

Record of Lodoss War FAQ/Walkthrough

by Freedom Colberg

Updated to v0.9 on Oct 2, 2001

Record of Lodoss War FAQ

VERSION 0.9

(as of October 2, 2001)

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***** IMPORTANT NOTICE *****

The original person who put this FAQ up, Tarannis (that's me), is no longer updating the FAQ as of this update. I'm sorry for the late, late, LATE responses to emails I've given, but it's been SO long since I've played this game that I honestly don't remember much about it anymore. Plus, I've started school and I am REALLY loaded down with schoolwork.

Freedom is now back in charge of this FAQ, though I'm not sure for how long, because he's been having problems with his Dreamcast & ROLW game (i.e. they aren't with him anymore). In any case, I'll let him make updates from now on, since it really IS his FAQ.

So, for all you people who've read this FAQ at one point or another and whose hearts were warmed by this appalling, if still-incomplete, plethora of information on this game, direct all your thanks to Freedom for writing this glorious document.

It's been fun.

-Tarannis

***** END OF IMPORTANT NOTICE *****

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Yes, I'm aware that anything published on the internet is automatically copyrighted to the author. And in my experience looking at FAQs, I've never seen

any blatant plagiarism of an FAQ. Still, Freedom put a LOT of work into this FAQ, as you can probably imagine, and I'd really hate to have to break the legs of anyone with the gall to rip this off and claim it as their own. <Tarannis>

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Enjoy this FAQ - it was a doozy making it, but it's also been a labor of love..

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SECTION 1 - GENERAL INFORMATION
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1.1 INTRODUCTION

Record of Lodoss War (hereafter known as ROLW) is the Dreamcast's answer to Diablo for the PC. One of its advantages is that it has an eminently respected storyline behind it, while the Diablo people at Blizzard had to work from scratch. ROLW's equipment system, while not completely revolutionary, is an extremely elegant one which is best learned through experiencing it first-hand. I see that I'm beginning to ramble a bit, so real quick I'll just dash off what I thought was wrong with this game: the lack of any indication as to the amount of XP needed to raise to the next level, and the unbelievably ridiculous amount of mithril needed to max out. All in all, not too many complaints for me, and they are far-outweighed by the things I loved about this game. <TARANNIS>

1.2 STATS

- STR - This attribute affects your damage (see WEAPON CHART) and your impact.
- DEX - This attribute affects your critical rate (see WEAPON CHART) and your bonus to parry (see SHIELD CHART)
- INT - This attribute affects your magic power at a 2:1 ratio. (INT/2)=MAG
- DMG - This is your total damage, enemies may take more or less depending on their damage absorb and elemental weaknesses/strengths, as well as any effects such as busters.
- IMP - Given as a letter grade (S best, E worst) this is your chance of knocking an enemy down or staggering it.
- CRIT- This is the % chance of getting a critical hit, followed by the

multiple to damage if you successfully land one. The % is misleading as enemies have an attribute that lowers chance of critical hits.

- AR - This is your damage absorb, works on a 1:1 basis.
- DUR - Durability, lowers duration of knockdown/stagger from enemies.
- PAR - Parry, your chance of resisting knockdown/stagger from enemies.
- MAG - Magic Power, affects your spell damage, ancient power damage, and your resistance to magic attacks. (Although I can't find a consistent ratio for magic resistance, it is a factor, just not a very big one).
- HEAR- The range at which you can hear enemies, only useful in conjunction with the Visualize Noises ancient as no earrings other than the one that only increases hearing come in pluses.
- STEP- The volume of your footsteps, the range enemies hear you at. Useful if you want to sneak by enemies, especially with invisibility.
- Resist Fire/Dark/Cold/Lightning - Your elemental resistances, a % chopped off the damage you take from magic attacks.
- HP - Your hit points; if these run out you die.
- MP - Your mana points; if these run out you can only cast spells with a modified casting cost of 0. (Usually only recall).

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SECTION 2 - GENERAL TIPS
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Off-colored monsters tend to be more powerful than their nearby counterparts, and usually drop an item the first time they are killed.

Monsters get more difficult as the game progresses; the SAME monsters that you fought in the cemetery are more dangerous in the hills, and FAR more dangerous in the medallion dungeons. Don't assume because a monster was easy before that you can ignore it.

After you beat the Goblin Fort, you can recall at any time except sub-quest dungeons and bosses. Remember this, use it. Refill potions and save as needed. There is no excuse to die in most sections of the game unless you get pinned.

After you recall, do NOT leave the Goblin Fort other than through your portal or else your portal will be disappear, quite annoying.

Early in the game there is no reason to increase magic power as most helmets won't give a decent multiplier to it, save your mithril for other things, if you want more magic power, increase INT.

You can leave ANY ancient on a weapon or piece of armor, early in the game it is usually better to leave something that gives bonuses rather than a power.

When engraving, look at the cost to bonus ratio. If it currently costs 500 to get one level of Damage +2 and 450 to get TWO levels of Damage +1, go for the lower cost.

Don't forget to use TRANSFORM. If you find a new item you want to use, go to the smith and transform your old item into the new type, also refine the new item for mithril to cover the cost. I don't usually find it useful to use the transform book since you lose the benefit of any ancients you had inscribed but not engraved on the old piece.

On that note, don't forget to reinscribe ancients on your equipment after you transform or engrave.

If you empty your last healing potion and have more in your inventory, they will automatically replace the last empty bottle, so you can use more than 6 potions without accessing the inventory screen. Also because of this, you may as well keep items like the book of decoding and other non-healing potion items in the bar, giving less priority (as long as you have one in the bar) to healing potions.

If you are just short of enough mithril for a lockpick or pickaxe, wander around the Goblin Fort, smashing barrels, or talk to the shaman and have the goblins search, chances are you will get a chunk or two of mithril.

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SECTION 3 - WALKTHROUGH
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3.1 THE CEMETERY
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The game starts with a fmv showing the hero's resurrection at the hands of Wart. After the hero, who cannot remember his previous life chooses his name, then you are allowed to actually control yourself.

The first thing you should do is walk forward and talk to Wart. After a dialog where you can ask a few questions, Wart will drop a sword. Pick it up, then walk around behind the dais you are on and open the chest which contains a small healing potion.

In the next room, there is a locked chest in the southeast corner. Just attack it with your sword to open it and get the hood inside.

The next room has a monument in it, read it to cause an advisor spirit to appear, follow his instructions, then smash the crates blocking your way to get to the stairs. If you ask the advisor to tell you about potions you will get an extra empty bottle, which might be worth your time.

In the next room, read the monument, follow the sparkles stepping on their locations to cause a potion to appear, pick it up, and the next spirit, a nasty skeleton who suffers from a bad case of envy will "help" you. The battle should be easy, after that pick up the scroll and use it on the door to move on. Don't forget to pick up and equip the buckler he drops.

In the next room, read the monument, use the well, kill the skeleton, equip the boots, and you're good to go.

After this, Wart will join your party to help you with the next battle, take his advice and don't get near the ogres, you get full experience for any kills he makes, and they will take you out in 2 hits. When the battle is over, you will talk to Wart and be told to kill the leader of the nearby goblin fort so it can be used as a base.

Head north, read the monuments for a couple tips, save and head up the stairs to the cemetery.

Here I would advise using your map to see where you haven't been, and killing everything. The insects can be dangerous so be careful and always be prepared to heal and return to the wells to refill potions if needed. To get lockpicks to unlock the various locked chests, kill skeletons. A set of them around one of the locked chests drops one apiece.

You can take the north exit to the goblin fort, but the gates are closed so nothing can be accomplished, you need an alternative route. Wander to the southwest corner of the cemetery and talk to a goblin named Nobby, DO NOT, I REPEAT DO NOT attack him! You can kill him, and doing such will make it impossible to get one of the ancients later in the game.

He will give you some advice, and more importantly point you to a scroll of unlocking you can use to enter the game's next dungeon.

Wander to the magically sealed door near the middle of the southern half of the cemetery, use the scroll and enter, saving may be wise now too if you're a paranoid saveaholic like me. The first floor of the cemetery cave is pretty easy, just kill/gather everything before going down the stairs. You will notice a magically sealed door in here, you can't enter it yet, soon my friend soon. The astute will also notice that this is actually the same dungeon as where you were resurrected, other than filling in part of the map, this is irrelevant, you cannot walk between the two sections and many dungeons in the game are connected to previous sections of the same dungeon with different entrances.

The next floor consists of slashing a few goblins in a one way passage. After this you will end up near a cell with a dwarf held prisoner, speak to him and free him, he will agree to forge for you as well as open the door to the next section. You will find yourself in the jail beneath the goblin fort. The two cells with creatures in them are locked (and this is good for you). The others are unlocked but sadly have no treasure. Kill the goblins, and take the stairs up to enter the Goblin Fort.

3.2 THE GOBLIN FORT

If you have been killing everything like a good bloodthirsty barbarian you should be level 4 by now. Also, if you have looted everything you probably have a few rings, I would suggest wearing ones that increase strength or hp as dexterity isn't of much use this early in the game. Make sure you are using the equipment set you want, and get ready for slaughter.

General advice for the next area is as follows, remember you can smash crates barrels and pots, though all you will find is mithril, this can be very useful. Watch out for the fireball slinging shamans, and remember you can always move back to the well if you run out of potions so use them at will.

You will find yourself by a room with a save crystal and a well, refill, save, then move into the fort proper, clear the courtyard of goblins, then enter the only unlocked door (the northwest of the courtyard). Make your way through the rooms, slashing defenders out of your way. When you come to a room with a desk and a taller goblin near it, this is the leader. Kill him for 1000 mithril and the deed to the fort (not literally).

*After you kill the leader, Wart will appear and talk to you. He will run you through the basics of magic and give you your first spell; Recall.

After this, wander around the fort and talk to the goblins, adjusting the camera angle to see behind walls.

Of note are:

*A chest on the parapets, this has always contained a +100 hp clothes belt for me, VERY useful.

*A goblin near the south gate who will give you a red mana restoring crystal.

*A goblin shaman who will assemble the goblins, whereupon you can ask them to hunt for treasure for you. Sometimes this gets nothing, sometimes it gets mithril or red mana crystals. Rarely it will get a low class item. (Like a buckler) Even more rarely it will yield a decoding scroll. You can also ask them to die which they will do, usually dropping a chunk of mithril in the process. To be able to search again, leave the fort and return.

<From Ben MCOB: "They can [also] find Magic Crystals, Heat Potions and very suprisingly Miracle Rings which should be very useful early on in the game. The Magic Crystals aren't too rare but I think the Miracle rings might take a while to get. The goblins also can find the long sword, which seems to be the best one-handed weapon for quite a bit.">

Opinions vary on that last one, of course. I personally think the Oriental Sword is still the best weapon for a while <Tarannis>

*A goblin near the ramp to the parapets that trades in items for mithril. The items in order and their rewards are listed in the subquest section.

When you are ready, talk to the dwarf, he will send you back to the jail to fetch some equipment then run you through a tutorial on engraving ancients. The items are in the chests along the west wall just south of the jail cells.

After this talk to Wart again, he will give you your next task, a trip to the Dark Elf Village, and unlock the gates for you.

At this point, I usually do NOT spend all of my mithril, instead I do a couple side quests to increase my mithril so I can have the smith make the special sword for me.

Engrave the following:

Sword Str+1 (x4) Damage +1 (x2) Damage +2 (x1)

Armor/Helm/Shield Armor +1 (x3)

Place on your sword, but DO NOT ENGRAVE (cancel out) the

Damage up +2 ancient, give your other items all armor up +1, you can fit two of these on each piece. This should give you over 20 damage and armor.

Firstly, head north out of the Goblin Fort, read the monument (parrying +1), follow the path, and do your best not to tempt the ogres (although you should easily kill them, they can do some mean damage). You will get to a spot where

the path is flanked on either side by walls with nasty axe throwing goblins. Take the first left off the path AFTER the walls, and you will go up to the top of one of the walls, kill all the enemies (this should get you to level 5) then recall and save as well as refilling your potions. You are now ready for your first medallion dungeon: Dungeon, Goblin King.

Enter the dungeon, be mindful of being swarmed and take out the goblins. The boss is the large goblin wearing yellow, if you kill him all the others will fall. You will be rewarded with a medallion and 3000 mithril. This is a bit hard for now, but it's worth it in the long run.

Now go back to the Cemetery, talk to Nobby, ask about his trade, tell him you are bored and listen to his story. Tell him it is interesting, and you would like to adventure. You will be rewarded with a decoding scroll. Go back into the Cemetery Cave, to that sealed door from earlier, and use the scroll. You will find yourself in a previously unreachable section of the cemetery outside of your second medallion dungeon.

RECALL and SAVE this can be deadly, and fully expect to die, this is also hard. Try to avoid most of the zombies, though they are decent experience if you want to level a little. (I run around using hit and run tactics and only attacking a number of zombies with one swing.) Head up to the north of the dungeon and take out the red zombie. He will drop some mithril and some chests will appear as well as a monument with the Holy Photon ancient power. This power is only good against undead and demons, so don't use it now. Go talk to Nobby again, show him what you found, he will faint and another monument will appear, with the Words to Fighting Technique ancient. This is one of the BEST ancients in the game if you use one handed weapons. It increases your DEX (and therefore your parry and critical hit chance) for each ancient you have engraved on your shield. So a shield +20 gives +20 dex above and beyond any other bonuses it gives, I *LOVE* this ancient. You should also get a fine necklace, which is a nice little item that gives you a little increase to a variety of stats.

Ok so why did we do this? Go back to the smithy and ask about the special sword, give him 10,000 mithril and let's be merrily upon our way. Oh you probably want to dump the medallions in the stash while you're here, they aren't of use for a while to come.

Head north out of the Goblin Fort again, following the path, when you get to the branch near the signposts, take the right branch (or read the signs =P). You will shortly end up in the swamp, Follow the path north, crossing bridges as necessary, and take the north exit from the swamp, you will end up in the Dark Elf Village. *CHEER*

3.3 THE DARK ELF VILLAGE

Immediately upon entering this area, you will overhear a conversation between 2 dark elf shamans, apparently the elder has been imprisoned by some jerk named Ruselb.

To the west of the entrance are a well, save crystal and red portal. Enter the red portal and you will find yourself back in the Goblin Fort with a shortcut now available. (To activate the shortcuts in the future, just walk up to the pillar and "talk" to it.) Head up to the smithy where you will overhear a conversation between Wart and the dwarf. It ends with an item being dropped. This is the Transform Book, useful in my opinion mostly to be able to swap between weapons, not to be able to use new items as you find them. For now, stow it in your stash you won't really be needing it.

You now have a choice to make, your Oriental Sword is now done, and if it looks sweet, there's a reason for that, it is. High damage, good speed, good range, and welcome to CRITICAL HITS! If you intend to use it, start concentrating on raising your dex on your armor, it's cheap and will make you get criticals more often. Unfortunately, you can't use a shield, so the Words to Fighting Technique won't help. You can quite successfully use this sword throughout most of the game, but I won't be in this walkthrough. You sacrifice your shield which means you lose parry, as well as have less AR. If you choose to use this sword, then whenever I suggest increasing something on a shield, put it on your weapon in crits/damage/str or on your armor in dex. Or heck put it in whatever you want to, but those will best utilize the sword. Also if you intend to use it, I suggest you swap the accurate ring in for toughness, and don't forget to place a couple ancients on the blade (2 damage +2 fit rather nicely don't they?)

If you're following my path, then refine the oriental sword, we now have a lot of mithril to work with as well as a pretty item in our glass case.

Engrave the following:

Sword: STR Up+1 (x6) Damage Up+1 (x2) Damage Up+2 (x2)

Armor: DEX Up+1 (x10) Armor +1 (x4)

Shield: Armor +1 (x5) Parrying +1 (x10)

Helmet: Armor +1 (x5)

Don't forget to put armor back on your armor/shield/helmet and damage on your weapon when you are done. I mean why waste free points.

This should get you somewhere around 30 damage and AR and 20 parry.

Ok, back to the Dark Elf Village, take the red portal back and wander around the town, shortly you will meet the blonde shaman, when she questions you, answer with your name, then that you seek Parn, then that you wish to kill him. Yea, it sucks to lie, but it's not really worth fighting the shaman and her guards, while possible they give nothing for the effort and it's hard.

To the north of the village you will find the INT up+1 and MP up+1 ancients. Also, to the northeast you will find a building with a phantom in it. This building contains a decoding scroll, a copy of the Book of Visions, and a good chance at some mithril in the crates.

To the west of the village through a gate you will find a monument with the Firebolt ancient power, south of here, you can talk to the silver-haired shaman, Pirotess. Give her your name, then offer to help, she will open up the first floor of the Pyramid to give you a test of worthiness to help her.

Destroy the crates in her room for more mithril and a lockpick, step on the trigger to cause a chest containing a copy of the Book of Walls. Then head to the first floor of the Pyramid.

Take either entrance, and make your way thru the pyramid, this should be a cakewalk. The blue demon is near the north of the pyramid, when killed he will drop 500 mithril and a sacred helmet. Also don't miss the potion bottle between 2 bookshelves in the northeast of the pyramid, the Armor +2 monument in the north of the pyramid and the Book of the Wind in a chest activated by a trigger in a room in the middle of the pyramid. There are also 2 smashable chests in this area, one of them (in the northwest of the pyramid) is trapped so make sure your HP are over 100 when you smash it. It contains the wicked sword, another glass case item, and a decent weapon for now.

Leave, and talk to Pirotess near the stairs, she will open the next floor of the pyramid. Head back to the Goblin Fort, transform your sword into a wicked

sword, then return and enter the next floor of the Pyramid. Kill all the elves to open the door to elder. Smash all the crates to get treasure. I found a pierce of ear +2, falchion, light plate, and leather boots +3, I think the only thing random here is what the + on the items is. Head into the next room and read the monument (Regenerate Speed +1) then talk to Marela (the elder).

Once again, head to the Goblin Fort, transform your armor into light plate, and your sword into a falchion. Don't forget to reinscribe (without engraving) ancients, I'd suggest Armor +2 and Armor +1 on the plate. Engrave Holy Photon on your sword. Go to the top floor of the pyramid and use Holy Photon to kill the demons in the first room. After this, finish off the remaining demons (who are mostly immune to Holy Photon for some dumb reason) with melee combat. Your booty? A magic charm, a copy of the Book of Fire, a pile of mithril, and a monument with the Resist Hell ancient. Be careful you have full hp when you smash open the wooden chest, it is once again trapped.

Head back to the Pyramid Ground Floor, and out the now unblocked east exit. This will take you to the last part of the Dark Elf Village (nothing is here). Fill your potions and head out the north exit into the Dark Forest and save.

3.4 THE HUNT FOR PARN (DARK FOREST)

You can choose to use just about any weapon you want here, I prefer the wicked sword. But if you don't want to spend too much time at the Goblin Fort, the falchion will do fine.

The first thing you should do here is head due north from the save crystal, you will shortly reach a monument with the HP up +4 ancient. After this head back down and take the next branch north, this should after a little weaving lead you to a square ruins area with the Parrying +2 ancient inside. From here, head west, grab the Critical Resist +1 ancient, then head south over the bridge and into the large building. Head downstairs, take the passage, brushing aside any piles of bones that attempt to stand in your way, then take the stairs up. You should be on a small island with a brave (now dead) elf, the Resist Lightning ancient, and a wooden chest with a decoding scroll in it, take your rewards, then return to the large building. Head nothing again, taking the path west of the bridge and you will reach another building, head inside, loot the chest, then head further north and grab the Visualize Noises ancient power. Head south taking the narrow passage to the east this time, head down, then back around and north and flip the lever (pointed at with a nice yellow arrow so you won't miss it!!!) and head back to the large building in the southwest of the map. Head back north OVER the bridge this time. Head north and take the now open gate (next to the Critical Resist monument) and grab yet ANOTHER ancient, STR up +2 this time. Continue heading into new territory around the bends and you will shortly reach a magically sealed door, unlock it, head inside and enjoy the spoils. (Is that a Barbarian Vitality ancient power? I think it is) Then head west follow the path until you end up taking the entrance into the old ruins.

All that is in this area is a few treasure chests (kill the blue gargoyles to make them appear one in each room). I think the contents here are random. Once you are done, don't forget to grab the Magic Power +1 ancient, then head up the stairs. By now, we've probably gotten a bit of mithril, and some new weapons and armor, so choose your outfit (don't forget boots and rings etc if you have any you want to use). And it's that time again... the Goblin Fort!!

I'll trust you to handle your own engraving for now on, and with random mithril drops, I have no clue how much you have anyways. I'd suggest a few points into

Resist Lightning however. Also, remember that it takes 2 points of STR to equal 1 point of damage (of course STR also increases Impact).

Don't forget to throw some ancients (or ancient powers) on your equipment, and be sure to update it to the newest shiniest stuff to boot.

Head back to the Dark Forest, and head west for the DEX +3 ancient. Then head south and follow the one-way path until you reach the save crystal, save and ONWARD to battle! Here you meet some loser who wants to kill you, Parn shows up and rather than realizing his limited options he takes this as a good thing. Thoroughly enjoy stomping the idiot!

After the battle, a dialog ensues, it really doesn't matter what you say, Parn will join your party.

Loot the chests, then head down into the Old Ruins again. Here you will be introduced to a new joy, an annoying monster that enjoys pretending to be a chest or door. To make things worse, it always appears in a small explosion, which OF COURSE does a large amount of damage, so keep a close eye on your HP. In theory, you should keep an eye on Parn's as well, so you don't risk him dying, but the boy's a tank. If somehow he does become low on hp, use a potion it will heal the both of you. The ruins here are straightforward, and I don't think you can miss the MP +3 ancient along the way.

3.5 CANYON TO GOBLIN CAVE

After your next exit, you will find yourself in the Underground Canyon, a maze like area you will likely grow to hate. But, for now we're just taking a quick peek until we get to our next shortcut. Don't forget to fully map out the areas, there's a few chests, the DEX +4 and INT +3 ancients, and a couple passages that lead to short areas.

One of these leads to an area with a few chests, the MP Charge Speed +1 and Damage up +3 ancients, and an alternate exit that leads to a small isolated area. All that is in this area is some mithril you can't mine yet, and a few monsters, kill the goblins to cause a chest to appear, then head back out.

The other area is one room, with a bunch of goblins, kill the leader to get a longsword and a bunch of treasure to appear. Make sure you keep your HP up as you open the chests, as they are all trapped.

Make sure you kill the Golem outside the Goblin Caves, as his death will bring about the appearance of the Critical Rate +1 ancient. This is a MUST HAVE!!! After this head into the Goblin Cave and save.

If you want you can take the portal back now, or you can wait until you get the Goblin Killer ancient power shortly. I personally don't see any reason to use the Goblin Killer, since it's not as if goblins are hard to kill, so I'll take the portal back now to activate it. If you have the mithril, engrave.

Before returning to the Goblin Cave, now is a very good time to clear out the jail underneath the Goblin Fort, so save, go down the stairs you took when you were first storming the fort, and talk to the jailer, assure him of your bravery, and slaughter the two beasties. Your rewards will be a pair of heavy boots (to prevent knockdown but boy are they LOUD), and the Stone Crasher club, which is good for killing golems. After this return to the caves.

The Goblin Cave is pretty straight forward, on the way to the main cave is a branch to the west with the aforementioned Goblin Killer ancient. When you get to the main body of the cave, you will be met with hordes of goblins, make sure you watch your HP they can go down surprisingly fast. Near the west of the cave is a chest guarded by a cyclops with a copy of the Book of the Dead in it. To the North of the main cave (just south of where you entered) is a room guarded by 3 golems that contains a nice trove of locked chests. If you run out of lockpicks, remember that the dwarf can duplicate more for you and he's just a recall away. The only other two things of interest here are Deedlit (near the middle of the cave), and the exit to the rest of the canyon (in the SW of the cave).

After you rescue Deedlit, say more or less whatever you want, she'll join you and you can start to wince whenever you hear Parn shout "DEEDLIT"! Which if you are me happens about every 2 minutes.

3.6 DEEDLIT! (AND MORE CANYON)

This part is difficult to explain. Your eventual goal is to get to the NW of this part of the canyon where you can read a monument and follow sparklies to the boss and escape. However, you will want to fully explore all the various underground ruins so as to get rich on loot and ancients. I will try to give you general directions, but the best route is to use your automap frequently, and remember which entrances you've been into. At least to make things easier there are only one ancient and two chests above ground and both are fairly easy to find =P.

After leaving the Goblin Caves you will be presented with a save crystal, your first order of business as always should be to save. Head north, following the winding paths until you reach an entrance to the Underground Ruins. If we're on the same wavelength here, you should find yourself in a short dungeon filled with zombies and skeletons and the HP +5 ancient. If not, well then I suck even worse than I thought at giving directions...

Head back south to the save crystal and head west this time, very shortly you should see another entrance to the Underground Ruins with a sparkly right in the middle of a single room. This sparkly will trigger a big mean nasty golem so before hitting it, I suggest you transform your weapon into that nifty Stone Crasher and maybe even wear the heavy boots if your ears can take it (or you feel like using MUTE on your tv). Kill the golem and be rewarded with the Impact +1 Ancient.

Leave and head west, once again you should shortly reach an underground entrance (stick towards the bottom when you hit a branch). Explore this area to find the STR up +4 and Regeneration Point +1 ancients as well as a locked chest that triggers a fight when you open it. Kill the blue enemies that appear for a nice chunk of mithril and a couple random items. There should be 3 reachable exits, (as well as some from an earlier trip into a different section) the one you enter from, and 2 roughly northeast. Take the middle of the 3 reachable, and kill all the enemies to obtain a chest. Return, then take the northernmost exit.

From here, head south, follow the winding queue like path west until you are presented with the choice of winding back east or turning south. First go east until you find a blue golem, kill it to cause a chest to appear. Then go south. You will be presented with a end of the wind, and yet another entrance into the Underground Ruins, I think you know what to do =P.

The only set object in this area is a chest in a room in the north. Other than

that, kill monsters and enjoy random drops and mithril. There are 3 exits (including the one you entered by) into this area, first we will take the southern one, however make sure you keep track of where this dungeon is, as we will be returning shortly.

Head west, and enter the small one room section of Underground Ruins. There are 4 differently colored demons in here, kill them and grab the ancient that appears (Lightning Bolt ancient power) then return to the previous ruins, head through them and take the northernmost exit this time.

Head north, into another section of ruins (1 treasure chest in here, and a couple mimics pretending to be chests). head through these, and out the opposite exit.

Head mostly north from here, you will have to go east a little, but you mostly want to be heading north and west for a bit. then south and west. When you reach an area with a lot of golems you're close =). Grab the Damage +4 ancient and head north until you see a monument with a yellow arrow. OUR GOAL!!!

Note where this is, then read the monument, heading generally easy, touch each sparkly to cause the next to appear, when they lead into the ruins, make sure that you save, then go down and fight a big bad giant and his friends to unlock the exit from the Underground Canyon. Head back to the monument, then north and you will find yourself in a small section of the Dark Forest... FRESH AIR!

3.7 RUSELB AND NARSE

Well I lied, first we have a short section of old ruins before the dark forest, in here all we have are monsters though (the chests are mimics but killing them will still yield treasure). Deedlit will have a brief elfy flash, doesn't really matter what you choose to say. Head though the ruins, and surface in the forest.

Here just make sure you fully explore this "huge" area before heading below ground again at the only exit. Of note are the 2 chests, the Armor +3 ancient, and a wall of mithril with a chest behind it that we can't reach yet.

Head below ground, and through the subway to come up, grab a chest, then duck under again for more subway. Make sure you kill all the colored demons for treasure, then head up and you'll be in the Dark Forest again.

Unlock the door with a scroll for 10,000 mithril and a resist fire cape, it's probably a good idea to wear the cape. It's also probably a good idea to head back to the Goblin Fort and spend that mithril. There is a scroll in the area with the boss, but getting it tends to cause the boss to lock you into the section unable to recall, so if you must get it, make sure to save first.

Now for Ruselb, if you've been keeping your mithril up, he shouldn't be too tough, if worst comes to worst, let Parn and Deed take the brunt of the assault while you play healer for them. Just remember to take the other monsters out asap so they will attack Ruselb. You reward for his demise is a nice trophy head!!! (and the appearance of the Fast Attack ancient).

Parn and Deedlit will now leave, it doesn't matter what you say, they will leave... oh well, at least they were nice targets for the Ruselb fight. Recall back to the Goblin Fort and talk to Wart for your next assignment.

He will tell you to seek Slayn and Leila in the Cave of Narse, to get there,

head north from the Goblin Fort, following the path until you hit the signs, this time head west, you will shortly reach the desert. Getting to the cave can be a pain, and nothing I can say will really help, just take it slow and try not to get surrounded by ogres. Some people find it easier to run past all the fights, some prefer fighting. I find it helpful to use a shield here even if you usually use the oriental sword, but if you're doing enough damage to easily kill the enemies, a shield may be irrelevant. Whatever you do, DO NOT go into the sand, you will get seriously whomped by the worms. Stick to the mountain paths, and use your map to find the Cave of Narse (it's west and north from where you start).

When we get here, you will want to mostly hug the west section of the map, heading north until you find an exit. This will lead into a HUGE cavern, talk to the people there, they will wake the dragon, talk to it to receive the next step in your quest. After all of this, head to the north exit of the cavern. Read the monument, and you will be given a pickaxe by the Mithril Ghost (looks like a mithril golem to me =p). This is the beginning of POWER!!!! Recall, and have the dwarf duplicate your inventory full of pickaxes, then return, mine the mithril wall away, and head north, following the tunnel, grabbing the Durability +3 ancient, and heading downstairs.

Our next goal is to clear this floor of the Cave. In doing such we will find along with the piles of mithril quite a few chests and some ancients. I won't give step by step instructions, as you will want to cover every square inch of this area (use your map) to get all the mithril. The ancients you should find are: Durability +1, Resist Cold +1, MP Charge Point +1, and Body Control. You should also find the Silver Knight's armor in a locked metal chest. The only things you should watch out for are the red insects (they can critical hit and kill you fast if you aren't careful) and the fire demons (they respawn, and generally are easier to avoid than fight).

Once you finish up here, go back to the Goblin Fort and spend your mithril. You should have around 35000 after finishing the Cave of Narse, not pocket change to say the least. I would suggest pumping all 3 of the resists you have to +10. I would also HIGHLY suggest getting at least 20 points in the Durability ancients between them (5 levels of +3 and 5 levels of +1) You can of course do as you wish, but these increases will help any play style. After this head to the next section for a lot of "optional" subquesting (I say "optional" since the power boost will really help out).

3.8 A QUESTING WE WILL GO!

(If you want, you can head back to the Underground Canyon and Dark Forest on the way to Ruselb to mine the small amount of mithril and grab the chest, I don't consider it worth the extra time...)

First, grab the medallions from storage if you put them there. Our next stop is the Dark Elf Village. We want to talk to Marela (the rescued Elder) who will confide in us, and give us a nice long quest to keep us occupied for hours to come. She is just east of the portal to the village. She will also reward us for the 2 medallions we brought her if we speak to her again. (Immortal potion and Empty Bottle(large)). Lastly she is kind enough to mark all these dungeons on our map to make things easier for us.

Save, then take the portal she made for us. It will take us outside of the Dungeon, Lizard King. Go in, and kick some major behind for the Book of Decoding which will allow us to go back and start doing dungeons at whim =).

After getting the book, return to the dark elf village, save and head out the south exit. Head west to the Dungeon, Elder Knight. If you currently have any decoding scrolls, now is the time to use them. We no longer need them with the book, and you aren't allowed to discard them. So remember to use any scrolls you may find over the book. Head into the Dungeon and stomp the elfies into the ground, too bad this wasn't so easy before since that Elf Buster would have been nice, but oh well... return the 2 medallions to Marela for our next reward.

Now head back out into the swamp from the Dark Elf Village, this time heading east to the Dungeon, Dark Shaman. Getting here is a bit of a pain, you have to head south, then east, then up the mountain and around to get there. While you're en route, you might want to pick up the Durability +2 ancient (which is "just east" of the entrance to the Dark Elf village. The dungeon really shouldn't be too hard, but if you're having problems, try increasing your resist lightning, your elf buster, or using the wicked sword. I suggest using the sword you win here for quite a while to come if you're using 1-handers.

Head back to Goblin Fort, switch weapons if needed, use that mithril, and I'm cutting you loose for a bit. Clear the Hills, and both Swamps of all the dungeons, take the medallions to Marela, pump your ancients. To help out, I am listing where to find the ancients in these sections, but what order you do this in is your choice. If you have problems with a specific dungeon, read the subquest section for advice. Oh and don't fret over getting to the two island dungeons in the swamps (Lethal Demon/Hell Lord) you can't get to them yet.

These show the locations ON THE MAP. You cannot just follow these however, since they are aids for location, and the pc can't fly =P.

SE Marmo - Hills:

- MP up +2 (south of Dungeon, Goblin Lord)
- INT up +2 (due south of Dungeon, Skeleton King on the map but way south)
- HP +2 (east side of map, just south of the beach)
- STR +3 (east of Dungeon, Cyclope)
- Levitation (small graveyard west of Dungeon, Giant Zombie)

NE Marmo - Swamp:

- Durability +2 (east of entrance to Village but have to walk around).
- INT +4 (southwest of Dungeon, Elder Knight)
- HP +6 (east and slightly south of Dungeon, Lizardman)
- MP +4 (peninsula at northeast of map)

N Marmo - Lake Shore:

- Armor +4 (north of Dungeon, Salamander)
- DEX +5 (due north of Dungeon, Hell Lord)
- MP Charge Point +2 (northeast of Dungeon, Lizard King)
- Damage +6 (west of Dungeon, Lizard King)
- Feet of the Cat (peninsula on lake shore west of central island)

3.9 The Hill of Falaris

Over 100000 mithril, new ancients, new weapons, TREASURE TREASURE! Don't we fell much better now? Don't spend that mithril all in one place, but now's a good time to maybe spend some on the costlier things like damage for a bit (if you haven't already been doing such). Well, done with cleanup and back to the game proper... we will start with... a MEDALLION DUNGEON!!!

Take the portal back to the Cave of Narse, head through it to the northeast exit, and take this exit, head out and head east, to Dungeon, Salamander. Don't forget to pick up the Magic Power +3 ancient while you're over there too. Head back west, and around to the northern exit where we will shortly encounter... a PORTAL AND SAVE CRYSTAL! Use them, love them, then move northwest.

In this area, the object is to destroy the 4 statues of Falaris (the 4 armed Hindu looking god) so that you can enter the Temple of Darkness (and ultimately kill Shoedle).

Our first statue is reached by heading NW from the save crystal until you get to an upward slope leading west, take this slope, then continue to head west until you reach a second upward west slope, DON'T take this, instead head north where you will see the statue. Destroy it (which will trigger a fight).

Our next statue is north of the first, go back to that westward slope, and take it this time, heading west then north and around to just north of the first statue, destroy it, and you will be surrounded by nasty gargoyles. Get out of the encirclement and let them have it.

Next, head northwest, you will see a HUGE chest, open it and *GASP* a fight appears, a couple golems, a couple gargoyles and a titan. Nothing you can't handle, but not a cakewalk either. (Or maybe you're better at this than me). The treasure in the chest is random as far as I know.

Head back to the well (north of the save crystal) refill, then head north, skirting the wall in front of you by going west then continuing north. You will see some lizardmen around the third statue. Destroy them to get the Fireball ancient power. Destroy the statue... nothing how odd... open the treasure chest to north of the state, AH! There's our fight.

Go east, take the first north, and follow the east wall, you will reach a black gate (you can't get through it yet, so don't stress). From here go west, take the first north and we will hit our last statue. Destroy it and defeat the enemies.

If you want that mithril you can see from the 4th statue (who doesn't) then head west and around. Mine to your hears content, oh and saving is probably a good idea too...

Head west then north for one HUGE ambush. Now is a good time for me to mention that even if you can't see your character you can still hit the sword button over and over for him to hack through hordes. In fact I usually watch my HP instead of the battle, and just hit the button. After you kill all these foes, the gates to the temple unlock, but don't enter them just yet. Head west, mine the mithril. You will be temporarily locked in until you defeat the titan that appears, but he shouldn't be any trouble even in an enclosed space. Now head into the Temple of Darkness (though still technically on the Hills of Falaris map for now).

You will talk to Leila who will offer to join, you can choose to have Slayn join again, but she's really the better choice, she heals both you and herself, and her sacred sphere is nice for dealing with the demons that will swarm you below. Take who you want, but if you take Slayn, watch his HP, and expect a harder battle ahead.

Destroy the 4 statues in this room to go on, and keep an eye out for these, you want to destroy all of them to unlock both treasure and the ways forward.

Head west first, destroying the 2 statues flanking the door to open it, then

the chest for treasure and a battle. Then head north destroying the 3 statues along the west wall. Go north and destroy the statue of Falaris.

Head back to the entrance to the temple, and east, pick up the treasure in the room to the south, then destroy the statues to open the door north. Head north and then west into a room with an altar. Destroy the statues to either side of the altar to cause a chest to appear (containing the Book of Visions). Open the chest, and kill the foes to cause the Resist Fire +1 ancient to appear.

The stairs we want to take are just to the west from here, take note of that so you know where to come back to, but we aren't done in the Hills yet. Go back to the entrance of the temple on the outside, where the yellow monument is that tells you to destroy the statues. From here head east a short ways and notice the missing pillar, you can get in behind it, loot the chest, and get down into the remainder of the Hills of Falaris area.

Head east to the magically sealed door and open it. (BTW, if you have trouble with the golems here, you can always go back to the Goblin Fort and transform to the Stone Crasher, you can even carry 2 weapons with the Transform Book to switch between them). Head east a bit more and you will shortly reach a dungeon (Dark Cultist). Outside of this dungeon is a portal, you can hop into it and back if you want, I'm not sure if it activates anything if you do, but no harm done. However, you won't be able to go anywhere through the portal. Enter the dungeon and clear it, then either head back or head south.

South from the dungeon is a treasure chest which often contains a giant shield. This is nice for the Dark Temple, where you can afford less parry. HOWEVER, if you get it, grab the treasure, then RECALL. The fight which appears takes forever to cut through and you will be overran easily. Just walk back from the Hills of Falaris portal.

Once you are done, head back to the altar room and down the stairs for the Dark Temple.

3.10 THE DARK TEMPLE

Head east, and follow the path to the door, head through it and hit the sparkly to trigger a talk with Serafi (a demon who works for Shoedle) and a boss fight. Finish the battle, then head west, destroy the statue, kill all the enemies, flip the switch, then head west and get the Damage up +5 ancient.

Head back east, then south, your goal here is to destroy the 3 statues along the southern corridors. Make sure you kill also all the enemies to get the Parrying +3 ancient. Flip the switch, and use the doorway connecting the two south corridors to travel, and when all the statues are destroyed and all the loot gotten, head all the way west, and north. Oh, and in case you couldn't guess, every statue you destroy and chest you open will trigger a fight.

Flip the switch, grab the chest, head north, flip the switch, head east, smash the statue, head south, get the Regeneration Speed +2 ancient, head north and go downstairs.

Save (always a good idea). Head west, destroy the small statue, then head west and step on the sparkly to trigger another conversation with Serafi and another boss fight. This fight can be either easy or not depending on how you have built up. If you're having problems, increase damage or lightning resist. You can also try using something like bonfire if you've built up your magic at all. Lastly, you can just let your cohorts fight the boss if you want. If you

are using Leila, just stand close to the boss and her Sacred Sphere will hit it when she casts it.

Head south, and DON'T FLIP ANY SWITCHES, head east and north to grab the Armor +5 ancient, head back and flip the yellow switch. Continue following the path, flipping any yellow switches you come across, killing the monsters, and destroying the small statues. When you get back to the start of this floor, go south from the Armor +5 ancient and you can get to a chest, then head back through the boss room.

This time, choose the red switches, hitting them and moving along until you get to the bottom of the map and two locked chests, opening them triggers a fight and blockage by a big statue. Never fear, take out the fight, and reduce the statue to rubble, then repeat. NOW hit the yellow switch, and follow the path west destroying the two pedestal statues to claim the last piece of loot. Now head back to the red switches and finish their path to finish this floor.

Save crystal, sparkly, Serafi talk, boss fight - anyone seeing a trend? After the boss, flip the switch and head all east and north, destroy the statues barring the way west, and work your way along until you reach the HP +7 ancient.

Without flipping switches explore the entire floor so you have the map. After this, head over to the magically sealed door and through it, to destroy a small statue. After this hit the yellow switch beyond the statue, follow the path back out to by the save crystal, then go BACK to where the sealed door was, and flip the yellow switch SOUTH of it. Now you can get to the middle south of the floor, which has a chest, (and a fight of course) after this head back to the middle of the level and west, flip the red switch to cause some monsters to appear, kill them all for the Lizardman Killer ancient power. Once this is all completed, head to exit and on to floor 4.

No boss fight at the start of this floor... how ominous. First thing, destroy the small statue to the east, then go around to the south of the stairs and destroy the statue here. Kill the medusa that appears to cause the Prevent +1 ancient to appear. Now walk west and north until you see a small statue west of the stairs you took down here. Destroy it through the stalactites with your sword. Walk back around to the start of this floor, and head west from there.

Do not flip the yellow switch, follow the path until blocked by a small statue, destroy it and follow the path until blocked by a large statue. Go into the room to the west, destroy the small statue, then follow the path until the next yellow switch (feel free to unseal the door and grab the chest on the way). Flip this switch and continue to the next small statue blocking your progress, destroy it.

Head east, then south through the magically sealed door. Open the chest to trigger a fight, kill all the enemies to cause the Critical Rate +2 ancient to appear. Head back north and continue onwards until you see a yellow switch, don't bother with it, just head east to the 2 magically sealed doors. We'll take the one on the east first, inside is a firewall trapped chest which contains a Book of Fire. Now go through the other door and kill all the monsters to cause a monument with the Sword of Darkness ancient power to appear.

Head west through the sealed door, then follow the path to the north until you reach a chest. Open it to trigger a fight, defeat the baddies, destroy the statue now barring your path west, then continue west. Ignore the section to the northeast, and head south, mining through the mithril in your way as you continue. Head past the magically sealed door for a chest, then head into the

room to the north. Mine the mithril out of the way and destroy the ugly statue.

Now the stalactites will rise and sink every few seconds, making it much easier to grab the remaining 3 chests and the mithril deposit that remains (all on the west half of the map). When you are done with collecting loot, portal back to the Goblin Fort and spend all the mithril you've collected. I would suggest some points in Resist Fire if you haven't already done such, and now might be a nice time to start building up magic, since we will be using it to finish up some of the last 15 medallion dungeons shortly. Prevent is nice and worth a few points if you can spare the mithril, but it is costly. If you're using a shield, you can spread the cost by increasing it on both your armor and your shield. Once you are ready, return to the Dark Temple and save at the crystal.

Shoedle should be pretty easy for you if you've done all the dungeons and gotten all the loot, he teleports around occasionally and can petrify, but if you have Leila she will keep you healed, and it seems she can cast a spell to shorten the petrification length but I'm not sure on that. If you feel the need you can wear a ring of stone or two, but I don't think you should need them, Shoedle's firewalls are probably more of a threat. If you do get stoned, remember you can still using healing potions while petrified. Wipe out his minions, and then concentrate on him.

After you beat him, collect the head and the Pain to Mana ancient power, then recall for a celebration parade... what it's been canceled? Oh well, guess we'll just have to go to the next section instead.

3.11 MORE QUESTING AND A LONG WALK

First things first, go back to Narse's cave and present him with Shoedle's head (and Ruselb's too if you didn't have it on you previously) he will give you a key that you will use to enter Conquera Castle. After this, talk to Slayn again, and Narse will present you with another task, this one is optional and I would suggest holding off on it until after you've beaten the Demon Lord dungeon (and opened up the dungeon portals).

Now walk out of the south Cave of Narse entrance, and hit the Iron Golem and Titan dungeons. I highly suggest you use all of the mithril from these 2 dungeons to pump the Golem Buster ancient up to 25, since you will shortly be fighting ALOT of golems. While you're in the area, pick up the Crit Resist +2 ancient, located southwest of the Cave of Narse (in the spiral). Head to the Dark Elf Village and trade in your medallions for the Gothic Heaven shield. Even if you don't want to use it (why not?!) it's 4000 mithril to refine.

Head south into the desert, do the Flame Demon dungeon and comb the desert for ancients. If you get bored of the sandworms, use the Feet of the Cat ancient power on your armor. You should pick up the follow ancients.

Center Marmo - Desert:

STR +5 (East side of desert, just south of one of the entrances to the Hills)

HP +8 (South of Dungeon, Titan in the sand)

Damage +7 (North of Dungeon, Flame Demon)

Magic Power +4 (West of Dungeon, Sandworm)

Armor +6 (North of Dungeon, Sandworm)

Critical Damage +1 (Oasis)

Now for some speed leveling. Head back to the Goblin Fort, equip the blazing sword and use the Mana to Flesh ancient on it. Equip the Levitation ancient on your armor. Now head to Dungeon, Sandworm. We will NOT be finishing this level

currently, just killing the sandworms (worth 20000 xp each). Kill a few, recall, refill, repeat. You can get to level 50 in a few minutes. That is where I'm stopping, but you can easily get a lot more xp here if you wish, and if it gets too tedious, you can always come back after some playing to get a few levels. Make sure you save every time you recall, because little is more frustrating than having to gain the same levels again if you do die. Also, stay away from the northwest this is where the boss is, and he will kill you FAST. If you see blue sandworms, you're getting too close, retreat and start over.

WARNING: Now is a very good time to look at what ancients you have been using, and to assess your weaknesses. Try to make sure you have a decent amount of everything. Make sure your magic resistances are ok, you have enough HP to survive (although you can always level at the sandworms for 20 HP a level). If you like the Words to ... ancient powers, you might also want to buy some cheap but not necessarily great ancients (Critical Resist fits this bill). You will be getting ALOT of mithril in these next dungeons, but after that, you will be getting very little. If you don't want to wait until after you are right in front of the final boss to be able to finish the subquests, I would suggest balancing out.

After all the fun and frivolity, take the southwestern exit from the desert to the ruins area and prepare for more medallion gathering and ancient grabbing. It doesn't really matter which order you do the dungeons here in, you should be powerful enough to do them in any order, but if you have problems with one, do another and spend the mithril to improve any needed stats. You can't get to the Dungeon, Mithril Golem yet, and stay away from the Dragon Guardian dungeon as well. The ancient locations are;

SW Marmo - Ruins:

- Magic Power +5 (Southeast of Dungeon, Phantom)
- Armor +7 (North of Dungeon, High Imp)
- Critical Resist +3 (East of Dungeon, Phantom)
- INT +5 (Next to Dungeon, Goblin Master)
- Durability +4 (South of Dungeon, Mithril Golem)
- Damage +8 (Northwest corner of Ruins map)
- Parry +4 (West of Dungeon, Paddle Queen)

After finishing this area, make sure you have the Skull Statue Key in your inventory, then walk north into the mountains. You MUST walk into the area with the key in your inventory, recalling and getting it will NOT work due to a bug in the game. With the key firmly in possession, head up to the northwest of the mountain area, outside of the Dark Castle. There should be 4 pillars around a much larger pillar. Destroy the large pillar to trigger a fight, defeat the enemies to open the door to the Dark Castle. That accomplished, don't enter yet, we have more questing to do.

Head to Dungeon, Great Demon and clear it, but ignore Gigantess for now, it's a bit tough, but we'll be back shortly. Before heading out the northeast exit (back into the center Marmo map), make sure to grab all the ancients from this area, they are:

NW Marmo - Mountains:

- DEX +6 (Southeast of Dark Castle)
- Magic Power +6 (South of Dungeon, Great Demon)
- Parrying +5 (North of Dungeon, Great Demon)
- Regeneration Point +2 (North of Dungeon, Gigantess)
- MP Charge Point +3 (South of Dungeon, Gigantess)
- Damage +9 (West of Dungeon, Gigantess)

Once in the desert, head to Dungeon, Kimera and clear it. Then head south

making a stop to pick up the MP +5 ancient slightly west of the main path. Follow the winding path all the way to Dungeon, Demon Lord. You will probably want to switch to a weapon with good range, or the Sacred Sphere ancient power to take out the 4 armed demons, as they cause stun, and summon others, which can result in a deadly pin, especially if a chimera is near to lend firepower.

Make sure you save once you get to the Dungeon, the boss, while not as hard as the last 5 dungeons (which we will be getting right to, lucky us) is hard enough, and you really DON'T want to walk back here again. After you finally defeat it, (took me 3 tries this time, and I knew what I was doing), do not recall immediately, instead head to the northeast and take the now available portal back to the Goblin Fort. You have opened up the Marmo-wide transport system, and for now on, our walks are gonna be a lot shorter =).

On your way out Pirotess will tell you to come to the Dark Castle immediately, ignore her, as most games there is no time limit, and we have more important fish to fry.

Head off to the Dark Elf Village and turn in the 8 medallions you've gathered for the last 2 pieces of the Gothic Heaven set, most likely you'll want to wear these as they are rather nice. I would also suggest that you put all of the mithril you got from the Demon Lord dungeon into Magic Power and INT. If your magic is low, or Damage and STR if your damage is low, you're going to need both to make it.

Our next goal is to finish the last 5 medallion dungeons, I suggest the following order: Sandworm, Lethal Demon, Gigantess, Hell Lord, Mithril Golem. To get to Lethal Demon, take the teleporter that reads Demon Lord... gotta love typos in the game.

Also, don't forget to pick up these ancients:

NE Marmo - Swamp

Armor +10 (West of Dungeon, Lethal Demon)

SW Marmo - Ruins

Tenacious Firmness (North of Dungeon, Mithril Golem)

Center Marmo - Lake Shore

MP Charge Speed +3 (North of Dungeon, Hell Lord)

Prevent +3 (West of Dungeon, Hell Lord. Kill a red demon lord to trigger it).

We're now ready to take a stab at the Narse subquest. Do the dungeons in the following order. If you're having trouble, check the subquest section for help.

Helmet (by Oasis in desert)

Shield (south of Dungeon, High Imp/Medusa in the Ruins)

Sword (south of Dungeon, Lethal Demon)

Armor (north of Dungeon, Hell Lord)

After you get all of these, wear them and talk to Slayn in the Cave of Narse. Tell him you accept the honor of being his guardian, then say you wish to prepare before challenging him. This will net you the Dragon Buster.

Finally, we're ready for the final level of the game, the Dark Castle.

3.12 DARK CASTLE

As you enter the castle, a wall drops and you can no longer recall, shortly you will talk to Pirotess, it doesn't matter what you say, eventually she will

join you. Explore the entrance floor fully before leaving, it's small. There are two points of interest, a huge chunk of mithril which when mined triggers a fight, and a magically sealed door. Behind the door is a yellow monument, read it to cause a sparkly to appear. Step on the sparkly to cause 6 monsters to appear, they must be killed in the following order or else they will come back. Red Skeleton -> Green Naga -> Brown Titan -> Blue Puddle -> Black Shadow Stalker -> White Demon. Your reward for this is the Gothic Marfa Helmet.

After this, leave the floor and Pirotess will talk to you again, follow the path back into the castle, you will see a portal, but don't take it immediately. Instead go on, a brief scene will ensue, then you will talk to Ashram, he will give you various items depending on what (and if) you ask for. The possibilities are a Speed Ring +2, a Magic Resist Cape, both the ring and the cape, nothing, and a Soulbreaker Clone sword. If you use 2-handed weapons, the Soulbreaker clone is nice, otherwise I'd be greedy and go for the cape + ring since the cape is useful against Wagnard. BTW, you have a random chance of finding the cape and ring anywhere in the Dark Castle, and the sword in the Cold Caves, so don't feel as if you'll miss out on the items whichever you choose.

Now head back through the portal, and save.

The next few floors of the castle are fairly simple, I will point out items not to miss, and give help with the puzzles, but I expect that you will be fully mapping out the floors, they aren't complex.

Dark Castle (Top Floor)

Ancients: Regenerate Point +3, HP +9

Items: Book of the Wind

The "boss" is a cowardly skeleton who blocks the stairs, after you kill his minions, just walk around and finish the job. You won't even have to walk around again after =).

Dark Castle (1st Floor)

Ancients: Regenerate Speed +3, Impact +2

Items: Gothic Marfa Helmet, Book of Black Magic

To advance on this floor, destroy the throne in the north of the floor. The boss is a shadow stalker that can freeze you, he will summon 3 waves of enemies to help him, during the first 2, hit him before he finishes his countdown so he can't freeze you, during the third wave it is best to take the enemies out and deal with being occasionally frozen, at least if you want to keep Ashram alive.

Dark Castle (2nd Floor)

Items: Book of the Dead

This is the fight with Wagnard, I have heard many people complain about how hard he is, and unfortunately, I can't MAKE him hard to find out what the problems people have are. His gust attack didn't even knock me over (I was wearing full dragon armor and had 60 resist thunder/fire/cold 24 dark) and I wasn't wearing ANY items to give me levitation or knockdown resist. I usually start by thinning the crowd so Ashram will survive, then knocking out the pillars since as long as they are intact, monsters will keep appearing (salamanders for the west pillar, flame demons for the east). My durability was at 169 and my parry at 387, if anyone can figure out what makes him hard let me know so I can write an appropriate strategy.

It's odd that Wart, with all his knowledge, is telling some players to fight Wagnard when they so heavily out gunned by him. As soon as you get the skull

key to dark castle, Warts tells you to go there, instead of taking up the dragon's quest.

<FROM DOUGLAS S. ANDERSON: "Wagnard's real hard if the player has been doing what Wart says to do! At the beginning, Wart tells you not to wander off the path to goblin fort. If the adventurer interprets this as guidance not to run all over tarnation doing sidequests (presumably until instructed later to do so), the game difficulty ramps perfectly (as if by design), until the very suddenly impossible fight at Wagnard.">

Well, Doug definitely has a point there, but I thought that this faq was already telling you to do that. It's entirely possible that the game designers made this fight extra tough just to force the character to build up. Though I guess that's kind of sadistic for gamers. Well, regardless, everybody follow his advice! <Tarannis>

Ashram will leave you at the start of the next floor, so at least you don't have to worry about keeping him alive anymore.

Dark Castle (3rd Floor)

Ancients: Regeneration Point +4, Prevent +2

Items: Book of Walls, Gothic Marfa Shield.

This floor is the home of the infamous trial by fire test to get the Gothic Marfa armor. To do this (I succeeded the first try with this combo) use the Gothic Dragon set with the following ancients: Dragon Scales, Mana to Flesh, Tenacious Firmness, Miley's Shield. You NEED parry for this, so buy some if you have ignored it to date, there is no way to get by this fight without parry which prevents stagger and knockdown. Now the secret to this fight, don't fight. I got through it without even healing once, my resists are at level 20 a piece and all of my regen attributes are maxed. If you swing your sword you may move off the spot. Instead, use mirror, and keep it up at all times, this will if you are oriented correctly (I faced west) keep the giant from ever charging to knock you down. The only other threat is the golem, and all I can say there is hope you have high parry and that the enemies keep him from hitting you too much. (If you don't fight you should be fairly thickly surrounded).

To activate the boss, you need to destroy the 4 statues of Falaris located in approximately the 4 corners of the level.

The boss is 3 giants, not much complex here, just a brute force fight. Only thing worth mentioning is don't let them gang up on you.

Dark Castle (4th Floor)

Ancients: Incarnation of Goddess, Magic of the Wise Men.

Items: Gothic Marfa Armor

This floor is simple in layout, but long to walk through, you need to take the level clockwise, starting out with the east. To get the out with the Gothic Marfa armor, simply use a spell to kill the magician through the door. To get the Incarnation of Goddess ancient, kill all the monsters in the room near the southeast corner. When you get to the room with the sparkly, destroy the 3 small Falaris statues, then step on it, kill all the enemies to move onward. This floor is the mark of beginning to see medusas as enemies, but here they only come one at a time, so you will have plenty of time to recover if you get stoned, later on when they swarm, you will grow to dread them. The southwest corner has a locked door, don't worry you will get behind that when you finish floor 5.

The boss of this floor is a medusa, for the first half of the fight, she will play healer while you fight her minions. If you've pumped demon and

golem buster to 25 as I have suggested countless times, you should have no problem killing them faster than she can heal. If the golem is a problem, you can also use fire wall, but I just used Secret of the Holy Sword and killed it in one critical hit. After her minions are gone, she summons a swarm of nagas and jumps into the fray. This should be no problem.

Dark Castle (5th Floor)

All that really happens on this floor is a boss fight with Wagnard again (this time he's UNDEAD!!) you can walk blindly over the holes in the path with no problem, just there for effect I guess.

When you fight Wagnard, take out the pillars first, so he can't bring more minions into the fight. Keep moving as much as you can, he will likely kill his own minions while trying to firecage you. After all the pillars and minions are dead, melee him, his melee does ALOT of damage, so watch your HP, but other than his damage, he isn't too tough and his HP are kind of low. When you defeat him, you get the Holy Sword ancient. Go upstairs to the corridor, then down to Cold Caves level 6 and the next section.

3.13 COLD CAVES AND THE BONUS QUESTS

This section is missing for now - Sorry guys, time crunch. =(

All I can say here is if you're going for mithril stay on floor 8, since there are not many medusas and you can mine freely. If you want to get the ancients, just take it slow and save every time you accomplish something. Wear the immune stone from Karla, and carry a couple rings of stone to throw on if you get petrified. I always found high Magic Power and vortex the easiest method to fight the mithril golems here, but various strategies work.

3.14 ENDGAME

For now, we are skipping the Cold Caves, they are the hardest part of the game and entirely optional. If you insist on visiting them first, go ahead and skip ahead a section, but I suggest that you finish the game first, then go to the cold caves for an additional challenge (same with the dragons).

The only things you can access in the cut off part of the Cold Caves 6 you start in are the Critical Damage +2 ancient in the southeast corner, and a green puddle queen. Kill the puddle to open a portal down to Cold Caves 8.

This is where you would enter the Cold Caves proper if you were doing them, for now, just head west and down to Cold Caves 9. Walk south a bit and a conversation with Wart ensues. After this, save at the nearby crystal, then head west into the ice and step on the sparkly for the fight with Karla.

She is hard, and summon Ruselb and Shoedle to help her. Not only that, but apparently these two have been working out in the underworld because they are much tougher now. If you get ganged up on by any 2 you will probably die quickly as they dish damage out nicely. To beat them, I run around dodging for a but until Karla starts summoning walls (the foolish woman). Using these walls as separators, single out a target and kill it. Shoedle is the easiest to take out first, though Karla has less HP she teleports around. Ruselb is the hardest to take out, but makes up for it by being the least damaging. When you defeat the trio, you will be awarded with an immune stone, and the entrance to the Temple of Kardis will be unblocked.

Head east for a Conversation with Wart, and the appearance of a red portal. This is your LAST CHANCE to go to the Goblin Fort before you face Kardis. I suggest you grab any immortal potions you have, and make sure you've spent every last drop of mithril. You may want to consider bringing two sets of equipment as well, one with HP and Magic Power, the other a standard combat outfit. If you do decide to go with dual sets, make sure to bring the Transform Book. Also bring a Medieval Blade with Lightning Bolt, and any immortal potions that you have left. Take a few healing potions, but leave enough slots open in your inventory to carry a full set of armor and weapon.

I used a Wind Hilt with Secret of the Holy Sword, Dragon Armor with Words to Power, Dragon Shield with Incarnation of Goddess, and Circlet with Magic of the Wise Men. An alternative would be Harkuring with 2 speed rings and Mana to Flesh inscribed upon it. If you go the Wind Hilt route, you might want an accuracy ring on to increase critical chances since it's real close with these mithril golems.

After you go downstairs, walk until you encounter a platform with a sparkly. Step on this to start your descent, during this, you do NOT have to fight anything, it's all a matter of time, not if you kill the enemies. However, the mithril golems are worth 5000 mithril each. If you fight them with the set I used, I'd suggest using mirror to distract the golems if you fight them, hitting them then retreating before they turn and swing.

When you finish the descent, you will reach a save point, feel free to use it, but don't take the red portal, it is one way back to the Goblin Fort.

I am going to get the Gothic Demon set, this can be hard, so if you get bored of trying, skip ahead to the boss, and save this after you've gotten some mithril in the Cold Caves.

To get the pieces of the Gothic Demon armor, you must destroy 4 pillars each of which triggers a fight with a couple vivals, a medusa, a mithril golem, and a horde of lethal demons. For added fun, each is harder than the last in terms of monster HP and damage dealt. Also, once you hit the first pillar, the save spot disappears and you can't recall, forcing you to do this all or nothing. Well that's not entirely true, you can do some of them, then fight Kardis to save your progress, this might be advisable if you're having trouble with the #4 pillar.

The first piece (helmet) is easy enough, just run after you destroy the pillar. Take the demons out as they charge you, then pick off everything but the golem. Use mirror to distract the golem, and hit it from behind run and repeat. Don't forget to cast mirror every few cycles.

The second (shield) is harder as you are on a cliff with only one exit, which will be blocked by the golem. Take the medusa which appears near you out, then cast mirror at the top of the ramp. Take any demons that get near you out, and when you have mostly everything cleared, lure the mithril golem (using mirror of course) away from the ramp. Then run down, cast mirror at the bottom to get it's attention. When it starts down the ramp, move away, cast mirror again, then use the hunt and peck technique.

The third(armor) is pretty much the same as the second. However, the golem will take quite a few hits. Don't get impatient and try to hit him too many times without retreating, killing him slowly is still faster than reloading, and he will pack a wallop.

The fourth pillar is a little west of where the save spot was. It is across a chasm and you will have to hit it with magic. Use gust or the medieval sword

with lightning bolt. Both are slow, so pay attention. As soon as the enemies appear, quaff an immortal potion (if you don't have one, I'd really suggest skipping this for now). Swing your sword a few times to wipe out the close-by enemies then run into the clear so you have room. Your reward for killing the monsters here (very challenging) is the Efrete Wall wand.

After all of this, head to the sparkly near the northwest of the map. Step on it to cause Kardis to appear. If you have the Efrete Wall, then this item is awesome for fighting Kardis, otherwise use Fire Wall. Either way, you will want to switch to HP/Magic Power equipment now, every drop helps.

Kardis flies around the room, firing off energy bolts at you, casting a fire tornado if you get too close and occasionally teleporting or charging you. Dodge dodge dodge is the name of the game. If you're using the wand, you will probably take damage when you attack her, but since the wand fires as rapid as you hit the button, you should dish it out faster. If you use Fire Wall, use standard tactics, hide behind corners and lay them in the path you think she's going to take. Dump them on her if she stands still briefly.

Once she loses half her HP, she summons a huge beast to help her out. This thing is slow but deadly, it will fire various attacks, all of which are easy to dodge if you are paying attention. I highly suggest you do such, because you will die way too rapidly if you don't. Other than additional attacks to dodge, the strategy remains the same.

If you are having problems winning, you probably need more HP or Magic Power. Use the red portal to the Goblin Fort (sigh the elevator again eh?) and either kill Mithril Golems on the elevator for 5k a piece, or mine mithril on Cold Caves level 8. (every time you leave a floor and come back any method other than recall the monsters will reset, just to make things nice, in the cold caves the MITHRIL resets as well).

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SECTION 4 - ANCIENT INSCRIPTIONS & POWERS

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4.1 WEAPON ANCIENT INSCRIPTIONS

STR up +1 [Length: 3] (Cost: 50(+25) Max: 16 Cost to Max: 3800)
The STR up ancients increase STR on a 1:1 basis.
LOCATION: West of Smithy in Goblin Fort.

STR up +2 [Length: 4] (Cost: 100(+50) Max: 16 Cost to Max: 7600)
LOCATION: Dark Forest

STR up +3 [Length: 5] (Cost: 150(+75) Max: 16 Cost to Max: 11400)
LOCATION: SE Marmo - Hills

STR up +4 [Length: 7] (Cost: 200(+100) Max: 16 Cost to Max: 15200)
LOCATION: Underground Ruins (under Underground Canyon)

STR up +5 [Length: 8] (Cost: 250(+125) Max: 16 Cost to Max: 19000)
LOCATION: Center Marmo - Desert

STR up +6 [Length: 9] (Cost: 300(+150) Max: 16 Cost to Max: 22800)

LOCATION: ???? MAX +5

Damage up +1 [Length: 3] (Cost: 100(+50) Max: 12 Cost to Max: 4500)

The Damage up ancients increase damage proportional to the weapon,
for more information see the WEAPON CHART section.

LOCATION: You start with this ancient.

Damage up +2 [Length: 4] (Cost: 300(+150) Max: 12 Cost to Max: 13500)

LOCATION: West of Smithy in Goblin Fort.

Damage up +3 [Length: 5] (Cost: 600(+300) Max: 12 Cost to Max: 27000)

LOCATION: Underground Ruins (under Underground Canyon)

Damage up +4 [Length: 5] (Cost: 1000(+500) Max: 12 Cost to Max: 45000)

LOCATION: Underground Canyon

Damage up +5 [Length: 6] (Cost: 1500 (+750) Max: 12 Cost to Max: 67500)

LOCATION: Dark Temple (1st Level)

Damage up +6 [Length: 7] (Cost: 2100(+1050) Max: 12 Cost to Max: 94500)

LOCATION:N Marmo - Lake Shore

Damage up +7 [Length: 7] (Cost: 2800(+1400) Max: 12 Cost to Max: 126000)

LOCATION: Center Marmo - Desert

Damage up +8 [Length: 8] (Cost: 3600(+1800) Max: 12 Cost to Max: 162000)

LOCATION: SW Marmo - Ruins

Damage up +9 [Length: 9] (Cost: 4500(+2250) Max: 12 Cost to Max: 202500)

LOCATION: NW Marmo - Mountains

Damage up +10 [Length: 10] (Cost: 5500(+2750) Max: 12 Cost to Max: 247500)

LOCATION: ???? Max +9

Critical Rate +1 [Length: 5] (Cost: 500(+250) Max: 10 Cost to Max: 16250)

The critical ancients increase critical proportional to the weapon,
for more information see the WEAPON CHART section.

LOCATION: Underground Canyon (kill Golem outside Goblin Cave)

Critical Rate +2 [Length: 6] (Cost: 2000(+1000) Max: 5 Cost to Max: 20000)

LOCATION: Dark Temple (4th Level)

Critical Damage +1 [Length: 6] (Cost: 800(+400) Max: 20 Cost to Max: 92000)

LOCATION: SE Marmo - Desert

Critical Damage +2 [Length: 7] (Cost: 3200(+1600) Max: 10 Cost to Max: 10400)

LOCATION: Cold Caves (6th Floor)

Impact up +1 [Length: 6] (Cost: 500(+250) Max: 10 Cost to Max: 16250)

LOCATION: Underground Ruins (under Underground Canyon)

Impact up +2 [Length: 7] (Cost: 2000(+1000) Max: 4 Cost to Max: 14000)

LOCATION: Dark Castle (1st Floor)

Fast Attack [Length: 7] (Cost: 200(+100) Max: 30 Cost to Max: 48500)

LOCATION: Dark Forest (after Ruselb's Death)

Goblin Buster [Length: 7] (Cost: 10(+5) Max: 99 Cost to Max: 25645)

The buster ancients increase damage by 3% per/level to appropriate monsters.

LOCATION: Dungeon, Goblin King

Golem Buster [Length: 10] (Cost: 200(+100) Max: 99 Cost to Max: 512900)
LOCATION: Dungeon, Iron Golem

Undead Buster [Length: 10] (Cost: 50(+25) Max: 99 Cost to Max: 128225)
LOCATION: Dungeon, Titan Zombie

Elf Buster [Length: 10] (Cost: 10(+5) Max: 99 Cost to Max: 25645)
LOCATION: Dungeon, Elder Knight

Dragon Buster [Length: 10] (Cost: 100(+50) Max: 99 Cost to Max: 256450)
LOCATION: NO MONUMENT: Get it for Completing Narse's Quest

Demon Buster [Length: 10] (Cost: 200(+100) Max: 99 Cost to Max: 512900)
LOCATION: Dungeon, Great Demon

Elemental Buster [Length: 8] (Cost: 100(+50) Max: 99 Cost to Max: 256450)
LOCATION: Dungeon, Paddle Queen

Lizardman Buster [Length: 8] (Cost: 10(+5) Max: 99 Cost to Max: 25645)
LOCATION: Dungeon, Lizardman

Magician Buster [Length: 10] (Cost: 200(+100) Max: 99 Cost to Max: 512900)
LOCATION: Dragon Guardian (Narse's Quest): Helm

Wing Buster [Length: 8] (Cost: 200(+100) Max: 99 Cost to Max: 512900)
LOCATION: Cold Caves

Horn Buster [Length: 8] (Cost: 200(+100) Max: 99 Cost to Max: 512900)
LOCATION: Cold Caves

Scale Buster [Length: 8] (Cost: 200(+100) Max: 99 Cost to Max: 512900)
LOCATION: Dragon Guardian (Narse's Quest): Shield

Weapon Buster [Length: 10] (Cost: 200(+100) Max: 99 Cost to Max: 512900)
LOCATION: Dragon Guardian (Narse's Quest): Armor

Armor Buster [Length: 10] (Cost: 200(+100) Max: 99 Cost to Max: 512900)
LOCATION: Dragon Guardian (Narse's Quest): Sword

4.2 WEAPON ANCIENT POWERS

Mana to Flesh! [Length: 8]
Halves your MP and triples your HP (you can have more than 9999 HP)
LOCATION: Dungeon, Titan

Words to the Sword! [Length: 10]
For every plus on your sword you gain 1 damage. This is NOT the same as
damage rating, and is literally ONLY 1 point per point.
LOCATION: Dungeon, Hell Lord

Rock Buster [Length: 9]
Doubles your critical damage multiple.
LOCATION: Dungeon, Goblin Master

Secret of the Holy Sword [Length: 6]
Doubles your critical rate.
LOCATION: Dungeon, Sandworm

Sword be Lightning! [Length: 6]

Increases the speed of your weapon.

LOCATION: Cold Caves

Sword of Darkness [Length: 6]

Your weapon deals elemental damage (Dark).

LOCATION: Dark Temple (4th Level)

Holy Sword [Length: 6]

Your weapon deals elemental damage (Holy).

LOCATION: Dark Castle (5th Floor)

Sword of Fire [Length: 6]

Your weapon deals elemental damage (Fire).

LOCATION: Dungeon, Gargoyle

Sword of Ice [Length: 6]

Your weapon deals elemental damage (Cold).

LOCATION: Cold Caves (level 8)

Sword of Thunder [Length: 6]

Your weapon deals elemental damage (Lightning).

LOCATION: Dungeon, Demon Lord

Goblin Killer [Length: 5]

When a goblin type enemy is hit, no damage is dealt, instead it is slain.

LOCATION: Goblin Caves

Elf Killer [Length: 6]

When an elf type enemy is hit, no damage is dealt, instead, it is slain.

LOCATION: Dungeon, Dark Shaman

Lizardman Killer [Length: 6]

When a lizardman type enemy is hit, no damage is dealt, instead it is slain.

LOCATION: Dark Temple (3rd Level)

Firebolt [Length: 5]

Launches a firebolt projectile.

DAMAGE = (Magic Power *2)+100

LOCATION: Dark Elf Village (west side)

Fireball [Length: 6]

Launches a fireball projectile.

DAMAGE = (Magic Power *3)+120

LOCATION: Hills of Falaris

Explosion [Length: 8]

Explosive damage in a radius around you.

DAMAGE = (Magic Power *10)+150

LOCATION: Dungeon, Flame Demon

Holy Photon [Length: 5]

NOTE: Holy attacks deal x2 damage to demons and x3 to undead.

Fires a bolt that can travel through obstacles and damages undead/demons.

DAMAGE = (Magic Power *2)+100

LOCATION: Dungeon, Zombie

Valkyrie Javelin [Length: 6]

Hurls holy javelins that damage undead/demons. Hits multiple targets.

DAMAGE = (Magic Power *2)+150
LOCATION: Dungeon, Lizard King

Sacred Sphere [Length: 8]

Creates a ring around you that heals allies and damages undead/demons.
This effect hits multiple times each second and is powerful.
HEALING = (Magic Power * 0.25) DAMAGE = (Magic Power * 0.25) +20
LOCATION: Dungeon, Giant Zombie

Lightning Bolt [Length: 5]

Fires a lightning bolt projectile.
DAMAGE = (Magic Power*2)+150
LOCATION: Underground Canyon

Electric Body [Length: 8]

For a (very) short time you will have an electric aura, any enemy who gets close will be hit. Ok for clearing crowds if you can get it up.
DAMAGE = (Magic Power*2)+100
LOCATION: Cold Caves

Ball Lightning [Length: 8]

Fires multiple lightning orb projectiles which bounce off of walls.
DAMAGE = Magic Power +80
LOCATION: Dungeon, Gigantess

Hit the Wound [Length: 8]

If you hit the enemy multiple times in succession, the additional hits will do higher damage.
LOCATION: Dungeon, Salamander

Vampire's Tusk [Length: 8]

You will heal half of the damage you deal with your weapon.
LOCATION: Dungeon, Phantom

Revive as Mithril [Length: 10]

When an enemy is killed it drops mithril based on the damage it takes and it's difficulty. The mithril dropped caps at 500.
LOCATION: Cold Caves (6th Floor)

4.3 ARMOR ANCIENT INSCRIPTIONS

HP up +1 [Length: 3] (Cost: 50(+25) Max: 20 Cost to Max: 5750)
The HP up ancients increase HP on a 1:1 basis.
LOCATION: West of Smithy in Goblin Fort.

HP up +2 [Length: 4] (Cost: 100(+50) Max: 20 Cost to Max: 11500)
LOCATION: SE Marmo - Hills

HP up +3 [Length: 5] (Cost: 150(+75) Max: 20 Cost to Max: 17250)
LOCATION: West of Smithy in Goblin Fort.

HP up +4 [Length: 5] (Cost: 200(+100) Max: 20 Cost to Max: 23000)
LOCATION: Dark Forest

HP up +5 [Length: 6] (Cost: 250(+125) Max: 20 Cost to Max: 28750)
LOCATION: Underground Ruins (under Underground Canyon)

HP up +6 [Length: 7] (Cost: 300(+150) Max: 20 Cost to Max: 34500)

LOCATION: NE Marmo - Swamp

HP up +7 [Length: 7] (Cost: 350(+175) Max: 20 Cost to Max: 40250)

LOCATION: Dark Temple (3rd Level)

HP up +8 [Length: 8] (Cost: 400(+200) Max: 20 Cost to Max: 46000)

LOCATION: Center Marmo - Desert

HP up +9 [Length: 9] (Cost: 450(+225) Max: 20 Cost to Max: 51750)

LOCATION: Dark Castle (Top Floor)

HP up +10 [Length: 10] (Cost: 500(+250) Max: 99 Cost to Max: 1282250)

LOCATION: ???? MAX +9

Prevent +1 [Length: 4] (Cost: 1000(+500) Max: 24 Cost to Max: 157000)

The Prevent ancients reduce damage by a percent equal to their rating. Shield and armor Prevent while cumulative are not additive. In example, 20% on each would reduce 100 damage to 64 NOT 60 (100-20%=80 (-20%=64))

LOCATION: Dark Temple (4th Level)

Prevent +2 [Length: 7] (Cost: 4000(+2000) Max: 12 Cost to Max: 180000)

LOCATION: Dark Castle (3rd Floor)

Regen Speed +1 [Length: 6] (Cost: 200(+100) Max: 12 Cost to Max: 9000)

NOTE: These actually read "Regeneration Speed/Point", but in the interest of column length I abbreviated them.

This ancient reduces the delay of HP regen by 1/3 second per level.

LOCATION: Pyramid 1st Floor (Dark Elf Village)

Regen Speed +2 [Length: 7] (Cost: 600(+300) Max: 4 Cost to Max: 4200)

This ancient reduces the delay of HP regen by 1/2 second per level.

LOCATION: Dark Temple (1st Level)

Regen Speed +3 [Length: 8] (Cost: 1600(+800) Max: 2 Cost to Max: 4000)

NOTE: On the list this reads as a second Regeneration Speed +1

This ancient reduces the delay of HP regen by 1 second per level.

LOCATION: Dark Castle (1st Floor)

Regen Point +1 [Length: 7] (Cost: 400(+200) Max: 8 Cost to Max: 8800)

These ancients increase the amount of HP you regain when you regenerate. (speed based on the regenerate speed ancient) on a 1:1 basis.

LOCATION: Underground Ruins (under Underground Canyon)

Regen Point +2 [Length: 8] (Cost: 800(+400) Max: 6 Cost to Max: 10800)

LOCATION: NW Marmo - Mountains

Regen Point +3 [Length: 9] (Cost: 1600(+800) Max: 4 Cost to Max: 11200)

LOCATION: Dark Castle (Top Floor)

Regen Point +4 [Length: 10] (Cost: 3200(+1600) Max: 2 Cost to Max: 8000)

LOCATION: Dark Castle (3rd Floor)

DEX up +1 [Length: 3] (Cost: 40(+20) Max: 16 Cost to Max: 3040)

The DEX up ancients increase DEX on a 1:1 basis.

LOCATION: West of Smithy in Goblin Fort.

DEX up +2 [Length: 4] (Cost: 80(+40) Max: 16 Cost to Max: 6080)

LOCATION: ???? MAX +1

DEX up +3 [Length: 5] (Cost: 120(+60) Max: 16 Cost to Max: 9120)

LOCATION: Dark Forest

DEX up +4 [Length: 7] (Cost: 160(+80) Max: 16 Cost to Max: 12160)

LOCATION: Underground Canyon

DEX up +5 [Length: 8] (Cost: 200(+100) Max: 16 Cost to Max: 15200)

LOCATION: N Marmo - Lake Shore

DEX up +6 [Length: 9] (Cost: 240(+120) Max: 16 Cost to Max: 18240)

LOCATION: NW Marmo - Mountains

Armor +1 [Length: 3] (Cost: 100(+50) Max: 10 Cost to Max: 3250)

The armor up ancients increase armor proportional to the item,
for more information see the ARMOR/SHIELD/HELMET CHART sections.

LOCATION: You start with this ancient.

Armor +2 [Length: 4] (Cost: 200(+100) Max: 10 Cost to Max: 6500)

LOCATION: Pyramid Ground Floor (Dark Elf Village)

Armor +3 [Length: 5] (Cost: 300(+150) Max: 10 Cost to Max: 9750)

LOCATION: Dark Forest

Armor +4 [Length: 5] (Cost: 400(+200) Max: 10 Cost to Max: 13000)

LOCATION: N Marmo - Lake Shore

Armor +5 [Length: 6] (Cost: 500(+250) Max: 10 Cost to Max: 16250)

LOCATION: Dark Temple (2nd Level)

Armor +6 [Length: 7] (Cost: 600(+300) Max: 10 Cost to Max: 19500)

LOCATION: SE Marmo - Desert

Armor +7 [Length: 7] (Cost: 1400(+700) Max: 10 Cost to Max: 46500)

LOCATION: SW Marmo - Ruins

Armor +8 [Length: 8] (Cost: 2400(+1200) Max: 10 Cost to Max: 78000)

LOCATION: ???? MAX +7

Armor +9 [Length: 9] (Cost: 3600(+1800) Max: 10 Cost to Max: 117000)

LOCATION: ???? MAX +8

Armor +10 [Length: 10] (Cost: 5000(+2500) Max: 10 Cost to Max: 162500)

LOCATION: NE Marmo - Swamp

Durability +1 [Length: 3] (Cost: 100(+50) Max: 10 Cost to Max: 3250)

The durability ancients increase durability proportional to the armor,
for more information see the ARMOR CHART section.

LOCATION: Cave of Narse

Durability +2 [Length: 4] (Cost: 200(+100) Max: 10 Cost to Max: 6500)

LOCATION: NE Marmo - Swamp

Durability +3 [Length: 5] (Cost: 300(+150) Max: 10 Cost to Max: 9750)

LOCATION: Cave of Narse

Durability +4 [Length: 7] (Cost: 400(+200) Max: 10 Cost to Max: 1300)

LOCATION: SW Marmo - Ruins

Durability +5 [Length: 8] (Cost: 1000(+500) Max: 10 Cost to Max: 32500)

LOCATION: ???? MAX +4

Durability +6 [Length: 9] (Cost: 1800(+900) Max: 30 Cost to Max: 436500)
LOCATION: ???? MAX +5

Crit Resist +1 [Length: 4] (Cost: 50(+25) Max: 10 Cost to Max: 1625)
NOTE: These actually read "Critical Resistance", but in the interest of
column length I abbreviated them.
LOCATION: Dark Forest

Crit Resist +2 [Length: 5] (Cost: 100(+50) Max: 10 Cost to Max: 3250)
LOCATION: Center Marmo - Desert

Crit Resist +3 [Length: 6] (Cost: 150(+75) Max: 10 Cost to Max: 4875)
LOCATION: SW Marmo - Ruins

Crit Resist +4 [Length: 8] (Cost: 200(+100) Max: 10 Cost to Max: 6500)
LOCATION: ??? MAX +3

Crit Resist +5 [Length: 9] (Cost: 500(+250) Max: 10 Cost to Max: 16250)
LOCATION: ??? MAX +4

Crit Resist +6 [Length: 10] (Cost: 1200(+600) Max: 20 Cost to Max: 138000)
LOCATION: ??? MAX +5

4.4 ARMOR ANCIENT POWERS

Great Reincarnation [Length: 9]
Doubles the speed of HP regeneration
LOCATION: Dungeon, Monster Insect

Words to Power! [Length: 6]
For every plus on your armor you gain 1 STR
LOCATION: Dungeon, High Imp

Body of Steel [Length: 5]
Doubles your AR.
LOCATION: Dungeon, Mithril Golem

Tenacious Firmness [Length: 5]
Doubles your durability.
LOCATION: SW Marmo - Ruins

Body Control [Length: 5]
Doubles your Resist Critical
LOCATION: Cave of Narse

Feet of the Cat [Length: 6]
Gives you STEP S (silent)
LOCATION: N Marmo - Lake Shore

Levitation [Length: 5]
Prevents damage from ground based traps and prevents knockdown.
LOCATION: SE Marmo - Hills

4.5 SHIELD ANCIENT INSCRIPTIONS

HP up +1 [Length: 3] (Cost: 50(+25) Max: 20 Cost to Max: 5750)

The HP up ancients increase HP on a 1:1 basis.

LOCATION: West of Smithy in Goblin Fort.

HP up +2 [Length: 4] (Cost: 100(+50) Max: 20 Cost to Max: 11500)

LOCATION: SE Marmo - Hills

HP up +3 [Length: 5] (Cost: 150(+75) Max: 20 Cost to Max: 17250)

LOCATION: West of Smithy in Goblin Fort.

HP up +4 [Length: 5] (Cost: 200(+100) Max: 20 Cost to Max: 23000)

LOCATION: Dark Forest

HP up +5 [Length: 6] (Cost: 250(+125) Max: 20 Cost to Max: 28750)

LOCATION: Underground Ruins (under Underground Canyon)

Prevent +1 [Length: 4] (Cost: 1000(+500) Max: 24 Cost to Max: 157000)

The Prevent ancients reduce damage by a percent equal to their rating. Shield and armor Prevent while cumulative are not additive. In example, 20% on each would reduce 100 damage to 64 NOT 60 (100-20%=80 (-20%=64))

LOCATION: Dark Temple (4th Level)

Prevent +2 [Length: 7] (Cost: 4000(+2000) Max: 12 Cost to Max: 180000)

LOCATION: Dark Castle (3rd Floor)

Prevent +3 [Length: 10] (Cost: 8000(+4000) Max: 8 Cost to Max: 176000)

LOCATION: Center Marmo - Lake Shore (Kill red demon lord)

Armor +1 [Length: 3] (Cost: 100(+50) Max: 10 Cost to Max: 3250)

The armor up ancients increase armor proportional to the item, for more information see the ARMOR/SHIELD/HELMET CHART sections.

LOCATION: You start with this ancient.

Armor +2 [Length: 4] (Cost: 200(+100) Max: 10 Cost to Max: 6500)

LOCATION: Pyramid Ground Floor (Dark Elf Village)

Armor +3 [Length: 5] (Cost: 300(+150) Max: 10 Cost to Max: 9750)

LOCATION: Dark Forest

Armor +4 [Length: 5] (Cost: 400(+200) Max: 10 Cost to Max: 13000)

LOCATION: N Marmo - Lake Shore

Armor +5 [Length: 6] (Cost: 500(+250) Max: 10 Cost to Max: 16250)

LOCATION: Dark Temple (2nd Level)

Parrying +1 [Length: 3] (Cost: 50(+25) Max: 10 Cost to Max: 1625)

The parrying ancients increase parry proportional to the shield, for more information see the SHIELD CHART section.

LOCATION: S/E Marmo, Hills (just north of Goblin Fort)

Parrying +2 [Length: 4] (Cost: 100(+50) Max: 10 Cost to Max: 3250)

LOCATION: Dark Forest

Parrying +3 [Length: 5] (Cost: 150(+75) Max: 10 Cost to Max: 4875)

LOCATION: Dark Temple (1st Level)

Parrying +4 [Length: 7] (Cost: 200(+100) Max: 10 Cost to Max: 6500)

LOCATION: SW Marmo - Ruins

Parrying +5 [Length: 8] (Cost: 500(+250) Max: 10 Cost to Max: 16250)

LOCATION: NW Marmo - Mountains

Parrying +6 [Length: 9] (Cost: 1200(+600) Max: 20 Cost to Max: 81000)
LOCATION: ????? MAX +5

Crit Resist +1 [Length: 4] (Cost: 50(+25) Max: 10 Cost to Max: 1625)
NOTE: These actually read "Critical Resistance", but in the interest of
column length I abbreviated them.
LOCATION: Dark Forest

Crit Resist +2 [Length: 5] (Cost: 100(+50) Max: 10 Cost to Max: 3250)
LOCATION: Center Marmo - Desert

Crit Resist +3 [Length: 6] (Cost: 150(+75) Max: 10 Cost to Max: 4875)
LOCATION: SW Marmo - Ruins

4.6 SHIELD ANCIENT POWERS

Incarnation of Goddess [Length: 10]
This ancient adds +50% to both MP and HP.
LOCATION: Dark Castle (4th Floor)

Words to fighting technique [Length: 6]
For every plus on your shield you gain 1 DEX
LOCATION: Graveyard, Caretaker's Hut

Miley's Shield [Length: 7]
This ancient doubles parrying.
LOCATION: Dungeon, Lethal Demon

Pain to Mana! [Length: 10]
This ancient restores MP proportional to the damage you take.
LOCATION: Dark Temple (Cathedral of Falaris)

Blood Curse [Length: 6]
While equipped your STR is doubled, but you take 5% of the damage you deal.
LOCATION: Dungeon, Cyclope

4.7 HELMET ANCIENT INSCRIPTIONS

MP up +1 [Length: 3] (Cost: 100(+50) Max: 8 Cost to Max: 2200)
The MP up ancients increase MP on a 1:1 basis.
LOCATION: Dark Elf Village (north side)

MP up +2 [Length: 4] (Cost: 200(+100) Max: 8 Cost to Max: 4400)
LOCATION: SE Marmo - Hills

MP up +3 [Length: 5] (Cost: 300(+150) Max: 8 Cost to Max: 6600)
LOCATION: Old Ruins (Underneath Dark Forest)

MP up +4 [Length: 5] (Cost: 400(+200) Max: 8 Cost to Max: 8800)
LOCATION: NE Marmo - Swamp

MP up +5 [Length: 6] (Cost: 500 (+250) Max: 8 Cost to Max: 11000)
LOCATION: ????? (I found this one, but lost it in my notes)

MP up +6 [Length: 7] (Cost: 600 (+300) Max: 8 Cost to Max: 13200)

LOCATION: ???? MAX +5

Cost of curse -1 [Length: 4] (Cost: ???(+??) Max: 8 Cost to Max: ????)

LOCATION: Cold Caves

MP Charge Speed +1 [Length: 6] (Cost: 200(+100) Max: 12 Cost to Max: 9000)

This ancient reduces the delay of MP regen by 1/3 second per level.

LOCATION: Underground Ruins (under Underground Canyon)

MP Charge Speed +2 [Length: 7] (Cost: 600(+300) Max: 4 Cost to Max: 4200)

This ancient reduces the delay of MP regen by 1/2 second per level.

LOCATION: SW Marmo - Ruins (south side, near Dragon Quest)

MP Charge Speed +3 [Length: 8] (Cost: 800(+400) Max: 2 Cost to Max: 2000)

This ancient reduces the delay of MP regen by 1 second per level.

LOCATION: Center Marmo - Lake Shore

MP Charge Point +1 [Length: 7] (Cost: 400(+200) Max: 4 Cost to Max: 2800)

These ancients increase the amount of MP you regain when you regenerate.
(speed based on the charge speed ancient) on a 1:1 basis.

LOCATION: Cave of Narse

MP Charge Point +2 [Length: 8] (Cost: 800(+400) Max: 3 Cost to Max: 3600)

LOCATION: N Marmo - Lake Shore

MP Charge Point +3 [Length: 9] (Cost: 1600(+800) Max: 2 Cost to Max: 4000)

LOCATION: NW Marmo - Mountains

INT up +1 [Length: 3] (Cost: 50(+25) Max: 16 Cost to Max: 3800)

The INT up ancients increase INT on a 1:1 basis.

LOCATION: Dark Elf Village (north side)

INT up +2 [Length: 4] (Cost: 100(+50) Max: 16 Cost to Max: 7600)

LOCATION: SE Marmo - Hills

INT up +3 [Length: 5] (Cost: 150(+75) Max: 16 Cost to Max: 11400)

LOCATION: Underground Canyon

INT up +4 [Length: 7] (Cost: 200(+100) Max: 16 Cost to Max: 15200)

LOCATION: NE Marmo - Swamp

INT up +5 [Length: 8] (Cost: 250(+15) Max: 16 Cost to Max: 19000)

LOCATION: SW Marmo - Ruins

INT up +6 [Length: 9] (Cost: 300(+150) Max: 16 Cost to Max: 22800)

LOCATION: ???? MAX +5

Magic Power +1 [Length: 3] (Cost: 200(+100) Max: 10 Cost to Max: 6500)

The magic power ancients increase magic power proportional to the helmet,
for more information see the HELMET CHART section.

LOCATION: Old Ruins (under Dark Forest)

Magic Power +2 [Length: 4] (Cost: 400(+200) Max: 10 Cost to Max: 13000)

LOCATION: ???? MAX +2

Magic Power +3 [Length: 5] (Cost: 600(+300) Max: 10 Cost to Max: 19500)

LOCATION: N Marmo - Lake Shore

Magic Power +4 [Length: 5] (Cost: 800(+400) Max: 10 Cost to Max: 26000)

LOCATION: Center Marmo - Desert

Magic Power +5 [Length: 6] (Cost: 1000(+500) Max: 10 Cost to Max: 32500)
LOCATION: SW Marmo - Ruins

Magic Power +6 [Length: 7] (Cost: 1200(+600) Max: 10 Cost to Max: 39000)
LOCATION: NW Marmo - Mountains

Magic Power +7 [Length: 7] (Cost: 1400(+700) Max: 10 Cost to Max: 45500)
LOCATION: ???? MAX +7

Magic Power +8 [Length: 8] (Cost: 1600(+800) Max: 10 Cost to Max: 52000)
LOCATION: ???? MAX +8

Armor +1 [Length: 3] (Cost: 100(+50) Max: 10 Cost to Max: 3250)
The armor up ancients increase armor proportional to the item,
for more information see the ARMOR/SHIELD/HELMET CHART sections.
LOCATION: You start with this ancient.

Armor +2 [Length: 4] (Cost: 200(+100) Max: 10 Cost to Max: 6500)
LOCATION: Pyramid Ground Floor (Dark Elf Village)

Armor +3 [Length: 5] (Cost: 300(+150) Max: 10 Cost to Max: 9750)
LOCATION: Dark Forest

Resist Hell [Length: 6] (Cost: 100(+50) Max: 40 Cost to Max: 42500)
The resist ancients increase resistance proportional to the helmet,
for more information see the HELMET CHART section.
LOCATION: Pyramid 2nd Floor (Dark Elf Village)

Resist Fire [Length: 6] (Cost: 100(+50) Max: 40 Cost to Max: 42500)
LOCATION: Hills of Faralis (inside temple)

Resist Cold +1 [Length: 6] (Cost: 100(+50) Max: 40 Cost to Max: 42500)
LOCATION: Cave of Narse

Resist Lightning +1 [Length: 6] (Cost: 100(+50) Max: 40 Cost to Max: 42500)
LOCATION: Dark Forest

4.8 HELMET ANCIENT POWERS

Vitalization of Mana [Length: 6]
This ancient doubles your MP total.
LOCATION: Dungeon, Goblin Lord

Words to Wisdom [Length: 6]
For every plus on your helmet you gain 1 INT
LOCATION: Dungeon, Skeleton King

Magic of the Wise Men [Length: 10]
This ancient doubles magic power with no penalty.
LOCATION: Dark Castle (4th Floor)

Dragon Scales [Length: 9]
This ancient doubles all magic resistances.
LOCATION: Dungeon, Kimera

Visualize Noises [Length: 5]
This ancient allows you to see blue ripples around enemies (including

invisible/hidden enemies)
LOCATION: Dark Forest

Barbarian Vitality [Length: 4]
This ancient adds your MP to your HP then reduces MP to 0.
LOCATION: Dark Forest

Magic Storm [Length: 6]
While this ancient is equipped, your magic power is doubled, but your MP slowly degenerates instead of regenerates.
LOCATION: Dungeon, Dark Priest

* _ *
SECTION 5 - EQUIPMENT
* _ *

- 5.1 Weapons
- 5.2 Armor
- 5.3 Shields
- 5.4 Helmets
- 5.5 Jewelry (Earrings/Rings/Necklaces)
- 5.6 Accessories (Belts/Boots/Capes)
- 5.7 Miscellany

5.1a - WEAPONS CHART

The chart can be explained as follows:
WEAPON: Weapon name (HANDS) S= Single D = Double

DMG: A weapons' base damage, damage can be figured by this formula
 $Damage = BASE + ((BASE * 0.1) * DAMAGEUP+) + ((BASE * 0.05) * STR)$
STR in this case is your total STR, including equipment STR bonus.

CRITICAL: A weapons' base critical rate followed by (critical damage)
*RATE is expressed as a percentage of DEX.
Rate increases @ $(BASE * 4)+1$
(remember base is a % so 15% would be $((0.15 * 4)+1) = 1.6$
To figure current rate: $(BASE * DEX) + (((BASE * 4)+1) * CRITICALRATE+)$
Example: DEX: 400, Bastard Sword, 12 points of Critical Rate +
 $((0.15 * 400) = 60) + (((0.15 * 4) + 1 = 1.6) * 12) = 19.2) = 79\%$
*DAMAGE is expressed as a multiple to the damage you would normally do.
To figure damage use: $BASE + ((BASE * 0.05) * CRITICALDAMAGE+)$

IMP: Is NOT the actual impact rating of the weapon as I never figured the scale. It is an approximate scale based on increase due to STR and the Impact Up ANCIENT. Not all weapons increase impact at the same rate.

SPEED: Is a weapons' speed expressed as WITHOUT/WITH max Fast Attack ANCIENT.

SIZE: Is a weapons' length copied directly from the game.

CONTENT: Is a weapons' mithril content copied directly from the game.

SLOTS: Is the number of ANCIENT words a weapon can hold copied from game.

WEAPON	(HANDS)	DMG	CRITICAL	IMP	SPEED	SIZE	CONTENT	SLOTS
BASTARD SWORD	(S)	12	15%(2.0)	D	B/A	1.8m	150	6
BLAZING SWORD	(S)	22	15%(2.0)	D	A/S	1.8m	1000	8
BROAD SWORD	(S)	10	10%(1.6)	D	B/A	1.7m	120	6
CLAYMORE	(D)	16	25%(1.8)	E	A/A	1.5m	160	9
DEMON PUNISHER	(D)	28	15%(1.5)	D	C/B	1.7m	1500	10
DRAGON BLADE	(S)	16	25%(2.5)	D	B/A	2.0m	1500	10
ELEMENTAL SWORD	(S)	10	20%(2.5)	E	B/A	1.6m	500	8
ELF RAPIER	(S)	7	50%(3.0)	E	A/S	1.6m	1000	6
FALARIS BLADE	(?)	15	15%(2.0)	D	B/A	1.4m	8000	6
FALCHION	(S)	10	5%(1.8)	D	A/A	1.6m	50	6
FALKS	(D)	18	30%(1.5)	E	A/S	1.9m	85	9
FLAME MOUNTAINS	(D)	20	15%(2.0)	D	A/A	1.8m	80	9
GLADIUS	(S)	14	30%(2.5)	D	S/S	1.2m	60	6
HARKURING SWORD	(D)	60	15%(1.0)	C	D/B	2.4m	2000	10
KNOCKDOWN HAMMER	(S)	6	150%(1.0)	B	A/A	1.4m	2000	6
LIGHTNING DAGGER	(S)	20	5%(1.0)	B	A/S	1.5m	2000	8
LONG SWORD	(S)	9	15%(2.0)	D	A/A	1.7m	100	6
MEDIEVAL BLADE	(S)	4	0%(1.0)	E	S/S	1.1m	1000	10
MITHRIL BLADE	(D)	26	25%(2.5)	D	A/A	2.0m	20000	10
OGRE SWORD	(S)	40	0%(1.0)	E	D/B	2.0m	2000	6
ORIENTAL SWORD	(D)	15	30%(8.0)	E	A/A	2.2m	10000	8
SABRE	(S)	6	15%(2.2)	E	A/S	1.5m	30	6
SCIMITAR	(S)	7	5%(2.0)	E	A/A	1.4m	35	6
SHORT SWORD	(S)	4	5%(2.0)	E	A/S	1.5m	20	6
SOULBREAKER CLONE	(D)	22	0%(1.0)	B	B/B	2.0m	15000	10
STONE CRASHER	(S)	7	0%(1.0)	D	A/A	1.3m	800	6
TWO HANDED SWORD	(D)	30	15%(1.2)	C	B/A	2.0m	180	9
WICKED SWORD	(S)	8	0%(1.0)	E	A/S	1.4m	10	10
WIND HILT	(S)	13	25%(2.0)	D	A/S	2.2m	1000	10

5.1b WEAPON LOCATIONS/NOTES

Bastard Sword: Dark Temple

Blazing Sword: Dungeon, Flame Demon

This weapon starts with the ancient power Sword of Fire built in.

It does elemental damage, and cannot have elemental ancient powers attached.

Broad Sword: Underground Canyon

Claymore: Found in cemetery.

Demon Punisher: Dungeon, Hell Lord

This weapon deals extra damage to demon type enemies.

Dragon Blade: Dragon Guardian subquest.

This weapon deals extra damage to dragons (which includes chimeras).

Elemental Sword: Dungeon, Salamander

This weapon deals extra damage to elementals (puddles/salamanders etc).

Elf Rapier: Dungeon, Dark Shaman

This weapon deals extra damage to demi-humans (elves/goblins/lizardmen).

Falaris Blade: RANDOM in Cold Caves.

This weapon deals extra damage to demons and undead.

Falchion: Pyramid 1st Floor (monster) (Dark Elf Village)

Falks: Canyon

Flame Mountains: Canyon/Goblin Caves

Gladius: Dark Temple

Harkuring Sword: Dungeon, Mithril Golem.

Knockdown Hammer: RANDOM in Cold Caves.

Lightning Dagger: RANDOM in Cold Caves.

This weapon starts with the ancient power Sword of Thunder built in.

It does elemental damage, and cannot have elemental ancient powers attached.

Long Sword: Canyon/Goblin Cave

Medieval Blade: Dungeon, Dark Priest.

This weapon reduces the charge time of ancient power projectile attacks.

Mithril Blade: RANDOM in Cold Caves.

This weapon deals extra damage to creatures with scales and armor.

Ogre Sword: Dungeon, Gigantess

This weapon kills goblins and lizardmen in one hit.

Oriental Sword: Goblin Fort made by Dwarf for 10000 mithril.

Sabre: Randomly dropped in cemetery.

Scimitar: Cemetery Cave.

Short Sword: Given to you by Wart at the start of the game.

Soulbreaker Clone: Ashram /RANDOM in Cold Caves.

This weapon comes with the Vampire's Tusk ancient attached. Although you can attach it a second time there is no benefit to doing such. If you use an ancient power that allows 1-hit kills (Goblin Killer etc) you will get no HP back for the kill.

Stone Crusher: Kill Golem in jail underneath Goblin Fort.

This weapon deals extra damage to golems.

Two Handed Sword: Underground Ruins (under Canyon)

Wicked Sword: Pyramid Ground Floor (chest) (Dark Elf Village)

This weapon starts with the ancient power Sword of Darkness built in.

It does elemental damage, and cannot have elemental ancient powers attached.

Wind Hilt: Medallion subquest

This weapon deals extra damage to winged enemies.

5.2a ARMOR CHART

The chart can be explained as follows:

ARMOR: Name of item

AR: This number is the BASE AR of the armor, to calculate actual AR

use this formula: $BASE + ((BASE * 0.1) * ARMOR+)$

NOTE: Only use the ARMOR+ value of the armor here.

DUR: This number is the BASE Durability of the armor, to calculate actual

durability use this formula: $BASE + ((BASE * 0.1) * DURABILITY+)$

CONTENT: Is an armors' mithril content copied directly from the game.

SLOTS: Is the number of ANCIENT words an armor can hold copied from game.

SPECIAL: Is a brief explanation of the special ability (if any).

ARMOR	AR	DUR	CONTENT	SLOTS	SPECIAL
BREAST PLATE	4	1	100	5	none
BRIGANDINE	10	20	160	7	none
CAESAR'S PLATE	20	12	320	10	none
CURZIER ARMOR	13	16	200	8	none
FIELD ARMOR	14	5	180	9	none
FIELD ARMOR MODIFIED	16	6	220	9	none
GOTHIC BULL	24	22	5000	10	+404 HP
GOTHIC DEMON	14	18	5000	10	Returns melee damage
GOTHIC DRAGON	20	16	5000	10	+10 Fire/ice/elec resist

GOTHIC EAGLE	16	16	5000	10	+20 DEX
GOTHIC HEAVEN	21	13	5000	10	Fast HP Regen
GOTHIC LILY	19	11	5000	10	+10 INT/Stone Recovery
GOTHIC LION	18	10	5000	10	+40 STR
GOTHIC MARFA	17	17	5000	10	Fast HP Regen/Damage Cancel
GOTHIC OCEAN	17	20	5000	10	Fast MP Regen
HALF PLATE	6	2	120	6	none
HEAVY PLATE	18	18	6000	10	none
*** KNIGHT'S	16	14	240	10	Variety of colors
LIGHT PLATE	8	3	140	7	none

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 5.2b ARMOR LOCATIONS/NOTES

Breast Plate: Found as part of the tutorial in 3rd room of the game.

Brigandine: Dark Forest/Goblin Cave

Caesar's Plate: Dark Temple /RANDOM

Curizer Armor: Dark Forest

Field Armor: Underground Canyon /RANDOM

Field Armor Modified: Cave of Narse /RANDOM

Gothic Bull: RANDOM in Cold Caves.

Gothic Demon: Temple of Kardis.

This causes melee attackers to suffer damage back, the more pieces of this set you are wearing, the more damage (up to the full amount they inflicted) the attacker will suffer.

Gothic Dragon: Dragon Guardian Subquest.

Gothic Eagle: RANDOM in Cold Caves.

Gothic Heaven: Medallion subquest.

Gothic Lily: RANDOM in Cold Caves.

Gothic Lion: RANDOM in Cold Caves.

Gothic Marfa: Dark Castle (4th Floor)

Occasionally when hit you will heal equal to the amount of damage taken.

Gothic Ocean: RANDOM in Cold Caves.

Half Plate: Beneath the Goblin Fort after clearing it/talking to the Dwarf.

Heavy Plate: RANDOM in Cold Caves.

Knights': Cave of Narse (chest)

Light Plate: Pyramid 1st Floor (chest) (Dark Elf Village)

 5.3a SHIELD CHART

The chart can be explained as follows:

SHIELD: Name of item

AR: This number is the BASE AR of the shield, to calculate actual AR

use this formula: $BASE + ((BASE * 0.2) * ARMOR+)$

NOTE: Only use the ARMOR+ value of the shield here.

PARRY(DEX): This number is the BASE parry of the shield, followed by the parry multiplier to DEX. To figure the actual value, add the following formulas.

$((BASE * 0.2) * PARRYING+) + ((DEX) * DEX)$

In example: 300 DEX with a buckler with 150 points of PARRYING+

$((9 * 0.2) * 150) = 270) + (((0.20) * 300) = 60) = 330$

CONTENT: Is a shields' mithril content copied directly from the game.

SLOTS: Is the number of ANCIENT words a shield can hold copied from game.

SPECIAL: Is a brief explanation of the special ability (if any).

SHIELD	AR	PARRY(DEX)	CONTENT	SLOTS	SPECIAL
BUCKLER	3	9(0.20)	30	5	none
GIANT SHIELD	14	6(0.05)	5000	10	none
GOTHIC BULL	14	7(0.10)	4000	10	+404 HP
GOTHIC DEMON	7	10(0.25)	4000	10	Returns melee damage
GOTHIC DRAGON	9	9(0.20)	4000	10	+10 Fire/ice/elec resist
GOTHIC EAGLE	5	12(0.35)	4000	10	+20 DEX
GOTHIC HEAVEN	10	8(0.15)	4000	10	Fast HP Regen
GOTHIC LILY	6	11(0.30)	4000	10	+10 INT/Stone Recovery
GOTHIC LION	8	9(0.20)	4000	10	+40 STR
GOTHIC MARFA	7	9(0.20)	4000	10	Fast HP Regen/Damage cancel
GOTHIC OCEAN	8	10(0.25)	4000	10	Fast MP Regen
KITE SHIELD	7	10(0.25)	350	9	none
*** KNIGHT'S	6	10(0.25)	100	7	Variety of colors
LARGE SHIELD	8	8(0.15)	300	8	none
ROUND SHIELD	4	8(0.15)	50	6	none

5.3b SHIELD LOCATIONS/NOTES

Buckler: Found in the fourth room of the game after defeating the skeleton.
Giant Shield: Hills of Falaris /RANDOM
Gothic Bull: RANDOM in Cold Caves.
Gothic Demon: Temple of Kardis
This causes melee attackers to suffer damage back, the more pieces of this set you are wearing, the more damage (up to the full amount they inflicted) the attacker will suffer.
Gothic Dragon: Dragon Guardian subquest.
Gothic Eagle: RANDOM in Cold Caves.
Gothic Heaven: Medallion subquest.
Gothic Lily: RANDOM in Cold Caves.
Gothic Lion: RANDOM in Cold Caves.
Gothic Marfa: Dark Castle (3rd Floor)
Occasionally when hit you will heal equal to the amount of damage taken.
Gothic Ocean: RANDOM in Cold Caves.
Kite Shield: Dark Temple (random)
Knights': Dark Forest.
Large Shield: Dark Temple
Round Shield: Beneath the Goblin Fort after clearing it/talking to the Dwarf.

5.4a HELMET CHART

The chart can be explained as follows:

HELMET: Name of item

AR: This number is the BASE AR of the helmet, to calculate actual AR use this formula: BASE + ((BASE * 0.3) * ARMOR+)

NOTE: Only use the ARMOR+ value of the helmet here.

MAG: This number is the multiplier to the MAGICPOWER+ Ancient on a helmet.
 In example: if you have 50 levels of MAGICPOWER+ on a hood, you would
 get a benefit of $(50 * 0.2) = 10$.

D/F/I/E: Are the BASE values versus Dark/Fire/Ice/Electric. To calculate your
 actual resistance value use the following formula:

$$(RESIST+ * 0.5) + ((BASE * 0.125) * RESIST+)$$

Where RESIST+ is Resist Hell/Resist Fire/Resist Cold/Resist Lightning as
 appropriate.

CONTENT: Is a helmets' mithril content copied directly from the game.

SLOTS: Is the number of ANCIENT words a helmet can hold copied from game.

SPECIAL: Is a brief explanation of the special ability (if any).

HELMET	AR	MAG	D/F/I/E	CONT	SLOTS	SPECIAL
HOOD	1	0.2	0/2/0/0	30	5	none
FULL HELMET	5	0.2	0/0/2/0	150	8	none
GOTHIC BULL	8	0.1	4/0/0/0	3000	9	+404 HP
GOTHIC DEMON	4	0.6	5/3/0/1	3000	9	Returns melee damage
GOTHIC DRAGON	5	0.5	0/*/*/*	3000	9	+10 Fire/ice/elec resist
GOTHIC EAGLE	4	0.6	2/0/2/4	3000	9	+20 DEX
GOTHIC HEAVEN	4	0.7	1/2/2/5	3000	9	Fast HP Regen
GOTHIC LILY	3	1.0	0/1/4/1	3000	10	+10 INT/Stone Recovery
GOTHIC LION	6	0.3	2/4/0/2	3000	9	+40 STR
GOTHIC MARFA	3	0.5	3/3/3/3	3000	9	Fast HP Regen/Damage cancel
GOTHIC OCEAN	3	0.9	2/2/5/1	3000	10	Fast MP Regen
GREAT HELMET	8	0.2	0/0/0/0	4000	8	none
*** KNIGHT'S	4	0.2	2/0/0/0	80	7	Variety of colors
SACRED	0	1.0	4/4/4/4	10	10	Always 0 AR
STORM HOOD	2	0.2	0/0/0/2	50	6	none

 5.4b HELMET LOCATIONS/NOTES

Hood: This is found in the second room of the game in a wooden chest.

Full Helmet: Dark Temple /RANDOM

Gothic Bull: RANDOM in Cold Caves.

Gothic Demon: Temple of Kardis.

This causes melee attackers to suffer damage back, the more pieces of this
 set you are wearing, the more damage (up to the full amount they inflicted)
 the attacker will suffer.

Gothic Dragon: Dragon Guardian subquest.

The base resists on this helm for fire/thunder/cold are 1.5 each. Since they
 didn't fit in the chart, I put them here instead.

Gothic Eagle: RANDOM in Cold Caves.

Gothic Heaven: Medallion subquest.

Gothic Lily: RANDOM in Cold Caves.

Gothic Lion: RANDOM in Cold Caves.

Gothic Marfa: Dark Castle (1st Floor)

Occasionally when hit you will heal equal to the amount of damage taken.

Gothic Ocean: RANDOM in Cold Caves.

Great Helmet: RANDOM in Cold Caves.

Knights': Dark Forest

Sacred: Pyramid Ground Floor (Blue Demon drops) (Dark Elf Village)

Storm Hood: Beneath the Goblin Fort after clearing it/talking to the Dwarf.

5.5 Jewelry

NOTE: An item with no plus is level 1. Each plus adds a level, so an item with +3 would be a level 4 item.

On Location, most items are randomly found in chests or dropped by enemies. If this is otherwise I will give a location, in case of xxx/RANDOM, xxx is where *I* first encountered said item. Your mileage may vary.

Accurate Ring:

Increases DEX by 20/level.

LOCATION: Cemetery Cave /RANDOM

Boost Charm:

Increases MP by 50/level.

LOCATION: Dark Temple /RANDOM

Cold Ring:

Increases Resist Cold by 10/level.

LOCATION: Dark Temple /RANDOM

Critical Ring:

Increases Critical Rate by 5%/level.

NOTE: This is a flat 5% NOT 5% of your total, so 20% +5% = 25% NOT 21%.

Because of this, it is MUCH more efficient to use +DEX rings.

LOCATION: Cave of Narse /RANDOM

Dark Talisman:

Increases Resist Dark by 10/level.

LOCATION: Dark Castle /RANDOM

Fine Necklace:

Increases STR/DEX/INT by 2/level.

Increases MP by 5/level.

Increases Resist Fire/Dark/Cold/Lightning by 1/level.

LOCATION: Dungeon, Zombie /RANDOM

Fire Ring:

Increases Resist Fire by 10/level.

LOCATION: Hill of Falaris /RANDOM

Hell Talisman:

Decreases STR/DEX/INT by 10/level.

Increases Resist Fire/Dark/Cold/Lightning by 5/level.

LOCATION: Goblin Fort (crates) /RANDOM

Holy Ring:

Increases Resist Dark by 10/level.

LOCATION: Dark Castle /RANDOM

Immune Stone:

Decreases length of petrification.

LOCATION: Karla /RANDOM in Cold Caves.

Impact Ring:

Increases IMPACT.

LOCATION: Underground Canyon /RANDOM

Knight's Ring:

Increases STR by 20/level.
Increases HP by 40/level.
LOCATION: RANDOM: first found in Pyramid.

Magic Charm:

Increases INT by 20/level.
LOCATION: Dark Forest /RANDOM

Meiji Charm:

Increases INT by 30/level.
Decreases STR by 5/level.
LOCATION: Dark Castle /RANDOM

Miracle Ring:

Increases STR by 20/level.
Increases DEX by 15/level.
Increases INT by 10/level.
LOCATION: RANDOM in Cold Caves

Pierce of Ear:

Increases HEAR by level.
LOCATION: Pyramid 1st Floor /RANDOM

Pierce of Echo:

Allows you to see "ripples" around enemies even when invisible.
LOCATION: Medallion subquest /RANDOM in Cold Caves.

Pierce of Item:

Allows you to see a shimmer where items are.
LOCATION: Cold Caves /RANDOM

Pierce of Trap:

Allows you to see traps and dangerous floor areas.
LOCATION: Medallion subquest /RANDOM in Cold Caves.

Prevent Ring:

Increases Prevent by 3%/level.
RANDOM in Cold Caves.

Prevent Talisman:

Increases Prevent by 4%/level.
RANDOM in Cold Caves.

Protection Ring:

Increases AR by 3%/level.
LOCATION: Dark Castle /RANDOM

Ring of Mana:

Increases MP by 30/level.
LOCATION: Dark Castle /RANDOM

Ring of Power:

Increases STR by 20/level.
LOCATION: Cemetery /RANDOM

Ring of Stone:

Reduces length of petrification.
LOCATION: Cave of Narse /RANDOM (and 1 preset in Hills of Falaris)

Ring of Toughness:

Increases HP by 50/level.
LOCATION: Cemetery Cave (monster) /RANDOM

Ring of Wisdom:
Increases INT by 10/level.
LOCATION: Goblin Cave (monster) /RANDOM

Soul Talisman:
Prevents MP drain by enemies.
Increases MP by 20/level.

Speed Ring:
Increases swing speed of sword.
LOCATION: Ashram /RANDOM

Strike Ring:
Increases Damage by 2%/level.
Increases IMPACT.
LOCATION: Hills of Falaris /RANDOM

Sword Ring:
Increases Damage by 5%/level.
LOCATION: Underground Canyon /RANDOM

Thunder Ring:
Increases Resist Lightning by 10/level.
LOCATION: Underground Canyon /RANDOM

Time Ring:
Decreases charge time to use ancient powers.
LOCATION: Dark Temple /RANDOM

Wizard Ring:
Increases INT by 10/level.
Increases MP by 20/level.
LOCATION: Dark Temple /RANDOM

5.6 Accessories

NOTE: An item with no plus is level 1. Each plus adds a level, so an item with +3 would be a level 4 item.

On Location, most items are randomly found in chests or dropped by enemies. If this is otherwise I will give a location, in case of xxx/RANDOM, xxx is where *I* first encountered said item. Your mileage may vary.

Boots:
Increases STEP
LOCATION: Cemetery Cave (tutorial)

Cloth Belt:
Increases HP by 100/level.
LOCATION: Goblin Fort, parapet /RANDOM

Cold Coat:
Increases Resist Cold by 10/level.
LOCATION: Dark Castle /RANDOM

Fire Coat:

Increases Resist Fire by 10/level.

LOCATION: Dark Forest /RANDOM

Guarding Belt:

Increases Parrying by 20/level.

LOCATION: Dark Forest /RANDOM

Heavy Boots:

Increases AR by 3%/level.

Prevents knockdown.

Decreases STEP

LOCATION: Goblin Fort (jail) /RANDOM in Cold Caves.

Ironguard Boots:

Increases AR by 5%/level.

Decreases STEP

LOCATION: Cemetery Cave (tutorial)

Leather Boots:

Increase Lightning Resist by 10/level

Increases STEP

LOCATION: Pyramid 1st Floor (Dark Elf Village) /RANDOM

Levitation Cape:

Prevents knockdown and avoids ground based traps.

Increases DEX by 5/level.

LOCATION: Dark Castle /RANDOM

Magic Resist Coat:

Increases Resist ALL MAGIC by 20%/level.

LOCATION: Ashram /RANDOM

Protection Belt:

Increases AR by 5%/level.

LOCATION: Underground Canyon /RANDOM

Rabbit Buckle:

Increases Parrying by 40/level.

Decreases AR by 5%/level.

Silent Boots:

Increases DEX by 30/level.

Increases STEP.

LOCATION: Dark Castle /RANDOM

Soul Buckle:

Increases AR by 3%/level.

Prevents MP drain by enemies.

Soul Cape:

Increases DEX by 10/level.

Increase MP by 10/level.

Prevents MP drain by enemies.

LOCATION: Dungeon, Skeleton King /RANDOM

Speed Boots:

Increases DEX by 5/level.

Increases STEP

LOCATION: Dark Forest/RANDOM

Thunder Coat:

Increases Resist Lightning by 10/level.

LOCATION: Dark Castle /RANDOM

Turtle Buckle:

Increases AR by 10%/level.

Decreases Parrying by 10/level.

LOCATION: Underground Canyon /RANDOM

Wilderness Boots:

Increases STR by 10/level.

Increases DEX by 20/level.

Increases INT by 5/level.

LOCATION: Dark Temple /RANDOM

5.7 Miscellany

On Location, most items are randomly found in chests or dropped by enemies. If this is otherwise I will give a location, in case of xxx/RANDOM, xxx is where *I* first encountered said item. Your mileage may vary.

Decoding Book:

Unlocks magically sealed doors. Unlimited use.

LOCATION: Dungeon, Lizard King

Decoding Scroll:

Unlocks magically sealed doors. One use.

LOCATION: Various

Efreet Wall:

A wand that allows you to cast thunder bolts from the items menu. (Uses MP)

LOCATION: Temple of Kardis

Elixir:

Fills HP and MP.

LOCATION: Dark Forest /RANDOM

Empty Bottle (large):

Fill with healing potion at wells, holds 4 doses.

LOCATION: Tutorial dungeon/Medallion Quest (medallions)

Empty Bottle (medium):

Fill with healing potion at wells, holds 2 doses.

LOCATION: A couple are in the starting dungeons, random after that.

Empty Bottle (small):

Fill with healing potion at wells, holds 1 dose.

LOCATION: RANDOM

Freezing Potion:

Adds cold element to your attacks temporarily.

LOCATION: Dark Castle /RANDOM

Handbell:

Ring to make noise (attract monsters, infinite use)

LOCATION: Dark Forest (chest)

Healing Potion:

Fills HP.

LOCATION: I think the tutorial is the only place you get one of these.

Heat Potion:

Adds fire element to your attacks temporarily.

LOCATION: Dark Forest /RANDOM

Immortal Potion:

Makes you temporarily invulnerable.

LOCATION: Medallion subquest /RANDOM in Cold Caves.

Lockpick:

Used to open locked iron chests.

LOCATION: Everywhere, also can duplicate them.

Lucky Potion:

Prevents critical hits by enemies.

LOCATION: RANDOM

Magic Crystal:

Completely fills your MP.

LOCATION: Various places, can also ask for one at Goblin Fort.

Refresh Stone:

Potion that cures petrification.

LOCATION: Cave of Narse /RANDOM

Ruselb's Head:

Proof that you have killed Ruselb, give it to Narse.

LOCATION: Ruselb... (Dark Forest)

Shoedle's Head:

Proof that you have killed Shoedle, give it to Narse.

LOCATION: Shoedle... (Dark Temple)

Skull Statue Key:

Needed for entrance to Dark Castle.

LOCATION: Narse gives it to you.

Thunder Wall:

A wand that allows you to cast thunder bolts from the items menu. (Uses MP)

LOCATION: Room of Resurrection (the room Wart revived you in) after killing Kardis

Transform Book:

Allows you to switch with piece of equipment has your engraved ancients.

LOCATION: Goblin Fort Smithy after you have reached Dark Elf Village.

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SECTION 6 - MAGIC

* * * * *

6.1 BOOK LOCATIONS

Book of Black Magic:

Dungeon, Demon Lord
Dungeon, Hell Lord
Dark Castle (1st Floor)

Book of the Dead:

Goblin Cave
Medallion subquest
Dark Castle (2nd Floor)

Book of Fire:

Pyramid 2nd Floor (Dark Elf Village)
Dark Temple (4th Floor)
Cold Caves (Level 7 Boss)

Book of Recall:

It is given to you by Wart after you finish the Goblin Fort.

Book of Visions:

Abandoned building in north of Dark Elf Village.
Hills of Falaris (Altar room)
Dungeon, Paddle Queen

Book of Walls:

Pirates' Room (Dark Elf Village)
Cave of Narse (Chest near Lizardmen)
Dark Castle (3rd Floor)Book of the Wind:
Pyramid Ground Floor (Dark Elf Village)
Dark Temple (3rd Floor Boss)
Dark Castle (Top Floor)

6.2 SPELL DESCRIPTIONS

Spells are listed with their button combinations in parentheses, followed by their base cost, and lastly the book requisite to have the spell.

Acid Fog (YXAB) Cost: 40 - Book of Black Magic 3

This spell damages all enemies on screen.

DAMAGE = MAG/4

Animate (AXYB) Cost: 10 - Book of the Dead 1

This spell will raise one dead enemy to be an undead companion.

It will last until the zombie dies (whereupon it gets raised again)

The zombie will not follow you between areas, but it will still be there if you return to the area without summoning a new zombie.

The zombie has less damage/armor than it did in life.

Unknown what MAG does, assumably affects level of enemy targetable.

Bonfire (YYY) Cost: 10 - Book of Fire 1

This spell damages any enemy standing on the bonfire continuously.

DAMAGE = MAG +20 (Continuous but slow)

Cage (XXYXX) Cost: 25 - Book of Walls 3

This spell creates a square field of walls at the targeted area.

HP of the walls increases with MAG.

Control Dead (YBAX) Cost: 50 - Book of the Dead 3

Same as Animate, the creature has full damage/armor.

Fire Cage (YYBYY) Cost: 30 - Book of Fire 3

This spell creates a square field of fire damaging any enemies in it.

DAMAGE = MAG +30 (Continuous)

NOTE: You can stack fire cages for faster damage.

Firewall (YYXY) Cost: 20 - Book of Fire 2

This spell creates a wall of fire damaging any enemies in it.

DAMAGE = MAG +20 (Continuous)

NOTE: You can stack firewalls for faster damage.

Ghost (AAXA) Cost: 20 - Book of Visions 2

This spell creates a "ghost" scout that you can use to explore the area.

If it is hit by an enemy it is immediately dispelled, and it cannot pass thru walls or enemies.

MAG affects duration.

Gust (BBAB) Cost: 20 - Book of the Wind 2

This spell does damage to everything on screen and knocks them back in the targeted direction.

DAMAGE = (MAG/8)+1

Invisible (AABAA) Cost: 20 - Book of Visions 3

This spell makes you invisible so enemies cannot see you, in conjunction with STEP S you can sneak past enemies, fairly useless by itself.

MAG affects duration.

Mirror (AAXX) Cost: 3 - Book of Visions 1

This spell creates 2 duplicates of you who stand there to distract enemies.

MAG affects duration.

Recall (AAA) Cost: 0 - Book of Recall

This spell will allow you to return to the Goblin Fort as long as you are not currently in a sub-quest dungeon or fighting a boss/sub-boss.

Sphere (BYXA) Cost: 50 - Book of Black Magic 2

This spell creates a hemisphere centered on the hero that deals damage.

DAMAGE = MAG

Stone Curse (ABYX) Cost: 45 - Book of Black Magic 1

This spell does a little damage and petrifies the target.

DAMAGE = MAG/10, MAG also affects duration, some foes are immune.

Tornado (BBB) Cost: 10 - Book of the Wind 1

This spell does damage in a small radius around the hero.

DAMAGE = MAG+1

Tower (XXX) Cost: 5 - Book of Walls 1

This spell creates one square of wall at the targeted area... pretty useless.

HP of the wall increase with MAG.

Vortex (BBYBB) Cost: 30 - Book of the Wind 3

This spell deals damage in a decent radius around the hero, remains where it was cast for a short period of time, and can get multiple hits, very damaging, very useful.

DAMAGE = (MAG * 2) +20

Wall (XXYX) Cost: 15 - Book of Walls 2

This spell creates a wall at targeted area.

HP of the wall increases with MAG.

Wonder Dead (XYBA) Cost: 20 - Book of the Dead 2

Same as Animate, the creature has better damage/armor.

* * * * *
SECTION 7 - SUB-QUESTS (DUNGEONS & DRAGONS)
* * * * *

Goblin Fort Exchange:

- Hell Talisman - 300 Mithril
- Pierce of Ear - 600 Mithril
- Leather Boots - 900 Mithril
- Rabbit Buckle - 1200 Mithril
- Wizard Ring - 1500 Mithril
- Magic Resist Cape - 1800 Mithril
- Prevent Ring - xxxx Mithril

- 1 Medallion : Immortal Potion
- 2 Medallions: Empty Bottle (large)
- 4 Medallions: Book of the Dead
- 7 Medallions: Heavy Boots +1
- 10 Medallions: Pierce of Trap
- 13 Medallions: Pierce of Echo
- 17 Medallions: Gothic Heaven Shield
- 21 Medallions: Gothic Heaven Helm
- 25 Medallions: Gothic Heaven Armor
- 29 Medallions: Wind Hilt
- 30 Medallions: Fight with Green Dragon

Dungeon, Cyclope -

- Ancient: Blood Curse
- Items: Medallion, Mithril: 10000 (boss)

This should be easy, if you get knocked down a lot increase parry or durability. Otherwise, increase damage or HP.

Dungeon, Dark Priest -

- Ancient: Magic Storm
- Items: Medallion, Mithril: 20000 (boss), Medieval Blade

This dungeon can be a doozy, the wind bolts can knock you down or stun you. You can be hit by a barrage of magic reducing your HP in no time. I found a long weapon and wall were the best way for me to go, cast a wall between you and the enemies, then hit them through it with a long weapon... cheap but hey, it's 40 on 1. Watch your HP here, and heal with a WIDE margin before death.

Dungeon, Dark Shaman -

- Ancient: Elf Killer
- Items: Medallion, Mithril: 3000 (subboss)x2 9000 (boss), Elf Rapier

Troubles here can usually be solved with Elf Buster/Resist Lightning. To get past the shut door, kill the subbosses in the side rooms, then destroy the pillars that appear.

Dungeon, Demon Lord -

- Ancient: Sword of Thunder
- Items: Medallion, Mithril: 10000 (subboss)x2 20000 (boss) Book of Black Magic

Well, HP and Magic Power... and Fire wall (yea, you're probably sick of my fire wall suggestions, but it's a lot easier than meleeing against 4 arms, great demons with their stun lightning, let alone the Demon Lord, and the super demon sidekick she has with one heck of a scythe swing). I also hope you've pumped that Demon Buster, as the first 2 rooms while doable with fire wall, are much faster/easier in just good ol' melee combat. I highly suggest you use the Magic Storm(helmet) Pain to Mana(shield) combination here, for infinite mana. You can use Mana to Flesh if you want on your sword, or if you're willing to

sacrifice HP for an easier start, use sacredsphere. (You can use it then lure the enemies in the first 2 rooms into it, but it's too slow for the main room). IF you really feel like making sure, use 2 weapons and the Transform Book. Once you get in the main room, fire wall away, and start running back and forth, avoiding the top half of the room at all costs. (You don't want the big guns to come out to play yet). Once you've cleared all the bottom enemies, cast a few fire walls into the middle of the room, then move up to just below them to get the last few demons attention, run south a bit, and let them burn. If you're lucky this will take out the 2 lightning throwers. Either way, you will now have to spend about 75% of your time running, and about 25% of the time casting a fire wall or two. If the scythe wielding demon gets close, you can take it out in melee (assuming you're not going to get pummeled by spells). Just watch your HP as it packs a wallop. I would not recommend meeleing the Demon Lord, as she packs a mean punch and can stun, and can unload magic spells in rapid fire chimera fashion.

Dungeon, Elder Knight -

Ancient: Elf Buster

Items: Medallion, Mithril: 8000(boss) 2000(mined)

If you are having trouble in this dungeon, try using the Wicked Sword, or increasing your resist lighting (such as by wearing leather boots).

Dungeon, Flame Demon -

Ancient: Explosion

Items: Medallion, Mithril: 17000(boss), Blazing Sword.

Golems Golems Golems! I hope you've pumped that golem buster, because these are the threat here. There are a few red salamanders, and of course the flame demon boss, but these are nothing compared to the hordes of golems. Don't forget to use Levitation if you are having problems staying on your feet.

Dungeon, Gargoyle -

Ancient: Sword of Fire

Items: Medallion, Mithril: 10000(boss)

The door is a mimic, ALL of the chests are mimics, and you obviously step on the sparkly so you can get surrounded by gargoyles AND shadow stalkers. FUN. The gargoyle wing flap can drain HP FAST, so keep them up. Retreat first thing, then take the gargoyles out a couple at a time. HP and damage are what you most likely need if you're having trouble.

Dungeon, Giant Zombie -

Ancient: Sacred Sphere

Items: Medallion, Mithril: 5000(subboss)x2, 20000(boss)

Woo this one's a doozy, I'd highly suggest going the magic route here. Use Valkyrie Javelin (area effect better damage) or Holy Photon (which can fire through walls and doors). You can also use Wonder Dead to create fodder to bear the assault (and if you're using Valkyrie Javelin, you'll even heal the decoy while hitting the enemies). The Levitation power for your armor is almost a must, as is decent durability, since this guy can and WILL pin you. You should also use the Words to Wisdom ancient on your helmet. (Also, now is a good time to throw some mithril into INT if you haven't). If you need mithril for INT, then kill the sub-bosses, leave, spend their mithril and return. They will unfortunately return (and without their mithril too) but it's 10000 easy mithril for spending. Tactically I suggest you clear both lower rooms before opening the main room, and fall back as needed, try to take out the 3 titans before you go north far enough to encourage the boss to join in, or else you're in for an even MORE difficult battle. If you use Holy Photon, you can shut the door and blast away, but this is VERY slow. (Ok, both ways are VERY slow, but this way is even slower).

Dungeon, Gigantess -

Ancient: Ball Lightning

Items: Medallion, Mithril: 10000(subboss)x3 20000(boss), Ogre Sword
Mana to Flesh, Magic Storm, Pain to Mana, and Levitation or Tenacious Firmness.
First order of business is clearing out the hordes, use Fire Wall to thin the crowds, but you also need to be able to go toe to toe. If you see the big gold titan with a nasty spiked mallet, that's the Giant, and I'd suggest running... Once you've cleared everyone (or almost everyone) out, then you can start with the Giant. He's a pain, you do NOT want to close, he does outrageous damage, and can stun you for what seems like forever, he can easily pin you if he chooses to do such, and levitation or firmness MIGHT help you escape. Just do your best not to get close, and if he raises his arms and bellows, GET OUT OF HIS WAY - he's about to charge, and that is not a good thing. I tend to place fire walls around corners and in junctions where he can't get to me easily, but be forewarned he can attack through (over?) the walls, and he has good range. Since you obviously don't want him to hit you, and mana is going to be low (we're using Mana to Flesh after all), watch your mana, once it gets to around 30, cast a fire wall and run through it, less painful than letting him smack you, and a fast recharge. Just make sure to move quickly, don't do the monsters job for them. You may want to use an INT increasing ring or necklace, but don't go too heavy on the INT because as I said before, meleeing everything but the boss is faster and easier than fire walling the whole dungeon.

Dungeon, Goblin King -

Ancient: Goblin Buster

Items: Medallion, Mithril: 3000(boss)

This is probably your first dungeon, it can be damaging, but shouldn't be impossible, just don't charge forward, and don't get surrounded.

Dungeon, Goblin Lord -

Ancient: Vitalization of Mana

Items: Medallion, Mithril: 10000(boss) 5000(mined)

Seriously, if you're having problems here by the time you can get here...

I don't know what to say, watch your HP, heal when needed, these are GOBLINS!

Dungeon, Goblin Master -

Ancient: Rock Buster

Items: Medallion, Mithril: 3000(subboss) 8000(boss) 6000(mined)

The Goblin Master is apparently a golem, so plan accordingly. High Durability or Parry are a must if you wish to melee it. Otherwise, you can fire wall the cumbersome creature easily. The only threat among the actual Goblins are the shamans, who seem to have acquired an upgrade in their spell damage. Bear in mind, even if you melee, you can still use fire wall, and it's nice to be damaging the enemy while he stuns you.

Dungeon, Great Demon -

Ancient: Demon Buster

Items: Medallion, Mithril: 3500(subboss) 10000(boss)

Pierce of Ear or Visualize Noises can help make it easier to avoid enemies here, a very important tactic as you MUST stay moving at all times. The two side rooms are a pushover, but after you open the chest in the center room, the Great Demon will appear. Avoid his lightning attacks as much as you can, as they stun you, and he can also fire a rapid attack that will take off ALOT of damage. Needless to say, this is a good place to wear Leather Boots. I find the easiest way to kill him is to fire wall occasionally while running around, since it is very dangerous to melee. If you use this tactic, you really don't need to kill many of the minions, just keep moving.

Dungeon, Hell Lord -

Ancient: Words to the Sword

Items: Medallion, Mithril: 10000(subboss)x2 30000(boss), Demon Punisher,

Book of Black Magic.

The two side rooms should be child's play, just hack your way through them. When you get into the main room, prepare to use fire wall... I know I seem unoriginal, and I wish there was a better way, but it's just the way it is, you need the HP from Mana to Flesh, so have to use magic, and Fire Wall is the only spell you have capable of dealing large damage. You want to use Dragon Scales here NOT Magic Storm, the loss in power hurts, but you need the magic defense. Shield is of course Pain to Mana, you can skip a shield for this battle if you want, but it will be much more tedious waiting for MP to regenerate. You want to lure all the enemies into one big clump, then start fire walling it, and run circles around them, cast a few fire walls at a time, to hit as many as possible. Once you're down to the last few demons, you can melee for speed, but remember when you melee you're standing still, and the Hell Lord loves to use magic if you stand still. The Hell Lord will occasionally summon another demon, but this is no real threat, and can be killed in a swing or two of your sword. Once you are down to just the two of you, things get slow, fire wall is still the fastest, but she moves a lot. I tend to empty my MP casting fire wall, then move in for a swing, after she hits me I repeat.

Dungeon, High Imp (Medusa) -

Ancient: Words to Power

Items: Medallion, Mithril: 30000(boss) 20000(mined)

Wear everything you have that is +MP or +INT, this fight is a magical one. Use the Pain to Mana (shield) and Magic Storm (helmet) ancients. Memorize the keys to use the spells Wall and Fire Wall. Now go in, first thing you want to do is cast a wall to the north and kill most of the surrounding enemies (not all, you want a couple left alive to be able to hurt you and regenerate your mana). Inch a little further north, and cast another wall. When you see the 3 medusas, then switch to fire wall and hit them with it. You can cast multiple fire walls to increase the damage rate. Make sure your wall doesn't drop, because if it does, they will petrify you and you are as good as dead. You can double layer the walls so you have a warning when they are about to run out and can recast. If you are unable to beat this dungeon, either get more magic power, or get faster at changing spells.

Dungeon, Iron Golem -

Ancient: Golem Buster

Items: Medallion, Mithril: 10000(boss)

If you are having trouble here, the best thing to do is switch to the Stone Crasher weapon. If you get knocked down a lot, try the levitation ancient. You can also increase durability or parry. This should be pretty easy though, since they leave nice destroyable statues around the room, smash a statue for a pause in the golems movement. I suggest saving the statues for the iron golem, and taking out the normal golems fair and square.

Dungeon, Kimera(Chimera)-

Ancient: Dragon Scales

Items: Medallion, Mithril: 5000(subboss)x2 20000(boss) 10000(mined)

Magic Resistance and HP are the way to go here. You will have to pick at the chimeras then move so you don't die in a barrage of ice and fire. The boss is very strong versus physical attacks, but weak against magic, so use either fire wall, or an Ancient Power on your sword to attack with magic.

Dungeon, Lethal Demon -

Ancient: Miley's Shield

Items: Medallion, Mithril: 30000(boss)

The only thing to look out for here is the lethal demon's attacks. His melee is fast, and his charges hurt. You'll probably want Mana to Flesh for the HP. For all of you who are sick of fire wall, this is a welcome change, a nice battle.

You should have your demon buster and golem buster at 25 each. (Gargoyles are golem class enemies).

Dungeon, Lizard King -

Ancient: Valkyrie Javelin

Items: Medallion, Mithril: 6000(boss) 4000(mined), Book of Decoding.

This dungeon is usually only difficult because you want to do it ASAP. If you are having problems, try luring the first horde of lizards back to the door so you can pick them off, afterwards head north until you hit the second group, lure them a bit south then run around them to hit the mages before meeleing with the fighters. The rest should be easy after that. The boss is the large lizardman in gold armor. You can also of course increase your lizardman buster.

Dungeon, Lizardman -

Ancient: Lizardman Buster

Items: Medallion, Mithril: 6000(boss)

If you find this dungeon too hard, the best choice is probably to come back later. Other than that, just don't stand still for too long so the ice spells don't hit you.

Dungeon, Mithril Golem -

Ancient: Body of Steel

Items: Medallion, Mithril: 50000(boss), Harkuring Sword

I *HIGHLY* recommend the Wind Hilt here, it's speed and range are what you need to easily take out the golems from a safe distance. For ancients, you want to use Words to Fighting Technique and Secret of the Holy Sword. This means less HP, so less margin for error. In the two side rooms, I like using sphere to damage the golems while I hit them with melee. In the middle room, make sure you do NOT destroy the statues until the mithril golem appears. Start with the gargoyles (well the animated ones) the take out the golems. When the mithril appears (it's big blue and crystalline) run to one side of the room and hit the gargoyles which will now be animated. Wait for him to get close, then hit one of the statues and run up and hit him a few times (I usually do 6 to be safe). After this, move to another statue, wait for him to close and repeat. If you run out of statues, you're probably out of luck. Because of this, make sure you let him get close before you destroy a statue, and that you hit him as many times as you can safely get away with before retreating. Needless to say if you don't have golem buster at a decent level (I recommend 25) you are in trouble. Having a high level of Fast Attack is also very useful here.

Dungeon, Monster Insect (Huge Insect)-

Ancient: Great Reincarnation

Items: Medallion, Mithril: 15000(boss)

The trigger to open the door is in the eastern room, rotate the camera if you can't see it. If the boss (a giant sandworm) isn't appearing, you're too quiet. Wear louder boots, or remove the Feet of the Cat ancient. Sword of Fire is a nice ancient power to have here.

Dungeon, Paddle Queen -

Ancient: Elemental Buster

Items: Medallion, Mithril: 3000(subboss) 10000(boss) Book of Visions

Pierce of Ear or Visualize Noises can be useful here, but not necessary. Destroy the pillars in the side rooms to continue to the middle. The Paddle Queen hits hard and stuns a lot when she does, you will want to try to take out as many of her underlings as you can, then attack here cautiously. You can use fire wall or melee, but if you melee be warned NOT to corner her, or else she will get you into a cycle of hit/stun that you will probably not recover from. Another method to beat her is to use the Medieval Blade and the Lightning Bolt ancient power, once again make sure you have high magic if you try this, and since you will want to melee the other monsters, you will need to carry 2 swords and the

Transform Book. This dungeon also has a few mimics in it, but by this time they aren't even a threat.

Dungeon, Phantom -

Ancient: Vampire's Tusk

Items: Medallion, Mithril: 12000(boss) 6000(mined)

Wearing a Pierce of Ear, or using the Visualize Noises ancient power can make this dungeon a little less annoying, as you will be able to see the phantoms when they go invisible. Other than that, all you need to know is to bring some pickaxes since you have to destroy statues to get into the central room and one of them is behind some mithril. (To cause the other to appear, kill the zombies)

Dungeon, Salamander -

Ancient: Hit the Wound

Items: Medallion, Mithril: 10000(boss), Elemental Sword

Keep moving! Cold resist is nice, fire resist is better if you have the items. The Chimeras are DEADLY, take them out ASAP. The normal looking 4 armed demons are a pushover, but the red one can summon them. The red 4 armed demon is the boss, once you've thinned the crowd, clear him out to beat the dungeon.

Dungeon, Sandworm -

Ancient: Secret of the Holy Sword

Items: Medallion, Mithril: 50000(boss)

Remember, once you clear this dungeon, you can't go back for xp. If you want any more xp from here, now's the time to get it - I'll wait. Done? Good. Blazing Sword, Mana to Flesh, Pain to Mana, Magic Storm, and Fire Wall. Sound familiar? Move slowly, you don't want to get swarmed, clearing out all the worms except the northwest quadrant. Once finished with that, move slowly, oh so slowly into the northwest. When you see blue worms, you're close. The boss is a HUGE worm, capable of biting for over 1000 damage, and blowing sand in a nasty stream that does 1000s of damage. Watch your HP, and don't melee, this guy is the reason we brought magic. Notice that he tends to pop up at a set distance from you, gauge this and run a bit, casting 2-3 fire walls in the area you estimate he will appear, when he pops up, run around him until he ducks under, then repeat. Remember that when you are taking rapid damage, you can heal partway through it to conserve healing potions, I recommend healing around the 1500 HP mark just to be sure. If you get swarmed with the boss around, don't panic, just run back to the entrance, the boss can't follow you out, and use fire walls from the doorway. Slow and hard to aim, but it can't really be avoided if that happens.

Dungeon, Skeleton King -

Ancient: Words to Wisdom

Items: Medallion, Mithril: 10000(boss), Soul Cape

What's there to say, if you have trouble, increase HP, damage, AR.

Dungeon, Titan -

Ancient: Mana to Flesh

Items: Medallion, Mithril: 12000(boss) 5000(mined)

Ogres and goblins and cyclopes - oh my! If you can get to this dungeon, then chances are these enemies are no threat to you. The titan is a bit bigger and stronger, but still just a brute. If you're getting knocked about then use the levitation ancient. The Titan is slow, so if you have the magic power, you can use wall of fire or bonfire, but it's really just easier to melee.

Dungeon, Titan Zombie -

Ancient: Undead Buster

Items: Medallion, Mithril: 6000(boss) 4000(mined)

If you are having trouble here, try the Holy Photon or Valkyrie Javelin powers.

Dungeon, Zombie -

Ancient: Holy Photon

Items: Medallion, Mithril: 5000(boss), Fine Necklace

If you do this dungeon when I suggest, mostly you want to be careful not to be surrounded, and to watch your hp and take it slow, concentrating on the boss zombie. If you do it later, it's a cakewalk and no strategy is needed.

Narse Quest: Helmet

LOCATION: By Oasis in SE Marmo - Desert.

Ancient: Magician Buster

Items: Gothic Dragon Helmet, Mithril: 5000(boss)

This dungeon should be easy enough, but the enemies do some quick damage. Dragon Scales can reduce spell damage, and if you're having durability problems (long staggers) don't forget about Tenacious Firmness. Your target is the blue salamander, and the other enemies will come back shortly if you kill them, so it probably isn't worth the bother.

Narse Quest: Shield

LOCATION: South part of SW Marmo - Ruins.

Ancient: Scale Buster

Items: Gothic Dragon Shield, Mithril: 5000(boss)

Eek a Gigantess! <Who looks like a MAN!!! -Tarannis> This shouldn't be too hard if you've been keeping up on your ancients. As long as you have high durability and decent damage, meleeing this guy isn't too hard, just make sure to get out of the way when he raises his arms and bellows, because his charge will stun you for precious time. I beat him with Wind Hilt and Secret of the Holy Sword for extra damage speed, using sphere to clear out the lizards.

Narse Quest: Sword

LOCATION: South of Dungeon, Lethal Demon in NE Marmo - Swamp.

Ancient: Armor Buster

Items: Dragon Blade, Mithril: 5000(boss)

This dungeon is just pathetically easy by this point, the boss falls in very few swings and can hardly damage you.

Narse Quest: Armor

LOCATION: North of Dungeon, Hell Lord in Center Marmo - Lake Shore.

Ancient: Weapon Buster

Items: Gothic Dragon Armor, Mithril: 5000(boss)

Here's a little secret, our friend the Mithril Golem ain't so bright. Mirror is the way to go here. Use the Harkuring Sword with Mana to Flesh, and place Body of Steel on your armor. Get reasonably close to the golem, then cast mirror and run around and whack him. Just make sure you don't let mirror run out (if he knocks you down, it's a good time to recast it because it will tick away while you're floored). Also, don't let any lizards get behind you when attacking the golem, if he knocks you into them instead of away from himself, he'll just keep pummeling you and it's Game Over.

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SECTION 8 - UPDATES NEEDED
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-The Cold Caves STILL might want some writing up.

-The ending. Might need clarification/tips.

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SECTION 9 - CREDITS/ACKNOWLEDGEMENTS

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I worked on this FAQ by myself with some advice from Tarannis and feedback by people on the GAMEFAQs Record of Lodoss War board.

Thanks to Ben MCOB for adding his findings from his goblins' scavenger hunts.

Thanks to Douglas S. Anderson for his theories on why Wagnard is so gosh-durned difficult for some of you out there.

I of course would like to make the usual thanks to everyone who worked on making this game so that us Americans could enjoy it.

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