

Shining Soul II Guide

by alex ngo

Updated to vFinal on May 28, 2004

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| |           FAQs/Walkthrough           | |
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Cedric Cabrera

o Super genius whom contributed a great deal toward the completion of several quests and ideas. Cedric solved Almost all the Cubes puzzles. Such as Wizari's Cube all the way to Chaos Cube. He is currently working on other projects right now but he sometimes go back to this game (Shining Soul II) to try and solve the rest of the mysteries.

Kiera Knightly

o Super hotty whom charmed me with her grace and elegant. Oh she was so sexy in Pirates of Carribean. I look forward to more of her movies such as King Arthur and Jurrassic Park 3.


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Class: ARCHER

Stats: STR 12
DEX 18
INT 8
VIT 12
HP 36
SP 16

Equipment: Bows or Spears*/Javelin* (Both are long Range)

Skills: Bow- Increase damage, ability to Charge before attack
Spear- Increase damage, ability to Charge before attack
Range- Increase throwing/attack range of both weapons
Enchant- +% Converting a monster on succesful hits
Anti-Flying- Increase damage to flying
Summon- Summons a creature, inflict set amount of damage
Critical- +% Critical Strike on successful hits
Healing- Gradual healing over time

Class: BRAWLER

Stats: STR 16
DEX 17
INT 5
VIT 12
HP 36
SP 10

Equipment: Claw or *Knife* (Both are melee)

Skills: Claws- Increase damage, ability to Charge before attack
Knife- Increase damage, ability to Charge before attack
Evade- +% Dodge Attacks
Critical- +% critical strike on successful hits
Counter- +% to Counter Attack on when damaged
Guts- Increase damage at low health, Aura
Stun- +% to Stun enemy on successful hits
Healing- Gradual healing over time

Class: DARK WIZARD *ADVANCE MODE: Gillespie

Stats: STR 10 18
DEX 9 18
INT 21 18
VIT 10 18
HP 30 54
SP 42 36

Equipment: Rod and Spell Books (Both melee, spells vary)

Skills: Rod- Increase damage, ability to Charge before attack
Demon Breath- Darkness attack (Range depends on Lvl)
Venom- Poison explosion (Long-Range)
Darkness- Ring of darkness (Close-range)
Morph- Change into monster (Tougher by Lvl)
Dagger Dance- Summon sword (Set damage)

Drain- Absorb HP small % into Health (Long-range)
Meditate- Speeds up SP recovery

Class: DRAGONUTE

Stats: STR 16
DEX 13
INT 5
VIT 16
HP 48
SP 10

Equipment: Axe or Flail* (Both melee)

Skills: Axe- Increase damage, ability to Charge before attack
Flail- Increase damage, ability to Charge before attack
Shield- +% reduce and block damage
Armor Up- +% to Equipment's Defense
Break Armor- Lowers enemy's defense w/ successful hits
Breath- Counters with breath attack
Weaken- Weakens nearby enemies
Magic Res- Increases magic resistance

Class: NINJA

Stats: STR 13
DEX 18
INT 7
VIT 12
HP 36
SP 14

Equipment: Swords* (melee) or knives (long-range)

Skills: Sword- Increase damage, ability to Charge before attack
Knife- Increase damage, ability to Charge before attack
Critical- +% critical strike on successful hits
Debris- Causes falling object in front of Ninja (spell)
Shadow- Paralyze monsters (spell)
Speed- Increase running speed (spell)
Replace- +% reduce damage, become ethereal
Ansatsu- Increase damage for back attacks

Class: PRIESTESS

Stats: STR 12
DEX 10
INT 15
VIT 13
HP 39
SP 30

Equipment: Rod, Flail*, or Spell Books (Both melee, spells vary)

Skills: Rod- Increase damage, ability to Charge before attack
Flail- Increase damage, ability to Charge before attack
Heal- Healing
Protect- Defense up
Resist- Resistance up
Bless- Stats up
Shining- Shield against damage
Meditate- Speeds up SP recovery

Class: SORCERESS

Stats: STR 9
DEX 9
INT 23
VIT 9
HP 27

SP 46

Equipment: Rod and Spell Books (Both melee, spells vary)
 Skills: Rod- Increase damage, ability to Charge before attack
 Blaze- Fire attack (Range depends on Lvl)
 Freeze- Ice attack (Range depends on Lvl)
 Spark- Lightning attack (Range depends on Lvl)
 Blast- Cyclone attack (Duration, Range depends on Lvl)
 Inferno- Scorching attack (Close-Range)
 Mgc Shield- Defense up
 Meditate- Speeds up SP recovery

Class: WARRIOR

Stats: STR 15
 DEX 15
 INT 5
 VIT 15
 HP 45
 SP 10

Equipment: Sword, Axe**, or Spears* (All Melee)
 Skills: Sword- Increase damage, ability to Charge before attack
 Axe- Increase damage, ability to Charge before attack
 Spear- Increase damage, ability to Charge before attack
 Shield- +% reduce and block damage
 Armor up- +% to Equipment's Defense
 Efficacy- +% to healing items
 Counter- +% to counter attack when damaged
 Tactics- Add small amounts of ATK (permanent/passive)

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| DWG3 | ( ) 3. Dark Wizard Guide ( )=====()
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This Character is thus far the strongest, easiest to build, train, and beat the game with. The Dark Wizard's Demon Breath is so very strong and because it is a spell, it doesn't need anything to aim but your thumb and eye coordination. The Dark Wizard is perfect for anyone who just wants to beat game and throw it in the "I beat these stupid games" pile. As you know, Dark Wizard, much like other Magic User classes (such as the Sorceress and the Priest), doesn't require strength or dexterity to maneuver safely in this game. That's the beauty of it. Being a Dark Wizard, you can increase intelligent by at least three every level. Imagine that in damage outputs. Every Level, a Dark Wizard should only invest in intelligent and vitality. My opinion, which reigns king in my world is that your Wizard should increase 3 INT and 1 VIT every level until you hit level 30 or 40 or when you get to Advance mode. At which point you should increase intelligent by two (2) and vitality by two (2). In no time soon you will have 999 SP and a good chuck of HP (even more if you play the secret character Gillespie.) By about Level 4 Demon Breath, you'll be able to unleash 100-400 of damage! Compare that to the lowly meleers who have to worry about Dexterity and other crap. No, you got it all my friend.

Skill Distribution:

As you know your primary attack skill is and should be Demon Breath. Demon Breath is a lost-cost, dark-base, attack. Not only that, it is very powerful and especially in the Fairy Spring or againts Holy type creatures. This should be priority one when during Level ups. But keep in mind. You can only be as strong as your spell book lets you. Do not get to level 5 Demon Breath and realize you can only purchase a Level 3 or a Level 4 Spell book. You could have utilized that four (4) to nine (9) skill points and get some Meditation. And Meditation should be your priority two. Without Meditation to support

your large and frequent SP consumption, you may be left in the middle of a boss fight with no attacks but book wacking. Though other skills such as Darkness is stronger. You should not invest in it early since it is a major SP haggler. Darkness costs too much SP to use in the early stages. The same goes for Drain. Drain drains about 1 HP from your 30 damage attacks early in the game. That's a horrible useless spell. I think saving some Skill Points and buying a couple of Healing Drops or Angel wings would be well worth it to save those points. Again, more I don't recommends. The next on the list is Morph. Your level 1 Morph is a blue or baby Paste. It has 29ATK and does about 10-15 damage. Now compare that to a level 1 Demon Breath, that's horrible. Demon Breath does about 30 damage, much like Drain but less SP and able to hit multiple enemies. One good thing about Morph is that it is very usefull when you want to re-visit or explore a dungeon without getting into much of a mess. When you morph, no monsters will attack you. But this can be achieve by means of a Yogurt Ring. To get the Yogurt Ring is easy and can be found in this guide. So you see? In the end. Demon Breath is the answer. Other skills cost just way too much SP early on and doesn't do too well getting you through a Dungeon or a Castle.

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| NJG4 | ( ) 4. Ninja Guide ()=====()
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As you know, Ninjas are fast. So why not get more bang for your buck? Use the first 3 levels (2-4) and pump up STR. That is exactly 12 points right off the bat. This way you'll inflict high damage more frequently for the early stages. As you progress, increase 2 STR, 1 DEX, 1 VIT until about level 30-40 when you're about to face Chaos and beat Normal. On to Advance. It will really piss you off to see your ninja dishing about 40-48 damage on average against a Paste with a Lvl 4 sword. Don't lose faith. If you can, equip a Level 5 sword and your damage will increase by 100% in Advance Mode. Back to what I was saying, In advance mode or around level 30-40. Increase 1 STR, 1 DEX, and 2 VIT per level until you grow weary of this game. Also, it will be difficult in Advance mode if you do not keep up your Dexterity. Try to get dexterity up until you can hit accurately 80% of the time. Not only is Ninja good and fast, once you get the Soul Sword you're almost unstoppable. Now you understand why you didn't have the ability to heal. When the Soul Sword you have 5% Health Leeching. That's 5HP for every 100 you dish, and trust me, you'll dish 100 if you keep your Dex up. Not only will you dish 100, you'll dish it as fast as you can press your "A" button. If you opt for Knife, go for the Blood Knife since they have dual Leeching of 2%. When you use knife, you'll only aim at one target so that's a con in choosing this weapon. I still prefer sword since the Soul Sword at it's best (+20) is an excellent weapon. The sword ninja is nicely rewarded in this game. As soon as you step into the Graveyard, kill as many Skeleton Archer as you can for the Cold Sword. After that is the Knight Sword, dropped by knights anywhere you can find them. Then there's the Magma sword found in silver and gold chests in the Volcano. Then if you manage to get to level 6 Sword, find a Chaos ring from Chaos Fairies and win the Kusinagi in the Colosseum, a sword you'll have to see to believe. Then in Advance mode, the first thing you should get your chubby little paws on is a Paste Sword (dropped by pastes) in the Goblin Fort. Then if you want, find Knights and slaughter them until you get yourself the Master Sword! But alas, throw them all in the bin when you can find three expensive Oricahlons to make the ultimate weapon, the SOUL SWORD.

Skill Distribution: As you know Normal is a walk in the park. I can tell you now that Replace (block with wood) is a horrible skill. Every time you block you will turn around and leave your back wide open for attack. Even though you turn ethereal and won't take damage for 1/2 a second, you won't think to turn

back in the heat of battle while repeatedly hitting ATTACK and getting frustrated in ADVANCE MODE. So in my opinion Sword level up (or knife, your preference) is priority 1 and make Critical priority 2. The rest is up to you. I have speed at level 5 and Let me tell you, it's a hassle to keep clicking L to switch weapons. I hate this system. If they have hotkeys like Baldur's Gate: Dark Alliance, then I think Speed would be an excellent skill.

However if you do want to utilize Speed (increase running speed, not attacks), I recommend you find an item with Psyche as the suffix for the +12 INT for you SP supply. Ninjas are very weak in Advance so I hope you find the best Earth suffix (+16 VIT) armors, gloves, hood you can.

One last thing, your clone in ADVANCE MODE will do 100+ damage per hit and has well over 5000 HP. Good luck young Ninja.

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| BG45 | ( ) 4.5 Brawler Guide ( )=====()
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Ah, the Brawler, what can I say? I think he is one of (if not THE) strongest character in the game. Well, when you use the Knife as your weapon anyway. Knife charges are over powered. It can kill a lot of things with one charge. It can also kill a lot of bosses with one charge. I think someone killed the last boss with one stinkin Level 7 Charge. That's crazy isn't it? I have played the Claw Brawler and he was kinda boring. I hate conformity. If you want to go all out Knife then this review is for you. The Brawler's Knife ability is simply amazing. Not only is his knife attacks faster than his claw attacks, his knife charges are better than his claw charges. Claw charges simply direct the Brawler in a path of pain. While the knife charge will render our hero a killing machine by slicing everything around him very fast and very hard. Not only that, with a little strategic thinking we can maximize the power of the Knife Charge. By wearing anything with negative recoil (that's -X Recoil), the weapon will drag your enemy inwards as it spin attack it to death. Nothing can escape the al-ighty-spinneroo! The Brawler's stat gain is a bit different. Since we are going all out Knife Spins we should really think about getting some nice supply of SP. It is safe to skip a few Vitality here and there to invest in Intelligent. You'll just fall in love with the Knife Spin when you get it above level 3 and doing 100s of damage per hit, per spin. Not only is Vitality not important, it may become obsolete once the Brawler gets a hold of a Soul Knife or even crazier!, dare I say, a Blood Knife! Though Blood Knives are cursed, they bestow upon you the power of double leeching. You'll never run out of SP for chris sakes! Spin, spin, spin away! There point distribution here should be two (2) STRENGTH, one (1) Dexterity, one (1) Vitality per level. Each level you gain, switch to two (2) Dexterity instead for the added accuracy. You can even skip vit to invest in Dexterity if you wanted. Keep in mind. When playing the Brawler, Vit is not very important. Every other-other level, skip a Vitality and go for Intelligent.

Skill Distribution:

All the Brawler's skills are passive and almost equally valuable. You should try to increase everything equally except for Counter. You should only pick Counter or Evade since the two contradicts each other. But in the case that we are avoiding a lot of Vitality to pump up SP and Accuracy, Evade would best suit your low HP.

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| SG47 | ( ) 4.7 Sorceress Guide ( )=====()
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The Sorceress is as fun to play with as the next character out there. This character though abit slow makes up for it through magic. Her skills are crazy powerful. I mainly use only Blast but other good options are Freeze and the ultimate spell, Inferno. Blast however takes the spots because it is a inaccurate homing device, capable of hitting one or multiple targets many, many, many times. The Sorceress can beat the Dark Wizard because most of her spells are homing spells. Homing just means that the spell will find and follow its target until disipation. Unlike Demon Breath, Blast is wonderfully wonderful. It follows it's target and takezit down with no sweat. Not only is that fact alone make Blast ungodly, Blast has is not an element! Blows your mind don't it? Blast can be effective against magic enemies such as the dreaded magicians and druids and ugly floating eyeballs. Blast is not defense either so it is very very affective against all other types of enemy. You've been hit by blast before, so you know. But now you know that it is you dishing out the mighty annoyance rather than be the recieving end. Play with Barbies. Blast is not only powerful, it is the ultimate spell since there is nothing on the planet Zenon to protect anything from it's severe wind power. Talking about wind power, the Blast's element is wind. I know it sucks now that I identified its element, but don't worry, there is no Wind Resistance in this game. No possitive Wind Resistance anyway. Now think Wind vs Flying. Anything you see flying will recieve extra ultra damage from the Blast. The Blast will kill any flying enemies and ripping them to shreds by shredding them to bits and kibbles. If I was you I wouldn't even bother with any stats other than Intelligent. Go through the entire game just pumping intelligent and challage the world with your crazyness.

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| BS5 |  () 5. Basic Control ()=====()
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Control Pad: UP, DWN, RT, LT

This is use to move your characters and avoid hits.

You cannot run. There is no walk mode. This game only support one movement speed. Speed is permanent and cannot be raise with the exception of item enhancement.

Button A:

This is the attack button. If you have a level invested into an attack skill you can Charge UP by holding down the A button. When done, there will appear a black/greenish circle above your head and a number. The number reveals the level you have charged up and can reach the max of seven (7) in any skills.

Button B:

This is the "USE" item button. You may press this button to use any Item you have recently placed in you Item Slots. The Item Slot will be further explain- ed below in the R Button section. However, you have the option of throwing your items to use Bombs and Grenades. All you need to do is hold down the B Button until the circle above your head is filled in completely with the color red. Now release the B Button to throw the Item. Items can be thrown much further with the help of an Ace Ring. An Ace Ring can be found and purchase at Ipa's Palace Shop.

Button R:

This button lets you switch between the slots in your ITEM slots. You can put additional items in your slots by activating the menu screen and dragging certian items over to the right. You can give your character additional slots in the Item slots by wearing special Accessories such as Leather Knapsack, Armored Knapsack, or Armored Backpack.

Button L:

This button lets you switch between the slots in your WEAPON slots. You can put additional weapons in your slots by activating the menu screen and dragging certain weapons to the left. You can give your character additional slots in the Weapon slots by wearing speicla Accessories such as Leather Case, Armored Case, or Armored Chest.

Start:

This button brings up the Game Menu. The Game Menu gives you the options to Select Status, Items, Options, Quit&Save.

Select:

This button is use primarily to activate Summons. Summons are Accessories you find throughout your journey. Looking at the Soul Gage above your screen, this button will only work once the game is full and flashing.

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| HTUM6 | ( ) 6. How to use Magic ( )
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When you level up you will get to choose to invest in any skill of your choice, class dependant. Any skills with the word SPELL following it's name requires you to buy a SCROLL from the vendors of Klantol Castle or find one through means of hording. To use a Spell, you must equip the Scroll to the Weapon Slot. Unlikeweapons, you have to hold down the Button A to attack. Else, if you don't holdit down or if you have no skill points invest in this spell, you will only attack with this Scroll instead of magic.

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| GI7 | ( ) 7. Game Intro ( )
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"The Dark Dragon was defeated, and light returned to the land. The four heroes were hailed for banishing the Darkness. The people were thankful that peace had returned, and the legend of the hero of light was passed down. But as time passed and lives improved, the legend was forgotten. So, too, did their gratitude fade, and people began to take light for granted. In a peace filled town, an old man stood preaching a seditious prophecy...

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'Brother and sister, look! The crystal is cloudy!
According the legend, Darkness was defeated!
But, Light will grow out of control, eventually giving rise to
    Darkness once again.
The clouding of the crystal foretells this future.
The balance of the world will soon collapse!'

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The old prophet continues to talk to the passerby, and his voice ran through the town square. But, those who had forgotten about the legend paid no heed to the prophet's words. Sadly, at that very moment the end of peace and prosperity was near. As the prophet had warned, the balace between Darkness and Light had been lost. Light had become too strong, and Darkness stirred again. An alchemist, a servant of Darkness, appeared...His name was Gillespie. Gillespie lured the old prophet to the outskirts of town, shattered the crystal that told of the Darkness, and robbed the world of one virtuous old man.

As a member of a dark order known as the Chaos Knights, Gillespie had another mission to complete...And so, he traveled to Klantol Castle...He cunningly befriended the knight Deatharte, whom King Marcel trusted above all others, and he gave to Deartharte the 'Forbidden Fruit.' With that accomplished Gillespie left those lands. Deatharte was suspicious of Gillespie and so he did not eat the fruit, until one day...when his curiosity got the better of him...and he tasted the 'Forbidden Fruit'..."

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()=====)( Walkthrough )(=====()
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Now, the journey begins...

You, (insert name), a (insert class) was drawn to a glorious tourney held by our beloved king Marcel. Coincidentally you met up with an adventurer name Boken and go through the frivolousness that is introduction.

Boss 1: Jelly

Item: Herb

Experience: One (1) LVL up!

Now, the REAL journey begins...

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| KCO | () 0. Klantol Castle ()=====()
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You made it to the final round to face against Deatharte knight extraordinaire. Almost whooping his centaur butt you're interrupted by urgent news of the missing princess. King Marcel pleads with you in finding his daughter with the recommendation of Deatharte...KNIGHT EXTROIDINARE!

HINTS:: Burn yourself with the fire outdoors to increase fire resistance (maximum of 20.) Leave the gameboy on and go take a dump or something to that extent.

ITEMS::Toy Ring x1 ::+1 Defense, Dropped by Wanby, the overly excited kid circling a tree.

**SIDE QUESTS:

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-1. Wanby

Reward:: -1 Toy Ring

--Stand in the castle's courtyard near the open fire for approximately 8.75 minutes. At which point Wanby will drop his Toy Ring. Pick it up and return it to Wanby.

0.Monster Cards

Reward::Angel's Necklace::Change to Holy Colors (Blue/White), +50 LR

--You must collect all 145 Monster Cards then talk to the Librarian.

Availiability: Begining

1.Royal Colosseum::

Can you beat all 10 ranks?

Availiability: Begining

Rank 1:

Healing Drop

Valuing Scroll

ADVANCE:

Healing Drop

Valuing Scroll

5a. Gizmo Cards::

Reward::(1) Fairy Card

--Talk to Zavi after completeing previous quest. Gizmo are those stretched cloud/ghostly faces.

5b. Viking Cards::

Reward::(1) Golem Card

--Vikings are on the Pirate Ships.

5c. Yeti Cards::

Reward::(1) Belial Card

--Yetis are an abundance in Koldazhek Cave.

5d. Cerberus

Reward::(1) Dragon Card

--Cerberus are everywhere after Koldazhek Cave.

5ADVANCE: Paste Cards

Reward::(1) Orc Card

--Orcs can be found in the Goblin Fort.

5AD. Spider Cards

Reward::(1) Bloodshot Eye Card

--Spiders can be found in Wizari's Palace.

5BD. Scorpion Cards

Reward::(1) Wisp Card

--Scorpions dwell in the Driazhek Desert.

5CD. Minotaur Cards

Reward::(1) Demon Card

--Minotaurs only appear in Demon's Tower.

5DD. Dark Knight Cards

Reward::(1) Dark Eye Card

--Dark Knights are in the Chaos Castle.

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| GB1 | () 1. Goblin Fort ()===== ()

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1.-GOBLIN FORT-- (8 Dungeons)

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The two goblin guards talk about their evil plan and how it might have been leaked to the castle; but they hear you coming and prepares for a gruesome fight to the death. As you move forward you'll encounter Captain Gully and his bandits; but they are no trouble. They hid the key in the cabinet or the shelves; just break it. Advancing forward you'll encounter a very big goblin that is Colonel Gobovich. Charging forward with courage and tears running down your face you get knock down by his gruesome whirlwind (much like a Warrior's novelty attack.) Fumbling and falling on his butt you find it is your chance to cleave him many new flesh wounds (or the magic stuff...not my thing) but find yourself engulfed in flame when the giant recovers. Swearing on sweet revenge for taking away your eyebrows and the pile of ash formerly your outer-wear, the battle rages on. Upon Colonel Gobovich's defeat, he breaks his vow of silence and reveals the new location of Princess Camille; Wizari's Palace.

ITEMS:

Prison Key x1---Break the shelves near Captain Gully for the Prison KEY

Red Shoe x1 (See above Side quests)

Imitation Ring:: +1 ATK/DEX (RARE)

Goblin Axe::28ATK, LVL1, +3Vit (RARE)

Orihalcon::Hardest Mineral (RARE)

Boss: Colonel Gobovich

EXP::300/3000

Hint::Attack during his cool downs.

**SIDE QUESTS:

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6. Goblin Axe::

Reward::(1) Gabas

--Goblin Axes can be found in the Goblin Fort. It is rare and hard to find but persistence will prevail. With time and luck you will obtain the Goblin Axe. Afterwards you can trade it with Keita from the Klantol Times. Keita can be found in the right wall of the RED SHOE GIRL'S room in a hidden passage before you reach its end.

Availiability: Begining

7. Leather Hood::

Reward::(1) Gabas

--Leather Hoods can be found in various places. The earliest you can find this common clothing is the Goblin Fort. Leather Hood also drops in the Cemetary, Wizari's Palace, and possibly beyond that. You can also buy Leather Hoods after you beat the Goblin Fort or the Cemetary. Afterwards you can trade it with Jackie from the Klantol Times. Jackie can be found in the right wall of the RED SHOE GIRL'S room in a hidden passage before you reach its end.

Availiability: Begining

8.The Red Shoe::

Reward::Blue Shoe (Sell it for 500 Gold Coins!)

--The Red Shoe can be found in the Goblin Fort towards the end. The Red Shoe is hidden in a crate that is guarded by an army of Pastes and three (3) orcs. After you obtain the Red Shoe, you can wait until you beat the Goblin Fort or Angel Wing yourself out immediately. With the Red Shoe in your inventory, talk to the girl in the first room left of the shops; the room below the fat kitchen guard. This quest will change the girl's appearance permanently and will alter the ending!

Availiability: Goblin Fort

*ADVANCE::Fancy Blue Shoe worth 5000 Gold Coins.

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--KLANTOL CASTLE--

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**SIDE QUESTS:

Grandma Colita's Well::

Reward::(1)Random Summon LVL.1

--Talk with the old lady in the hall outside the throne. Grandma Colita can be found after Gobovich's defeat in the Castle's Hall.

Availiability: After Golbin Fort

*ADVANCE::(1) Random Stat Booster ie. Energy Bread, etc.

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--Grandma Colita's Well-- (6 Dungeons)

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9. Grandma Colita's Well::

Reward::(1)Random Summon LVL.1

--After you beat the Goblin Fort you will find an old lady right outside the throne. She's standing next to the guard on the right. You must talk to her to get this quest. She will complain about her phobia for paste and asks you to malitate against their reproduction.

Availiability: After Golbin Fort

*ADVANCE::(1) Random Stat Booster ie. Energy Bread, etc.

ITEMS: BP9

Baby Paste: Used to slow down enemies by throwing it at them. Simply equip it to your quick item slots and hold down the "B" button.

NOTE::I got a nice Atom Dragon I; what did you get?

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2.-Giant's Graveyard-- (10 Dungeons)
=====

Before you reach Wazari's Palace you must cross the Giant Graveyard (of doom.) When you encounter two super strong mummies talking about lifting gravestones; let them be. Be a bit sneaky today and skulk within the shadows of the trees and wall. Do not let them see you until they finish moving the gravestone and you see a poor soul. Then, with careful precision timing you leap out and put two arrows in each head and steal the mummy wraps for use as a highly flammable yet stylish armor. Fashion is what you should be caring about at this point anyway. Now use that sneakiness and steal the soul; Boken's Soul. Going underground you discover that Boken had died and lost his soul. Boken's spirit reach out to you with words such as and! With your extensive research into the paranormal you know this is the best time of any to throw Boken's soul back at him...his spirit. Tired of playing God you journey on and surprisingly greeted by a large moving rock; the Grove Giant [sic]. Dodging large boulders you eventually take down the beast; suffering only three (3) major wounds and a broken tooth (upper-left canine).

ITEMS:

Boken's Soul x1::Throw it at Boken's Body/Spirit

Graveyard Key x2::You'll Know

G::Letters that spells out SEGA (RARE)

Quick Ring::+3 DEX

Skeletal Sword::20 ATK, +1 STR

Orihalcon::Hardest Mineral (RARE)

Boss::Grove Giant [sic]

EXP::600/3300

Hint::Impede his movement with the conveniently placed coffin.

**SIDE QUESTS:

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10. Bone Shield::

Reward::(1) Gabas

--The Bone Shield is extremely rare if you wait for it to drop by skeletons in the Cemetery. However the second way to obtain the Bone Shield is to create it. So keep running through the Cemetary and if you don't get a Bone Shield, try collecting three (3) Bones. After you have three bones, go to Klantol Castle's market and have it forged in the shop to the farthest right. Forging is random and money doesn't affect the outcome unless you plan on spending 80,000 gold or more on high level ores. After you obtained the Bone Shield, you can trade it with Hamasan from the Klantol Times. Hamasan can be found in the right wall of the RED SHOE GIRL'S room in a hidden passage before you reach

its end.

Availiability: Begining

11. Boken's Soul::

--Boken's Soul is under a tombstone in the Cemetery. The tombstone that contains Boken's Soul is found in an interlude where you find two talking mummies. They will try to lift the tombstone to comfirm the location of Boken's Soul. Ease drop behind the wall and trees until you actually see Boken's Soul. Jump in and interupt their progress immediately before they move the tombstone back. Don't worry if you miss it. You have infinite chances to reattempt this quest. After you get Boken's Soul, keep going until you find a dead body and a floating spirit. Throw the Soul at the Spirit and WALA! Boken is revived. You can also use Soul Revive bought at your item shops for this quest too! This quest revives Boken and will alter the ending!

Availiability: During Cemetery

12. Tombstone

Reward::Yellow Chest

--This puzzle requires linking and the use of more than one Force Rings. This Tombstone is located in the Cemetery. It is the only tombstone that you cannot reach by normal means. Have you and your friends surround this Tombstone and hold down B while equipped with the Force Ring. Ya'll will generate an energy ball that will hit everything in the middle of you guys and thus breaking the Tombstone.

Availiability: Giant's Graveyard.

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--KLANTOL'S CASTLE--
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By making it through the Graveyard alive you've impress the king. He demands that you see to it that the princess find her way back and Wizari back to the grave.

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3.-WIZARI'S PALACE-- (14 Dungeons)
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Upon entry you are greeted by rats the size of small cars. But they soon realize they are no match for your ferocious but blind LVL1 squirrel...named Fluffy; Fluf by friends and relative. Fighting your way through rats, spiders, more rats and more spiders you finally found Princess Camille...who ran away without giving you any reward. Dirty and angry you decided to go in the cellar and smell her stuff; stealing her robe to sell on eBay. Reaching the top you meet a floating babe that serves the power of darkness. To rescue her from going the wrong path you must break the picture. In doing so you revealed her real form, an old witch. Finish her for 3000xp and her body guards for 90xp each.

Boss::Wizari (duh!!)
EXP::900/3600

Hint::Destroy the picture to counter her spell. Wizari's attacks are easily dodged but her minions have very long attack range and will heal if they are rested under her.

ITEMS:

Princess Robe::15DEF, +3DEX, +10LR
Cocktail Dress::35DEF (Advance Mode Only, replacing Princess Robe)
Rat Mask::12DEF, +2DEX (RARE)
War Fork::30ATK (RARE)

**SIDE QUESTS:

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13. Wizari's Cube

Reward::(1) Random Summon II

--This is the first Floating Cube found in Wizari's Palace. Simply throw two Bombs at this cube to break it. If you want to throw Grenades then you must equip the Ace's Ring for increased throwing range. Bombs have a larger area of effect than Grenades. Bombs are randomly dropped or bought for 300 gold along with the Ace Ring (1500 gold) at Ipa's Palace Shop. This shop itself is a side quest and will not be available until later.

Availability: Wizari's Palace

*ADVANCE::(1) Random Summon III

14. Wizari's Cube II

Reward:: Yellow Chest

--This is the second Floating Cube found in Wizari's Palace. Simply throw two Bombs at this cube from the bottom left-hand corner (or whatever you find that works). You cannot use Grenades in this case because the blast will not reach its target.

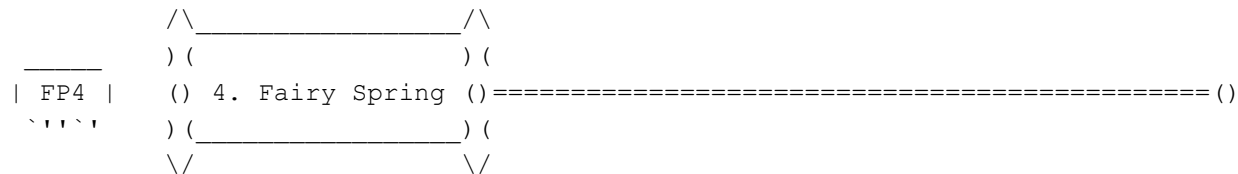
Availability: Wizari's Palace

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--KLANTOL CASTLE--

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The end? Far from it. So the princess is back, but she brought some friends; HOBBITS!!! They're raiding the entire castle; stealing such things as Water Melons, Healing Water, Umbrellas, and Apples...in that order. You must venture to the Fairy Spring and stop this madness, oh the horror...



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4.-FAIRY SPRING-- (11 Dungeons)

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Reaching the Fairy Spring you are attacked by large rock throwing mallet wielding hobbits. Strange as they come hobbits share this land with fairies and unicorns. As you reach deeper in the Fairy Spring you encounter the hobbit bandits responsible for the earlier castle raid. Waiting for them to talk and boast about their raid you jumped in just as Bobbin dropped the umbrella (3rd item.) Without time to prepared they launch at you half naked. But with your wits and smarts you unleashed the power of the Oblivon II you received in the Royal Collesseum prior to this engagement. Light a match and toss a grenade to finish the job. Soon enough you'll reach the core; the Fairy Spring. Meeting up with the Fairy Princess she refuses to let you balance out light and dark. Oblivious to your task in saving the universe she summons the water spirit Clione and the two fuse as one to be your ultimate enemy. Thrusting back and forth, diverting her ice and light attacks you managed to cleave with tremendous force through her face. Defeated she makes one humble request in warning her old friend Captain Robert that Darkness is growing.

Boss: Clione

EXP::1200/3900

Hint::This fight just test the ability of your thumb....oh yeah...um avoid getting hit....

Note::This is too easy, I took her on naked with 46 Health left.

ITEMS::

Fairy Ring::+5 DEX/INT

Unicorn Ring::+40 LR

Robin's Beret:: 19 DEF, +2 DEX

**SIDE QUESTS:

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15. Missing Umbrella::

Reward::3000 Gold Coins

--This missing Umbrella was stolen by Hobbits when they raided the castle. The umbrella can be found in the Fiary Spring during an interlude that reveals the Hobbit Bandit's hideout. Come up close but not too close and wait until Bobbin, the leader of the Hobbit Bandit, drop his 3rd item, which will be the umbrella. Bring this umbrella back to the room where you solved the RED SHOE quest and give it to the other girl. You will then have an option of taking the blame or being the hero. If you say "YES" you were hiding it, you will not recieve any reward but your own sinical perverted fantasies.

Availiability: After Wizari's Palace

*ADVANCE::10,000 Gold Coins.

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--KLANTOL CASTLE--

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The king received ill news of Captain Robert and requests you to investigate this matter. While the king shuffles through stacks of paper looking for the Chart (sailing map) Princess Camille admit of thievery and hand it to you.

Note::You cannot advance any further without rescuing the princess...you horrible person.

**SIDEQUESTS:

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16. Ipa's Palace Shop::

Reward::(1) Silver Ring

--Talk to Irma after Wizari's Palace. Notice that she has left her shop and missing. Irma can be found in the local tavern, drinking away her sorrow. You discover that she is worried about sales due to local competitors. At this time a new dungeon will appear on your map and it is Ipa's Palace Shop. Make it to the shop and you will find something on the ground to your right. You don't have to talk or buy anything but you must pick-up, retain, and show Irma the Advertisement you found.

Availiability: After Fairy Spring

*ADVANCE::(1) Gold Ring

18. Missing Letter::

Reward:: Next Quest

--Talk with the old man in the castle's courtyard after you complete the Fairy Spring. the letter is hidden in the grass along the bottom left wall of the castle's yard. Bring this letter back to the old man and he will tell you that his grandson is in grave danger.

Availiability: After Fairy Spring

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--IPA'S PALACE SHOP-- (5 Dungeons)

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Walk bravely up this one gigantic and dangerous shop, pass the Wack'em Beaver, then meet Ipa herself at the top. Now grab the AD lying on the floor and bring it back to Irma at the Tavern. Let's admit it, Ipa's one delicious fox.

Advertisement reads:

"Come to Ipa's Palace Shop! Cheaper than you-know-where" [sic]

Vendor Items:

Force Ring::Generates Shining Force'''Cooperate for greater power!

Bomb::Explodes and gives damage; Made by a specialist

Molotov Cocktail::Burns furiously when thrown; Made from a highly flammable liquid. Throw it to use!

Power Ring::+4 Strength

Star Pedant::+20 SP

Ace's Ring::Increase throwing range

Speech Bubble 19::Face balloon displayed; Hard as a... um...stone

Speech Bubble 20::Face balloon displayed; Cuts paper, but can be smashed by a rock!

Speech Bubble 21::Face balloon displayed; Don't draw on me, I'm not a real piece of paper

Vendor Items ADVANCE:

Force Ring

Healing Water

Rice Ball!!!

Armored Case and Sack

Psychic Pendant +8 INT, +1 SP recovery

Speech Bubble 11-13

--11::Sleep/Sigh

--12::Clock Hands, Time

--13::Potion, Bottle.

**SIDEQUESTS:

=====

17. Yogurt::

Reward:: Yogurt Ring

--Yogurt makes a cameo in this game in Ipa's Palace Shop. He is that weird beaver creature popping up and down on the third to last dungeon. You kill Yogurt by throwing two Bombs or three Grenades at him. You should pick a spot and toss the bomb AFTER Yogurt goes down. Good-luck. Availability: During Ipa's Palace Shop

*ADVANCE::(1) Summon Yogurt LVL.1

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5.-ROBERT'S PIRATE SHIP-- (14 Dungeons)

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Note: Bring four (4) grenades and an extra pair of Angel Wings.

With your heighten sense of hearing you notice something alive in the moving crate next to the door. Breaking it reveals the little man who sailed you

here.....or another one that looks just like him. Oddly enough he opens the door for you in hopes that you will slain the demented Captain Robert for this cruel prank. Going in you face lots and lots of Vikings. Dodging through rolling barrels of death you finally reach a deck with non-moving ones. Break'em down with grenades until you find little what's-his-name crying for grandpa. Now toss him some wings and continue to face the captain. Captain Robert is no small guy, he must have had his 3rd growth spurt at age 80 or so and can hardly fit through doorways (hint hint.) Beware of his whirlwind attack that he acquired of years of skillful teacher under master Gobovich; Capt. Robert is able to create an artificial vortex that will suck you in and slice you up. Don't get too far, Capt. Robert can charge like the wind with his recently bought Viking sneakers. Defeating Capt. Robert takes wits and a lot of thumb powers and even when that gist is up, the quest is not over. Slurp as I like to call him. Yes, this giant Octopus is the cause of it all. You've always wondered why the Vikings were so hairy, or the ghost so scary; it's all Shlurpie. Only a master like yourself can defeat Slurpie without healing; able to dodge its' smog attacks and the whacking tentacles.

Boss: Captain Robert

EXP::1350/4050

Hint::Use the stairway/doorway or stay far away and use range attacks.

Boss2: Shlurpie

EXP::1500/4300

Hint::Master the use of your thumb, its smog attacks is hard but not impossible to avoid. Its tentacle gets more accurate as you deplete its HP; that means he's dying and you're almost done.

ITEMS::

Prism Ring::+3 INT, +10 IR/LR (RARE)

**SIDEQUEST:

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19. Rescue Mission::

Reward::(1) Power Potion

--After receiving the letter, Old Man will inform you of the danger his grandson faces. His grandson can be found on Robert's Pirate Ship. You must carry four (4) grenades and (1) Angel Wings to complete this test. Stop at the 3rd to last dungeon with suspicious looking barrels. Simply break the barrels with the grenades and throw the wings at the boy. Hope you don't miss and waste a bomb and be forced to redo the entire ship. This quest will alter the game's ending!

Availiability: After Fairy Spring

*ADVANCE::(1) Random Stat Booster ie. Quick Chicken, etc.

=====

--KLANTOL CASTLE--

=====

You must travel across sea.

**SIDE QUESTS:

=====

20. Unknown Derelict::

--The Unknown Derelict can be unlocked by defeating Captain Robert a second time. He will tell you its location because you seek adventures. This quest can be done at any time after you have beaten Captian Robert's Pirate Ship.

Availiability: After Robert's Pirate Ship

22. Temple of Light:: TOL9

*Reward varies

--Temple of Light will appear on your map after you have beaten Robert's Pirate Ship. Sacrifice four (4) objects for one (1) more powerful object.

Availiability: After Robert's Pirate Ship

List::

- S + E + G + A = Sega Speech Balloon
- S + O+ U + L = Soul Charm (Increases soul charge rate)
- G + O + A + L = Soccer Ball
- G + A + S + E = Box Of Rice
- Dog + Cat + Pig + Sheep = Animal Cap (+20 Walking Speed)
- Ancient Machine + Old Machinery + Saturn Machinery + Dream Box = 50,000 Gold
- Healing Drop + Goddess Tear + Goddess Tear + Healing Drop = SoulReturn
- Tuna + Squid + Egg + Cucumber = Special Sushi (Full HP and SP heal!!)
- 4 Healing Drops = 1 Healing Water
- 4 Goddess Tears = 1 Ray of Hope
- 4 King Beetles = 4,000 gold
- 4 Grasshoppers = Portrait coin accessory (+51HP)
- 4 Beetles = Kabuto Helm (52 def, +10str, -5 walking speed)
- 4 Souls of the same type and level = Soul of same type of the next level, highest lvl is 5
- 4 Gabas = Klantol Times accessory (+5 str, def and +20 dark res)
- 4 Yogurt Dolls = 1 Yogurt Soul lvl 1
- Toadstool + Mushroom + Herb + Herb = Antidote
- Kitty + Robe + Robe + Robe = Kitty Robe
- Kitty + Hood + Hood + Hood = Kitty Hood
- Kitty + Wooden Staff + Wooden Staff + Wooden Staff = Kitty Staff

=====

--UNKNOWN DERELICT-- (6 Dungeons)

=====

This is a ghost ship. Only you, an expert and member of the Institute of Paranormal Research Agency have the guts to venture into uncharted territories. Blades sharpen and boot's'a shinin' you march down the halls of this ship combating ghosts of various colors and fire spirits of the spirit plane. Ending at the bottom deck you engage in an unfair fight. Rage against the machine... erm four (4) Dark Ghosts and one (1) Dark Spirit. With quickness and agility you are able to take them down oneby one by one by one by one.

**SIDE QUESTS:

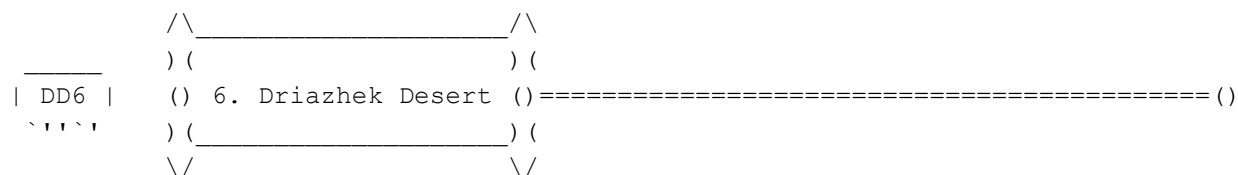
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21. Unknown Derelict Cube

Reward:: Yellow Chest

--This puzzle can be solved in two ways. The first way requires a Priest or a Dragonute. They both have the ability to use Flails therefore their attacks reaches further than other weapons. Simply have your Priest or Dragonute stand below the cube and flail it. The second way to solve this puzzle is to Link up with your friends and use the Force Ring to break it.

Availiability::Unknown Derelict



=====
6.-DRIAZHEK DESERT-- (15 Dungeons)
=====

Dry and hot; there are more rocks here than you know what to do with. Minding your own business you're suddenly attacked by large sand worms. Stabbing your way through the desert you're journey is blocked by a group of massive human sized chain of balls. Thinking back to the days of Zelda you ponder why the graphics haven't improved...hrm why, this worm is very similar to the Desert quest. Slashing the last ball until you get to the head, finding it a neat sword holder you ram your 80lb Steel Sword across it's cerebral cortex. Lost and confuse you frantically search for you 1/4th heart. Giving up in vain you journeyed deeper into the pyramid.

ITEMS::

Combat Claw::LVL3, 31 ATK, +2 STR, Fire Enchanted (RARE)

Boss: Giant Worm

EXP::1650/4350

Hint::Attack from tail to head. Cannot be damaged while separated.

Boss2:: Oswald General of the Chaos Knight

EXP::1800/4500

**SIDE QUESTS:

=====
23. Pyramid

Reward:: Yellow Chest

--This puzzle requires linking and the use of more than one Force Rings. This Pyramid is located in Driazhek Desert. It is a pyramid that you cannot reach by normal means. Have you and your friends. surround this pyramid and hold down B while equipped with the Force Ring. Ya'll should generate an energy ball that will hit everything in the middle of you guys and thus breaking the pyramid.

Availibility:: Driazhek Desert

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--KLANTOL CASTLE--
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You inform the king of their destructive plans to excavate a powerful weapon capable of world domination. Still talking you get slapped in the face and asked to find the run away (again) princess. Angry and bitter you march out the kingdom, heading for the Koldazhek Cave. Mumbling to yourself your heart is bent on deciding between saving the world and saving Princess Camille.

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7.-KOLDAZHEK CAVE-- (13 Dungeons)
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Entering this cave you realize just how cold an ice cave can be when you're wearing short shorts and solid metal armors. In search for the princess you find dogs, lizards, elemental things, and bats. Digging deeper into the cave you final find Princess Camille. The thing you don't get is why she's covered in fur. Quickly to the left you managed to dodge a devastating blow as that fur got closer. You suggested to yourself that this might be a test of strength. Dodging punches and hairy body slams you accidentally broke the ice sculpture standing in the middle of it all. Out came a girl. Putting on

you reading glasses you are now able to differentiate between Yeti and Princess. Yeti, bad. Princess, no kill. Leaving you in the mist of it all she makes a dash out the cave. As if through magic she is able to advance up and now down caves and dungeon. You ponder this very question as you walk down the corridor. Stopped by an old man you shove him down to the ground. About to search for a way out you notice his metamorphosis into a giant metallic Turtle. Weeping and wetting yourself you soon discover that this fight ain't too bad. Running around like an idiot you managed to dodge the infamous shell spin and the turtle snap Vaitali had to offer. Taking him down you return to the castle with minor bites and scratch.

Boss::Vaitali

EXP::2100/4800

Hint:: So easy you can fight him with 17 HP; just work on the thumb.

**SIDE QUESTS:

=====

24. Egg

Reward:: Yellow Chest

--This puzzle is very simple. You can always opt to use the Force Ring but you can also solve it with some Bombs. This egg is the strange platform located in Koldazhek Cave; it appears that this egg is simply floating on the edge of some cliff. Simply throw two bombs on its right where the egg is closest to the ledge to break it. If you can decipher the diagram below, follow it.

Availibility:: Koldazhek Cave

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--KLANTOL CASTLE--

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Returning from the frigid ice cave you finally demanded you get something for all the hard rescuing the princess crap. With another slap in the face the princess hands you one (1) random Summon II. Before you can say anything you are shoved out the kingdom with a note that reads Demon's Tower.

**SIDE QUESTS:

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25. Mushroom Forest::

Reward:: (1) Masutake

--Simply talk to any one of the girls in the room located to the left of the shops and below the fat kitchen gaurd. After talking to them they will inform you that their grandpa has left on a spiritual quest to collect mushrooms. He hasn't returned in five or ten years and they're really worried. Afterwards a new dungeon will appear on your map. Simply bring one (1) Angel Wings and collect at least (1) Mushroom to complete this quest. Simply throw the mushroom at the old man when you find his body to revive him; then throw the Angel Wings to revive him. Please notice when you can do this quest. It will only be available after the old man disappears; that's after Koldazhek Cave. This quest will alter the ending!

Availiability: After Koldazhek Cave.

*ADVANCE:: (1) Shiitake

=====
--MUSHROOM FOREST-- (5 Dungeons)
=====

Hello agent 008; your mission today is hardly impossible. You must take a stroll through Mushroom Forest, collect and keep at least one mushroom, pick flowers, and find a baffled, lost, confused, deranged, old man. Toss him a pair of wings and come right back. This message will not self-destruct. Please follow the discarding procedures.

ITEMS:

China Dress:: 23DEF

Witch Gloves::12DEF, +2 INT

Quick Chicken:: +1 DEX (Permanent)

**SIDE QUESTS:

=====
26. China Dress::

Reward::(1) Gabas

--The China Dress is very rare but they do drop in the Mushroom Forest. it is likely that you will have to repeat the Mushroom Forest many times before you get the China Dress. While hunting for the China Dress, I recommend you do the next quest and save some time. After you obtain the China Dress, go back to Klantol Castle. You can now trade the China Dress with Bakatar from the Klantol Times. Bakatar can be found in the right wall of the RED SHOE GIRL'S room in a hidden passage before you reach its end.

Availiability: Begining

Note* -- Fancy, Cocktail, or Wedding dresses will not work.

27. Flowers x10::

Reward::(1)Flower Necklace

--Flowers can be found in the Mushroom Forest. Usually you can only get about two flowers per trip but if you're lucky, the stage before the boss has a secret hidden passage. This passage leads to a garden that randomly generates four of anything that can grow. This garden randomly grows mushroom, toadstool, flowers, Musatake, Red Mushroom, or a combination of some sort. After you collect about 10 flowers, go back to the Klantol Times and visit its infirmary. The infirmary can be found to the right of the shops and below the Knight Guild. Simply have all 10 flowers in your inventory and talk to the sick girl in the first bed to complete this quest. This quest will alter the ending!

Availiability: Begining

*ADVANCE::Flower Ring, + 1 Item Appearance, +30HP/SP

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8.-DEMON'S TOWER-- (19 Dungeons)
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With your stealth ness you ease drop on the fearsome tower guard Kobidus. With the password encrypted in your head by said princess, you entered with authority. Clashing with centaurs like no others you showed them a true warrior's capability. Going through the tower you manage to collect three (3) tower keys, one on each floor, and opened that blue chest for the awesome random Summon III. A few falling grenades and giant griffons later you are met the Dark Angel. Amazingly you walked up the tower faster

than her flying. Just incredible.

Boss: Clone

Exp::1200

Hint::It's not easy if you're a melee character ;(.

Boss: Dark Angel

Exp::2400

Hint::Stand in middle-bottom to avoid Moon attack. Stand in middle bottom then quickly run up to avoid Feather Attack.

ITEMS:

Mighty Orb::+10DEF, +10 INT (Sweet)

Knight's Sword:: (RARE)

**SIDE QUESTS:

=====

28. Floating Ball

Reward:: Yellow Chest

--This puzzle requires linking and the use of more than one Force Rings. This Floating ball is the first floating ball found in the Demon's Tower. Have you and your friends stand above and below this floating ball and hold down B while equipped with the Force Ring. Ya'll will generate an energy ball that will hit everything in the middle of you guys and thus breaking the Floating Ball.

Availability: Demon's Tower

29. Floating Ball II

Reward:: Yellow Chest

--This puzzle is the second floating ball that is caged and surrounded by teleport pads. This floating ball is located in the Demon's Tower. Simply throw two Bombs at it to solve this quest.

Availability: Demon's Tower

30. Tower Keys::

Reward::(1) Random Summon III

--Collect three (3) tower keys; one from each level of Demon's Tower. The Keys can be found randomly by chests or through monsters*. Levels are between each long bridge, not dungeons. After you have three keys you can unlock all three doors that stops you from reaching a blue chest. I don't know if you can do the keys and doors one by one but to be safe, you should collect all three keys before trying.

Availability: During Demon's Tower.

IMPORTANT::Keys are only dropped by Gargoyles and Lesser Demons.

Keys can only be found in Normal Mode.

*ADVANCE::(1) Random Summon IV

=====

--KLANTOL CASTLE--

=====

With the advance knowledge of Demon's Tower's mechanical flying saucer you crash landed behind Klantol Castle. Informing the king of the special bandits declaring themselves (Chaos) knights the king orders you to break up this band of dark alliances. The king is getting old and dreary; the fate of human kind now rests idly in your hands.

**SIDE QUESTS:

=====

31. Beast Mountain::

Reward::Snowman

--Go through the right wall of the RED SHOE GIRL'S ROOM and keep going pass the Klantol Times until you reach the end to find a Fox training to defeat Deatharte in the next colosseum event. He is a secret character just kidding! If you talk to him after you beat Demon's Tower, a new location will appear on your map; this is the Beast Mountain. You can only get the Snowman by repeating Beast Mountain when it snows. It only snows on the even visits, i.e. 2nd, 4th, 6th, etc.

Availiability: After Demon's Tower

=====

--BEAST MOUNTAIN-- (4 Dungeons)

=====

A bunch of animals is what they are. Bunch of them. So many. This place looks strangely familiar...that's because we've been here before! We're going in circles.

**SIDE QUESTS:

=====

32. Snowman::

Reward::(1) Magic Belt

--The Snowman can be found on Beast Mountain whenever it snows. The Snowman is located at the very end of Beast Mountain and guarded by two ghastly creatures and a dragon. After you get the Snowman, go back to Klantol Castle. Find your way to the Kitchen and search its right wall for a hidden passage. Carry the Snowman in your inventory and talk with that crazy girl hiding there for no reason to solve this quest.

Availiability: Begining.

*ADVANCE::(1) Yogurt Doll

=====

--KLANTOL CASTLE--

=====

Well hero, you're nearing the end. Here are three (3) SIDE QUESTS that will make you crap your pants.

**SIDEQUESTS:

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2.Forgotten Dungeon::

--Acquire the Dungeon Map from Challenge Rank 8 and have it in your inventory before leaving Klantol Castle. At which point a new Dungeon will appear on your map. it is the Forgotten Dungeon. This dungeon is highly dangerous and very rewarding (exp wise). Be careful of Mugas and Titans.

Availiability: Begining

3.Ancient Ruins of Heroes::

--After you defeat all ten (10) ranks in the Royal Colosseum, the cashier or booth boy will tell you that your skills are godly. He recommends you commit suicide on a hidden hideout where people go to die. At this point a new dungeon will appear on your map permanently. This dugeon is the Ancients Ruins of Heroes. Beware of KittenChamps! They are crazy!

Availiability: Begining

33. Underground Labyrinth

--Acquire the Labyrinth map from hooded floating scythe-handed Monster named Reaper in the Ancient Ruins of Heroes or Chaos Caslte to gain access to this top secret Dungeon. The map is a rare find and is not limited. If you accidently sold your map or did it on purpose, all you

need is time to get a new one. Have the Labyrinth map in your inventory and a new dungeon will temporarily appear in your world map. Availability: Beginning.

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| HV9 | () 9. Hottazhek Volcano ()=====()
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9.-HOTTAZHEK VOLCANO-- (13 Dungeons)

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Hottazhek, enemy of the free people of Koldazhek. With extra thick soles on your sandals you tiptoe into the hot hot volcano. The scenery is just amazing. None of that repeating stuff from Koldazhek. No, Hottazhek gets it all. Crossing a bridge you decided to play Gandalf for a while with the awesome white light of the ninja. But that was it. Nothing too exciting. Until you run into a stranger threatening to take your life. Quickly to your feet you unsheathe the blade that has been heating up on your back. Dodging and slashing Gillespie is no match for you. Gillespie had the audacity to do retry mode after resting at Klantol Tavern and buying a Level 3 Demon Breath spell book. Still no match, Gillespie quickly fled the scene and out of your way. Egoistic and self-centered you poked the sleeping giant until he awakes with anger. Dashing forward screaming bloody murder you were knocked several yards back in just one blow from the hefty giant. Unable to get up his Fire Slash zipped through your body. Having enough you equipped the Elemental Gloves acquired earlier at the Royal Colosseum you danced on fire to provoke the slow giant. Studying under master Zaomitsua for the last 29 years you threw explosives until the giant fell.

Boss: Gillespie
EXP::2550

Boss2: Gillespie
EXP::2640

Boss3:Holy Guardian of Fire
EXP::2700

ITEMS::
Evil Ring:: +15 ATK, +15 DEF, Cursed :(

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      /\_____/\
      )(          )(
| CC10 | ()10. Chaos Castle ()=====()
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      \/          \/
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10.-CHAOS CASTLE-- (19 Dungeons)

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You are an army of one. Ripping through the castle at lightning speed. Clashing swords and combating dragons you managed to almost reach the top when Gillespie once again went retry mode. This dude won't give up. To make things harder he had acquired Summon from the Archer, increased the Level of his Demon Breath and determined to kill you. Throwing random items to confuse the hell out of Gillespie you stabbed him right between the eyes. You felt kinda bad when he screams bloody murder. Not able to watch a man cry you went out the window and climbed the outer castle wall up to the top. Suddenly a large hand pulled you in and asked if you recognize him. Of course you do. How many other Centaurs out there weild a Bardriche? Zip, zilch, zero. It's

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11.-KLANTOL CASTLE'S TAVERN'S SUPER SECRET UNDERGROUND PASSAGE-- (4 Dungeons)

=====

To Chao's domain....The END!!!! I'm just kidding. Wanby is the key to victory. No RPG would be right without some kid running around something. If you want to beat Chaos, look to Wanby for the answers.

Boss: Chaos

EXP::3300

Hint::Look to Wanby.

=====

--SPOILER--

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Did anyone else notice that when Chaos attacked, the only person killed was the Knight? Everyone else is fine and back after you defeated Chaos except for the Knight. He must have been devoured first or something. Eh, the picture was over crowded anyway.

MC9 /\=====/\
()=====(Monster Cards)=====(
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ATK Attack HP HEALTH POINTS FR Fire Resistance
DEF Defense SP SPELL POINTS IR Ice Resistance
SPD Speed ER Electrical Resistance
STR Strength LR Light Resistance
DEX Dexterity DR Darkness Resistance
INT Intelligent PR Poison Resistance
VIT Vitality

Table with 5 columns: #, Name, ATK/DEF/SPD/STR/DEX/INT, HP/SP, FR/IR/ER/LR/DR/PR. Rows include Paste, Green Paste, Bubble Paste, Fire Paste, Lightn.Paste, Ice Paste, Goblin, Hobgoblin, Goblin King, Orc, Red Orc, Orc Captain, Blue Orc, Kobold, Kob. Captain, Kobold Lord, Kob. Bomber, Giant Bat, Sea Bat, Thunder Bat, Vampire Bat.

22.Cave Bat	38/20/384/38/24/0/40	120/0	50/50/50/30/70/50
23.Skeleton	21/20/160/21/14/0/22	66/0	40/60/50/20/70/60
24.Skel. Mage	18/20/160/18/14/20/20	60/40	80/20/50/20/70/60
25.DarkSkeleton	28/35/160/28/20/0/43	129/0	40/60/50/20/70/60
26.Skel. Archer	20/15/256/20/12/0/20	60/0	40/60/50/20/70/60
27.Ice Shooter	60/42/256/60/37/0/57	171/0	10/90/50/20/70/60
28.Evil Sniper	71/52/256/71/50/0/87	261/0	40/60/50/20/70/60
29.Mummy	19/18/160/19/13/0/21	63/0	40/60/50/20/70/60
30.Poison Mummy	22/22/160/22/18/0/50	150/0	40/60/50/20/70/60
31.Living Dead	42/44/160/42/27/0/52	156/0	40/60/50/20/70/60
32.Dark Mage	0/5/384/0/5/10/26	78/20	60----->
33.Arch Mage	0/10/384/0/8/20/30	90/40	60----->
34.Demon Master	0/30/384/0/15/100/55	165/200	60----->
35.Evil Druid	0/25/384/0/20/80/150	450/160	60----->
36.Gizmo	27/25/160/27/16/0/28	84/0	50----->
37.Dark Smoke	29/26/160/29/16/10/31	93/20	30/70/50----->
38.Evil Cloud	35/28/160/35/16/20/34	102/40	90/30/50----->
39.Mist Demon	45/30/160/45/40/30/50	150/60	50----->
40.Volcanic Ash	55/32/160/55/48/30/70	210/60	100/10/50----->
41.Giant Rat	26/26/250/26/17/0/30	90/0	50----->
42.Gray Rat	30/28/260/30/18/0/32	96/0	50----->
43.Vermin	34/32/270/34/20/0/46	138/0	50----->
44.Spider	22/25/160/22/17/0/31	93/0	50----->
45.Giant Tick	32/26/160/32/19/0/33	99/0	50----->
46.Ice Spider	28/34/160/28/20/0/48	144/0	10/90/50----->
47.Tarantula	35/40/160/35/40/0/72	216/0	50----->/100
48.Fairy	20/30/288/2/24/0/30	90/0	50/50/50/90/10/50
49.Noble Fairy	24/32/288/24/26/32/50	150/64	50/50/50/90/10/50
50.Chaos Fairy	46/55/288/46/54/50/70	210/100	50/50/50/90/90/50
51.Unicorn	26/35/160/26/23/0/42	126/0	50/50/50/90/10/50
52.Fire Mare	30/40/160/30/25/0/82	246/0	100/30/50----->
53.UnicornElder	52/87/160/52/75/0/120	360/0	50/50/50/90/10/50
54.Doll	40/30/256/40/70/0/64	192/0	45/50----->
55.Puppet	68/40/256/68/80/0/75	225/0	45/50----->
56.Dark Puppet	75/45/256/75/100/0/85	255/0	45/50/50/30/80/50
57.Hobbit	30/34/160/30/22/0/39	117/0	50/50/50/70/30/50
58.Hob. Soldier	32/36/160/32/24/0/41	123/0	50/50/50/70/30/50
59.Hobbit Leader	40/40/160/40/28/0/93	279/0	50/50/50/70/30/50
60.Hob.Marskman	28/32/160/28/23/0/38	114/0	50/50/50/70/30/50
61.Hob. Sniper	30/34/160/30/25/0/40	120/0	50/50/50/70/30/50
62.Hobbit Ace	36/38/160/36/27/0/58	174/0	50/50/50/70/30/50
63.Ghost	32/34/128/32/25/10/42	126/20	40/50/50/10/80/50
64.Phantom	34/36/128/34/27/15/45	135/30	40/50/50/10/80/50
65.Wraith	45/42/128/45/30/40/70	210/80	40/50/50/10/80/50
66.Viking	38/42/160/38/26/0/48	144/0	50----->
67.Viking Lord	40/43/160/40/30/0/68	204/0	70/50----->
68.Viking Leader	52/45/160/52/40/0/110	330/0	50----->
69.Watcher	0/32/160/0/28/15/45	135/30	60----->
70.Boodshot Eye	0/40/160/0/28/20/90	270/40	80/30/60----->
71.Forest Eye	0/50/160/0/42/100/600	999/200	60----->
72.Evil Eye	0/52/160/0/55/30/95	285/60	60----->
73.Death Archer	39/39/256/39/25/0/40	120/0	50----->
74.Dark Sniper	43/25/256/43/30/0/50	150/0	50----->
75.Bow Master	56/40/256/56/38/0/60	180/0	50----->
76.Chaos Archer	70/50/256/70/60/0/80	240/0	50----->
77.Worm	42/50/200/42/31/0/57	171/0	50/40/50----->
78.Evil Worm	44/50/200/44/32/0/60	180/0	50/40/50/50/50/60
79.Purple Worm	40/52/200/40/34/0/100	300/0	50/40/50/50/50/90
80.Lava Worm	59/70/256/59/46/0/82	246/0	50/40/50----->
81.Scorpion	30/48/160/30/31/0/55	165/0	50----->/90

82.King Scorpion	45/49/300/45/32/0/60	180/0	50/70/50/50/50/70
83.Death Scorpion	38/50/160/38/35/0/90	270/0	50----->/90
84.Harpy	45/50/160/45/32/30/60	180/60	50----->
85.Harpy Queen	52/62/160/52/45/40/76	228/80	60----->
86.Poison Harpy	36/65/160/36/42/10/88	264/20	60----->
87.Toadstool	40/50/160/40/40/0/65	195/0	40/50/50/50/50/90
88.Matango	41/40/160/41/28/0/50	150/0	40/50----->
89.Myconid	28/40/160/28/28/0/50	150/0	40/50----->
90.Yeti	52/58/160/52/35/0/70	210/0	30/90/50----->
91.Bigfoot	54/60/160/54/38/0/92	276/0	90/30/50----->
92.Map Ape	70/60/160/70/50/0/130	390/0	50----->
93.Minotaur	68/75/160/68/48/0/84	252/0	50----->
94.Death Minotaur	72/85/160/72/50/0/90	270/0	50----->
95.Dark Minotaur	110/110/160/110/75/0/18	540/0	50----->
96.Wisp	45/100/96/45/200/0/20	60/0	80----->
97.Snow Elemental	38/100/96/38/220/0/25	75/0	30/100/80----->
98.Wicked Flame	28/60/96/28/180/0/50	150/0	100/50/80----->
99.Dark Spirit	32/70/96/32/200/50/250	750/100	80/80/80/30/100/80
100.Rune Knight	40/80/180/40/42/0/75	225/0	70----->
101.Silver Knight	45/80/180/45/45/0/80	255/0	70----->
102.Dark Knight	60/90/200/60/65/0/95	285/0	70----->
103.Gargoyle	54/66/160/54/40/0/80	240/0	60----->
104.Ice Gargoyle	50/68/160/50/42/0/120	360/0	30/90/60----->
105.Belial	70/78/160/70/45/0/125	375/0	60----->
106.Colossus	52/67/96/52/38/0/78	234/0	50/80/30/60/60/100
107.Colossus II	62/70/96/62/42/0/110	330/0	50/80/30/60/60/100
108.Colossus III	70/120/96/70/63/0/110	330/0	50/80/30/60/60/100
109.Lesser Demon	56/58/160/56/44/40/82	246/80	60----->
110.Demon	68/60/160/68/45/40/115	345/80	70----->
111.Arch Demon	120/110/160/120/58/80/380	999/160	70----->
112.Cerebrus	60/74/160/60/44/30/84	252/60	80/50----->
113.Hell Hound	62/72/160/62/44/30/88	264/60	80/50----->
114.Poison Hound	54/76/160/54/50/0/95	285/0	80/50----->
115.Golem	80/150/96/80/35/0/100	300/0	60----->
116.Ice Golem	60/180/96/60/35/0/113	339/0	30/90/60----->
117.Mudman	100/220/96/100/40/0/130	390/0	60----->
118.Snow Lizard	58/66/96/58/34/50/82	246/100	30/90/50----->
119.Salamander	68/85/96/68/46/40/100	300/80	90/30/50----->
120.Vamp. Lizard	65/150/180/65/55/0/100	300/0	50----->
121.Dragon	150/150/256/150/65/50/300	900/100	70----->
122.White Dragon	140/140/256/140/65/50/320	960/100	20/100/70----->
123.Soul Dragon	220/180/256/220/80/80/450	999/160	70----->
124.Angel	51/75/160/51/60/30/100	300/60	50/50/50/100/10/50
125.Seraph	53/80/160/53/65/40/120	360/80	50/50/50/100/10/50
126.Archangel	62/90/160/62/70/50/200	600/100	50/50/50/100/10/50
127.Vampire	64/80/200/64/60/40/95	285/80	40/60/50/20/70/60
128.Blood Fiend	70/82/220/70/62/60/180	540/120	40/60/50/20/70/60
129.Vampire Lord	78/95/256/78/70/80/35	999/160	40/60/50/20/70/60
130.Reaper	66/82/240/66/62/0/100	300/0	40/60/50/20/70/60
131.Specter	80/84/250/80/67/0/200	600/0	40/60/50/20/70/60
132.Envoy'f Death	90/85/280/90/82/0/400	999/0	40/60/50/20/70/60
133.Holy Giant	120/250/256/120/80/0/150	450/0	50/50/50/90/10/50
134.Blue Giant	130/255/256/130/80/0/160	480/0	50/50/50/90/10/50
135.Titan	140/260/300/140/90/0/700	999/0	50/50/50/90/10/50
136.Flaming Eye	50/68/192/50/42/20/72	216/40	50/80/30/60/60/100
137.Frigid Eye	60/80/192/60/52/40/80	240/80	50/80/30/60/60/100
138.Dark Eye	72/105/192/72/55/80/150	450/160	50/80/30/60/60/100
139.Sunmoon	85/70/192/85/88/50/95	285/100	50/50/50/100/50/50
140.Kitten Champ	105/82/310/105/92/0/100	300/0	50----->
141.Muga	100/92/192/100/78/0/180	540/0	50/50/50/40/50/50

142.Captain Gully	20/15/224/20/10/0/40	120/0	40/50----->
143.Giant	35/35/224/35/15/0/80	240/0	50----->
144.Haunted Armor	50/80/192/50/20/0/100	300/0	50----->
145.Yeti King	80/60/300/80/55/0/450	999/0	30/70/50----->

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SQG9                               /\=====\/
(=====) ( Side Quest Guide ) (=====)
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--This is a complete list of all possible Side Quests available in Shining Soul II. These quests are also shown in the walkthrough but are here to give you an overview look.

-1. Wanby

Reward:: -1 Toy Ring
 --Stand in the castle's courtyard near the open fire for approximately 8.75 minutes. At which point Wanby will drop his Toy Ring. Pick it up and return it to Wanby.

0.Monster Cards

Reward::Angel's Necklace::Change to Holy Colors (Blue/White), +50 LR
 --You must collect all 145 Monster Cards then talk to the Librarian.
 Availability: Begining

1.Royal Colosseum::

Can you beat all 10 ranks?
 Availability: Begining

Rank 1:	ADVANCE:
Healing Drop	Healing Drop
Valuing Scroll	Valuing Scroll
Broach	Tempest Ring
Rank 2:	ADVANCE:
Antidote	Antidote
Bronze Medal	Gold Medal
Oblivion I	Atom Dragon III
Rank 3:	ADVANCE:
Grenade	Grenade
Master Ring	Master Ring
Small Orb	Wizard Orb::0DEF/20INT
Rank 4:	ADVANCE:
Ray of Hope	Ray of Hope
Bone Armor	Crocodile Armor::50DEF/15FR
Power Potion	Power Potion
Rank 5:	ADVANCE:
Bomb	Bomb
Flash Ring	Burning Ring::5ATK/40FR
Energy Bread	Energy Bread
Rank 6:	ADVANCE: (Near damn impossible!)
Shield Ring	Crusade Ring::8DEF/80LR
Soul Return	Soul Return
Azuzra II	Azuzra III
Rank 7:	ADVANCE:
Molotov Cocktail	Molotov Cocktail

Glorious Ring
Quick Chicken

Chaos Scepter::20ATK/40 Recoil
Quick Chicken

Rank 8:

Dungeon Map
Armored Case
Armored Knapsack

ADVANCE:

Dungeon Map
Armored Chest::+2 Weapon Rows/5 DEF
Armored Backpack::+2 Item Rows/5DEF

Rank 9:

Phantom Charm
Kusanagi::62ATK/Cursed
Bright Honey

ADVANCE:

Phantom Charm
Yogurt Doll
Bright Honey

Rank 10:

Yogurt Doll
Elemental Gloves
Raijin III

ADVANCE:

Fiends Necklace::Evil Colors/50 DR
Elemental Hood::1DEF/100IR/ER
Golem IV

2. Forgotten Dungeon::

--Acquire the Dungeon Map from Challenge Rank 8 and have it in your inventory before leaving Klantol Castle. At which point a new Dungeon will appear on your map. it is the Forgotten Dungeon. This dungeon is highly dangerous and very rewarding (exp wise). Be careful of Mugas and Titans.

Availiability: Begining

3. Ancient Ruins of Heroes::

--After you defeat all ten (10) ranks in the Royal Colosseum, the cashier or booth boy will tell you that your skills are godly. He recommends you commit suicide on a hidden hideout where people go to die. At this point a new dungeon will appear on your map permanently. This dugeon is the Ancients Ruins of Heroes. Beware of KittenChamps! They are crazy!

Availiability: Begining

4. The Apple::

Reward::300 Gold Coins

--Apples are randomly sold by vendors; Apples can be found in the Fairy Spring. After you have the Apple, place it in your inventory and talk to the man in blue on your left when exciting the throne. This quest can be repeated inifinitely.

Availiability: Begining

5. Goblin Cards::

Reward::(1) Poison Mummy Card

--Talk to Zavi, a guy drinking banana juice in the tavern. Goblin Cards can be found in the Goblin Fort...duh!

Availiability: Begining

5a. Gizmo Cards::

Reward::(1) Fairy Card

--Talk to Zavi after completeing previous quest. Gizmo are those stretched cloud/ghostly faces.

5b. Viking Cards::

Reward::(1) Golem Card

--Vikings are on the Pirate Ships.

5c. Yeti Cards::

Reward::(1) Belial Card

--Yetis are an abundance in Koldazhek Cave.

5d. Cerberus

Reward::(1) Dragon Card
--Cerberus are everywhere after Koldazhek Cave.

5ADVANCE: Paste Cards

Reward::(1) Orc Card

--Orcs can be found in the Goblin Fort.

5AD. Spider Cards

Reward::(1) Bloodshot Eye Card

--Spiders can be found in Wizari's Palace.

5BD. Scorpion Cards

Reward::(1) Wisp Card

--Scorpions dwell in the Driazhek Desert.

5CD. Minotaur Cards

Reward::(1) Demon Card

--Minotaurs only appear in Demon's Tower.

5DD. Dark Knight Cards

Reward::(1) Dark Eye Card

--Dark Knights are in the Chaos Castle.

6. Goblin Axe::

Reward::(1) Gabas

--Goblin Axes can be found in the Goblin Fort. It is rare and hard to find but persistence will prevail. With time and luck you will obtain the Goblin Axe. Afterwards you can trade it with Keita from the Klantol Times. Keita can be found in the right wall of the RED SHOE GIRL'S room in a hidden passage before you reach its end.

Availiability: Begining

7. Leather Hood::

Reward::(1) Gabas

--Leather Hoods can be found in various places. The earliest you can find this common clothing is the Goblin Fort. Leather Hood also drops in the Cemetary, Wizari's Palace, and possibly beyond that. You can also buy Leather Hoods after you beat the Goblin Fort or the Cemetary. Afterwards you can trade it with Jackie from the Klantol Times. Jackie can be found in the right wall of the RED SHOE GIRL'S room in a hidden passage before you reach its end.

Availiability: Begining

8.The Red Shoe::

Reward::Blue Shoe (Sell it for 500 Gold Coins!)

--The Red Shoe can be found in the Goblin Fort towards the end. The Red Shoe is hidden in a crate that is guarded by an army of Pastes and three (3) orcs. After you obtain the Red Shoe, you can wait until you beat the Goblin Fort or Angel Wing yourself out immediately. With the Red Shoe in your inventory, talk to the girl in the first room left of the shops; the room below the fat kitchen guard. This quest will change the girl's appearance permanently and will alter the ending!

Availiability: Goblin Fort

*ADVANCE::Fancy Blue Shoe worth 5000 Gold Coins.

9. Grandma Colita's Well::

Reward::(1)Random Summon LVL.1

--After you beat the Goblin Fort you will find an old lady right outside the throne. She's standing next to the guard on the right. You must talk to her to get this quest. She will complain about her phobia for paste and asks you to malititate against their reproduction.

Availiability: After Golbin Fort

*ADVANCE::(1) Random Stat Booster ie. Energy Bread, etc.

10. Bone Shield::

Reward::(1) Gabas

--The Bone Shield is extremely rare if you wait for it to drop by skeletons in the Cemetery. However the second way to obtain the Bone Shield is to create it. So keep running through the Cemetary and if you don't get a Bone Shield, try collecting three (3) Bones. After you have three bones, go to Klantol Castle's market and have it forged in the shop to the farthest right. Forging is random and money doesn't affect the outcome unless you plan on spending 80,000 gold or more on high level ores. After you obtained the Bone Shield, you can trade it with Hamasan from the Klantol Times. Hamasan can be found in the right wall of the RED SHOE GIRL'S room in a hidden passage before you reach its end.

Availiability: Begining

11. Boken's Soul::

--Boken's Soul is under a tombstone in the Cemetery. The tombstone that contains Boken's Soul is found in an interlude where you find two talking mummies. They will try to lift the tombstone to confirm the location of Boken's Soul. Ease drop behind the wall and trees until you actually see Boken's Soul. Jump in and interupt their progress immediatly before they move the tombstone back. Don't worry if you miss it. You have infinite chances to reattempt this quest. After you get Boken's Soul, keep going until you find a dead body and a floating spirit. Throw the Soul at the Spirit and WALA! Boken is revived. You can also use Soul Revive bought at your item shops for this quest too! This quest revives Boken and will alter the ending!

Availiability: During Cemetery

12. Tombstone

Reward::Yellow Chest

--This puzzle requires linking and the use of more than one Force Rings. This Tombstone is located in the Cemetery. It is the only tombstone that you cannot reach by normal means. Have you and your friends surround this Tombstone and hold down B while equipped with the Force Ring. Ya'll will generate an energy ball that will hit everything in the middle of you guys and thus breaking the Tombstone.

Availiability: Giant's Graveyard.

13. Wizari's Cube

Reward::(1) Random Summon II

--This is the first Floating Cube found in Wizari's Palace. Simply throw two Bombs at this cube to break it. If you want to throw Grenades then you must equip the Ace's Ring for increased throwing range. Bombs have a larger area of effect than Grenades. Bombs are randomly dropped or bought for 300 gold along with the Ace Ring (1500 gold) at Ipa's Palace Shop. This shop itself is a side quest and will not be available until later.

Availiability: Wizari's Palace

*ADVANCE::(1) Random Summon III

14. Wizari's Cube II

Reward:: Yellow Chest

--This is the second Floating Cube found in Wizari's Palace. Simply throw two Bombs at this cube from the bottom left-hand corner (or whatever you find that works). You cannot use Grenades in this case because the blast will not reach its target.

Availiability: Wizari's Palace

15. Missing Umbrella::

Reward::3000 Gold Coins

--This missing Umbrella was stolen by Hobbits when they raided the castle. The umbrella can be found in the Fiary Spring during an interlude that reveals the Hobbit Bandit's hideout. Come up close but not too close and wait until Bobbin, the leader of the Hobbit Bandit, drop his 3rd item, which will be the umbrella. Bring this umbrella back to the room where you solved the RED SHOE quest and give it to the other girl. You will then have an option of taking the blame or being the hero. If you say "YES" you were hiding it, you will not recieve any reward but your own sinical perverted fantasies.

Availiability: After Wizari's Palace

*ADVANCE::10,000 Gold Coins.

16. Ipa's Palace Shop::

Reward::(1) Silver Ring

--Talk to Irma after Wizari's Palace. Notice that she has left her shop and missing. Irma can be found in the local tavern, drinking away her sorrow. You discover that she is worried about sales due to local competitors. At this time a new dungeon will appear on your map and it is Ipa's Palace Shop. Make it to the shop and you will find something on the ground to your right. You don't have to talk or buy anything but you must pick-up, retain, and show Irma the Advertisement you found.

Availiability: After Fairy Spring

*ADVANCE::(1) Gold Ring

17. Yogurt::

Reward:: Yogurt Ring

--Yogurt makes a cameo in this game in Ipa's Palace Shop. He is that weird beaver creature popping up and down on the third to last dungeon. You kill Yogurt by throwing two Bombs or three Grenades at him. You should pick a spot and toss the bomb AFTER Yogurt goes down. Good-luck.

Availiability: During Ipa's Palace Shop

*ADVANCE::(1) Summon Yogurt LVL.1

18. Missing Letter::

Reward:: Next Quest

--Talk with the old man in the castle's courtyard after you complete the Fairy Spring. the letter is hidden in the grass along the bottom left wall of the castle's yard. Bring this letter back to the old man and he will tell you that his grandson is in grave danger.

Availiability: After Fairy Spring

19. Rescue Mission::

Reward::(1) Power Ring

--After receiving the letter, Old Man will inform you of the danger his grandson faces. His grandson can be found on Robert's Pirate Ship. You must carry four (4) grenades and (1) Angel Wings to complete this test. Stop at the 3rd to last dungeon with suspicious looking barrels. Simply break the barrels with the grenades and throw the wings at the boy. Hope you don't miss and waste a bomb and be forced to redo the entire ship. This quest will alter the game's ending!

Availiability: After Fairy Spring

*ADVANCE::(1) Random Stat Booster ie. Quick Chicken, etc.

20. Unknown Derelict::

--The Unknown Derelict can be unlocked by defeating Captain Robert a second time. He will tell you its location because you seek adventures. This quest can be done at any time after you have beaten Captian Robert's Pirate Ship.
Availiability: After Robert's Pirate Ship

21. Unknown Derelict Cube

Reward:: Yellow Chest
--This puzzle can be solved in two ways. The first way requires a Priest or a Dragonute. They both have the ability to use Flails therefore their attacks reaches further than other weapons. Simply have your Priest or Dragonute stand below the cube and flail it. The second way to solve this puzzle is to Link up with your friends and use the Force Ring to break it.
Availiability::Unknown Derelict

22. Temple of Light:: TOL9

*Reward varies
--Temple of Light will appear on your map after you have beaten Robert's Pirate Ship. Sacrifice four (4) objects for one (1) more powerful object.
Availiability: After Robert's Pirate Ship

List::

S + E + G + A = Sega Speech Balloon
S + O + U + L = Soul Charm (Increases soul charge rate)
G + O + A + L = Soccer Ball
G + A + S + E = Box Of Rice
Dog + Cat + Pig + Sheep = Animal Cap (+20 Walking Speed)
Ancient Machine + Old Machinery + Saturn Machinery + Dream Box =
50,000 Gold
Healing Drop + Goddess Tear + Goddess Tear + Healing Drop =
SoulReturn
Tuna + Squid + Egg + Cucumber = Special Sushi (Full HP and SP heal!!)
4 Healing Drops = 1 Healing Water
4 Goddess Tears = 1 Ray of Hope
4 King Beetles = 4,000 gold
4 Grasshoppers = Portrait coin accessory (+51HP)
4 Beetles = Kabuto Helm (52 def, +10str, -5 walking speed)
4 Souls of the same type and level = Soul of same type of the next
level, highest lvl is 5
4 Gabas = Klantol Times accessory (+5 str, def and +20 dark res)
4 Yogurt Dolls = 1 Yogurt Soul lvl 1
Toadstool + Mushroom + Herb + Herb = Antidote
Kitty + Robe + Robe + Robe = Kitty Robe
Kitty + Hood + Hood + Hood = Kitty Hood
Kitty + Wooden Staff + Wooden Staff + Wooden Staff = Kitty Staff

23. Pyramid

Reward:: Yellow Chest
--This puzzle requires linking and the use of more than one Force Rings. This Pyramid is located in Driazhek Desert. It is a pyramid that you cannot reach by normal means. Have you and your friends. surround this pyramid and hold down B while equipped with the Force Ring. Ya'll should generate an energy ball that will hit everything in the middle of you guys and thus breaking the pyramid.
Availiability:: Driazhek Desert

24. Egg

Reward:: Yellow Chest

--This puzzle is very simple. You can always opt to use the Force Ring but you can also solve it with some Bombs. This egg is the strange platform located in Koldazhek Cave; it appears that this egg is simply floating on the edge of some cliff. Simply throw two bombs on its right where the egg is closest to the ledge to break it. If you can decipher the diagram below, follow it.

Availibility:: Koldazhek Cave

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'-..... X<-----Bomb
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25. Mushroom Forest::

Reward::(1) Masutake

--Simply talk to any one of the girls in the room located to the left of the shops and below the fat kitchen gaurd. After talking to them they will inform you that their grandpa has left on a spiritual quest to collect mushrooms. He hasn't returned in five or ten years and they're really worried. Afterwards a new dungeon will appear on your map. Simply bring one (1) Angel Wings and collect at least (1) Mushroom to complete this quest. Simply throw the mushroom at the old man when you find his body to revive him; then throw the Angel Wings to revive him. Please notice when you can do this quest. It will only be available after the old man disapears; that's after Koldazhek Cave. This quest will alter the ending!

Availiability: After Koldazhek Cave.

*ADVANCE::(1) Shiitake

26. China Dress::

Reward::(1) Gabas

--The China Dress is very rare but they do drop in the Mushroom Forest. it is likely that you will have to repeat the Mushroom Forest many times before you get the China Dress. While hunting for the China Dress, I recommend you do the next quest and save some time. After you obtain the China Dress, go back to Klantol Castle. You can now trade the China Dress with Bakatar from the Klantol Times. Bakatar can be found in the right wall ofthe RED SHOE GIRL'S room in a hidden passage before you reach its end.

Availiability: Begining

Note* -- Fancy, Cocktail, or Wedding dresses will not work.

27. Flowers x10::

Reward::(1) Flower Necklace

--Flowers can be found in the Mushroom Forest. Usually you can only get about two flowers per trip but if you're lucky, the stage before the boss has a secret hidden passage. This passage leads to a garden that randomly generates four of anything that can grow. This garden randomly grows mushroom, toadstool, flowers, Musatake, Red Mushroom, or a combination of some sort. After you collect about 10 flowers, go back to the Klantol Times and visit its infirmary. The infirmary can be found to the right of the shops and below the Knight Guild. Simply have all 10 flowers in your inventory and talk to the sick girl in the first bed to complete this quest. This quest will alter the ending!

Availiability: Begining

*ADVANCE::Flower Ring, + 1 Item Appearance, +30HP/SP

28. Floating Ball

Reward:: Yellow Chest

--This puzzle requires linking and the use of more than one Force Rings. This Floating ball is the first floating ball found in the Demon's Tower. Have you and your friends stand above and below this floating ball and hold down B while equipped with the Force Ring. Ya'll will generate an energy ball that will hit everything in the middle of you guys and thus breaking the Floating Ball.

Availiability: Demon's Tower

29. Floating Ball II

Reward:: Yellow Chest

--This puzzle is the second floating ball that is caged and surrounded by teleport pads. This floating ball is located in the Demon's Tower. Simply throw two Bombs at it to solve this quest.

Availiability: Demon's Tower

30. Tower Keys::

Reward::(1) Random Summon III

--Collect three (3) tower keys; one from each level of Demon's Tower. The Keys can be found randomly by chests or through monsters*. Levels are between each long bridge, not dungeons. After you have three keys you can unlock all three doors that stops you from reaching a blue chest. I don't know if you can do the keys and doors one by one but to be safe, you should collect all three keys before trying.

Availiability: During Demon's Tower.

IMPORTANT::Keys are only dropped by Gargoyles and Lesser Demons.

Keys can only be found in Normal Mode.

*ADVANCE::(1) Random Summon IV

31. Beast Mountain::

Reward::Snowman

--Go through the right wall of the RED SHOE GIRL'S ROOM and keep going pass the Klantol Times until you reach the end to find a Fox training to defeat Deatharte in the next colosseum event. He is a secret character just kidding! If you talk to him after you beat Demon's Tower, a new location will appear on your map; this is the Beast Mountain. You can only get the Snowman by repeating Beast Mountain when it snows. It only snows on the even visits, i.e. 2nd, 4th, 6th, etc.

Availiability: After Demon's Tower

32. Snowman::

Reward::(1) Magic Belt

--The Snowman can be found on Beast Mountain whenever it snows. The Snowman is located at the very end of Beast Mountain and guarded by two ghastly creatures and a dragon. After you get the Snowman, go back to Klantol Castle. Find your way to the Kitchen and search its right wall for a hidden passage. Carry the Snowman in your inventory and talk with that crazy girl hiding there for no reason to solve this quest.

Availiability: Begining.

*ADVANCE::(1) Yogurt Doll

33. Underground Labyrinth

--Acquire the Labyrinth map from hooded floating scythe-handed Monster named Reaper in the Ancient Ruins of Heroes or Chaos Castle to gain access to this top secret Dungeon. The map is a rare find and is not

Bomb	Throw for Major Damage	Ipa's Shop, Random
Molotov Cocktail	Throw for fire damage	Ipa's Shop, Random
Mushroom	Heals 40 HP	Mushroom Forest
Toadstool	Minor Poison	Mushroom Forest
Red Mushroom	Deadly Poison	Mushroom Forest
Shiitake	Heals All HP	Quest Item
Matsutake	Heals 200 HP	Mushroom Forest
Cookie	Heals 20 SP	Vendors, Random
Cake	Heals 10 HP	Vendors, Random
Candy	Heals 20 HP	Vendors, Random
Chocolate	Heals 100 HP	Vendors, Random
Apple	Heals 10 HP	Vendors, Random
Banana	Heals 10 HP	Vendors, Random
Watermelon	Heals 50 HP	Vendors, Random
Rice Ball	Heals 50 HP	Ipa's Shop, Random
Gabas	Collect for Temple of Light	Quest Item
Baby Paste	Throw to use	Grandma Colita's Well
Graveyard Key	Use to open doors	Giant's Cemetery
Tower Key	Use to open doors	Demon's Tower
Prison Key	Use to Save Princess	Goblin Fort
Boken's Soul	Use to revive Boken	Giant's Cemetery
Chige	Heals 200 HP	Klantol Times
Letter	Quest Item	Klantol Castle
Red Shoe	Quest Item	Goblin Fort
Blue Shoe	Sell for Money	Quest Item
Dungeon Map	Access Forgotten Dungeon	Royal Colossem
Advertisement	Quest Item	Ipa's Palace Shop
Flower	Collect for Quest	Mushroom Forest
Umbrella	Quest Item	Fairy Spring
Snowman	Quest Item	Beast Mountain
Labyrinth Map	Access to Underground Lab.	Dropped by Reapers
Fancy Blue Shoes	Sell It	Quest Item
Dog	Sacrifices	Random
Cat	Sacrifices	Random
Pig	Sacrifices	Random
Sheep	Sacrifices	Random
Beetle	Sacrifices	Random
King Beetle	Sacrifices	Random
Ancient Machine	Sacrifices	Random
Old Machinery	Sacrifices	Random
Saturn Machinery	Sacrifices	Random
Dream Box	Sacrifices	Random
S.E.G.A.O.U.L	Sacrifices	Random
Speech 1-22	Display Message in Field	Random
Tuna	Heals 100 HP	Random
Squid	Heals 100 HP	Random
Egg	Heals 100 HP	Random
Cucumber	Heals 100 HP	Random
Special Sushi	Heals ALL SP/HP	Random
Box of Rice	Heals 200 HP	Random
GrassHopper	Sacrifices	Random
Kitty	Sacrifices	Random

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( )=====)( Item Suffixes )=====()
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Item suffix are the words or word right after the name of given Item. Such as Silk of Power, etc. If your item doesn't have a word right after it then it doesn't have a suffix.

Suffix	Effect
Power	+2 Str
Force	+4 Str
Might	+6 Str
Wrath	+8 Str
Skill	+4 Dex
Reflex	+8 Dex
Talent	+12 Dex
Marvel	+16 Dex
Wisdom	+4 Int
Will	+8 Int
Psyche	+12 Int
Virtue	+16 Int
Life	+4 Vit
Being	+8 Vit
Nature	+12 Vit
Earth	+16 Vit
Awe	150% damage to undead
Heaven	200% damage to undead
Wind	150% damage to flying
Loss	200% damage to flying
Leech	2% of damage goes to HP
Prey	5% of damage goes to HP
Soul	4% of damage goes to SP
Spirit	9% of damage goes to SP
Bane	+4 Critical Hit
Terror	+8 Critical Hit
Ruin	+2 Attack Speed
Storms	+4 Attack Speed
Light	+5 Atk/Def/Dex
Night	+8 Atk/Def, -10 Dex
Refuge	+3 Def
Ward	+5 Def
Peace	+7 Def
Asylum	+9 Def
Doom	Cursed
Pain	+10 Atk, Cursed
Death	+15 Atk, Cursed
Malice	+10 Fire Resist
Fire RES	+20 Fire Resist
Calm	+10 Ice Resist
Ice RES	+20 Ice Resist
Safety	+10 Electrical Resist
Thunder RES	+20 Electrical Resist
Purity	+10 Poison Resist
Poison RES	+20 Poison Resist
Valor	+10 Light Resist
Light RES	+20 Light Resist
Fear	+10 Dark Resist
Dark RES	+20 Dark Resist
Moons	+5 Fire, Ice, Electrical Resist
Stars	+10 Fire, Ice, Electircal Resist
Suns	+15 Fire, Ice, Electrical Resist
Rage	+15 Light/Dark resist
Elders	-1 SP Charge Attack
Old	-2 SP Charge Attack
Dawn	-3 Charge Attack
Magic	+1 SP Recover Speed
Evil	+2 SP Recover Speed

Faith -5 Charge Up Time
 Flux +8 Recoil
 Hush -8 Recoil
 Lore +3 Atk/Def
 Legend +5 Atk/Def
 Heroes +7 Atk/Def
 Gaiety +100% Price
 Glory +200% Price
 Echo Reflects Block Damage
 Wonder +5% Block Rate
 Guile +10% Block Rate
 Myth Raises Immunity to Effects
 Luck +1 Item Appearance
 Unlucky -1 Item Appearance

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  ()=====) (  Ultimate Weapons  ) (=====)
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  ) ( ) (
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Level 0	ATK	Level 1	ATK	RARE	LV	ATK
Tomahawk	15	Francisca	26	Stone Axe	0	34
Short Axe	19	Middle Axe	29	nothing		
Hand Axe	22	Power Tomahawk	33	Goblin Axe	1	28
				+3 VIT		
Level 2	ATK	Level 3	ATK	Red Axe	1	28
				+5 VIT, Fire		
Hatchet	37	Tabar	47	Ryujin's Axe	4	53
Battle Tomahawk	40	Power Axe	51	+2 VIT		
Broad Axe	44	Double Axe	55			
				Rare Drops		Mode
Level 4	ATK	Level 5	ATK	Orc Captains		Norm
				Gob,Hobgoblins		Norm
Battle Axe	58	Pole Axe	69	Rare Gob,Hobgobs		Norm
Large Axe	62	Great Axe	73	All Gargoyles		Norm
Double Axe	65	Crescent Axe	76			
Level 6	ATK	Level 7	ATK			
Baldish	80	See List Below				
Halberd	83					

Forged Axes	Lv	ATK	Material	Bonus
Chaos Axe I	3	52	Dark/Mit/Ori	+150% Damage vs Fly/Undead
Chaos Axe II	5	67	''	+150% Damage vs Fly/Undead
Chaos Axe III	7	85	''	+150% Damage vs Fly/Undead
Darkness Axe I	3	52	Dark/Ori/Dark	+3 INT, Darkness
Darkness Axe II	5	67	''	+5 INT, Darkness
Darkness Axe III	7	85	''	+7 INT, Darkness
Fire Axe I	3	52	Mit/Dark/Mit	Critical +3, Fire
Fire Axe II	5	67	''	Critical +5, Fire
Fire Axe III	7	85	''	Critical +7, Fire

Ice Axe I	3	52	Ori/Mit/Ori	+3 VIT, Ice
Ice Axe II	5	67	''	+5 VIT, Ice
Ice Axe III	7	85	''	+7 VIT, Ice
Bolt Axe I	3	52	Mit/Ori/Mit	+3 DEX, Lightning
Bolt Axe II	5	67	''	+5 DEX, Lightning
Bolt Axe III	7	85	''	+7 DEX, Lightning
Shining Axe I	3	52	Ori/Dark/Ori	+3 DEF, Light
Shining Axe II	5	67	''	+5 DEF, Light
Shining Axe III	7	85	''	+7 DEF, Light
Vemon Axe I	3	52	Dark/Mit/Dark	Attack Speed +1, Poisonous
Vemon Axe II	5	67	''	Attack Speed +2, Poisonous
Vemon Axe III	7	85	''	Attack Speed +3, Poisonous
Heat Axe	3	52	3 Mit	+10 F.Resist, Fire
Giant Axe	5	67	''	+5 DEF
Dragon Axe	7	85	''	+20 F/I. Resist
Buster Halberd	3	55	3 Ori	Critical +10
Soul Axe	5	70	''	5% Life Leech
Appolo Axe	7	87	''	+30 F. Resist
Executioner	3	60	3 Dark	5% Life Leech
Curst Axe	5	77	''	Cursed, Recoil +4
Evil Axe	7	93	''	Cursed

*You must understand that forging is random. The more expensive your ores are the more likely you'll get better results. Ore level does not matter, what matter is the total sum of money all three ores adds up to be. For example ore 1 sells for 500 gold, ore 2 sells for 1000, ore 3 yeilds 3400. The ore's quality is now 500+1000+3400 = 4,900 Gold. Remeber that the more expensive the quality the better your results will become. Ore quality also affect the bonus damage bestowed on your weapon, ie. Sword + 20 (not sure). I am however, sure that the bonus damage is very dependant on the amount of money paid to the blacksmith. A hefty sum yields a nice bonus when you have decent quality ores. When determining ore quality, simply have it appraise near the local shops; the more expensive the better. Through trial we can see that cheap ores are able to yeild the above weapons, but at a very low percent. However, I predict that one cannot forge a level 7 weapon when the local shops are selling level 1-5 or so. In my theory, Level 3 weapons can be forged after Demon's Tower. This is when the local shops starts selling Level 3 Weapons. Same goes for Level 5 weapons. I think one may forge it when the vendors sell them. Level 7 however is a whole different story since vendors do not sell level 7 weapons. Level 7 Weapons may be forge with very late in advance mode. When forging level 7 weapons, be sure to use expensive ores to weed out the unnccessary lower level weapons such as Level 3 and 5s.

Level 0	ATK	Level 1	ATK	RARE	LV	ATK
Wood Bow	6	Steel Bow	14	Bone Shot	1	18
Short Bow	9	Ranger Bow	16	+5 DEX, +10 DR		
Iron Bow	11	Middle Bow	19	Robin's Bow	4	35

Level 2	ATK	Level 3	ATK	+2 DEX
-----		-----		Master Bow 5 53
Crossbow	21	Rock Bow	29	+10 DEX, Critical +10
Hunter's Bow	24	Long Bow	31	Rare Drops Mode
Composite Bow	26	Heavy Crossbow	34	-----
Level 4	ATK	Level 5	ATK	Skeleton Archer Norm
-----		-----		BowMstr, Chaos Arch. Norm
Battle Bow	36	Wrapped Bow	44	BowMstr, Chaos Arch. Advn
Ballista	39	Heavy Ballista	46	
Great Bow	41	Battle Long Bow	49	
Level 6	ATK	Level 7	ATK	
-----		-----		
Arbalest	51	See List Below		
Cranequin	54			

Forged Bows	Lv	ATK	Material	Bonus

Chaos Bow I	3	32	Dark/Mit/Ori	+150% Damage vs Fly/Undead
Chaos Bow II	5	43	''	+150% Damage vs Fly/Undead
Chaos Bow III	7	56	''	+150% Damage vs Fly/Undead
Darkness Bow I	3	32	Dark/Ori/Dark	+3 INT, Darkness
Darkness Bow II	5	43	''	+5 INT, Darkness
Darkness Bow III	7	56	''	+7 INT, Darkness
Fire Bow I	3	32	Mit/Dark/Mit	Critical +3, Fire
Fire Bow II	5	43	''	Critical +5, Fire
Fire Bow III	7	56	''	Critical +7, Fire
Ice Bow I	3	32	Ori/Mit/Ori	+3 VIT, Ice
Ice Bow II	5	43	''	+5 VIT, Ice
Ice Bow III	7	56	''	+7 VIT, Ice
Bolt Bow I	3	32	Mit/Ori/Mit	+3 DEX, Lightning
Bolt Bow II	5	43	''	+5 DEX, Lightning
Bolt Bow III	7	56	''	+7 DEX, Lightning
Shining Bow I	3	32	Ori/Dark/Ori	+3 DEF, Light
Shining Bow II	5	43	''	+5 DEF, Light
Shining Bow III	7	56	''	+7 DEF, Light
Vemon Bow I	3	32	Dark/Mit/Dark	Attack Speed +1, Poisonous
Vemon Bow II	5	43	''	Attack Speed +2, Poisonous
Vemon Bow III	7	56	''	Attack Speed +3, Poisonous
Gale Bow	3	32	3 Mit	Dex+5, +150% Dam-vs-Flying
Sonic Bow	5	43	''	+5 DEF
Lunar Bow	7	56	''	+20 F/I/ER
Doppler Bow	3	34	3 Ori	+20 D/LR
Soul Bow	5	45	''	5% Life Leech
Sagittarius Bow	7	58	''	+10 F/I/ER
Diabolic Bow	3	40	3 Dark	+30 DR, Cursed
Blood Bow	5	51	''	2% Dual Leech, Cursed
Cantarela Bow	7	64	''	Cursed

*You must understand that forging is random. The more expensive your ores are the more likely you'll get better results. Ore level does not matter, what matter is the total sum of money all three ores adds up to be. For example ore 1 sells for 500 gold, ore 2 sells for 1000, ore 3 yeilds 3400. The ore's quality is now 500+1000+3400 = 4,900 Gold. Remeber that the more expensive the quality the better your results will become. Ore quality also affect the bonus damage bestowed on your weapon, ie. Sword + 20 (not sure). I am however, sure that the bonus damage is very dependant on the amount of money paid to the blacksmith. A hefty sum yields a nice bonus when you have decent quality ores. When determining ore quality, simply have it appraise near the local shops; the more expensive the better. Through trial we can see that cheap ores are able to yeild the above weapons, but at a very low percent. However, I predict that one cannot forge a level 7 weapon when the local shops are selling level 1-5 or so. In my theory, Level 3 weapons can be forged after Demon's Tower. This is when the local shops starts selling Level 3 Weapons. Same goes for Level 5 weapons. I think one may forge it when the vendors sell them. Level 7 however is a whole different story since vendors do not sell level 7 weapons. Level 7 Weapons may be forge with very late in advance mode. When forging level 7 weapons, be sure to use expensive ores to weed out the unnecessary lower level weapons such as Level 3 and 5s.

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Level 0	ATK	Level 1	ATK	RARE	LV	ATK
Claw	7	Bronze	15	Sphinx Claw	2	29
Cestus	10	Hora	17	+4 DEF		
Cat Claw	12	Wagnuk	20	Combat Claw	3	31
				+2 STR, Fire		
Level 2	ATK	Level 3	ATK	Rare Drops		Mode
Iron Claw	22	Bichwa	30			
Jur	25	Steel Claw	32	All Scorpions		Norm
Power Claw	27	Battle Claw	35	All Scorpions		Norm
Level 4	ATK	Level 5	ATK			
Scorpion Claw	37	Bear Claw	45			
Manople	40	Madu	47			
Chwang	42	Pata	50			
Level 6	ATK	Level 7	ATK			
Great Claw	52	See List Below				
Dragon Claw	53					

Forged Claws	Lv	ATK	Material	Bonus
Chaos Claw I	3	33	Dark/Mit/Ori	+150% Damage vs Fly/Undead
Chaos Claw II	5	45	''	+150% Damage vs Fly/Undead
Chaos Claw III	7	55	''	+150% Damage vs Fly/Undead
Darkness Claw I	3	33	Dark/Ori/Dark	+3 INT, Darkness
Darkness Claw II	5	45	''	+5 INT, Darkness
Darkness Claw III	7	55	''	+7 INT, Darkness

Fire Claw I	3	33	Mit/Dark/Mit	Critical +3, Fire
Fire Claw II	5	45	''	Critical +5, Fire
Fire Claw III	7	55	''	Critical +7, Fire
Ice Claw I	3	33	Ori/Mit/Ori	+3 VIT, Ice
Ice Claw II	5	45	''	+5 VIT, Ice
Ice Claw III	7	55	''	+7 VIT, Ice
Bolt Claw I	3	33	Mit/Ori/Mit	+3 DEX, Lightning
Bolt Claw II	5	45	''	+5 DEX, Lightning
Bolt Claw III	7	55	''	+7 DEX, Lightning
Shining Claw I	3	33	Ori/Dark/Ori	+3 DEF, Light
Shining Claw II	5	45	''	+5 DEF, Light
Shining Claw III	7	55	''	+7 DEF, Light
Vemon Claw I	3	33	Dark/Mit/Dark	Attack Speed +1, Poisonous
Vemon Claw II	5	45	''	Attack Speed +2, Poisonous
Vemon Claw III	7	55	''	Attack Speed +3, Poisonous
Beast Claw	3	33	3 Mit	Critical +4
Tiger Claw	5	45	''	Walking Speed +20
Beserk Claw	7	55	''	+5 Dex/Critical
Justice Claw	3	35	3 Ori	+20 DR, Light
Soul Claw	5	47	''	5% Life Leech
Gehenna Claw	7	58	''	+10 DEF, Recoil +4
Deadly Claw	3	41	3 Dark	Cursed
Demon Claw	5	53	''	+8 DEF, DArkness, Cursed
Foxglove Claw	7	63	''	Cursed

*You must understand that forging is random. The more expensive your ores are the more likely you'll get better results. Ore level does not matter, what matter is the total sum of money all three ores adds up to be. For example ore 1 sells for 500 gold, ore 2 sells for 1000, ore 3 yeilds 3400. The ore's quality is now 500+1000+3400 = 4,900 Gold. Remeber that the more expensive the quality the better your results will become. Ore quality also affect the bonus damage bestowed on your weapon, ie. Sword + 20 (not sure). I am however, sure that the bonus damage is very dependant on the amount of money paid to the blacksmith. A hefty sum yields a nice bonus when you have decent quality ores. When determining ore quality, simply have it appraise near the local shops; the more expensive the better. Through trial we can see that cheap ores are able to yeild the above weapons, but at a very low percent. However, I predict that one cannot forge a level 7 weapon when the local shops are selling level 1-5 or so. In my theory, Level 3 weapons can be forged after Demon's Tower. This is when the local shops starts selling Level 3 Weapons. Same goes for Level 5 weapons. I think one may forge it when the vendors sell them. Level 7 however is a whole different story since vendors do not sell level 7 weapons. Level 7 Weapons may be forge with very late in advance mode. When forging level 7 weapons, be sure to use expensive ores to weed out the unnecessary lower level weapons such as Level 3 and 5s.

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()=====() Flails ()
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Level 0          ATK          Level 1          ATK          RARE          LV          ATK

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Short Flail	20	Flail	42	Holy Flail	3	62
Whip	24	Thorn Whip	36	+10 LR, Light		
Light Flail	28	Hitter	40	Giant's Ironball	5	90
				+10 VIT, -5 DEX		
Level 2	ATK	Level 3	ATK	Rare Drops		Mode
Chain Whip	44	Piaj	56	All Apes		Norm
Stone Flail	48	Power Flail	60	All Minotaurs		Advn
Chail Flail	52	Spiked Flail	64			
Level 4	ATK	Level 5	ATK			
Heavy Flail	68	Long Flail	80			
Vinor	72	Great Flail	84			
Battle Flail	76	Guten Dark	88			
Level 6	ATK	Level 7	ATK			
Morning Star	92	See List Below				
Scorpion Flail	96					

Forged Flails	Lv	ATK	Material	Bonus
Chaos Flail I	3	60	Dark/Mit/Ori	+150% Damage vs Fly/Undead
Chaos Flail II	5	78	''	+150% Damage vs Fly/Undead
Chaos Flail III	7	98	''	+150% Damage vs Fly/Undead
Darkness Flail I	3	60	Dark/Ori/Dark	+3 INT, Darkness
Darkness Flail II	5	78	''	+5 INT, Darkness
Darkness Flail III	7	98	''	+7 INT, Darkness
Fire Flail I	3	60	Mit/Dark/Mit	Critical +3, Fire
Fire Flail II	5	78	''	Critical +5, Fire
Fire Flail III	7	98	''	Critical +7, Fire
Ice Flail I	3	60	Ori/Mit/Ori	+3 VIT, Ice
Ice Flail II	5	78	''	+5 VIT, Ice
Ice Flail III	7	98	''	+7 VIT, Ice
Bolt Flail I	3	60	Mit/Ori/Mit	+3 DEX, Lightning
Bolt Flail II	5	78	''	+5 DEX, Lightning
Bolt Flail III	7	98	''	+7 DEX, Lightning
Shining Flail I	3	60	Ori/Dark/Ori	+3 DEF, Light
Shining Flail II	5	78	''	+5 DEF, Light
Shining Flail III	7	98	''	+7 DEF, Light
Vemon Flail I	3	60	Dark/Mit/Dark	Attack Speed +1, Poisonous
Vemon Flail II	5	78	''	Attack Speed +2, Poisonous
Vemon Flail III	7	98	''	Attack Speed +3, Poisonous
Lashing Flail	3	60	3 Mit	Attack Speed +2
Holy Flail	5	78	''	+150% Dam.vs Undead, Light
Crushing Flail	7	98	''	+5 Dex/Critical
Alabaster Flail	3	62	3 Ori	+20 HP/SP, Fire
Soul Flail	5	80	''	5% Life Leech
Ark Flail	7	100	''	+20 ER, Lightning

Unholy Flail	3	68	3 Dark	+50DR -50LR, Darkn., Cursed
Death Flail	5	86	''	+8 DEF, Cursed
Evil Flail	7	106	''	Cursed

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 | | ( ) Knives ( ) ===== ( )
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Level 0	ATK	Level 1	ATK	RARE	LV	ATK
Knife	5	Dirk	12	Shuriken	4	32
Dagger	7	Jambiya	14	+2 DEX		
Bronze Knife	10	Steel Knife	17	Poison Dagger	5	1
				Deadly Poison		

Level 2	ATK	Level 3	ATK	Rare Drops	Mode
Stiletto	19	Kunai	26		
Misericorde	21	Ponard	28	All Automaton	Norm
BankBroad Axe	23	Hunter's Knife	30	I do not know.	

Level 4	ATK	Level 5	ATK
Katar	33	Telek	40
Mail Breaker	35	Kukri	42
Battle Knife	37	Kris	44

Level 6	ATK	Level 7	ATK
Main-Gauche	46	See List Below	
Cinquedea	49		

Forged Knives	Lv	ATK	Material	Bonus
Chaos Knife I	3	29	Dark/Mit/Ori	+150% Damage vs Fly/Undead
Chaos Knife II	5	39	''	+150% Damage vs Fly/Undead
Chaos Knife III	7	51	''	+150% Damage vs Fly/Undead

Darkness Knife I	3	29	Dark/Ori/Dark	+3 INT, Darkness
Darkness Knife II	5	39	''	+5 INT, Darkness
Darkness Knife III	7	51	''	+7 INT, Darkness
Fire Knife I	3	29	Mit/Dark/Mit	Critical +3, Fire
Fire Knife II	5	39	''	Critical +5, Fire
Fire Knife III	7	51	''	Critical +7, Fire
Ice Knife I	3	29	Ori/Mit/Ori	+3 VIT, Ice
Ice Knife II	5	39	''	+5 VIT, Ice
Ice Knife III	7	51	''	+7 VIT, Ice
Bolt Knife I	3	29	Mit/Ori/Mit	+3 DEX, Lightning
Bolt Knife II	5	39	''	+5 DEX, Lightning
Bolt Knife III	7	51	''	+7 DEX, Lightning
Shining Knife I	3	29	Ori/Dark/Ori	+3 DEF, Light
Shining Knife II	5	39	''	+5 DEF, Light
Shining Knife III	7	51	''	+7 DEF, Light
Vemon Knife I	3	29	Dark/Mit/Dark	Attack Speed +1, Poisonous
Vemon Knife II	5	39	''	Attack Speed +2, Poisonous
Vemon Knife III	7	51	''	Attack Speed +3, Poisonous
Sharp Knife	3	29	3 Mit	+8 Dex
Butterfly Knife	5	39	''	Critical +5
Assassin Knife	7	51	''	+30 PR, Poisonous
Fairy Knife	3	31	3 Ori	+1 ATK/DEF, Light
Soul Knife	5	41	''	5% Life Leech
Ripper Knife	7	53	''	+10DR/DEX
Will Knife	3	37	3 Dark	Rcoil +4, Darkness, Cursed
Blood Knife	5	47	''	2% Dual Leech, Cursed
Demon Knife	7	59	''	Darkness, Cursed

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Eternal Wand	3	32	3 Ori	8% SP Leech
Soul Rod	5	41	''	5% Life Leech
Will Rod	7	50	''	Charge T.-3, SP Recover +1 Light
Gravedigger	3	38	3 Dark	+8 VIT, Cursed
Nether Rod	5	47	''	Charge T.-8, Cursed
Demon Rod	7	56	''	+10 INT, Darkness, Cursed

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    | |          () Spears ()=====()
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Level 0	ATK	Level 1	ATK	RARE	LV	ATK
Short Spear	12	Javelin	21	Kobold Spear	0	15
Bronze Spear	15	Spear	24			
Light Spear	18	War Fork	27	Rare Drops		Mode
Level 2	ATK	Level 3	ATK	All Kobolds		Norm
Steel Lance	30	Heavy Lance	39			
Long Spear	33	Battle Spear	42			
Power Spear	36	Half Pike	45			
Level 4	ATK	Level 5	ATK			
Hunter's Spear	48	Trident	57			
Partisan	51	Pike	60			
Chrome Lance	54	Glave	63			
Level 6	ATK	Level 7	ATK			
Ahlspiess	66	See List Below				
Corsesca	69					

Forged Spears	Lv	ATK	Material	Bonus
Chaos Spear I	3	43	Dark/Mit/Ori	+150% Damage vs Fly/Undead
Chaos Spear II	5	56	''	+150% Damage vs Fly/Undead
Chaos Spear III	7	71	''	+150% Damage vs Fly/Undead
Darkness Spear I	3	43	Dark/Ori/Dark	+3 INT, Darkness
Darkness Spear II	5	56	''	+5 INT, Darkness
Darkness Spear III	7	71	''	+7 INT, Darkness
Fire Spear I	3	43	Mit/Dark/Mit	Critical +3, Fire
Fire Spear II	5	56	''	Critical +5, Fire
Fire Spear III	7	71	''	Critical +7, Fire
Ice Spear I	3	43	Ori/Mit/Ori	+3 VIT, Ice
Ice Spear II	5	56	''	+5 VIT, Ice
Ice Spear III	7	71	''	+7 VIT, Ice
Bolt Spear I	3	43	Mit/Ori/Mit	+3 DEX, Lightning
Bolt Spear II	5	56	''	+5 DEX, Lightning
Bolt Spear III	7	71	''	+7 DEX, Lightning
Shining Spear I	3	43	Ori/Dark/Ori	+3 DEF, Light
Shining Spear II	5	56	''	+5 DEF, Light
Shining Spear III	7	71	''	+7 DEF, Light
Vemon Spear I	3	43	Dark/Mit/Dark	Attack Speed +1, Poisonous
Vemon Spear II	5	56	''	Attack Speed +2, Poisonous
Vemon Spear III	7	71	''	Attack Speed +3, Poisonous
Gale Lance	3	43	3 Mit	+10 Dex
Holy Lance	5	56	''	150% Dam.vs Undead, Light
Dragoon Lance	7	71	''	+10 DEF, Fire
Mercurius Spear	3	45	3 Ori	+20 FR, Fire
Soul Lance	5	58	''	5% Life Leech
Hozon Lance	7	73	''	+10DR/DEX
Ruinous Lance	3	51	3 Dark	+5 STR, Cursed
Dark Lord Spear	5	64	''	+10 INT Cursed, Ice
Devil Lance	7	79	''	Darkness, Cursed

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level 7 weapons, be sure to use expensive ores to weed out the unnecessary lower level weapons such as Level 3 and 5s.

Level 0	ATK	Level 1	ATK	RARE	LV	ATK
Short Sword	8	Battle Blade	26	Cold Sword	0	20
Iron Blade	11	Long Sword	29	+2 STR, Ice		
Middle Sword	14	Scimitar	33	Skeletal Sword	0	20
				+1 STR		
Level 2	ATK	Level 3	ATK	Pastes Sword	2	65
Steel Sword	25	Estoc	33	-5 DEX/DEF, -10 FR		
Broadsword	28	Falcion	36	Knight's Sword	4	41
Saber	30	Battle Sword	39	+2 ATK		
				Magma Blade	4	43
				+3 Dex, Fire		
Level 4	ATK	Level 5	ATK	Master Sword	5	52
Damascus Blade	42	Chrome Blade	50	+10 Dex/Critical		
Katana	44	Great Sword	53	Kusanagi	6	62
Buster SWord	47	Flamberge	56	+200% Dam.vs Undead, Cursed		
Level 6	ATK	Level 7	ATK			
Zweihander	58	See List Below				
Claymore	61					

Rare	Drops	Mode
Cold Sword	Rare Skel	Norm
Paste Sword	Paste	Advn
Knight's Sword	All Knights	Norm
Magma Blade	Chests in Volc.	Norm
Master Sword	All Knights	Adnv
Kusanagi	Colosseum	Norm

Forged Swords	Lv	ATK	Material	Bonus
Chaos Sword I	3	36	Dark/Mit/Ori	+150% Damage vs Fly/Undead
Chaos Sword II	5	48	"	+150% Damage vs Fly/Undead
Chaos Sword III	7	62	"	+150% Damage vs Fly/Undead
Darkness Sword I	3	36	Dark/Ori/Dark	+3 INT, Darkness
Darkness Sword II	5	48	"	+5 INT, Darkness
Darkness Sword III	7	62	"	+7 INT, Darkness
Fire Sword I	3	36	Mit/Dark/Mit	Critical +3, Fire
Fire Sword II	5	48	"	Critical +5, Fire
Fire Sword III	7	62	"	Critical +7, Fire
Ice Sword I	3	36	Ori/Mit/Ori	+3 VIT, Ice
Ice Sword II	5	48	"	+5 VIT, Ice
Ice Sword III	7	62	"	+7 VIT, Ice
Bolt Sword I	3	36	Mit/Ori/Mit	+3 DEX, Lightning

Bolt Sword II	5	48	''	+5 DEX, Lightning
Bolt Sword III	7	62	''	+7 DEX, Lightning
Shining Sword I	3	36	Ori/Dark/Ori	+3 DEF, Light
Shining Sword II	5	48	''	+5 DEF, Light
Shining Sword III	7	62	''	+7 DEF, Light
Vemon Sword I	3	36	Dark/Mit/Dark	Attack Speed +1, Poisonous
Vemon Sword II	5	48	''	Attack Speed +2, Poisonous
Vemon Sword III	7	62	''	Attack Speed +3, Poisonous
Elemental Sword	3	36	3 Mit	+10 F/I/ER
Shiva Sword	5	48	''	+30 ER, Lightning
Levatine	7	62	''	+30 FR, Fire
Musamune	3	38	3 Ori	Critical +3
Soul Blade	5	50	''	5% Life Leech
Lord's Sword	7	64	''	+20 IR, Ice
Murasame	3	44	3 Dark	Critical +3, Ice, Cursed
Muramasa	5	56	''	3% Life Leech, Cursed
Darkside Sword	7	70	''	Darkness, Cursed

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()=====)( Accessories )=====()
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Alphabetical and Whatever Order

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Ancient Charm          Charge -2 SP
Ancient Ring          Charge -1 SP
Angel Earrings        +50HP/SP/LR
Angel's Charm         +100HP/LR
Angel's Necklace      +50 LR, Changes wearer to baby blue color
Attack Ring           +3 Atk
Atlas Ring            +3 Dex/Str/Vit
Demon Ring            +10 Str/Vit, Cursed
Dragon's Eye          +1 Item Appearance, +10 Atk/Int
Dream Ring            +2 Item Appearance

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Flower Necklace	+1 Item Appearance
Flower Ring	+1 Item Appearance, +30 HP/SP
Life Ring	+3 Vit
Might Ring	+2 Str
Power Ring	+4 Str
Quick Ring	+3 Dex
Mist Ring	+10 Dex, -10 Vit
Shinobi Bracelet	+15 Dex
Bat Wing	+20 Dex, -20 Def
Imitation Ring	+1 Atk/Dex
Needle Ring	+2 Atk
Gale Ring	+3 Atk/Dex
Burning Ring	+5 Atk, +40 FR
Klantol Times	+5 Atk/Def, +10 DR
Unicorn's Horn	+6 Atk, Recoil +4
Battle Charm	+8 Atk/Dex
Blast Charm	+8 Atk
Master Ring	+8 Atk, Critical hit +4
Magatama	+10 Atk/Def
Dread Ring	+12 Atk, -12 Vit
Evil Ring	+15 Atk/Dex, Cursed
Fiend Ring	+30 Atk, Cursed
Toy Ring	+1 Def
Broach	+2 Def
Gold Ring	+2 Def
Protect Ring	+3 Def
Shield Ring	+3 Def, +5% Blocking Rate
Glorious Ring	+4 Def, +40 LR
Platinum Ring	+4 Def
Crusade Ring	+8 Def, +80 LR
White Ring	+10 Def
Dragon's Charm	+15 Def, +30 FR
Mikagami	+23 Def, +9 FR
Bronze Medal	+10 HP
Silver Medal	+20 HP
Gold Medal	+30 HP
Platinum Medal	+40 HP
Portrait Coin	+51 HP
Star Pendant	+20 SP
Moon Pendant	+40 SP
Prism Ring	+3 Int, +10 I/LR
Wisdom Ring	+3 Int
Cloud Ring	+5 Int, +10 ER
Fairy Ring	+5 Int/Dex
Vision Ring	+5 Int
Psychic Pendant	+8 Int, SP recover speed +1
Phantom Charm	+10 Int, Attack Speed -10
Black Ring	+30 Int, +20 DR, Cursed
Bat Ring	Attack Speed +2
Flash Ring	Attack Speed +2, +20 LR
Rogue Pendant	Walking Speed +20, +5 Dex
Soccer Ball	Walking Speed +20, Critical hit +4, Recoil +4
Speed Ring	Walking Speed +30
Ring of Haste	Walking Speed +50
Champion Pendant	Walking Speed -150, Attack Speed +10
Silver Ring	+150% damage vs Undead, +10 DR
Storm Pendant	+150% damage vs Flying, +20 DR
Tempest Ring	+200% damage vs Flying, +30 DR
Emerald Charm	+20 PR
Onyx Charm	+20 DR

Fiend's Necklace	+50 DR, Changes wearer to Black Colors
Ruby Charm	+20 FR
Sapphire Charm	+20 IR
Pearl Charm	+20 LR
Topaz Charm	+20 ER
Unicorn Ring	+40 LR
Crystal Charm	+10 F/I/ER
Diamond Charm	+20 F/I/ER
Knapsack	+1 row to ITEM (L Button)
Backpack	+2 rows to ITEM (L Button)
Armored Knapsack	+5 Def, +1 row to ITEM (L Button)
Armored Backpack	+5 Def, +2 rows to ITEM (L Button)
Case	+1 row to WEAPON (R Button)
Chest	+2 rows to WEAPON (R Button)
Armored Case	+5 Def, +1 row to WEAPON (R Button)
Armored Chest	+5 Def, +2 rows to WEAPON (R Button)
Magic Belt	+1 row to both ITEM and WEAPON Slots
Ace's Ring	Increases throwing range
Chaos Ring	Nulls curses
Eyeball Necklace	SP recover speed +1
Eyeball Ring	Critical hit +8
Fairy Charm	Raises immunity to effects
Soul Charm	Soul Power charges faster
Spirit Ring	Charge up time -5
Yogurt Ring	Transform into Yogurt

Angels

Angel Earrings	+50 HP/SP/LR
Angel's Charm	+100 HP/LR
Angel's Necklace	+50 LR, Changes wearer to baby blue color.

Attack

Imitation Ring	+1 Atk/Dex
Needle Ring	+2 Atk
Attack Ring	+3 Atk
Gale Ring	+3 Atk/Dex
Burning Ring	+5 Atk, +40 FR
Klantol Times	+5 Atk/Def, +10 DR
Unicorn's Horn	+6 Atk, Recoil +4
Battle Charm	+8 Atk/Dex
Blast Charm	+8 Atk
Master Ring	+8 Atk, Critical hit +4
Dragon's Eye	+10 Atk/Int, +1 Item Appearance
Magatama	+10 Atk/Def
Dread Ring	+12 Atk, -12 Vit
Evil Ring	+15 Atk/Dex, Cursed
Fiend Ring	+30 Atk, Cursed
Phantom Charm	Attack Speed -10, +10 Int
Bat Ring	Attack Speed +2
Flash Ring	Attack Speed +2, +20 LR
Champion Pendant	Attack Speed +10, Walking Speed -150
Soccer Ball	Critical hit +4, Walking Speed +20, Recoil +4
Eyeball Ring	Critical hit +8

Charges

Ancient Ring	Charge -1 SP
Ancient Charm	Charge -2 SP
Soul Charm	Soul Power charges faster
Spirit Ring	Charge up time -5

Darkness Resist

Klantol Times	+10 DR, +5 Atk/Def
Silver Ring	+10 DR, +150% damage vs Undead
Black Ring	+20 DR, +30 Int, Cursed
Onyx Charm	+20 DR
Storm Pendant	+20 DR, +150% damage vs Flying
Tempest Ring	+30 DR, +200% damage vs Flying
Fiend's Necklace	+50 DR, Changes wearer to Black Colors

Defense

Bat Wing	-20 Def, +20 Dex
Toy Ring	+1 Def
Broach	+2 Def
Gold Ring	+2 Def
Protect Ring	+3 Def
Shield Ring	+3 Def, +5% Blocking Rate
Glorious Ring	+4 Def, +40 LR
Platinum Ring	+4 Def
Armored Case	+5 Def, +1 row to WEAPON (R Button)
Armored Chest	+5 Def, +2 rows to WEAPON (R Button)
Armored Knapsack	+5 Def, +1 row to ITEM (L Button)
Armored Backpack	+5 Def, +2 rows to ITEM (L Button)
Klantol Times	+5 Def/Atk, +10 DR
Crusade Ring	+8 Def, +80 LR
Magatama	+10 Def/Atk
White Ring	+10 Def
Dragon's Charm	+15 Def, +30 FR
Mikagami	+23 Def, +9 FR

Dexterity

Atlas Ring	+3 Dex/Str/Vit
Gale Ring	+3 Dex/Atk
Quick Ring	+3 Dex
Rogue Pendant	+5 Dex, Walking Speed +20
Battle Charm	+8 Dex/Atk
Mist Ring	+10 Dex, -10 Vit
Evil Ring	+15 Dex/Atk, Cursed
Shinobi Bracelet	+15 Dex
Bat Wing	+20 Dex, -20 Def

Electrical Resist

Cloud Ring	+10 ER, +5 Int
Crystal Charm	+10 E/I/FR
Diamond Charm	+20 E/I/FR
Topaz Charm	+20 ER

Enhance Damage

Silver Ring	+150% damage vs Undead, +10 DR
Storm Pendant	+150% damage vs Flying, +20 DR
Tempest Ring	+200% damage vs Flying, +30 DR

Fire Resist

Mikagami	+9 FR, +23 Def
Crystal Charm	+10 F/I/ER
Diamond Charm	+20 F/I/ER
Ruby Charm	+20 FR
Dragon's Charm	+30 FR, +15 Def
Burning Ring	+40 FR, +5 Atk

HP

Bronze Medal	+10 HP
Silver Medal	+20 HP
Gold Medal	+30 HP
Flower Ring	+30 HP/SP, +1 Item Appearance
Platinum Medal	+40 HP
Angel Earrings	+50 HP/SP/LR
Portrait Coin	+51 HP
Angel's Charm	+100 HP/LR

Ice Resist

Crystal Charm	+10 I/F/ER
Prism Ring	+10 I/LR, +3 Int
Diamond Charm	+20 I/F/ER
Sapphire Charm	+20 IR

Intelligent

Prism Ring	+3 Int, +10 I/LR
Wisdom Ring	+3 Int
Cloud Ring	+5 Int, +10 ER
Fairy Ring	+5 Int/Dex
Vision Ring	+5 Int
Psychic Pendant	+8 Int, SP recover speed +1
Dragon's Eye	+10 Int/Atk, +1 Item Appearance
Phantom Charm	+10 Int, Attack Speed -10
Black Ring	+30 Int, +20 DR, Cursed

Item Appearance

Dragon's Eye	+1 Item Appearance, +10 Atk/Int
Flower Necklace	+1 Item Appearance
Flower Ring	+1 Item Appearance, +30 HP/SP
Dream Ring	+2 Item Appearance

Item/Weapon Slots

Knapsack	+1 row to ITEM (L Button)
Backpack	+2 rows to ITEM (L Button)
Armored Knapsack	+1 row to ITEM (L Button), +5 Def
Armored Backpack	+2 rows to ITEM (L Button), +5 Def
Case	+1 row to WEAPON (R Button)
Chest	+2 rows to WEAPON (R Button)
Armored Case	+1 row to WEAPON (R Button), +5 Def
Armored Chest	+2 rows to WEAPON (R Button), +5 Def
Magic Belt	+1 row to both ITEM and WEAPON Slots

Light Resist

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Atom Dragon (Fire!)

Atom Dragon II Normal Salamander
Atom Dragon III Normal Soul Dragon
Atom Dragon III Advance Salamander
Atom Dragon IV Advance Soul Dragon

Arbiter (Light!)

Arbiter I Normal Fairy
Arbiter II Normal Blue Giant, Holy Giant
Arbiter II Advance Fairy
Arbiter III Normal Titan
Arbiter III Advance Blue Giant, Holy Giant
Arbiter IV Advance Titan

Azuzra (Poison!)

Azuzra I Normal Bubble Paste
Azuzra II Normal Tarantula
Azuzra II Advance Bubble Paste
Azuzra III Normal Poison Hound
Azuzra III Advance Tarantula
Azuzra IV Advance Poison Hound

Golem (Neutral!)

Golem I Normal Golem
Golem II Normal Ice Golem
Golem II Advance Golem
Golem III Normal Mudman
Golem III Advance Ice Golem
Golem IV Advance Mudman

Oblivion (Darkness!)

Oblivion I Normal Dark Skeleton
Oblivion II Normal {Vampire Family}
Oblivion II Advance Dark Skeleton
Oblivion III Advance Blood Fiend, Vampire
Oblivion IV Advance Vampire Lord

Proserpina (Ice!)

Proserpina I Normal Yeti
Proserpina II Normal Snow Lizard
Proserpina II Advance Yeti
Proserpina III Advance Snow Lizard

Raijin (Lightning!)

Raijin I Normal Lightning Paste, Thunder Bat
Raijin II Normal Mist Demon
Raijin II Advance Lightning Paste, Thunder Bat
Raijin III Normal Arch Demon
Raijin III Advance Mist Demon
Raijin IV Advance Arch Demon

Celestial Gloves/Bracers

Chain	Chain Hood	+7 Dex/Def
	Chain Mail	
	Chain Bracers	
Chain II	Chain Beret	+8 Dex
	Chain Vest	
	Chain Gloves	
Cotton	Cotton Hood	+2 Int
	Cotton Robe	
	Cotton Gloves	
Crocodile	Crocodile Helm	+9 Def, +30 FR
	Crocodile Armor	
	Crocodile Gloves/Shield	
Dark	Dark Hat	+3 Int, +10 DR
	Dark Robe	
	Dark Orb	
Darkness	Darkness Rod	+15 Atk, +60 Def, 50% Life Leech
	Darkness Hood	
	Darkness Robe	
	Darkness Glove	
Deadly	Deadly Helm/Hood	+25 PR, Raises Immunity to Effects
	Deadly Armor/Robe	
	Deadly Gloves/Shield	
Demon	Demon Knife/Rod	+8 Vit, +30 FR
	Demon Hood	
	Demon Robe	
	Demon Gloves	
	Demon Ring	
Dragon	Dragon Helm	+12 Def, +40 FR
	Dragon Armor	
	Dragon Gloves/Shield	
Element	Elemental Sword	+30 Def, +50 SP
	Elemental Hood	
	Elemental Robe	
	Elemental Gloves	
Elven	Elven Cap	+5 Dex
	Elven Vest	

Evil	Evil Axe/Flail Evil Helm Evil Armor Evil Ring	+20 Atk, -20 Dex
Fiend	Fiend Helm Fiend Armor Fiend Gloves Fiend Ring	+15 Def, +60 DR, -60 LR
Fighter	Headband Judo Uniform	+2 Str, +2 Dex, Recoil +4
Flame	Flame Helm/Hood Flame Armor/Robe Flame Gloves/Shield	+8 Atk, +15 FR
Force	Force Helm Force Armor Force Shield	+10 Str
Frost	Frost Helm/Hood Frost Armor/Robe Frost Glove/Shield	+20 IR, SP Recover Speed +2
Fuuma	Shuriken Fuuma's Skull Cap Fuuma's Attire Fuuma's Bracer	+20 Atk, +60 Def, Critical +16
Glory	Glorious Helm Glorious Armor Glorious Ring	SP Recover Speed +1
Halfling	Half Helm Half Armor	+3 Dex/Def
Hatred	Hatred Helm/Hood Hatred Armor/Robe Hatred Gloves/Shield	+40 Int, +25 DR, Cursed
Heavy	Heavy Helm Heavy Armor	+12 Def
Holy	Holy Flail Holy Hood Holy Garb Holy Mittens	+20 Atk, +60 Def, Charge -4 SP

Hunter	Hunter's Cap Hunter's Armor Hunter's Gloves	+10 Dex
Ice	Ice Helm/Hood Ice Armor/Robe Ice Gloves/Shield	+15 IR, SP Recover Speed +1
Ivory	Ivory Helm Ivory Armor Ivory Gloves/Shield	+12 Def, +50 DR, -50 LR
Kitty	Kitty Staff Kitty Hood Kitty Robe	+1 Item Appearance, Walk Speed +30
Knight	Knight's Sword Knight Helm Knight Armor Knight Shield	+20 Atk, +60 Def, +20% Block Rate
Leather	Leather Helm Leather Armor Leather Bracers/Shield	+1 Dex/Def
Leather II	Leather Beret Leather Vest Leather Gloves	+2 Dex
Lizard	Lizard Helm Lizard Armor Lizard Gloves/Shield	+6 Def
Lunar	Lunar Helm Lunar Armor Lunar Gloves	+10 Def, +20 LR
Mage	Mage Hood Mage Robe Mage Gloves	+6 Int
Magic	Magic Helm Magic Robe Magic Gloves	+10 Int
Magma	Magma Blade Magma Helm Magma Armor	+5 Atk/Dex/Def

Mask	Mask Fighter's Outfit	+3 Str/Dex, Recoil +8
Mercenary	Combat Claw Mercenary Cap Mercenary Garb Mercenary Gloves	+20 Atk, +60 Def, +50 Dex
Middle	Middle Beret Middle Vest Middle Bracers	+6 Dex
Mithril	Mithril Helm/Hood Mithril Armor/Robe Mithril Gloves/Shield	+10 Dex
Mystic	Mystic Hood Mystic Robe Mystic Gloves	+8 Int
Necro	Necro Hood Necro Robe Necro Gloves	+5 Int, +15 DR
Ninja	Black Hood Ninja Clothes	+3 Dex, Critical +3
Nox	Nox Helm Nox Armor Nox Gloves/Shield	+20 PR, Raises Immunity to Effects
Pheonix	Pheonix Helm/Hood Pheonix Armor/Robe Pheonix Gloves/Shield	+12 Atk, +25 FR
Plasma	Plasma Helm/Hood Plasma Armor/Robe Plasma Gloves/Shield	+10 Dex, +20 ER
Plate	Plate Helm Plate Mail	+10 Def
Poison	Poison Dagger Poison Helm/Hood Poison Armor/Robe Poison Gloves/Shield	+15 PR, Raises Immunity to Effects

Priest	Priest Hood	+15 HP/SP
	Priest Robe	
	Priest Gloves/Orb	
Ring	Ring Hood	+4 Dex/Def
	Ring Mail	
	Ring Gloves	
Ritual	Ritual Helm/Hood	+15 LR/DR, Nulls Curses
	Ritual Armor/Robe	
	Ritual Gloves/Shield	
Robin	Robin's Bow	+20 Atk, +60 Def, Attack Speed +5
	Robin's Beret	
	Robin's Vest	
	Robin's Bracers	
Royal	Royal Gown	+20 Def
	Royal Gloves	
Ryujn	Ryujin's Axe	+20 Atk, +50 Vit, +60 Def
	Ryujin's Helm	
	Ryujin's Armor	
	Ryujin's Bracer	
Saint	Saint Hood	+10 Int
	Saint Robe	
	Saint Gloves	
Scale	Scale Helm/Hood	+3 Def, +10 FR
	Scale Armor/Robe	
	Scale Gloves/Shield	
Shadow	Shadow Helm/Hood	+20 Int, +15 DR, Cursed
	Shadow Armor/Robe	
	Shadow Gloves/Sheld	
Shinobi	Skull Cap	+5 Dex, Critical +5
	Shinobi Outfit	
	Plate Gloves	
Silk	Silk Hood	+4 Int
	Silk Robe	
	Silk Gloves	
Skeletal	Skeletal Sword	+9 Def, +40 DR, -40 LR
	Skeletal Helm	
	Skeletal Armor	
	Skeletal Gloves/Shield	

Sniper	Sniper Cap Sniper Suit Sniper Gloves	+8 Dex
Solar	Solar Helm/Hood Solar Armor/Robe Solar Gloves/Shield	+12 Def, +25 LR
Soul	Soul Weapon Soul Cap Soul Robe Soul Gloves	+10 Atk, +20 Def, Soul Charge Faster
Spark	Spark Helm/Hood Spark Armor/Robe Spark Gloves/Shield	+12 Dex, +25 ER
Splint	Splint Helm Splint Armor Splint Gloves	+5 Dex/Def
Steel	Steel Helm Steel Armor Steel Gloves/Shield	+8 Def
Studded	Studded Helm Studded Armor	+2 Dex/Def
Studded II	Studded Beret Studded Vest Studded Gloves	+4 Dex
Thunder	Thunder Helm/Hood Thunder Armor/Robe Thunder Gloves/Shield	+8 Dex, +15 ER
Weib	Weib Helm/Hood Weib Armor/Robe Weib Gloves/Shield	+30 Int, +20 DR, Cursed
Witch	Witch's Rod Witch's Hat Witch's Robe Witch's Gloves	+20 Atk, +60 Def, +50 Int

Sound Mode:

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At the Sega screen press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, then at the title screen highlight any mode, hold Start and press A.

Funky Names: Effects:

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Yoshi	Dex +5
Genomes	Genome Ring
Nindri	Have a Dream Hat in your inventory
Vjum	Have an Atlas Ring in your inventory
Dengeki	Int +5 RTH +30
VJxSS	Power Gloves
Montaka	RDK +30
Iyoku	RFR +30
Mizupin	RIC +30
Vizupin	RIC +30
Saophen	RLT +30
Hachi	RPO +30
Ninky	Str +5
Taicho	VIT +5

Infinite Gold:

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- Step 1 - Save up to 100,000 Gold.
- Step 2 - Place that bag of gold in your deposit bank.
- Step 3 - Put one bag of gold (any amount) in your inventory.
- Step 4 - Drag the 100,000 Gold over to your NEW bag and click "A".
- Step 5 - Remove the new bag of Gold and repeat.

Duping Items:

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- Step 1 - Drop anything you want to dupe on the bed where you start off
- Step 2 - Save, and load the file
- Step 3 - Pick up all the items that were on the floor at the bed
- Step 4 - Defeat Chaos and watch credits (long part here)
- Step 5 - Load file again, you should have all items in your inventory + the same items on the floor.

-RaGNaRoK1127

Item Appearance:

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"Early this morning while messing with forging of dark matter materials (level 2), I forged myself an Unlucky Hood +3. The unlucky hood is cursed and has a modifier of item appearance -1. I had a hunch to mess with it a bit and took a chaos ring and equipped both and entered chaos castle (normal mode). Sure enough my hunch was right and I was amazed to see that virtually every enemy was dropping items. I don't think the rarity of the item was affected other than the drop rate. In a half run of the castle (before you reach gillespie) I picked up a couple of level 2 materials, a letter "E" and a yogurt doll. This should make getting items a lot more easier and a dungeon trip more fruitful. I want to make sure this isn't just me that this is happening to. Someone please forge an unlucky hood and verify that this is really working!"

-IceCloudZero

"...to get an unlucky hood, the combined price of your 3 dark matters must be between 2000 and 5980 (or Lvl 1 dark matters, by the term most people here use, and not Lvl 2)"

SCA SCA SCA = scale helm / dragon armor / scale gloves / dragon gloves /
scale armor / scale shield / dragon shield / dragon helm

ORI ORI ORI LVL1= force helm / force armor / justice gloves / force shield /
solar robe / lucky hood / doppler bow / eternal wand / fairy knife /
mercurius spear / alabaster flail / buster halberd / justice claws

ORI ORI ORI LVL2= soul axe / soul gloves / reflex shield / soul cap / soul
bow / order armor / soul lance / soul claw / soul blade / soul rod /
soul robe / soul flail / soul axe / holy light helm / soul knife /

ORI ORI ORI LVL3= saint gloves / glorious helm / sagittarius bow / saint hood
/ saint robe / hozon lance / ark flail / glorious armor / apollo axe /
ripper knife / lord's sword / divine shield / gehenna claw / will rod

DM DM DM LVL1= ruinous lance / unholy flail / diabolic bow / black armor /
killer gloves / executioner axe / black shield / will knife / deadly
claw / unholy flail / black helm / grave digger rod / mortal robe /
unlucky hood / Murasame sword

DM DM DM LVL2= demon claw / nether rod / crypt gloves / greed robe / eclipse
hood / blood knife / dark lord spear / blood bow / dread helm / death
flail / bane shield / cursed axe / muramasa / malice armor /

DM DM DM LVL3= demon gloves / evil flail / evil armor / devil lance / demon
knife / demon rod / darkside sword / evil helm / banishing shield /
cantarela bow / demon robe / demon hood

MIT MIT MIT LVL1= mithril gloves / mithril hood / gale bow / beast claw /
elemental sword / mace rod / mithril armor / gale lance / mithril
robe / lashing flail / mithril helm / heat axe / sharp knife / mithril
shield

MIT MIT MIT LVL2= zephyr hood / impulse helm / holy lance / royal gloves /
milky rod / tiger claw / giant axe / holy flail / fortress shield /
tribal robe / shiva sword / butterfly knife / sonic bow / eternal
armor /

MIT MIT MIT LVL3= adept hood / illusion gloves / assassin knife / crusade
armor / alchemy rod / dragoon lance / helm of bravery / levatine sword
/ crushing flail / hero's shield / lunar bow / dragon axe / grace robe /
berserk claw

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