

FAREBURY REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Item Bag

ITEMS FOUND

- 82 gold coins
- Boxer shorts
- Seed of life
- Mini medal
- Tool bag*
- Holy water
- Seed of agility
- ?? Plain cheese (x8)
- ?? Cured cheese (x2)
- ?? Angel cheese (x2)
- ?? Mild cheese (x4)
- ?? Highly-strung cheese

*Appears upon fulfilling special circumstances

INFAMOUS MONSTERS



Axoraptor



Shortshooter



One Knight Stand



Pain in the Neck



Automaton Aviator



WATERFALL HUT

Explore the area to the south of the Waterfall Cave to find a path leading to an isolated residence on the hilltop overlooking the falls.



The eastern view from this area should prove interesting...

THE LONE RED TREE

An isolated tree bearing red leaves grows on the rise near the eastern path. A perfect place for taking a nap...if you had the time.



An important item may appear at the base of this tree after you speak to a certain woodsman.

MONSTER APPEARANCES

FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
2	Candy cat	10	0	2	2
3	Lips	11	0	2	3

FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
2	Candy cat	10	0	2	2
6	Capsichum	15	4	3	3
7	Bunicorn	16	0	5	5
9	Firespirit	14	3	5	4

*Appear only in southeastern portion of region.

FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
5	Satyr	13	0	3	4
7	Bunicorn	16	0	5	5
*11	Mecha-mynah	9	4	5	8

FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
9	Firespirit	14	3	5	4
12	Bubble slime	20	0	5	7
13	Dancing devil	20	0	7	10
*17	Beetleboy	16	0	12	10

FAREBURY

Recommended Level: 1

AREA MAPS

MAP KEY

- Inn
- Church
- Armour Shop
- Pub
- Weapon Shop
- Well
- Item Shop



ITEMS FOUND

- 2 gold coins
- 3 gold coins
- 4 gold coins
- 4 gold coins
- 5 gold coins
- 7 gold coins
- 8 gold coins
- 10 gold coins
- 20 gold coins
- Medicinal herb
- Antidotal herb
- Seed of defence
- Medicinal herb
- Leather shield
- Antidotal herb
- Medicinal herb
- Pot lid
- Medicinal herb
- Cypress stick
- Dagger
- Mini medal
- Thief's key recipe



ATLAS

FAREBURY
REGION

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Cypress stick	10G	Hero
Oaken club	110G	Yangus
Giant mallet	240G	Yangus
Copper sword	270G	Hero, *Jessica (knife skill)
Boomerang	420G	Hero

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Bandit's grass skirt	35G	Yangus
Wayfarer's clothes	70G	Hero, Yangus, Jessica, Angelo
Leather armour	180G	Hero, Angelo
Leather shield	70G	Hero, Yangus, Angelo
Leather hat	65G	Hero, Yangus, Jessica, Angelo

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Chimaera wing	25G	N/A
Plain clothes	30G	Hero, Yangus, Jessica, Angelo

NOTEWORTHY LOCALS



Kalderasha

Once a great fortune teller, people used to come from far and wide to obtain the legendary foresight and advice offered by "The Great Kalderasha."

However, his clairvoyant abilities have become less reliable over time. Is it simply that Kalderasha is losing his uncanny ability, or is there something else behind the sudden decline in the accuracy of his fortune telling?

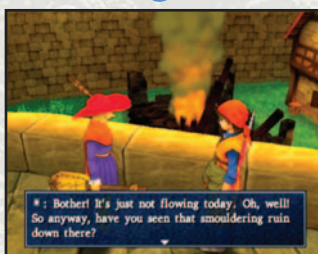


Valentina

The sweet, caring daughter of Kalderasha lives with her father in the house near the town's well. Valentina is greatly concerned by the recent

decline in her father's fortune telling abilities. Although Kalderasha seems willing to pretend that his senses are as keen as ever, Valentina knows why her father's renowned abilities have waned.

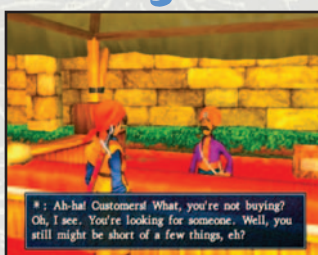
SEARCHING FOR MASTER RYLUS



Speak to every character in Farebury. Any one of them could be Master Rylus, or may know where he is.

Seeking to treat King Trode's malady by finding the culprit who is responsible, the journeying heroes make their first stop in the small, fortified town of Farebury. There, they hope to track down the legendary Master Rylus and gain his support in determining where the evil Dhoulmagus has fled. By speaking to the townsfolk of Farebury, the adventuring party can learn about Master Rylus and perhaps a few other interesting things, too.

SHOPPING IN FAREBURY



The merchants in Farebury offer plenty of items and equipment to help get this journey started. The only problem is finding the gold coins to pay for it!

Farebury has many shops featuring various types of useful items and equipment. Unfortunately, the party only have a small amount of gold coins in their possession. Use some of those gold coins to purchase some **medicinal herbs**, available at the item shop just inside the main gate. Until the heroes acquire more gold coins, most of the equipment in Farebury will remain beyond your reach.

BUYING FROM A MERCHANT

When attempting to purchase goods from a merchant, address him or her from the proper side of the counter. By approaching a shop clerk from behind the counter, he or she will only respond with friendly conversation.

UNDER-THE-COUNTER ITEMS

In one case, it is advisable that the party go behind the counter to speak to the clerk. Speak with the armour shop clerk from inside his marketplace stand. He offers an invaluable item for 500 gold. When the party acquires enough gold, return to Farebury and speak with him again. Pursuing this merchant's under-the-counter item may prove beneficial, so do whatever he says and follow any clues that he provides.



The armour shop clerk offers an especially rare item for a staggering price, but the reward for pursuing this item is definitely worth the cost!

FINDING ITEMS

Note the inclusion of several **medicinal herbs** in the Items Found list at the start of this section, in addition to other valuable traveller commodities. To find items in Farebury, pick up and throw barrels and clay pots to reveal hidden goods. Enter the buildings and dwellings and open cabinets and treasure chests to find items as well. Lastly, don't forget to search inside bags hanging from the walls! Have fun searching and try to find all the items and gold coins listed in the Items Found list!



A young woman on the upper floor of the inn describes in detail how to search for items and gold.



Search inside bags hanging on the wall to find items and gold.

Farebury's pub has two entrances, as do many other shops in town. The back door of the establishment leads to the bartender's area, behind the counter. Make a point to search around the bartender's area to perhaps find some additional items.



Certain locked treasure chests in town require a special key to open them. Speak to everyone in town to learn clues about

SAVING YOUR PROGRESS



Speak to the priest behind the altar during the day, or the nun standing off to the side at night, to access the Church menu.

Stop by the church and speak with the priest to open the Church menu. Use the "Confession (Save)" option to save your game to a memory card. Perilous times and dangerous creatures lie ahead, so saving the game is the best protection against having to replay large portions of the adventure again.

Several other options on the Church menu enable the player to seek the Goddess's aid in curing various status ailments inflicted during battle. The "Divination" option requests that the priest determine the number of Experience Points each character requires to reach the next level.

Don't forget to search all of the back rooms inside the church to find useful items and meet interesting people. It's also possible to ascend to the bell tower that overlooks all of Farebury!



The bell tower is empty for now, but an important clue will appear here after speaking to a certain someone in town...

THE FORTUNE TELLER

After exploring every nook and cranny in Farebury, enter the pub and approach the counter. The rotund man to the right has some important information for visitors. The other man seated at the bar is Kalderasha, and whether the party knows it or not, they have business with him.



Approach Kalderasha to trigger a string of storyline events in Farebury.

WATERFALL CAVE

Recommended Level: 6

ITEMS FOUND

-  Waterfall Cave map
-  Leather hat
-  Chimaera wing
-  Copper sword
-  Medicinal herb
-  Crystal ball

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
4	Dracky	10	0	2	3
9	Firespirit	14	3	5	4
10	Mischievous mole	15	0	4	5
11	Mecha-mynah	9	4	5	8
12	Bubble slime	20	0	5	7
13	Dancing devil	20	0	7	10
15	Skipper	21	5	12	10
22	Hammerhood	33	0	21	9



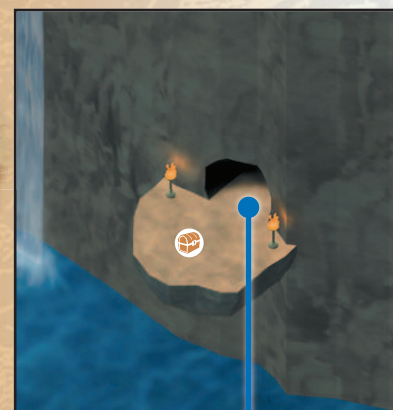
AREA MAPS

MAP KEY

-  Treasure Chest

ATLAS

FAREBURY REGION



Level 1

Map

START

Level 2

Level 3

HAMMERHOOD GUARD

A hammerhood blocks the doorway on the second dungeon level. Speak to this monster to find out what it wants. With a little bravery, it's possible to get this monster to move from the path.



The hammerhood is slightly more powerful than other monsters inside the Waterfall Cave. This is the only appearance of a hammerhood in this area.