



Dragon Quest® VII: Fragments of the Forgotten Past C...

Discussions



Matt 3.14159265
04/29/2017 7:31 AM

📌 **Event**

Open

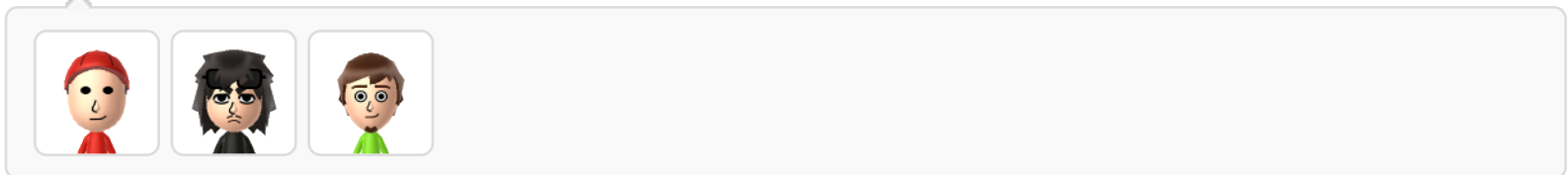
Dragon Warrior VII Log Part 4

NOTE: This is for the original PS1 release of this game.

This post will be part 4 of my Dragon Warrior VII log. I highly suggest you don't comment unless you want notifications for a lot of late-game stuff. In case you're wondering, I'm at the final pedestal, according to my friend Nintendoer, before you have to switch to Disc 2.

👍+ Yeah!

👍 3 💬 79 📄



Advertisement

Share this Post



Embed

Comment



Nintendoer 04/29/2017 1:43 PM

Notifs!

As you've discovered, you're slightly off. Although Disc 2 is coming shortly...

 Yeah!

 1 





Matt 04/29/2017 1:55 PM

I managed to find a small sidequest with the elderly champion of the Style Ranking and got a GlassShoe out of it.

Apparently, I have three ? Shards in total. In the Estard fane, I imagine the last pedestal is beyond the prison door in the room with the world map. The only problem is that I don't have the Final Key. Where to look... The wiseman said it's in a man-made cave deep underground.

 Yeah!



 0 



Matt 04/29/2017 2:18 PM

I just remembered that the Mardran tula competition. Nothing has changed here since I had to start that Gorges pedestal several months ago. Johann's still depressed about the funeral, the tula competition hasn't started yet, and the Dejans haven't been able to find the Altar of God. I desperately tried the pedestal where Kiefer left to find nothing. I'm not sure what to do right now...

 Yeah!



 0 



Matt 04/29/2017 2:40 PM

Man-made, huh? I went to the excavation site near the Dejan camp to find out monsters are coming out of a cave there. I think I've found my destination. Aira got to Fighter 4. This situation reminds me of finding Estark in DQ IV. I managed to defeat a Metabble to get the Hero, Melvin and Aira to level 30, 28 and 27. I'm one ? Shard short of accessing the next area.

 Yeah!

 0 





Matt 04/29/2017 3:22 PM

I found another ? Shard in the past version of the underwater maze. That was the last Shard I needed for that pedestal I couldn't finish.

There was a cutscene of how God sealed Melvin before being killed by the Demon Lord. I arrived at the front entrance to his castle and made my way to Orgodemir himself. Let's see how this fight goes...

 Yeah!

 0 



Nintendoer 04/29/2017 3:24 PM

And a very well-animated cutscene, wouldn't you say? It's a shame there aren't more scenes with that level of attention put into them. Waaaay better than the CGI cutscenes...

 Yeah!

 0 




Matt 04/29/2017 3:43 PM

You mean like the ones with Layla dancing to Jann's tula or seeing Tyrannos's resurrection in Dune? Yeah, those didn't really impress me.

Well, the first fight went badly. I didn't realize that I neglected to class-change the Hero into Dragoon, so I did that as soon as I reset the game. He'll get some more MP out of that, too... I'll get some dinner before playing again.

 Yeah!

 1 





Matt 04/29/2017 6:08 PM

I was trying to see if Lady Luck would be on my side in the Coastal casino; I gave up at about 8 PM. The next time there, Melvin got to Ranger 6. The next two fights were as bad as the first one.

Strategy change: The Hero will be a Paladin for this fight for the better MP pool. Gabo will take the Bless Staff while the Hero can PsycheUp+Punch with superior attack power.

 Yeah!

 0 




Matt 04/29/2017 6:45 PM

The fourth try, I managed to get to his second form. ...Wow. That's quite a

creation, Akira Toriyama. Still lost, why should I be surprised.

I'm going to call it a night for this game; it's just frustrating me too much for me to care right now.

 + Yeah!

 0 



Nintendoer 04/29/2017 7:57 PM

Yeah, especially needing to trek through that long dungeon...

I always hit the Coastal casino before heading to Orgodemir. If you have the patience to do that while reading a book or playing on a 3DS or something, it'll be worth your while. Also, making sure your entire party is assuming an interdiatate class, even if they've already mastered it, will help.

Best of luck when you come back!

 + Yeah!

 1 





Matt 04/30/2017 10:12 AM

For me, the actual trek to Orgodemir himself isn't the issue. I've already memorized the path and can get to him in peak condition. What's giving me trouble here is my party's skill/spell arrangement:

The Hero can deal about 300 damage per turn with a Punch after a casting of TwinHits. That's my best method of attack, but he's also the only party member who knows HealAll *and* MagicWall.

 + Yeah!

 0 





Matt 04/30/2017 10:13 AM

Since Gabo has the worst attack in my party but also the best agility, I'm relegating him to support. He has the Bless Staff for free HealMores and the Time Sand if the battle goes horribly wrong, and he can use WoolGuard for the second phase's cold air.

Aira has Sword Dance to attack (40-50 damage per hit) and Life Song in emergencies. That's pretty much it.

 Yeah!

 0 



Matt 04/30/2017 10:14 AM

The one thing I really need is fire breath protection.

Oh yeah, I'm sorry if this will disappoint you, Nintendoer, but I decided to leave my PS2 at home until after I'm done with final exams. I'd rather not have it distract me from studying.

 Yeah!



 0 



Matt 05/27/2017 3:59 PM

Following your advice about intermediate classes, I went to the Great Lighthouse to grind until Gabo can become a Tamer and Aira a Dragoon. The very first fight had three Metabbles, and I killed one to get Gabo to level 29. Another Metabble kill later got the Hero, Melvin and Aira to level 31, 29 and 28. Aira got to Fighter 5 and level 29. Gabo got to level 30. The Hero got to Dragoon 2.

 Yeah!



 0 



Matt 05/27/2017 4:33 PM

I tamed a DarkArmor. Gabo mastered Shepherd and became a Tamer. Since I didn't want Metabbles to tempt me into killing them with EvilSlash, I went to the overworld of past Coastal. The Hero got to Dragoon 3. Melvin got to Ranger 7. I tamed a Parasnail. Gabo got to Tamer 2. Aira got to Fighter 6. Melvin got to level 30. The Hero got to level 32. Gabo got to Tamer 3. I tamed a Clawser.

 Yeah!

 0 




Matt 05/27/2017 5:12 PM

Since I'm tired of typing every individual update and you're probably tired of reading all of them, I'll just put the overall result of grinding sessions into one comment like below:

Aira mastered Fighter and became a Dragoon. Melvin mastered Ranger.

Gabo got to Tamer 5 and will be a Dragoon for Orgodemir. The Hero got to Dragoon 5 and will be a Paladin for Orgodemir. I also tamed a Confupeng.

 Yeah!

 0 




Matt 05/27/2017 6:31 PM

Geez, I spent way too long on deciding what equipment to buy. I bought a water robe for Melvin and a dragon claw for Gabo. I managed to tame a Mimic in Orgodemir's castle and immediately saved after that.

My first try back at it, not only did I get to phase 2, but I won!

 Yeah!



 1 



Matt 05/27/2017 6:33 PM

A continent emerged from the ocean, and I got a prompt to change discs. I'll start Disc 2 tomorrow.

 Yeah!

 0 



Nintendoer 05/27/2017 6:41 PM

Nicely done! Those classes make a huge difference...

 Yeah!

 0 



Matt 05/27/2017 7:06 PM

Yeah, had I not changed the Hero into a Paladin, he wouldn't have had enough MP to cast HealAll as much as I did. He only had 8 of ~95 MP at the end of the fight! I also got lucky with Vivify working first try every time. That dragon claw on Gabo let him punch about as hard as the Hero, so the Hero could heal as needed. Looking forward to Disc 2's content.

 Yeah!

 0 



Matt 05/27/2017 9:02 PM

Oh yeah, Nintendoer, I'm sorry for the late notice on this, but I have an update on my blind playthrough of a Metroid remake. The update's on the Wiki, but basically, I'm moving it to today (it just passed midnight here)

since other plans came up for my original time on Monday.

 Yeah!

 1 



Nintendoer 05/27/2017 10:01 PM

I'll be sure to tune in. Thanks for the heads-up!

 Yeah!



 0 



Matt 06/03/2017 10:15 AM

I'm going to focus on finishing VII before tackling VIII's postgame. Started up Disc 2 for the first time!

 Yeah!



 0 



Matt 06/03/2017 10:28 AM

Though we have restored the world and defeated Orgodemir, we still have to revive God, who's in a fane underwater somewhere. A portal took us to the Estard fane, where Aira mentioned the Mardran tula competition. Besides some dialogue from the townsfolk saying the competition will start "soon," nothing new was there. At the Dejan camp, everybody was excited because a new landmass had appeared.

 Yeah!



 0 



Matt 06/03/2017 10:46 AM

Melvin seems to be more interested in Aira's dancing than seeing God's revival. The Chief said they will be exploring the landmass soon. At Dharma Temple, I class-changed the Hero back to Dragoon, Melvin into a Cleric, and Gabo back to Tamer. Back in Fishbel, Amitt has fully recovered, but Maribel's staying there for a while longer.

 Yeah!

 0 





Matt 06/03/2017 11:09 AM

Oh yeah, I found an error in the script: The Dejan Chief asks "Have you seen the new landmass to the east" when it's actually to the northwest. I found King Burns having dinner and met with him for a bit about reviving

God. I found another error when Burns said a musical kingdom was to the northeast; Mardra is in the very northwest corner of the world.

 + Yeah!

 0 




Matt 06/03/2017 11:24 AM

Finally, the competition will be in the Great Fane south of Mardra. When I went to Mardra Castle, Princess Michaela said she'll see us at the competition. For some bizarre reason, Aira said something about heading to Dharma Temple.

At the Great Fane, Gabo asked the Hero if he thought Johann will win. When I said yes, Gabo said, "Yeah, Johann probably slept with all of the judges, anyway." Wow.

 + Yeah!



 0 



Matt 06/03/2017 11:48 AM

I wouldn't be surprised if that will get me a report... The competition showed that "the legendary player as not among the" contestants, and Michaela was about to destroy the TerraTula before Johann's teacher convinced her to give Johann another chance. He proved himself to be the legendary tula player, and he visited his master before heading out to the Dejan camp.

 + Yeah!

 0 





Matt 06/03/2017 12:01 PM

Some Party Chat concerning a Dejan... feverishly looking at Aira's dancing reminded me of dialogue from Casablanca: "I am shocked, SHOCKED to find that gambling is going on in here!" "Your winnings, sir." "Oh, thank you very much." Just with Melvin doing the same.

In the cave, the very first battle triggered the very first softlock I've seen in a Dragon Quest.

 + Yeah!

 0 

Matt 06/03/2017 12:04 PM



It hanged on the battle transition before the battle theme could play, and the actual battle wouldn't load. I tried ejecting the disc and putting it back, but that just caused the game to completely freeze up. At least I had a save from before the tula competition...

+ Yeah!

0



Matt 06/03/2017 12:30 PM

I saved in Orph as soon as I could after getting the lake cave open. In the cave you go to to the west of Orph, I could start the battle just fine. However, using Whistle in the lake cave still triggered the softlock the next two times I tried it. I'll try to clean the disc, and if that doesn't work, I'll switch over to VIII's postgame.

+ Yeah!

0



Matt 06/03/2017 1:05 PM

Cleaning the disc didn't help with that problem, but I did notice there were some scratches on the disc while cleaning it. Maybe the monster data for the cave just so happens to be on one of those scratches? I'll see if I can try this on a friend's PS2. In the meantime, I'll switch over to VIII's postgame.

+ Yeah!

0



Matt 06/05/2017 3:56 PM

Alright then, so I was able to test it on a friend's PS2. Unfortunately, Disc 2 still didn't work there, but at least I've narrowed down the issue to the disc. I'll have to do some DIY fix to it like toothpaste, and if that doesn't work, I'll have to buy a new set of discs.

This whole ordeal really puts me off the idea of multi-disc games...

+ Yeah!

0



Nintendoer 06/05/2017 4:23 PM

I feel for you. A few years back, I had to buy a whole new copy of Final Fantasy VIII because disc 2 would, without fail, refuse to load in a certain

screen of the the basement levels of Balamb Garden. Now I've got two copies, and the frustration of knowing that 1 3/4 of them are perfectly fine.


 Yeah...

 1 



Matt 06/06/2017 9:14 AM

While applying toothpaste to the disc, I discovered that there's basically a miniscule dent in it. I'm pretty sure no amount of toothpaste can get rid of that dent, so I guess I have to cut my losses and buy another copy. What really sucks about this is that the disc loads battles fine for every present location with enemies except exactly the *one* cave I need to go through to progress the story.

 Yeah...

 0 



Nintendoer 06/06/2017 9:25 AM

You've probably already tried this, but perhaps Tiptoe or Repel might help? Dunno if you're a high enough level for it to do any good...

And there's no guarantee other new areas won't give any problems either. Sorry to hear that.

 Yeah!

 0 



Matt 06/06/2017 10:27 AM

I remotely considered using skills to reduce the encounter rate, but I figured it was too prone for error and wasn't worth trying when every mistake means a reset. I'd probably snap the disc in half from the inevitable frustration, and as you said, future areas could have the same problem.

If anything, I found an eBay offer for just Disc 2 for \$14. It should come within a week.

 Yeah!

 0 



Nintendoer 06/06/2017 1:17 PM

Especially with how lengthy the dungeon in question is.

Well, sorry about that. Hopefully you won't have any more problems when you return to it in a week.

 + Yeah!

 0 



Matt 06/10/2017 11:12 AM

I just started up the new copy of VII Disc 2 and am elated to say that battles finally work properly in that cave!

 + Yeah!



 1 



Matt 06/10/2017 11:45 AM

While making it to the bottom of the cave, Aira got to level 30 and Dragoon 2. Melvin got to Cleric 2. Another CGI cutscene later, the crystal at the top of the altar glowed and shattered, knocking down everyone. God has finally been revived! The Chief instructed us to return home and send word of God's revival.

 + Yeah!



 0 



Matt 06/10/2017 12:06 PM

Fishbel held a great feast to celebrate the Hero's... heroics and the revival of God. Johann came by, told us Burns requested our presence and started playing a song, To My Loved One on the game's soundtrack. Since God is back and Orgodemir has been defeated, world peace is "guaranteed" (but Disc 2 just started). The world celebrated, and peace reigned for months.

 + Yeah!

 1 



Matt 06/10/2017 12:42 PM

One day, the Messengers of God arrived in Fishbel and made their way to Estard Castle. They said that God's Crystal palace has been completed, and representatives from all countries are to go there to hear a revelation from God. The Hero, Aira and Gabo left with King Burns to the Crystal Palace. Apparently, a commotion had happened outside, and Melvin asked us to stand guard.

 + Yeah!

 0 



Nintendoer 06/10/2017 12:49 PM ·Spoilers

Yeah, that's the biggest flaw to come from the multiple discs in this version as opposed to the single 3DS game card. Reviving God and the celebrations to follow really feels like the end of the game (...at first =P), yet you know that can't be the case as the second disc has only just started.

Yeah!

0



Nintendoer 06/10/2017 12:50 PM

Glad to hear the disc works for you, by the way!

Yeah!

1



Matt 06/10/2017 12:56 PM

When I tried to go to where God would meet the representatives, the guards stopped us and asked us for our names. Gabo said them, and when I said "No" to the question "Are you sure?", Gabo called Arus a derogatory term that cracked me up. God appeared to everyone, ordered them to throw down their weapons and took the Dark Ruby from us as it was an object of great evil.

Yeah!

0



Matt 06/10/2017 1:19 PM

Engow's Pamela said she tried to read God's fortune but suddenly felt ill when doing it. Hondara was trying to sweettalk Melvin into letting him in.

One of the priests accused Melvin of treason against God, and Melvin jumped off the Palace. On our way back, lightning appeared, and a wall of darkness surrounded Estard island. Monsters are in *Estard*, and the storm had Borkano fall into the sea.

Yeah!

0





Matt 06/10/2017 1:30 PM

Maribel joined us to see what's going on and suggested going to the fane. She's finally returned to sass us! On the way to the fane, Gabo got to Tamer 6. Melvin was able to communicate to us through the sage's statue

in the fane; all hell broke loose at the Palace when God started banishing continents from the map. He questioned God's actions and was branded as a traitor.

 Yeah!



 0 



Matt 06/10/2017 1:44 PM

In Coastal, he learned of the Spirits of all four elements, and they may be able to shed light on God's actions. In the pedestal rooms in the fane, only Estard Island was on the representative world map. Additionally, all of the pedestals and Traveller's Gates were unreactive. Melvin contacted us and said the Gates can lead us to the Spirits. He went on to transport Coastal's holy flame to us.

 Yeah!

 0 



Matt 06/10/2017 2:20 PM

God forbade weapons just before monsters started running amok. Seems suspicious to me... Melvin got to the PilotFire and lit the flame to Engow's Traveller's Gate. All the magma in the volcano had receded, and a guard said "I feel Something evil nearby..." and "I want you to hurry I'll stay here and keep an eye on things." In Engow, all flames were either out or nearly out.

 Yeah!

 0 





Matt 06/24/2017 1:49 PM

So yeah, sorry I haven't updated either VII or VIII in two weeks... I've been busy with a summer class I have to take. Continuing with VII:

Before leaving Engow for Mt. Flame, Pamela asked her assistant to get something for her. In Mt. Flame, the Hero got to Dragoon 6. Gabo to level 31 and Maribel to level 26. At the bottom, I saw a new cave where Pamela felt a strong presence.

 Yeah!

 0 

Matt 06/24/2017 2:03 PM



Past a lava waterfall, we found a door that called for Pamela's thing. While waiting for her assistant, she told us the story of the God of Flame a.k.a. the Flame Spirit. I revived the Flame Spirit and engaged it in battle. I'm glad I had Barrier on Maribel and MagicWall on the Hero to mitigate the numerous fire attacks, and I won the fight without much issue.

Yeah!

0



Matt 06/24/2017 2:23 PM

The Fire Spirit realized the evil could only be dispelled if all four Spirits joined forces. He gave us the Flame Charm after restoring the sunlight and leaving the area.

Maribel got to Sage 3. Both the Hero and Gabo made up in Dragoon and Tamer, and I tamed a WellLure on Estard Island with the Tamer skill. A mysterious ship appeared off the coast from Fishbel, and we shoved off for it.

Yeah!

0



Matt 06/24/2017 2:49 PM

On Sharkeye's ship from past Coastal, we met Sharkeye himself, who had accepted our story of saving past Coastal and that his ship was frozen for centuries. The marks on Sharkeye and the Hero's arms are each part of the Water Crest, and they marks reacted to light the two other Traveller's Gates and had the Aqua Spirit tell us how to revive him. The whole Crest then appeared on the Hero's arm.

Yeah!

0



Matt 06/24/2017 3:12 PM

Going ashore, I found Dharma Temple. At the nearby casino, I got a Bombcrag monster heart from Lucky Panel! Going to get some dinner.

Yeah!

0




Matt 06/24/2017 5:09 PM

Back at Estard Castle, Burns has mostly recovered since the start of this

commotion. I went through the Dune Traveller's Gate to learn the town was left alone while the castle was attacked. The Queen said monsters attacked the Fane and took the other Dark Ruby from our time in past Dune; the only hope is to awaken the Earth Spirit. We took along Saide, the youngest son of the Chief.

 Yeah!



 0 



Matt 06/24/2017 5:27 PM

When the "Heroask[ed] the shaman about the *Terra* Spirit", he said to summon his physical form needed a holy ritual. He began to draw its body into the sand near the Traveller's Gate, but he forgot what its face looked like. We looked in the Fane only to find Saide's three brothers there before us. When "boss" monsters attacked them, we saved them and got the King's Key from them.

 Yeah!

 0 



Matt 06/24/2017 6:26 PM

The Queen said to use it to reopen the Sphinx, as Hadeed said however long ago. Past the door we opened in there, we found a temple suspended over a great pit. Following the clues on the floor after the door, I found the eyes, lips, ears and a nose at the bottom. I always love puzzles like these. This revived the TerraSpirit, who assisted us without a fight and gave us the Terra Charm.


 Yeah!


 0 



Matt 06/24/2017 6:30 PM

When I went to the Lefa Fane, I was just casually talking to one of the people there when a monster showed up. Guess what happened. Take a wild guess as to what happened.

 Yeah...

 0 



Matt 06/24/2017 7:05 PM ·Spoilers

This comment contains spoilers.



Matt 06/24/2017 7:20 PM

Oh yeah, the Hero got to level 33, and Maribel got to level 27. Reviving the Wind Spirit has to do with restoring the perfection of Firia's statue. I found some researchers saying that we need to climb a tower south of here. So that's where that impossibly tall tower comes into play!

In Gorges, a man said that our getting through the monsters was "Amazinging!"

Yeah!

0



Matt 06/24/2017 7:44 PM

The Pendragon, Sefana, came out of her house for the first time in two months, and she had grown wings when everyone else is wingless. She desired to go to the western tower, and we volunteered as her bodyguards.

The Hero got to Dragoon 7, Aira to Dragoon 4, Gabo to Tamer 7, Maribel to Sage 4.

I'm glad I kept that other Disc 2, but I have to swap discs 3 times should I play this version again.

Yeah!

0



Nintendoer 06/24/2017 7:49 PM

Yikes, you're having some awful luck with disc 2. Hopefully that issue won't crop up again...

Yeah...

0



Matt 06/24/2017 7:50 PM

At the top of the tower, a strong wind started blowing upwards, and we saw Firia's spirit encourage Sefana to fly. She told us why she had no wings and also that she had studied us after all this time.

"Sword of Omens, give me sight beyond sight!"

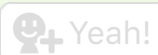
"Wings of Lefa, give me flight beyond flight!"



Matt 06/24/2017 7:57 PM

Yeah, having to swap Disc 2's is just something I'll have to write down and put in the case, which conveniently has space for 4 discs.

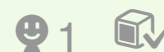
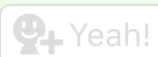
We came across a village with an interesting layout. The Pendragon there said the Wind Robe, needed to revive the Wind Spirit, was stolen by monsters, but they're just locked behind a door. "[I] the received Seal Key", and "[I] the received Halo Orb!"



Matt 06/24/2017 8:35 PM

In the Wind Maze, I enjoyed the puzzles with traversing the 3-D landscapes. The boss fight was just plain annoying; I still pulled through and won, albeit with Aira and Maribel dead. "I the received Wind Hat!" How did they mess that up?

It was good to hear the normal town theme again after awhile. Somebody in the fane recited "a peom passed down throughout... history."



Matt 06/24/2017 8:53 PM

I revived the Wind Spirit, whom neither Aira nor Maribel seemed to like. On my way back to Fishbel, Aira got to level 31. I brought the Aquagon Sword onto Sharkey's ship, which led us to Rainbow Cove. There, the Aqua Spirit emerged from an underwater statue of him, and together, the Four Spirits restored the world and confronted God about sealing the world. They revealed God was Orgodemir! Wow.





Matt 06/24/2017 9:04 PM

Orgodemir's speech had the phrases "a insignificant diversion" and "stands before we." Melvin was right all along about suspecting "God" of foul play, but this only makes me wonder where the actual God is: still dead or somewhere out in the world?

I saved the game and turned it off.

Yeah!

0



Matt 06/25/2017 8:43 AM

For the past two hours or so, I was trying my luck at Coastal's Lucky Panel. I won enough treasure to get a profit of about 10,000 G and four monster hearts: EvlTurtl, Slime, Berserkr and Wyvern. I actually have enough money to buy 2000 tokens for a ? Shard, but I think there are better uses for the money right now.

By the way, the game time is about 88 hours. I need to work on my summer class.

Yeah!

0



Matt 07/23/2017 11:06 AM

Today marks the one year anniversary of this log. I went to the final dungeon and found the Final Key, the Lar Mirror and a... disturbingly organic dungeon. In one of the eggs, I found a MetalyS, which called enough friends to form a MetalKing. An EvilSlash connecting got everyone a level up; Hero, Melvin, Gabo, and Maribel are level 34, 31, 33, 29.

Yeah!



0



Matt 07/23/2017 11:18 AM

I found an area with water covering the entrance to a cave. Using the Aqua Charm there got me to the next area. When a pair of Niterichs appeared, they both spewed out freezing blizzards to wipe out my party. Oh well, I wasn't expecting to get to Orgodemir anyway, but at least I have the Final Key.

 Yeah!


 0 





Matt 07/23/2017 12:04 PM

In Estard, the path to the old man's house had a Final Key door that led to an empty chest I could fill with something. Nearby was a plaque praising the island's natural beauty. I feel as though this has some kind of reward, but what?

Gabo mastered Tamer and became a Cleric. The High Priest at Dharma wondered "What sins [we have] comitted that the Demon Lord would be alive" today.

 Yeah!

 0 



Matt 07/23/2017 12:53 PM

Progress of this grinding session:

Hero: got to level 38, Dragoon 8, Godhand 2

Gabo: got to level 36, Cleric 2

Melvin: got to level 35, Cleric 5

Maribel: got to level 35, Sage 5

Got a Healer heart

Tamed a Red Slime

Krage has way too many metal monsters; I really need to cut back on killing them!

 Yeah!

 0 



Matt 09/02/2017 6:35 AM

Resuming this from over a month... I'm back home for Labor Day weekend, so I can might as well try to go after Orgodemir. Some grinding in Krage got me to:

Hero: Godhand 4

Gabo: Cleric 5


Melvin: Cleric 7

Maribel: Sage 6

A Slime both went to the Monster Park and dropped its monster heart in the same fight. That's... disturbing.

If you're interested, I made a post for a Golden Sun log.

 Yeah!

 0 



Matt 09/02/2017 7:13 AM

I tamed a GoldSlime.

Hero: Godhand 5



Gabo: Cleric 7, level 37

Melvin: Cleric 8, Sage 1, level 36

Maribel: Sage 7, level 36

Against regular metal slimes, the Hero has dealt from 3 to 17 damage with just a regular attack. Why is that so?

 Yeah!

 0 



Matt 09/02/2017 2:48 PM

Hero: Godhand 6, level 39



Gabo: Cleric 8, Paladin 1, level 38

Melvin: Sage 3, level 37

Maribel: Sage 8, Bard 3

Now that I've finally gotten Gabo off of Cleric, I feel more ready to take on Orgodemir. Maribel's going to be a Sage again for the fight.

 Yeah!

 0 



Matt 09/02/2017 3:25 PM

I got past where I got to last time and found a ? Shard in one of the chests. I came to a portal that fully healed me and teleported me to Orgodemir's throne. After preparing everyone's inventory with WorldLeaves, WorldDew and Wizard Rings, let the final battle begin...

 Yeah!


 0 





Matt 09/02/2017 3:53 PM

The first phase was OK, but the saving factor was that he never attacked twice in one turn. I at least made it to the second phase, where he turned into his humanoid form, before getting wiped out. That move where he hurls intense flames killed two people each time he used it (twice).

I found out at Dharma that the Hero needed only three more fights to level up in Godhand; he learned Revive. Argh

 Yeah!

 0 



Matt 09/03/2017 8:42 AM

On my way back to Orgodemir, the Hero got to level 40, and Gabo got to Paladin 2. The last fight, everyone was dead besides the Hero, and I took my chances with Vivify instead of using a WorldLeaf. I now know better. I just started the second phase right now.

 Yeah!

 1 



Matt 09/03/2017 10:59 AM

Lost on phase 2 again a couple hours ago... Time to go overkill on job grinding again!

Hero: Godhand 8, Hero 4



Gabo: Paladin 5, level 39

Melvin: Sage 6, level 38

Maribel: Bard 8, Dancer 2, level 38

Bought a Dragon robe for the Hero.

 Yeah!

 0 

Add a Comment

You must sign in to post a comment.

Sign in using a Nintendo Network ID to connect to users around the world by writing posts and comments and by giving Yeahs to other people's posts. You can create a Nintendo Network ID using your Wii U console or your system in the Nintendo 3DS family.

[Use of Miiverse](#)



[Details about Miiverse](#)



[Interest-Based Ads](#) [Contact Us](#) [Privacy Notice](#)

© 2017 Nintendo