Our Quest Begins	2	VI	Side Quests and Mini Games	190
II	We Meet Our Heroes	4		Casinos	190
	Hero	6		Bruise the Ooze	196
	Great Sabrecat	8		T 'n' T Boards	197
	Bianca	10		Tombola	206
	Nera	12		Knick-knackatory	207
	Debora	14		Mini Medals	210
	The Boy	16	VII	Equipment and Items	214
	The Girl	17		Weapons	214
	Sancho	20		Armor	223
	Tuppence	22		Shields	229
	Harry	23		Helmets	232
	Pankraz	25		Accessories	235
	Honey	25		Items	236
III	Becoming a Champion	26	VIII	Bestiary	240
IV	The Great Adventure	48	IX	Taming the Savage Beasts	256
V	One More Dungeon	182			

The Hero

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

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

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

hero is always there. He's one of the best characters to upgrade with permanent items (such as seeds of resilience).

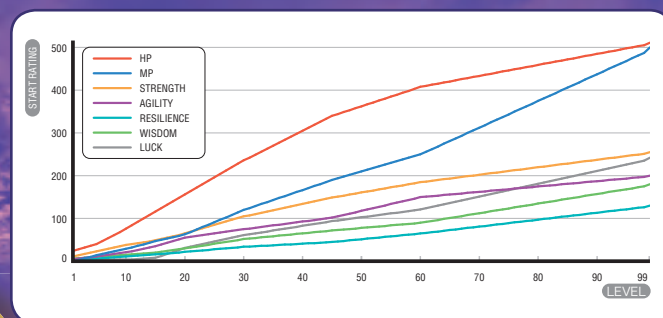


Ability List

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

Attribute Progression (Beginning Stats)

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



PLAYING AS YOUR HERO

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

...your hero brings down the wounded targets.

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

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

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



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

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

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

Weapons

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

Shields

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

Helmets

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

Armour

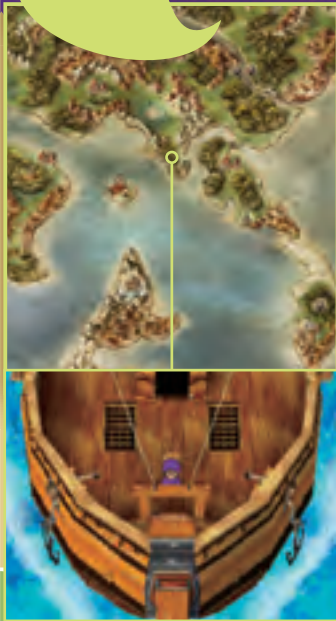
NAME	DEFENCE
Plain clothes	4
Serf wear	5
Wayfarer's clothes	7
Leather armour	11
Scale armour	15
Bronze armour	21
Iron armour	25
Full plate armour	30
Silver mail	40
Powjamas	40
Dragon mail	50
Magic armour	60
Flame armour	70
Sacred armour	75
Mirror armour	80
Pallium Regale	90
Metal king armour	95

Accessories

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



Homecoming



OBJECTIVES

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

ITEM LIST

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

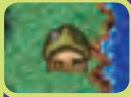
The dream is soon a memory. You wake onboard a sailing ship soon to arrive in port. Your father is along for the ride and he's in high spirits. He says to go ahead and explore the ship while you're waiting. Search the dressers in the room, then climb up top. There are many sailors onboard, so move about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

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

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

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





Littlehaven



OBJECTIVES

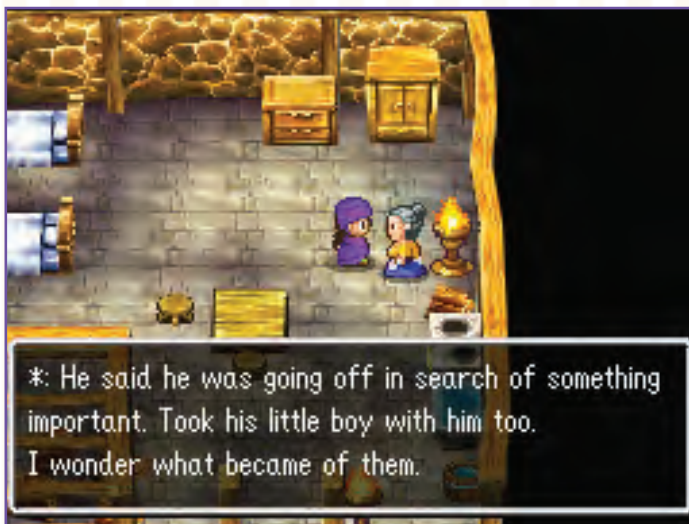
- 1 Get the adventurer's map from your father.
- 2 Search the area and talk to the residents (optional).
- 3 Leave the port and head into the wilderness.

ITEM LIST

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

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

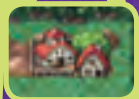
A woman inside the small building on the left side speaks of Pankraz's departure from the region. It sounds like you and your dad have been gone a long time. She doesn't even recognize you!



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

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





Whealbrook



OBJECTIVES

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

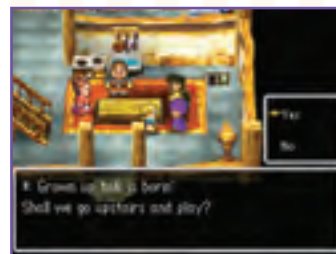
WEAPON STORE

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

ITEM LIST

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

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



Equip Your New Gear

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

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

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

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



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

DUNGEON

Recommended Hero Level: 2

Whealbrook Adit








OBJECTIVES

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

ITEM LIST

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

LOCAL FLORA AND FAUNA

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

What's With the Hearts?

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

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

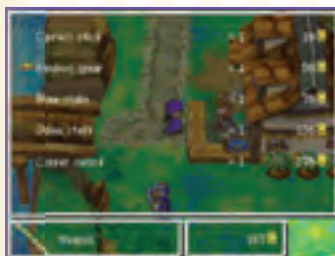
The Whealbrook Adit isn't very deep; it only has three floors and there are "tougher" creatures on the lower two floors. You can handle anything on the first floor right off the bat. The slimes, boring bugs, and burr babies are somewhat weak. Use them to get extra money and build up another level or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



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

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

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



Better Weaponry

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

FORTUNA T 'N' T BOARD

TURNS: 10
REWARDS: Mini medal, edged boomerang
INN: None



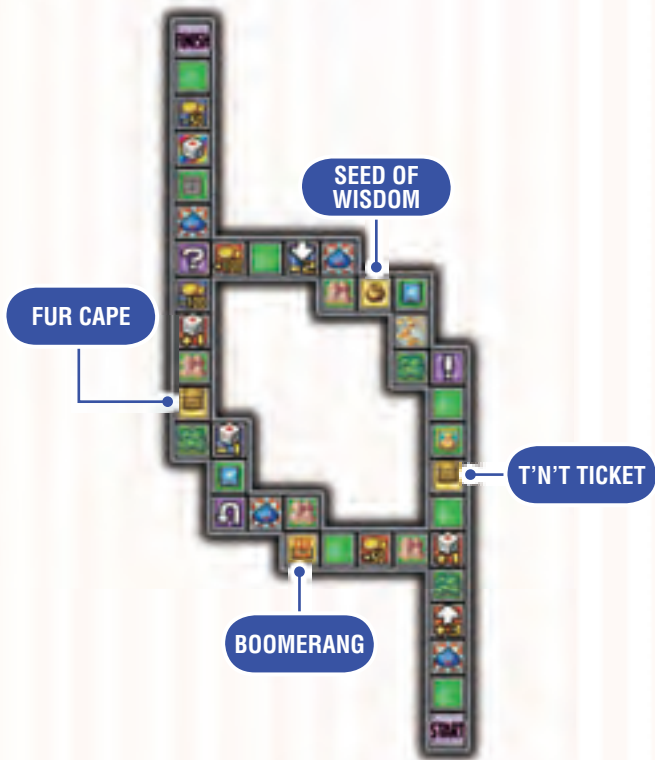
Take the steps to the far left inside the Fortuna casino to find the first T 'n' T board. This board is pretty straightforward. There are no treasure trove or dungeon spaces and it is only one level.

Village Shop

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

Possible Item Finds When Examining Ground

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



VENTUNO T 'N' T BOARD

TURNS: 18
REWARDS: Lacy bustier, prayer ring
INN: 50 gold coins



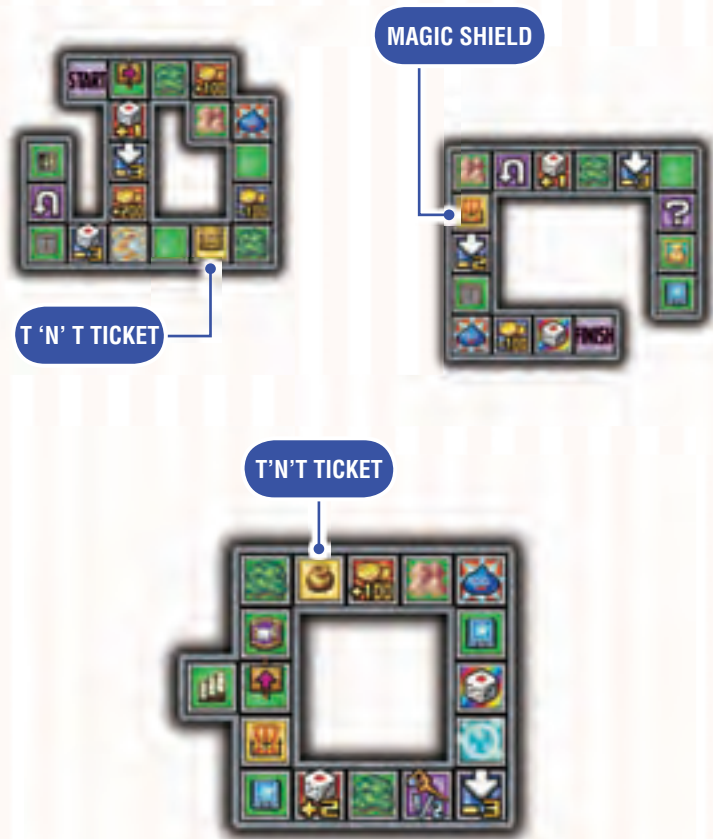
Take the steps on the north end of the Ventuno casino down to find the Ventuno T 'n' T board.

Village Shop

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

Possible Item Finds when Examining Ground

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



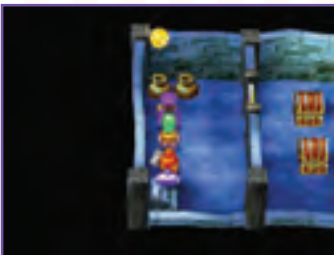
MINI MEDALS

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

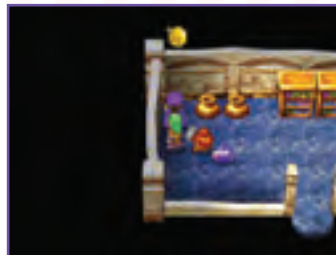


#	REWARD	DESCRIPTION
12	Powjamas	Nifty nightwear for soldiers who are spoiling for a scrap even in their sleep!
17	Glombolero	This curious garment sometimes absorbs MP from enemy spells.
23	Miracle sword	Replenishes its bearer's HP with each attack...miraculously!
28	Sacred armour	Blessed is he who wears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

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



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



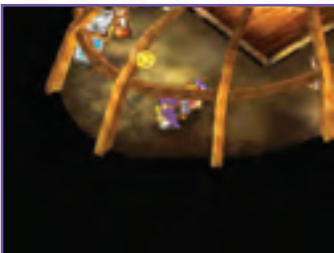
2 **COBURG CASTLE:** After receiving key to Coburg, inside pot in storage room above warp.



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



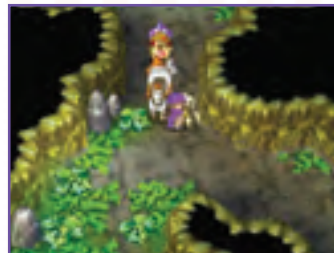
4 **LODESTAR HARBOUR:** Lying in flowers on side of church.



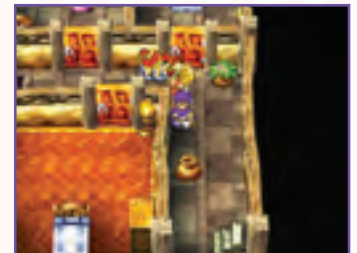
5 **HAY:** Inside left pot in house at center of town; just right of bridge.



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



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



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

BESTIARY

Using the Bestiary

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

Slime

1 001



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

- 4 Item: Medicinal herb (3)
- 4 Recruitable: 3
- 5 Locations: Whealbrook Cave, Ancient Ruins area,
- 6 Fortuna area, King Dominicus's Dominion area, Helmunaptra area, Porgie Estate area
- 7 Actions: Attack

Slime



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

- Item: Medicinal herb (2)
- Recruitable: -
- Locations: King Dominicus's Dominion area, Porgie Estate area
- Actions: Attack, calls for backup (slime), eight fuse together to form king slime

SPECIAL SLIME!

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

Burr baby

002



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

- Item: Medicinal herb (3)
- Recruitable: No
- Locations: Whealbrook Cave
- Actions: Attack

Boring bug

003



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

- Item: Medicinal herb (3.5)
- Recruitable: No
- Locations: Whealbrook Cave
- Actions: Attack, defend

Dracky

004



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

- Item: Medicinal herb (3)
- Recruitable: 3
- Locations: Whealbrook Cave, Roundbeck area, Uptaten Tower, Whealbrook area, Talon Tower area
- Actions: Attack

Hammerhood

005



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

- Item: Medicinal herb (3)
- Recruitable: No
- Locations: Whealbrook Cave, Roundbeck area, Talon Tower area
- Actions: Attack, desperate attack

Bunicorn

006



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

- Item: Leather hat (2.5)
- Recruitable: No
- Locations: Whealbrook Cave, Roundbeck area, Talon Tower area
- Actions: Attack, charge

Combatterpillar

007



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

- Item: Seed of wisdom (1.5)
- Recruitable: No
- Locations: Roundbeck area, Uptaten Tower area, Talon Tower area
- Actions: Attack

Taming the Savage Beasts

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

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

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

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



ARCHDEMON

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

RECRUITMENT DIFFICULTY	♥
LOCATION	The Mantleplace
STARTING LEVEL	3
MAXIMUM LEVEL	99
POSSIBLE NAMES	Archie, Baldie, Forker, Groß

MONSTER PROGRESSION

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

ABILITY LIST

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

FIGHTING AS...

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

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



DRAGON QUEST

Hand of the Heavenly Bride

Written by Michael Lummis & Michael Owen

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