

Name:The ivory charm

Description:Bored of her mountains of jewels, Etria's most stunning woman desires a necklace made from elephant tusks.

Reward:Sea charm

How to beat:Buy a tusk charm from Shilleka. You can buy it by selling a great tusk that you obtain from armoths.

Difficulty:\*\*

Name:Feat of strength I

Description:Though the recommended number for venturing forth is 5, the guild will reward a solo defeat of B6F's monster.

Reward:1000en

How to beat:Go to B6F and defeat a Cutter. I would recommend using a protector. They have good defense and if they have smite the fight will be easy. You should also bring healing items and a warpwire.

Difficulty:\*\*\*

Name:Feat of strength II

Description:To those seeking to prove themselves:Go ye alone into the Labyrinth and defeat the monster on B13F and B14F

Reward:2500

How to beat:Go to either B13F or B14F and kill a Killclaw. The thing is they only spawn after one turn of battle near them. The killclaw has very high defense for your level so I would recommend bringing an Alchemist. Once again don't forget to bring a healing items and a warp wire if you're seriously damaged.

Difficulty:\*\*\*

Name:Feat of strength III

Description:To those seeking to prove themselves:Go ye alone into the Labyrinth and defeat the beast dwelling in B16F

Reward:4000en

How to beat:Go to B16F and defeat a Sickwood. The Sickwood is located in the backrooms of B16F. Once again bring someone strong like a protector or Alchemist. Don't forget healing items and a warpwire.

Difficulty:\*\*\*

Name:Chef's request II

Description:To appease jaded gourmands, Jackson Restaurant has devised a new dish, requiring 2 musks.

Reward:1200en

How to beat:Get 2 musks from Goldeer on B16F and B17F

Difficulty:\*\*

Name:Chef's odd request I

Description:Jackson Restaurant seek adventurers talented in the use of fire to satisfy its latest request. Alchemests welcome.

Reward:200en

How to beat:Get an Alchemist who knows fire.

Difficulty:\*

Name:Chef's odd request II

Description:The latest recipe devised by Jackson Restaurant's chef involves the use of carminite gleaned from Firebirds.

Reward:500en

How to beat:Kill a Firebird with a fire skill. This is extremely hard due to the fact that it is very immune fire. The strategy is to get it to low HP by hitting it with your weak characters physicals(Medic,Alchemist). Then kill it with a fire attack.

Difficulty:\*\*\*\*

Name:Chef's latest request I

Description:Know Cocytus? Jackson Restaurant need you! No inquirer trained in the spell's use will be refused.

Reward:10000en

How to beat:You need an Alchemist with Cocytus. Cocytus' requirements are Ice up at LVL 5.

Difficulty:\*\*

Name:Chef's latest request II

Description:One final ingredient is needed:a Cold Scale from the butterflies in the lowest reaches of the forest!

Reward:Hamaoprime

How to beat:Kill either a hazeffy or helffly with an ice attack. If you don't have an Ice attack use freeze oil on someone and make them kill one.

Difficulty:\*\*

Name:Apothecary's request II

Description:A trainee at Celf Apothecary needs the limb of a large bird in order to develop a new medicine.

Reward:Soma

How to beat:Get a bird limb dropped from moas on B6F,B9F and B10F.

Difficulty:\*\*

Name:Under construction

Description:The carpenters Guild is lacking three Hard Shards and five Steel Chips in its current project.

Reward:Steelsword

How to beat:Get three hard shards and five steel chips mineable from B18F. They mine points are at E6 and D3.

Difficulty:\*\*

Name:Love, cast in silver

Description:A traveller of Etria needs one lump of Corundum ore to craft a ring worthy of proposing to his love.

Reward:900en

How to beat:Mine Corundum from B18F at E6 and D3 or B16F at A4 and C1.

Difficulty:\*

Name:Apothecary's request III

Description:A trainee at Celf Apothecary needs a specimen of cordyceps in order to perfect his new medicine.

Reward:Somaprime

How to beat:Get cordyceps from taking on B18F at A4 and A7.

Difficulty:\*\*

Name:The foreign seeker

Description:A traveller from far-off lands has reached Etria in search of an elusive 100 Shell.

Reward:2500en

How to beat:Defeat the Shelltors on B11F until you obtain a 100 shell. It's a semi-rare drop so it may be kind of hard to get.

Difficulty:\*\*

Name:I refuse thee, Death

Description:A terminally ill woman's son begs for any adventurer to find a cure for his mother.

Reward:50en(Valerie also so gives you an azure coat.)

How to beat:Go to Celf Apothecary and talk to Hoffman.He says you will need the following:A gum thread,blue blood,red blood and drywall. You can get gum thread from silkers. You can get blue blood from Clawlords and Kingyanas. You can get Red Blood from Direwolves. You can get drywall from mining on B21B. The easiest place to mine is right near the Geomagnetic Field.

Difficulty:\*\*

Name:A sister's parting gift

Description:An adventurer's younger sister seeks to create an Angel Wing charm to bring her departing brother good luck.

Reward:5000en

How to beat:Get 10 Angel Wings obtainable from kingaspis' found on B24F and B25F.

Difficulty:\*\*

Name:Love's uncertain promise

Description:An adventurer's fiancée pleads for someone to find her love, who has disappeared into the forest's depths.

Reward:1500en

How to beat:Go to B16F and go to where you met Tlachta and she gave you the Hex Bell. Go straight then left then left again. You should find a rainbow bandana.

Difficulty:\*\*

Name:Fond memories of you...

Description:A lady knight wishes for someone to find the precious pearl she lost to a large horned monster in the forest.

Reward:2000en

How to beat:Go to B11F and head to D4. Once there you see two hall ways go to the most right one and go infront of the pit but do not fall in! Leave the room then a message will appear then go back in. You see a foe but it's actually a warbull. Afterwards go down the pit and you will se another foe this time it's a helbull. The helbull may be tough for your level. Defeat and you will obtain the pearl. This pearl is bugged and stays in your inventory forever.

Difficulty:\*\*\*

Name:Chef's demand

Description:Jackson restaurant needs ingredients to impress a finicky patron with an unprecedented entree.

Reward:Tiger Boot

How to beat:You need a fish fin,a dry peach and a red beak. You can get a Fish Fin from Sworders on B14F. You get dry peaches from sickwoods or from chopping on B18F. You can get the Red Beak from Redbeaks on B19F.

Difficulty:\*\*

Name:Horticulture

Description:A stipulation in a millionaire's will requests the cultivation of a flower he could never get to bloom.

Reward:500en

How to beat:Go to geomagnetic field room on B6F. Leave the room go right 3 spaces go 1 space down then go all the way right. When you plant the seed you will be attacked with the following enemies: 2 Waspiors then 2 Waspiors again then 2 Waspiors and a Sleepel and finally 2 Waspiors and a Sloth. This quest must be done between the time of 5am and 10am.

Difficulty:\*\*

Name:Orphans of the forest

Description:Adventurers seek the cause behind the rising incidence of ferocious ant attacks on B12F.

Reward:Flute

How to beat:Go to A2 of B12F. When you head down the path you should get a warning. Once you enter the room find a way to get south to a door. When you enter you will get a massage about some eggs. Note: YOU CANNOT GET IN TO ANY BATTLES OR YOU WILL HAVE TO START AGAIN.

Difficulty:\*\*

Name:Pest control

Description:A fruit gatherer's livelihood is threatened by the vermin feeding on the fruit in B10F of the forest.

Reward:Nectar II

How to beat:Go to B1 of B10F with an Amber Lump. Once there you will have to fight Toxinflies. First you fight 2 then 2 again then 3 then 3 again.

Difficulty:\*\*

Name:Identity unknown

Description:A monster pursued by a band of adventurers vanished. They wish to learn the nature of thier prey.

Reward:600en

How to beat:Go D1 in B6F between the time of 10 am and 4pm. You will see a FOE that's actually a petaloid. Defeat it to beat the quest.

Difficulty:\*

Name:Monster at sunrise

Description:An aged man enjoying a beautiful forest sunrise was startled by a strange beast. Find the monster.

Reward:15000en

How to beat:Go to B1F You should see a foe. The foe is actually a clover defeat it to beat the quest.

Difficulty:\*

Name:Work stoppage

Description:A member of the carpenters Guild has had his construction project B17F disrupted by three monsters.

Reward:Flame Boot

How to beat:Defeat the three Sickwoods on B17F. They are located at C2,C4 and B6.

Difficulty:\*\*

Name:The Crystal Maiden

Description:The Crystal Maiden of Etria wishes to surround herself with the jewels from which she takes her sobriquet.

Reward:Circlel

How to beat:You need to get 3 shiny vines. You can them chopping on B22F,B23F and B24. B22F chop point is at C5. B23F's is at D6. B24F's is at F6.

Difficulty:\*\*

Name:Emblem of love

Description:To convey a love burning like fire, strong as lightning, and exquisite as ice, three Tri-colors are needed.

Reward:All mist

How to beat:You need to get 3 Tri-Colors mineable in B26F at A7 and D7

Difficulty:\*

Name:The gold enthusiast

Description:The so-called golden Baron of Etria needs golden fur to have a new suit tailored out of gold.

Reward:Nectar III

How to beat:You need to get 10 golden furs. Golden furs are drops from Varharas and Hellbulls. They are found on B23F and B24F.

Difficulty:\*\*

Name:Remembrance of a friend

Description:My lifelong friend threw himself into harm's way for me...I want to wish him luck in the afterlife.

Reward:3500en

How to beat:You need to get a tiny petal and a luck staff. Then head to D1 of B1F in the top right corner place the items.

Difficulty:\*

Name:Song from the depths

Description:Rumor has it the legendary songstress of Etria can be heard in the forest's depths. I ache to hear her voice...

Reward:Angel Harp

How to beat:You are given a Vox Stone to record the voice. Go to A3 of B24F and put the stone there. When you put it there you hear music.

Difficulty:\*\*

Name:Scavenging for Ian I

Description:The merchant Ian has requested samples of all the items that can be mined from B10F of the forest.

Reward:Ice Mist

How to beat: You need to mine Scrap Iron,Fossil and Thin Shell.

Difficulty:\*

Name:Ivory Princess' dream II

Description:The Ivory Princess again suffers from nightmares, this time involving monsters attacking Etria.

Reward:Aulos

How to beat:Go to B1F you will meet with a soldier he says nothing is wrong. Walk deeper in then you will have to fight 2 Desoulers then 2 Sickwoods and then finally 3 Kingdiles.

Difficulty:\*\*\*

Name:Scavenging for Ian II

Description:The merchant Ian now requires a sample of each tree that can be chopped in B13F of the forest.

Reward:1100en

How to beat:Go to B13F and chop for a bug nest,a strawberry and a sea branch.

Difficulty:\*

Name:Monstrous Codex

Description:I'm investigating monster hapitants within the labyrinth. Inscribe ten monsters into the Codex, please.

Reward:Red Charm

How to beat:Simple, put ten monsters in the codex. You should have ten by the 3rd floor.

Difficulty:\*

Name:The diamond charm

Description:Etria's most luxurious woman has decided her life cannot be complete without a Cullinan.

Reward:Evil Charm

How to beat:You need to get Cullinan. Cullinan is mineable in B16F and B18F. B16F's are at A4 and C1. B18F's are mineable at D3 and E6.

Difficulty:\*

Name:Gourmand's request

Description:The millionaire Gourmand King won't rest until he's tasted the ultimate meal. Gather ingredients for him.

Reward:18000en

How to beat:You need to get the following:Stiff hide from a wolf, sticky goo from sleepel or venomgel, gumthroat from treefrogs, tendon from immoas and drywall from mining on B21F.

Difficulty:\*\*

Name:Versus the unknown

Description:I need an able party to subjugate the monsters that appear at night and vanishes with the morning sun.

Reward:2300en

How to beat:Go to the inn and nap. Then go to B18F. There will be about seven hextoads and nightgoads. Defeat them to beat the quest.

Difficulty:\*\*

Name:The legendary bird

Description:The bird sung in legend is more than a mere fairytale. I want you to find it and prove it's not myth.

Reward:15000en

How to beat:Valerie will give you some rare meat. Go to B4 of B30F. Go to the middle right part and put down the meat.

Difficulty:\*\*

Name:Official business I

Description: To:All adventurers; From:Radha hall Deal with the abnormal plants blocking the corridors through B10F

Reward:Bardiche

How to beat:Go to B5 of B10F and defeat the omnivore. The doors are blocked by roots but when you enter the floor a knight will give you stuff to get rid of them.

Difficulty:\*\*

Name:Item compendium

Description:Show me the bounty of the labyrinth. Fill the Item Compendium with 150 objects and report back to me

Reward:40000en

How to beat:Simple, fill the Item Compendium wiith 150 entries. This should be complete by the 6th stratum.  
Difficulty:\*\*\*

Name:Official business II  
Description:To:All adventurers; From:Radha hall Will someone repair the broken lift in the 5th stratum.  
Reward:Nectar III  
How to beat:Go to C7 of B21F. Go infront of the elevator and pry the doors open. Then fight the 5 Steelwebs. These things are very annoying and hit hard.  
Difficulty:\*\*\*\*

Name:Reversal of the poles  
Description:A strong geomagnetic influence is causing chaos on B18F. Investigate the spatial distortion.  
Reward:5000en  
How to beat:When you go down to B18F go 8 steps forward. Then 3 steps to the left. Then 14 steps down. Finally go 5 spaces right to comeplete the quest.  
Difficulty:\*

Name:Lost pet; reward offered  
Description:Latche, the Rooster Inn clerk's pet, escaped while they were on a walk in the forest. A reward has been posted.  
Reward:5en  
How to beat:Go to B26F and go to either of the following until you find the mouse: F1,F2,F6. Be warned though that if his mouse isn't there you will be attacked by a Goudamouse.  
Difficulty:\*\*

Name:Official business II  
Description:To:All adventurers; From:Radha hall The researchers require assistance in retrieving ancient relics.  
Reward:10000en per relic.  
How to beat:You need to collect ancient relics. There are 5 of them but you only need to get 1. They are located at the following places:  
Shiny disc:B26F,B3  
Soft Glass:B27F,E3  
Copper top:B28F,D7  
Token:B29,C7  
Clam Tool:B30F  
Difficulty:\*\*

Name:Phantom of the forest  
Description:There's a rumor a mysterious girl lives in the marshes of the second stratum. Is it true...?  
Reward:5000en  
How to beat:Go to B11F and to the violet crystal door. Keep going past the floors until you get to B7F then head to A7 to fight Alraune.  
Difficulty:\*\*

Name:The bandit's treasure  
Description:I'm out to find the legendary bandit king Edue's treasure! More specifically, I want you to find it.  
Reward:3000en  
How to beat:Go to the clear crystal door on B5F and make your way through to B3F. When there head to the golem and defeat him to beat the quest.  
Difficulty:\*\*\*

Name:Call of the Wyvern  
Description:The Wyvern's cries have sounded strange lately. Is it a some sort of omen? Could you investigate this?  
Reward:30000en  
How to beat:You must defeat the Wyvern in less than 3 turns and get a tough fang. You may need a Troubadour with bravery to beat this or a strong damage dealer like a Ronin.  
Difficulty:\*\*\*

Name:The dread Wrym  
Description:The red dragon at the Wyvern's nest...Can't anyone slay that beast?  
Will you try your hand at it, sirs.  
Reward:10000en  
How to beat: Defeat the Wrym at the same place Wyvern was.

When facing the Wrym you will need the following people. A protector with LVL5 antifire. A Troubadour with bravery and erasure. A medic for healing and two damage dealers. Every turn the protector must use anti-fire. The T must use Bravery so the wrym won't confuse you.

Difficulty:\*\*\*\*\*

Name:Proof of heroism  
Description:I lost my arm to blizzard-breathed dragon, but I'm the only one who's seen it. Prove it exists for me.  
Reward:30000en  
How to beat:Go to where Cotrangl was then go up 2 spaces to find the arm.  
Difficulty:\*

Name:The azure colossus  
Description:The cold-blooded dragon's existense has been confirmed on B15F. It's up to you to carry out my vengeance.  
Reward:10000en  
How to beat:Defeat the Drake on B15F. You have to go to B16F and take the secret passage on A2.

Same strategy for Darke except protector must use Anti-Ice. Also when he uses regen or Ice-block use erasure.

Difficulty:\*\*\*\*\*

Name:Remnants of an age past  
Description:Find some more of those Ankh-shaped objects you found on B21F, would you? I need as many as you can get.  
Reward:30000en  
How to beat:Collect the Annk shaped objects on the 5th stratum.  
1:B21F,F2  
2:B22F,D5  
3:B23F,B6  
4:B24F,B5  
5:B24F,F6  
Difficulty:\*\*

Name:Awakening the serpent

Description:I made this Ankh Motor from the Ankh parts. Put it in the machine on B21F and see what happens!  
Reward:100000en  
How to beat:Put the Ankh Motor where you activated the elevator. Then head to place you beat Etrcant. Defeat the dragon.

Same as the other 2 except use Anti-volt. You don't need a T but it's useful.

### \*Special Monster Drops\* [OR01]

This list is courtesy of CiprianoMcDohl. I have edited it slightly for purposes of format and clarity; however, all of the information contained in this section was written from information he posted on the messageboards.

This is a comprehensive list of ALL special monster drops. If an item or monster is not included in this list, that means that the drop in question is simply rare and does not require a special method of killing the monster. The “special” drop is always the 3rd on the list in the Monster Codex, though some monsters have a 3rd drop that is quite common.

When I use the term “Kill the monster using X,” I mean the killing blow. Any other attacks may be used throughout the fight. The same applies when I say, “Kill the monster without using X.” That also only applies to the killing blow.

#### \*Monsters\*

Name	Special Drop	Method
Woodfly	Insect Eye	Kill the monster using magic(non-poison).
Venomfly	Insect Eye	Kill the monster using magic(non-poison).
Mandrake	Charcoal	Kill the monster using a Fire attack.
Firebird	Carminite	Kill the monster using a Fire attack.
Mantis	Silver Eye	Kill the monster in 1 turn.
Hellfly	Cold Scale	Kill the monster using an Ice attack.
Iron Crab	Holed Limb	Kill the monster using a Bow attack.
Hazefly	Cold Scale	Kill the monster using an Ice attack.

#### \*FOEs\*

Name	Special Drop	Method
Stalker	Harvester	Kill the monster in 1 turn.
Cruella	Rose Whip	Kill the monster while it is completely bound.
Diabolix	Wine Whip	Kill the monster while it is completely bound.
Ogre	Evil Scale	Kill the monster within 2 turns.
Hunter	Evil Crest	Kill the monster within 2 turns.
Treetusk	Hex Marrow	Do not kill the monster using a physical attack.
Dinolich	Sword Rib	Do not kill the monster using a Bow attack.
Shellord	Old Shell	Do not kill the monster using a Staff attack.
Songbird	Gem Plume	Do not kill the monster using a Fire attack.
Macabre	Ebon Plume	Do not kill the monster using a Bow attack.

#### \*Bosses\*

Name	Special Drop	Method
Cotrangl	Ice Spine	Kill the monster wihtout using a Fire attack.
Golem	Statue Arm	Kill the monster using an Instant-Death attack.
Wyvern	Tough Fang	Kill the monster within 3 turns.
Manticor	Beast Eye	Kill the monster within 10 turns.
Alraune	Velvet	Do not kill the monster using a Fire attack.