

# Dungeons & Dragons: Warriors of the Eternal Sun Hex Dump

by War Doc

Updated to v1.0 on Feb 26, 2004

```
+-----+
| W A R R I O R S   O F   T H E   E T E R N A L   S U N |
+-----+
```

GAME: WARRIROS OF THE ETERNAL SUN  
PLATFORM: SEGA GENESIS  
GENRE: ROLE-PLAYING  
TYPE FAQ: IN DEPTH/HEX DUMP  
CREATOR: TSR INC. Copyright 1992  
AUTHOR OF THIS FAQ: Kevin Butler AKA War Doc  
E-MAIL: kevinb(at)technologist(dot)com  
FAQ VERSION: 1.0

---

## TABLE OF CONTENTS

### UNIT I: INTRODUCTION

1. Legal Stuff
2. Version Information
3. Acknowledgements
4. Welcome
5. Overview

### UNIT II: THE DATA

6. File, Startup, Ending Operations
7. Game Operations
8. Game Messages and Menus

- 7.1 Inside the Castle
- 7.2 Outside the Castle

9. Game Data

- 8.1 Shops and Items
- 8.2 Beastiary
- 8.3 Your Characters

### UNIT III: CONCLUSION

10. Afterthoughts

---

To find a particular chapter or subchapter do the following:

1. Highlight the chapter or subchapter name you wish to find.
2. Press CTRL-C
3. Press CTRL-F

4. Press CTRL-V
5. Press CTRL-F
5. You will arrive at the desired chapter or subchapter.

---

\*\*\*\*\*  
\*\*\*\*\* U N I T I \*\*\*\*\*  
\*\*\*\*\*

+=====+  
| 1. LEGAL STUFF |=====+  
+=====+

This guide may not be reproduced under any circumstances except for personal private use. It may not be placed on any web site or otherwise distributed publicly without advanced permission from the author. Use of this guide on any other web sit or as part of any public display is strictly prohibited, and a violation of copyright. All content in this guide is Copyright 2003 by Kevin Butler. Only the sites listed below have permission to publish this work or to display it:

www.gamefaqs.com  
www.cheats.de  
faqs.ign.com

If you wish to put this guide on your site, e-mail me and ask. Save yourself the headache of putting up with lawsuits and whatnot because you failed to ask a simple "Can I post your guide on <insert site>?". If you wish to use info in this guide, please acknowledge that you have done so.

If you see this guide on any other site then the one listed above, please e-mail me. If you wish to ask questions or give input to this guide, please e-mail me. Just have Warriors of the Eternal Sun as the subject so I know it isn't another kooky vendor trying to sell me hair gel or another XXX site telling me I have new friends.

+=====+  
| 2. VERSION INFORMATION |=====+  
+=====+

Version 1.0 8/15/03: A guide is born.

+=====+  
| 3. ACKNOWLEDGEMENTS |=====+  
+=====+

The following are a list of people or organizations that have made this FAQ possible:

My wonderful family (who has had to put up with the tapping on the keyboard)  
TSR for making a great role-playing game  
GameFAQ's for putting up this FAQ

+=====+  
| 4. WELCOME |=====+  
+=====+

Welcome to my in-depth FAQ for Warriors of the Eternal Sun. This is not, however, a FAQ or strategy guide for the game. It is instead a data/hex dump of the program. What this means is that the data or information that was on the

cartridge was dumped into a more useable form. There are several purposes or reasons for a hex dump. The big reason is that if you are playing a game and you don't think you have gotten everything, you can dump a programs contents to see all of the different items or objects that exist. This is especially helpful with the "rumored" objects or the very rare objects that may occur in a game. Another reason for a dump is if you are writing a FAQ for a game. Granted you may have played the game many times over, but you want to make sure the information is correct; this is the way to confirm your information.

I will attempt to make this guide as user friendly as possible. I will explain each section and chapter as they occur for what data you are looking at. I will also explain some of the more interesting things that I found after I did the dump. Again, this is not a strategy guide. It is instead to be used as a resource to enhance your game playing experience. Since there are no spoilers in the game, most things that appear in this guide should not be a surprise as you go through the game.

If you wish to e-mail me your thoughts on this FAQ, better ways of doing things, other strategies, etc., feel free. Make sure you put Warriors of the Eternal Sun FAQ in the subject. If you don't, I'm liable to discard the e-mail as spam.

```
+=====+
| 5. OVERVIEW |=====
+=====+
```

Warriors of the Eternal Sun is a game that takes place in a fantasy world. Apparently a strange event has happened to the castle that your group is defending. With a flash and bang, the castle is teleported to some sort of valley. Of course, everything in the valley is hostile toward those who are in the castle. Since this is the case, everything in the valley is busy attacking the castle to eliminate it. In addition, a slow insanity is spreading amongst the people of the castle. You and your group have been tasked with locating allies to help in the quest to prevent the castle from being taken. This means that you and your party will have to go into the valley and explore, and perhaps fight, the creatures that are wandering around. It won't be easy since there is a lot of valley to explore and some places only have one way to get into them, thereby forming "choke" points. Good luck on your quest for both allies and answers.

```
*****
***** UN I T II *****
*****
```

```
+=====+
| 6. FILE, STARTUP, ENDING OPERATIONS |=====
+=====+
```

These are the operations for loading and saving a game. You can save up to four games on your cartridge. As long as the battery backup is working, you can spend endless hours playing. This also includes where you start a new game.

SEGA GENESIS (C)T-50 1992.APRWARRIORS OF THE ETERNAL SUN WARRIORS OF THE ETERNAL SUN GM MK-1304 -00

GAME SAVED... ARE YOU SURE YOU WISH TO SAVE THE GAME? YES NO  
GAME LOADED... ARE YOU SURE YOU WISH TO LOAD THE GAME? YES NO  
YOU CANNOT REST NOW, MONSTERS ARE NEAR...  
YOU CANNOT SAVE THE GAME WHILE UNDERGROUND.

GAME 1  
GAME 2  
GAME 3  
GAME 4

LOAD GAME  
GAME 1  
GAME 2  
GAME 3  
GAME 4

+=====+  
| 7. GAME OPERATIONS |=====

PREFERENCES  
MUSIC  
MENU  
CREATE  
ENEMIES  
BOOST GOLD TURN COORDS  
BOOST PLAYERS  
GAME LEVEL  
COLLISIONS PAUL'S MUSIC MENU  
COMPUTER MUSIC  
KILL SOUND  
PLAY CURRENT

CHANGE SELECTION

AZCAN WANDER	0	AZCAN COMBAT	1	AZCAN WIN	2
JOURNEY	3	SHOP THEME 1	4	PARTY DEAD	5
INTRO1 THEME	6	INTRO2 THEME	7	TITLE THEME	8
CREDITS	9	SHOP THEME 2	10	BEASTMAN COMBAT	11
EASTMAN WIN THEME	12	CITY DESTROYED	13	LAVAPIT WANDER	14
LAVAPIT WIN	15	LAVAPIT COMBAT	16	OLTEC THEME	17
CITY THEME 1	18	WIZARD THEME	19	UKLANGOR BATTLE	20
ELVEN WANDER	21	ELVEN COMBAT	22	ELVEN WIN	23
JUNGLE WANDER	24	JUNGLE COMBAT	25	JUNGLE WIN	26
SWAMP WANDER	27	HUH!	28	SWAMP COMBAT	29
SWAMP WIN	30	VICTORY	31	BEAST CAVE THEME	32
UNUSED 33	33	UNUSED 34	34	UNUSED 35	35
UNUSED 36	36	UNUSED 37	37	UNUSED 38	38
UNUSED 39	39	PLAYER MISS	40	PLAYER HIT	41
BAD SOUND	42	SELECT SOUND	43	CONFIRM SOUND	44
MAGIC SPELL 1	45	MAGIC SPELL 2	46	FOE ATTACK	47
TEXT WARNING	48	MAGIC SPELL 3	49	MAGIC SPELL 4	50
MAGIC HIT	51	FOOTSTEP (DUNGEON)	52	PLAYER DEAD	53
BAD SOUND 2	54	SMALL EXPLOSION	55	REWARD 1 6	56
REWARD 1 1	57	REWARD 2 6	58	REWARD 3 1	59
FIREBALL 2	60	MONSTER DEATH	61	MONSTER DEATH 2	62
EXPLOSION (2 VOX)	63	REWARD 4 (3 VOX)	64	FANFARE (6 VOX)	65
SIZZLE	66	FOE ATTACK (SPELL)	67	NEW PLAYER HIT	68
DUNGEON DOOR	69	FOR ATTACK (BITE)	70	BOW ATTACK	71
YEAH! (10.4)	72	YEAH! (8.7)	73	OOF! (10.4)	74
OOF! (8.7)	75	UGH! MALE	76	UGH! FEMALE	77
TEXT PROMPT	78				

+=====+  
| 8. GAME MESSAGES AND MENUS |=====

+=====+

These are the different game messages that you will encounter. I've divided them up into city/town messages, game starting messages, and other messages that occur. Anywhere you see a %s, this means some kind of data will go there (number or text).

/ 8.1 Inside the Castle /

---

-----  
I'M SORRY, BUT DUE TO THE RECENT WAR, MY STOCK IS LOW.  
HOW MAY I HELP YOU TODAY?  
WELCOME!

I'M SORRY, BUT DUE TO THE RECENT WAR, I HAVE FEW SCROLLS.  
HOW MAY I HELP YOU TODAY?

LOOK BUT DON'T TOUCH!  
SHOW ME YOUR GOLD AND I MIGHT CONSIDER SELLING SOMETHING.

THIS IS A SCROLL SHOP NOT A LIBRARY!  
PICK WHAT YOU WANT AND PAY FOR IT.  
YOU AGAIN? WHATEVER YOU WANT IT'S GONNA COST YA!  
DON'T WASTE MY TIME JUST LOOKING EITHER.  
I DON'T HAVE TIME TO WASTE ON YOU.

IF YOU DON'T WANT TO BUY ANYTHING, GET OUT! AND STAY OUT!  
I'M SORRY, BUT DUE TO OUR RELOCATION, I DON'T HAVE ANY CARAVANS PLANNED. PLEASE  
COME BACK LATER.

I HEAR YOU FOUND SOME CAVES.  
SO? DO YOU WANT A CARAVAN OR DON'T YOU?  
IF TIME YOU WANT TO SAVE, I CAN HELP YA. BUT CHEAP IT'S NOT!  
IF YOU WANT TO TRAVEL WITH ME IT'LL COST YA.  
I AM THE CARAVAN MAN. SHOW ME THE WAY BUT YOU STILL HAVE TO PAY!

CARAVAN ROUTES:

NONE:  
BEASTMAN CAVES 1000  
AZCAN CAVES 2000  
DRAGON'S CAVE 4000  
ELVEN CAVES 4000 BUY

SELL LEAVE PARTY GOLD: AMOUNT: YOUR PARTY HAS NO ITEMS TO SELL!  
WHY DON'T YOU BUY SOMETHING FROM ME?  
I'M SORRY, BUT I'M NOT INTERESTED IN THAT ITEM.  
PLAYER DEAD - CAN'T SELL  
HAS A FULL INVENTORY!

YOU DON'T HAVE ENOUGH GOLD TO BUY THE ITEM!  
YOU DON'T HAVE ENOUGH GOLD TO PAY FOR THE TRIP!  
YOU CAN'T USE THIS ITEM. DO YOU WANT IT?  
YES NO SOLD THE

IS AND ARE  
WORRIED ABOUT CROSSING THE BRIDGE.  
THERE ARE NO SICK OR HURT AMONG YOU, BUT MY BLESSING I LEAVE WITH YOU.

ARMOR SHOP

WEAPON SHOP  
MAGIC SHOP  
CARAVAN SHOP WELCOME!

MY HEROES...I WAS NOT MYSELF AND TREATED YOU UNFAIRLY. ALLOW ME TO ATTEMPT AMENDS. EACH OF YOU WILL BE THE LEADERS OF YOUR GUILDS. WE WILL RULE THIS LAND TOGETHER AND TRY TO MAKE PEACE WITH OUR NEIGHBORS.

WORDS CAN NOT EXPRESS MY GRATITUDE. YOU HAVE DONE WELL, MY CHILDREN

I NOW KNOW THAT THESE ABOMINATIONS STILL EXIST. IT WAS THIS CREATURE WHICH POISONED THE MINDS OF YOUR PEOPLE.

I HAVE HEALED ALL WHO LIVE. RETURN AS HEROES OF YOUR PEOPLE FOR I HAVE TOLD THEM OF YOUR ACHIEVEMENTS.

WE ARE IN A STRANGE NEW WORLD. THERE IS A NEW ENEMY HERE. OUR PEOPLE NEED ALLIES TO SURVIVE, BUT THE GUARDS MUST DEFEND OUR CASTLE. SO YOU HAVE BEEN CHOSEN TO EXPLORE OUR NEW SURROUNDINGS.

<<MORE>>

SERVE ME WELL AND BRING ME ALLIES, AND I WILL REWARD YOU! IT IS GOOD TO SEE OUR WISE DUKE HAS ASSIGNED THIS IMPORTANT TASK TO SUCH BRAVE ADVENTURERS! PLEASE BRING ME ANY ARTIFACTS YOU FIND SO THAT I MAY STUDY THEM AND LEARN MORE ABOUT THIS STRANGE NEW WORLD.

<<MORE>>

I WILL PAY YOU WELL FOR ANYTHING THAT CAN HELP ME IN MY STUDIES. HOPEFULLY, WHAT I LEARN WILL BENEFIT YOU AS WELL. I'VE HEARD A RUMOR THERE'S A MONSTER IN THE CITY'S DUNGEON. THE DUKE IS A KIND AND PATIENT MAN. GOOD LUCK ON YOUR JOURNEYS!

THE WAR HAS WEAKENED US.

THE BEASTMEN COME FROM THE NORTH.

THE BEASTMEN HAVE A CAMP TO THE NORTHWEST.

PRAISE THE MAKER THAT WE HAVE BEEN SPARED.

SOME SPELLS DON'T WORK IN THIS NEW LAND.

BEWARE OF THE SWAMPS.

THE BEASTMEN BEAR ANCIENT MARKINGS.

THERE ARE DINOSAURS IN THE SWAMPS.

THE BEASTMEN SEEM MORE THAN SAVAGE; THEY ARE CRAZED.

EQUIP YOURSELVES WELL BEFORE VENTURING FORTH.

SPEED TO THE ADVENTURERS.

WE ALL WISH YOU WELL IN YOUR JOURNEYS.

I SEE SOME OF YOUR PARTY HAVE BEEN INJURED. I WILL HEAL THEM FOR YOU.

THANK YOU FOR BRINGING ME SOME ARTIFACTS FROM THE BEASTMAN CAVES! I WILL NEED TIME TO STUDY THESE. PLEASE SEARCH FOR MORE WHILE I LEARN WHAT I CAN ABOUT OUR CRAZED FOES.

IT IS GOOD THAT YOU HAVE FOUND A PASSAGE TO ANOTHER REALM. PERHAPS THERE YOU WILL FIND THE AID I SENT YOU FOR. TARRY NO LONGER; YOU MUST MAKE HASTE IF YOU ARE TO CARRY OUT YOUR CHARTER. I EXPECT YOU TO RETURN WITH AN ARMY TO AID ME.

<<MORE>>

I AM AFRAID THE PEOPLE PLAN TO REVOLT. BEWARE OF THAT SCHEMING MARMILLIAN. I DO NOT TRUST ANYONE ANYMORE. I AM SO GLAD TO SEE YOU ALL AGAIN. PEOPLE HERE ARE BECOMING EDGY. IT SEEMS THAT ALL THEY DO IS BICKER AND SNAP. EVEN OUR WELL MANNERED DUKE SEEMS A BIT PARANOID.

<<MORE>>

PERHAPS IT IS THIS INFERNAL SUN OR THE FEELING OF IMPRISONMENT IN THIS STRANGE VALLEY. I DO HOPE YOU WILL FIND SOME ALLIES SOON. IT MAY BE JUST WHAT THE

PEOPLE NEED TO LIFT THEIR SPIRITS.

<<MORE>>

THE ARTIFACTS FROM THE BEASTMEN ARE PATTERNED FROM ITEMS MADE BY AN ANCIENT RACE KNOWN AS THE AZCANS. IT'S AMAZING THAT ART LOST FOR CENTURIES HAS REMAINED UNCHANGED IN THE BEASTMAN CULTURE.

<<MORE>>

THE CREATURES YOU DESCRIBE ARE LONG EXTINCT OUTSIDE THIS VALLEY. I FEEL LIKE WE'RE IN A GIANT MUSEUM. I HAVE AN ITEM THAT MAY HELP YOU PASS THE TANGLED VINES YOU FOUND IN THE BEASTMAN CAVES.

<<MORE>>

IT IS A WITHERED VINE THAT REPELS NORMAL VINES. I ONLY HAVE ONE, SO GUARD IT WELL. PLEASE HURRY. I FEAR WE HAVEN'T MUCH TIME. I'VE HEARD THERE IS A SECRET PASSAGE BEHIND ONE OF THE WATERFALLS.

THINGS AREN'T MUCH BETTER NOW.

SOMEONE TOLD ME THAT YOU FOUND A GREAT TREASURE.

I BET YOU FEEL PRETTY PROUD OF YOURSELVES. HA!

I HEARD THERE'S A PASSAGE BEYOND THE FLAMES.

HAVE YOU LOOKED THERE?

THERE IS A CAVERN IN THE NORTHEAST CORNER OF THE VALLEY.

THE CATHEDRAL ONCE HAD AN EXTENSIVE CELLAR.

IF YOU FOLLOW THE RIVER EAST YOU WILL FIND THE ENTRANCE TO THE ELVEN REALMS.

WHERE WERE YOU DURING THE LAST BEASTMAN ATTACK?

HAVEN'T YOU FOUND AN ALLY YET?

HAVE YOU SEEN MY CAT?

I THINK MY NEIGHBOR HAS GONE MAD.

HORNSWOOP ME BUNGO PONY.

WHERE ARE THE REINFORCEMENTS?

THE LIZARD MEN HATE EVERYONE.

WOW! YOU LOOK A LITTLE BEAT UP. I GUESS I'LL HEAL YOU...THIS TIME!

I AM LOSING MY PATIENCE WITH YOU BUMBLING FOOLS! I SEND YOU FOR HELP AND AGAIN YOU TELL ME OF MORE ENEMIES! IN CASE YOU HAVEN'T NOTICED, WE HAVE PLENTY OF FOES. WHAT WE LACK ARE FRIENDS! SPIES ARE EVERYWHERE! <<MORE>>

I HAVE NOT SLEPT FOR DAYS! MY GUARDS ARE WITH ME WHEREVER I GO. YOU MUST BRING HELP SOON; I NEED HELP.

-THE ARTIFACTS WERE CREATED RECENTLY! I CAN'T EXPLAIN THIS, AND I MAY BE GOING CRAZY, BUT I WOULD SWEAR THAT WE HAVE BEEN SENT BACK IN TIME. I KNOW YOU THINK ME MAD, BUT IT IS THE DUKE WHO IS MAD.

<<MORE>>

HE THREW ME IN IRONS, THEN RELEASED ME. BOTH ACTIONS WERE WITHOUT WARNING OR EXPLANATION.

<<MORE>>

I HAVE BEEN BURNING INCENSE TO KEEP MY SENSES. I AM CERTAIN THE SUN OR THE EARTH IS DISTORTING OUR MINDS. YOU MUST BRING ME MORE CLUES. THEY ARE THE KEY TO OUR SURVIVAL.

THE BOTTLES ARE DRUNK BUT THE SNACKS HAVE NOT BEEN FED YET.

THEY'RE GOING TO TAKE ME AWAY, OH MY!

MORE ENEMIES! WE NEED FRIENDS NOT ENEMIES!

WE SHOULD HAVE SENT A BLIND MAN FOR AID!

I'M SOOO CONFUSED.

DID YOU FIND THE CAVERN TO THE NORTH?

I'M A LITTLE TEA POT SHORT AND STOUT....

I'VE TAKEN A VOW OF DEAFNESS; DON'T TALK TO ME.

I'M NOT PARANOID, THEY'RE JUST OUT TO GET ME!

HAVE YOU ALWAYS BEEN TALL OR HAVE I SHRUNK?

ARE YOU SURE YOU HAVEN'T SEEN MY CAT?

HA...HA...HEE HEE HEE!

IT PUTS THE LOTION ON ITS SKIN OR ELSE IT GETS THE HOSE AGAIN.

HOW DARE YOU RETURN WITHOUT AID!

HAPPY BIRTHDAY!

LOOK WHAT THE CAT DRAGGED IN! LET'S SEE...UH, I THINK THIS WILL WORK.

I WILL NOT TOLERATE THIS INCOMPETENCE ANY LONGER. YOU WILL WALK THROUGH THE

FLAMES AND FIND THE CAVERNS OF WHICH I HAVE BEEN TOLD OR YOU WILL PERISH IN THE ATTEMPT!

<<MORE>>

THE NEXT TIME I SEE YOUR FACES THEY WILL BE BEFORE AN ARMY OR ON THE END OF A POLE! GUARDS! TAKE THEM AWAY!

-WHAT I HAVE SUSPECTED IS TRUE! WE ARE BACK IN TIME HEH HEH...I AM SO HAPPY!

YOU HAVE PROVEN WE ARE AMONGST THE ANCIENT CIVILIZATIONS OF THE AZCANS AND THE OLTECS.

<<MORE>>

EVEN THOUGH THEY DID NOT EXIST AT THE SAME TIME AND IN THE SAME LOCATION. WHO CARES! YOU HAVE PROOF... HE HE HE. GO AND FIND THE ANCIENT CITIES OF THE WORLD.

<<MORE>>

HAVE YOU NOTICED THE DUKE IS MAD? I HAVE. HE LOCKS ME IN MY TOWER BUT I KNOW A WAY OUT.

I RECENTLY FOUND A CAT.

GOOD DAY.

JACK IS BACK!

TAKE IT AWAY, LET ME HEAR YA SAY....

GET OUT OF TOWN YOU LOUSY BUMS!

THE DUKE SHOULD BANISH YOU FOR ALL THE TROUBLE YOU'VE CAUSED!

WHY IS IT WE WASH UP AND SCRUB DOWN?

IS ANYBODY OUT THERE?

HERE IS MY HANDLE AND HERE IS MY SPOUT.

WHY IS ANYBODY LISTENING TO ME? CAN'T THEY SEE I'M MUTE?

STAY AWAY FROM ME! I KNOW YOU JUST WANT TO HURT ME!

I'M SHRINKING...HELP ME, HELP ME!

MY CAT USED TO SING TO ME. OR WAS IT THE OTHER WAY AROUND?

YAHOOOO! HA HA HA HA HE HE, HE HO HO HO!

I'M GOING SWIMMING.

THIS IS ALL YOUR FAULT!

HAPPY NEW YEAR!

EENY, MEENY, MINY, MOE, DRINK A POTION BEFORE YOU GO.

THE DUKE FORBIDS YOU TO ENTER THE CITY.

GO ON ABOUT YOUR QUEST.

THE DUKE BEAT ME AND LEFT ME FOR DEAD. I HAD JUST ENOUGH HEALING POTION TO SURVIVE BUT NOT ENOUGH TO STOP THE PAIN. THE PEOPLE ALL WENT MAD. THEY DESTROYED THE CITY AND FLED INTO THE FOREST.

<<MORE>>

I WAS WRONG ABOUT TIME TRAVEL. WE ARE INSIDE A HUGE ZOO THAT HOUSES LOST CIVILIZATIONS OF OUR PREVIOUS WORLD.

<<MORE>>

I TRANSLATED THE AZCAN RUNES AND HAVE DISCOVERED THE VALLEY WE INHABIT HAS AN ANCIENT BEING CALLED A BURROWER BENEATH IT. IT DRIVES ALL LIFE FORMS CRAZY.

<<MORE>>

SINCE YOU HAVE TRAVELED OUTSIDE THE VALLEY YOU HAVE REMAINED SANE. OUR ONLY HOPE IS TO DESTROY IT!

<<MORE>>

TO DO SO YOU MUST CROSS THE RIVER AND TRAVEL NORTH. FOLLOW THE NORTHERN WALL EAST, THEN GO SOUTH TO THE SWAMPS. THERE YOU WILL FIND THE CAVERNS OF THE EVIL ELVES.

<<MORE>>

TAKE THIS SCROLL AND READ IT WHEN YOU FIND THE BURROWER. IT WILL SUMMON THE



IMMORTAL KA WHO WILL DESTROY THE BEAST.

HIS WANDERING EYES SOON CAUSED HIS DEMISE.  
HERE LIES POOR MEL HE CAST THE WRONG SPELL.  
A THIEF THAT DID FINK HAS BECOME QUITE EXTINCT.  
HE QUENCHED HIS THIRST BUT THE WATER WAS CURSED.  
MANY LADIES HE CHERISHED AND NOW HE HAS PERISHED.  
HERE LIES LOUISE A THIEF SHOULDN'T SNEEZE.  
THIS SPOT IS RESERVED FOR  
HERE LIES DWIGHT A KNIGHT HE DID SMITE.  
HE BOASTED OF HIS MIGHT BUT DEATH WAS HIS PLIGHT.  
THIS DWARF WAS MUCH FEARED TILL HE TRIPPED ON HIS BEARD.  
ERIC WAS GIVEN TO ROAM; ALL THAT'S LEFT IS THIS STONE.  
HE'S DEAD JIM.  
HERE LIES TODD HE ANGERED A GOD.  
THEY CAME, THEY SAW, THEY DIED.

YOU USE THE SCROLL TO SUMMON KA!  
A SECRET PANEL LEADS TO A MAGIC LABORATORY.  
THE WALL IS SCARRED BY FLAME AND ACID.  
A CLEVERLY HIDDEN DOOR OPENS TO A DUSTY CELLAR.  
WEATHERED STEPS LEAD TO A DANK DUNGEON.  
KEYS ON THE WALL FIT THE WEST DOOR.  
YOU ARE IN A CONFINED CELL WITH ONLY A GRASS MAT.  
YOU ENTER A LARGE AREA USED FOR QUESTIONING PRISONERS.  
YOU ARE IN A GUARD TOWER.  
A HATCH BOLTED FROM THE OTHER SIDE LEADS TO THE ROOF.  
YOU ARE IN A GUARD TOWER.  
A HATCH BOLTED FROM THE OTHER SIDE LEADS TO THE ROOF.  
9A TRAP DOOR LEADS TO A DAMP CELLAR.  
ROTTEN WOOD CHIPS ARE GROUND INTO THE FLOOR.  
SMALL PIECES OF FLOUR AND RICE LITTER THE FLOOR.  
SILVER CARVINGS LINE THE CORRIDOR.  
THE SMELL OF INCENSE FILLS THE AIR.  
THE DOOR TO THE SOUTH IS CARVED OF CHERRY WOOD.  
A SMALL PRIVY. THIS TOWER HAS BEEN CONVERTED TO A CRYPT.  
YOU PICK THROUGH THE REMAINS OF KING OFFORD.  
THE REMAINS OF A FIGHTER LIE TO THE WEST.  
THE NOBLE FAMILY OF SPERRY GLEN RESIDES IN THIS CRYPT.  
YOU FEEL THE EYES OF THE WIZARD CASOLARI WHO STILL HAUNTS HIS RESTING PLACE.  
THE FIEFDOM OF LINDSTROM HOLDS THIS CRYPT FOR FUTURE USE.  
THE NOBLE KNIGHT, KENNY WING, HONORS THIS CRYPT.

/ 8.2 Outside the Castle / \_\_\_\_\_  
-----

SOMEONE IS BLOCKING THE DOOR.

SELECT AN ITEM TO TRANSFER  
THERE ARE NO ITEMS TO TRANSFER.  
GIVE TO WHICH CHARACTER?  
REPLACE WHICH ITEM?  
SOME OF YOUR PARTY MEMBERS ARE POISONED!

ARE YOU SURE YOU WANT TO REST?  
YES NO

DO YOU WISH THE CLERIC TO USE CURE SPELLS TO HEAL THE PARTY?  
YES NO

DO YOU WISH TO REST UNTIL ALL MEMBERS ARE COMPLETELY HEALED?

YES NO

CLERIC HEALS: PARTY RESTS: HOURS DO YOU WISH TO CHANGE THE SPELL LIST

FOR: - YES NO

SPELLS MEMORIZED

SELECT A SPELL TO MEMORIZE 1 2 3 4 5 6

A HORDE OF ENEMIES CREEPS UP THROUGH THE SHADOWS AS YOUR PARTY SLEEPS.  
YOU ARE AWAKENED BY THE SOUNDS OF THE ATTACKING PARTY AND YOU SPRING TO  
DEFEND YOURSELVES!

YOUR PARTY RESTS...HOURS

YOUR PARTY IS COMPLETELY RESTED AND THERE ARE NO SPELLS TO MEMORIZE. SCRIBING  
SCROLLS: SCRIBES THE SCROLL: MEMORIZES

CAMP

INVENTORY

LEAVE CAMP

REST PARTY

SAVE GAME

LOAD GAME

TRANSFER AN ITEM

VIEW MAP

OPTIONS

COMBAT OPTIONS

INVENTORY

RETURN TO COMBAT

ATTEMPT TO FLEE

LOAD GAME CAMP

LEAVE CAMP

REST PARTY

TRANSFER AN ITEM

CHANGE ROSTER ORDER

DROP AN ITEM

LOAD GAME

SELECT THE CHARACTER TO MOVE.

SELECT THE CHARACTER TO EXCHANGE POSITION WITH.

DROP AN ITEM

NO ONE IN THE PARTY HAS ANY ITEMS TO DROP.

ASSIGN A OR B TO WEARING CARRYING ITEMS CARRIED ABILITIES/SPELLS 1 4 2 5 3 6

THERE ARE NO ITEMS, SPELLS OR ABILITIES TO ASSIGN TO THE A/B BUTTONS FOR THIS CHARACTER.

SPELL:

SCROLL:

ITEM:

ABILITY:

ARMOR:

SHIELD:

ITEM:

ITEM:

DEATHHH TO THE HUMANSSS!

YOU DID NOT ESCAPE FROM THE ENEMIES!

YOUR PARTY GATHERS ITEMS WORTH: GOLD PIECES!

YOU ARE ENGAGED BY: TARGET'S

YOU DO NOT HAVE A MAP OF THIS AREA YET.  
START OR C TO EXIT HIT START TO EXIT  
HIT START FOR CAMP

OPTIONS

RETURN TO CAMP  
DROP AN ITEM  
CHANGE ROSTER  
MUSIC IS  
BAR GRAPHS ARE SPECIAL ON OFF SAVE GAME

WITHERED VINE  
MEDALLION FIST  
BOULDER TRAP!  
SECRET DOOR

YOU FALL INTO A ROUGH HEWN PIT FILLED WITH SHARP ROCKS.  
SMOKE FROM A FIRE CLOUDS YOUR VISION.  
YOU CAN BARELY SEE A WOMAN WARRIOR THROUGH THE HAZE.  
A BRONZE SKINNED WOMAN SNARLS AND ATTACKS!

YOU DISCOVER SOME GOLD AND TURQUOISE JEWELRY WORTH ABOUT 300 GOLD PIECES. YOUR  
LUNGS BURN AND YOUR EYES WATER FROM THE STENCH OF SMOLDERING HERBS.

THE WALLS OF THIS ROOM ARE COVERED IN STRANGE RUNES DRAWN WITH COAL.  
A GRUNT-LIKE CHANT ECHOES FROM THE NORTHERN PASSAGE.  
IT WILL TAKE A STRONG PERSON TO CLEAR THE ROCKS TO THE NORTH.  
THE GAUNTLETS GIVE YOU THE STRENGTH TO CLEAR THE ROCKS.  
YOU COLLECT SOME POTTERY THAT MARMILLIAN WOULD WANT TO SEE.  
A TANGLED MASS OF VINES BLOCKS THE NORTHERN PASSAGE.  
THE VINES SEPARATE AT THE TOUCH OF THE WITHERED VINE ALLOWING YOU TO PASS.  
A LARGE BEASTMAN RUSHES FROM THE SHADOWS AND SHOUTS "UKLANGOR KILL!"  
IN THE DIRT, YOU FIND A PILE OF GEMS, A SCROLL AND A SPEAR.  
YOU TAKE GOLD AND POTIONS FROM A CARCASS RAVAGED BY A SPIDER.  
IT WOULD TAKE GREAT STRENGTH TO MOVE THESE BOULDERS.  
WITH THE GAUNTLETS YOU TIP A LARGE ROCK AND SQUEEZE BY.  
THE WEST WALL HAS A STRANGE PATTERN OF HOLES IN IT.  
YOU HAVE FOUND 80 GOLD PIECES IN A ROTTED LEATHER PURSE.  
MAYBE MARMILLIAN COULD HELP US.  
YOU HAVE BARGED INTO A BEASTMAN WARRIOR'S CAVE!  
YOU TAKE SOME LEATHER CHARTS THAT YOU THINK MARMILLIAN WOULD LIKE TO SEE.  
YOU HAVE STUMBLED INTO A TRIBAL WAR PARTY!  
THERE ARE MORE BEASTMEN IN THE NEXT ROOM!  
YOU HAVE UNCOVERED GOLD AND ARTIFACTS!  
THE GROUND SLOPES SHARPLY TO THE WEST.  
THE GROUND SLOPES SHARPLY TO THE EAST.  
BITS OF CLOTH AND MEAT HIDE A SMALL BONE PIPE.  
512 GOLD PIECES AND A PILE OF TREASURE!  
YOU FIND DIAMONDS AND GOLD ON THE REMAINS OF A CLERIC.  
THE GIANT HAD SOME GOLD AND A FEW POTIONS.  
THE TROLLS GUARDED A PILE OF GOLD AND MAGIC ITEMS!

THE WALL BEFORE YOU HAS MANY SMALL HOLES AND APPEARS TO REQUIRE A COMBINATION  
TO PIVOT.

YOU PIVOT THE WALL, USING THE COMBINATION YOU NOTICED IN THE CAVES.  
SMALL SPIKES LIE HIDDEN AMONG THE STONES!  
THE CEILING DROPS AND RISES BACK INTO PLACE!  
SPEARS JAB YOU FROM HOLES IN THE WALLS!

A LARGE STONE SWINGS THROUGH THE AREA!  
THIS ROOM IS FILLED WITH DUST THAT MAKES YOU CHOKE!  
A PIT WITH SHARPENED STAKES IN THE BOTTOM!  
A SWINGING BLADE HISSES THROUGH THE AIR!  
LARGE SPIKES THRUST UP THROUGH THE FLOOR!  
THE FLOOR PIVOTS AND SMASHES YOU AGAINST A WALL!  
A PUFF OF ACRID SMOKE SEARS YOUR LUNGS!  
LEATHER THONGS WITH BARBED HOOKS TEAR AT YOUR FLESH!  
SMALL DARTS TIPPED WITH ACID FIRE THROUGH HOLES IN THE WALL!  
A WALL OF SPIKES SWINGS FROM A HIDDEN NICHE!  
A LARGE POLE EMBEDDED WITH TEETH STRIKES YOU FROM ABOVE!  
A BURST OF STEAM SCALDS YOUR FACES!  
THE GROUND IS EXTREMELY HOT!  
BURSTS OF FLAME ENVELOP YOU!  
HOT OIL SPRAYS FROM HOLES IN THE WALL!  
YOU SEE THE AZCAN HIGH PRIEST STANDING IN A RING OF FLAMES GESTURING TOWARD  
YOUR GROUP.  
UNDER THE RING YOU FIND A MAP OF THE JUNGLE!  
THE SPECTRE HAD OVER 1500 GOLD PIECES.  
THE WRAITHS HAD OVER 1000 GOLD PIECES.

YOU MEET AN OLTEC MERCHANT WHO OFFERS TO HELP YOUR PEOPLE IN EXCHANGE FOR YOUR  
OPENING THIS NEW TRADE ROUTE.

SHE HANDS YOU A NOTE FOR YOUR DUKE.  
YOU HAVE COMPLETED THE DUKE'S QUEST!  
YOU FIND GOLD HIDDEN UNDER SOME ROTTING SKINS.  
THERE ARE 800 GOLD PIECES HIDDEN IN THIS ALCOVE.  
THE OGRE HAD OVER 500 GOLD PIECES.  
YOU FIND THE HEAT OF THIS DUNGEON UNBEARABLE AND CAN GO NO FURTHER.

OVER 900 GOLD PIECES AND SOME HEALING POTIONS ARE HIDDEN HERE A VOICE BOOMS OUT  
"THESE PASSAGES HAVE BEEN SEALED BY THE ANCIENTS!"

THE MEDALLION HAS GRANTED YOU PASSAGE BUT BEWARE, YOU NOW ENTER THE REALM  
OF THE DARK ELVES!

THE WALL TO THE EAST HAS STRANGE MARKINGS.  
PERHAPS MARMILLIAN COULD HELP.  
THE WORDS ON THE TOP OF THE SCROLL HELP YOU DECIPHER THE MARKINGS.  
YOU CHANT A PHRASE AND PASS.

NULL

THE BURROWER!  
YOU FALL INTO A PIT!  
THE OGRES HAD SOME VALUABLES WORTH 432 GOLD PIECES.  
YOU FIND A PILE OF GEMS AND JEWELRY!

NULL

NULL

NULL

THE OWLBEARS GUARDED VALUABLES WORTH 752 GOLD PIECES.

NULL

NULL

YOU FIND NUGGETS WORTH 2512 GOLD PIECES.

THE HELLHOUNDS GUARDED 1504 GOLD PIECES.

A PILE OF GEMS! MOUNDS OF JEWELRY!

STACKS OF GOLD!

NULL

NULL

NULL

YOU FIND SEVERAL PECULIAR ARTIFACTS THAT MARMILLIAN WILL WANT TO SEE...AND A MAP OF THE SWAMP!

YOU FIND A HANDFUL OF MINIATURE GOLD IDOLS ENCRUSTED WITH GEMS.  
CURSSSE YOU...AND YOUR... GOLD SKINNED BRETHHERN TO THE NORTH...HISSSSSS...  
AS YOU APPROACH THIS STRANGE TREE YOUR PARTY FEELS REJUVENATED!  
YOU SEE THE REFLECTION OF YOUR FALLEN COMRADES.  
THE WATERS OF THIS POOL HEAL YOUR PARTY.

```
+=====+
| 9.  GAME DATA |=====
+=====+
```

This is the heart of the program. The game data is what is displayed when you see the screen. The game data is used for support. This basically means that anywhere you see the % sign, means that the following types of data will probably be that variable. This allows great flexibility in this program instead of "hardcoding" every little thing which would cause the program to grow exponentially.

---

/ 9.1 Shops and Items /

---

When you go to the various shops, you can purchase different items. These items can be both nonmagical and magical. Each shop, or area, has a particular set of items.

```
+-----+
| ARMOR SHOP |
+-----+
```

LEATHER ARMOR +1  
LEATHER ARMOR +2  
LEATHER ARMOR +3  
LEATHER ARMOR

CHAIN MAIL +1  
CHAIN MAIL +2  
CHAIN MAIL +3  
CHAIN MAIL

PLATE MAIL +1  
PLATE MAIL +2  
PLATE MAIL +3  
PLATE MAIL

SHIELD +1  
SHIELD +2  
SHIELD +3  
SHIELD

```
+-----+
| WEAPON SHOP |
+-----+
```

BOW +1  
BOW  
DAGGER +1  
DAGGER +2

DAGGER  
MACE +1  
MACE +2  
MACE +3  
MACE  
SLING +1  
SLING

SWORD +1  
SWORD +2  
SWORD +3  
SWORD +1  
SWORD, ENERGY DRAIN +1  
SWORD, +3 VS. ENCHANTED  
+1 SWORD/+2 VS SPELL USERS  
+1 SWORD, FLAMES +1 SWORD, +3 VS. UNDEAD  
+1 SWORD, +3 VS. DRAGONS  
+3 SWORD VS REGENERATING

AXE +1  
AXE +2  
AXE

SPEAR +1  
SPEAR +2  
SPEAR +3  
SPEAR

WAR HAMMER +1  
WAR HAMMER +2  
WAR HAMMER +3  
WAR HAMMER

+-----+  
| MAGIC SHOP |  
+-----+

RING OF FIRE RESISTANCE  
RING OF PROTECTION +1  
RING OF REGENERATION  
RING OF SPELL TURNING  
RING OF WATER WALKING  
RING OF WEAKNESS

BOOTS OF SPEED  
DISPLACER CLOAK  
DRUMS OF PANIC  
GAUNTLETS OF OGRE POWER  
GIRDLE OF GIANT STRENGTH  
HORN OF BLASTING

POTION OF FIRE RESISTANCE  
POTION OF HEALING  
POTION OF HEROISM  
POTION OF POISON  
POTION OF CURE POISON  
POTION OF GIANT STRENGTH  
POTION OF INVULNERABILITY  
POTION OF SPEED

SCROLL MAP  
PROTECTION FROM ELEMENTALS  
PROTECTION FROM MAGIC  
PROTECTION FROM UNDEAD

STAFF  
STAFF OF STRIKING

WAND OF COLD  
WAND OF FEAR  
WAND OF FIRE BALLS  
WAND OF LIGHTNING  
WAND OF PARALYZATION  
WAND OF MAGIC DETECTION  
WAND OF NEGATION  
WAND, DETECT SECRET DOORS  
WAND OF TRAP DETECTION

SCROLL OF DETECT MAGIC  
SCROLL OF LIGHT DARKNESS  
SCROLL OF PROTECTION FROM EVIL  
SCROLL OF CONTINUAL LIGHT  
SCROLL OF CONTINUAL DARK  
SCROLL OF DISPEL MAGIC  
SCROLL OF PROTECT FROM EVIL 10'  
SCROLL OF ANIMATE DEAD  
SCROLL OF PARALYSIS

+-----+  
| TEMPLE |  
+-----+

STAFF OF HEALING

/ 9.2 Beastiary /

---

KACANTIZU  
GRULAPP  
WARRIOR  
UKLANGOR  
LIEUTENANT  
CAPTAIN  
CARRION CRAWLER  
BLACK WIDOW  
OWLBEAR  
YOUNG OWLBEAR  
GIANT RAT  
GIANT RACER  
YOUNG RACER  
GIANT TOAD  
TUATARA  
TROGLODYTE  
CRAB SPIDER  
GREEN SLIME  
TROG. SUB-CHIEF  
TROG. CHIEF  
YOUNG TROG.  
PHOBOSUCHUS

BRONZE GOLEM  
ROCK STATUE  
MINOTAUR  
MINOTAUR LT.  
MINOTAUR CHIEF  
GIANT SCORPION  
CAVE BEAR  
STONE GIANT  
GIANT ANT  
TROLL  
TROLL CHIEF  
TIGER BEETLE  
CAECILIA  
GELATINOUS CUBE  
SABER TOOTH  
GIANT BAT  
FLYING VIPER  
AZCAN WARRIOR 2  
AZCAN WOKAN  
AZCAN SHAMAN  
AZCAN WARRIOR 3  
AZCAN WARRIOR 4  
AZCAN WARRIOR 6  
AZCAN WARRIOR 8  
RED DRAGON  
HELLHOUND  
FIRE ELEMENTAL  
FIRE BEETLE  
FIRE GIANT  
ZOMBIE  
GARGOYLE  
OGRE  
SKELETON  
WIGHT  
GHOUL  
WRAITH  
SPECTRE  
SHADOW  
ROCK PYTHON  
FLAPSAIL  
BLACK PUDDING  
BASILISK  
SHRIEKER  
ELF LIEUTENANT  
ELF MAGIC-USER  
ELF CAPTAIN  
ELF WARRIOR  
ELF 2ND LT.  
ELF WIZARD  
ELF WIZARD  
EFREETI  
MEDUSA  
MUMMY  
CHIMERA  
VAMPIRE  
PYRO HYDRA  
BURROWER  
TINY BEASTMAN  
BOAR  
SMALL BEASTMAN



GIANT RAT  
GIANT RACER  
WOLF  
FLYING VIPER  
YOUNG BEASTMAN  
FEMALE BEASTMAN  
PANTHER  
BLACK DRAGON  
CROCODILE  
GIANT LEECH  
STIRGE  
GIANT CRAB  
BEASTMAN  
BIG BEASTMAN  
HILL GIANT  
HAIRY BEASTMAN  
GRIZZLY BEAR  
TIGER  
DIRE WOLF  
HUGE BEASTMAN  
FIRE GIANT  
SALAMANDER  
HELLHOUND  
FIRE ELEMENTAL  
RED DRAGON  
LION  
LARGE CROCODILE  
HYDRA  
GREEN DRAGON  
GIANT ANT  
LIZARD MAN  
ROBBER FLY  
ANKYLOSAURUS  
HYDRA  
ALLOSAURUS  
AUROCHS  
SPITTING COBRA  
GECKO  
ANIMATED CORPSE  
SNAKES  
BARRIER  
WALL OF STONE  
WALL OF IRON  
WALL OF FIRE  
AZCAN WARRIOR  
AZCAN WOKAN  
AZCAN SHAMAN

---

/ 9.3 Your Characters /

-----  
- CITY- VALLEY- JUNGLE- SWAMP 8

WRITE THESE ATTRIBUTES DOWN FOR FUTURE PRODUCTS!

STR:  
INT:  
WIS:  
DEX:

CON:  
CHA:  
LEVEL:  
HP/MAX:

CHKSUM:  
CLASS :  
AC:

STR:  
INT:  
WIS:

DEX:  
CON:  
CHA:  
LEVEL:  
HP/MAX:

CHKSUM:  
CLASS :  
AC:

STR:  
INT:  
WIS:  
DEX:  
CON:  
CHA:  
LEVEL:  
HP/MAX:  
CHKSUM:  
CLASS:  
AC:

STR:  
INT:  
WIS:  
DEX:  
CON:  
CHA:  
LEVEL:  
HP/MAX:  
CHKSUM:  
CLASS:  
AC:

+-----+  
| SPELLS |  
+-----+

These are the clerical and magic user spells your characters learn as they move up in levels.

/=====  
| Clerical |  
\=====

CURE LIGHT WOUNDS  
CAUSE LIGHT WOUNDS

TURN UNDEAD  
HIDE  
DETECT MAGIC  
LIGHT  
DARKNESS  
PROTECTION FROM EVIL  
REMOVE FEAR  
CAUSE FEAR  
RESIST COLD  
BLESS  
BLIGHT  
DETECT TRAPS  
RESIST FIRE  
SILENCE 15' RADIUS  
CONTINUAL LIGHT  
CONTINUAL DARK  
CURE BLINDNESS  
CURE DISEASE  
CAUSE DISEASE  
STRIKING  
ANIMATE DEAD  
CREATE WATER  
CURE SERIOUS WOUNDS  
CAUSE SERIOUS WOUNDS  
DISPEL MAGIC  
NEUTRALIZE POISON  
CREATE POISON  
PROTECT FROM EVIL 10'  
STICKS TO SNAKES  
CURE CRITICAL WOUNDS  
CAUSE CRITICAL WOUNDS  
DISPEL EVIL  
BARRIER  
REMOVE BARRIER  
CUREAL  
HOLD PORTAL

```
/=====\  
| Magic User |  
\=====/
```

MAGIC MISSILE  
READ LANGUAGES  
READ MAGIC  
SHIELD  
SLEEP  
ENTANGLE  
MIRROR IMAGE  
WEB  
WIZARD LOCK  
FIREBALL  
FLY  
HASTE  
SLOW  
INFRAVISION  
LIGHTNING BOLT  
PROTECTION FROM MISSILES  
WATER BREATHING  
CONFUSION  
ICE STORM

WALL OF FIRE  
WIZARD EYE  
ANIMATE DEAD  
CLOUDKILL  
FEEBLEMIND  
WALL OF STONE  
ANTI MAGIC SHELL  
DEATH SPELL  
DISINTEGRATE  
PROJECT IMAGE  
STONE TO FLESH  
FLESH TO STONE  
WALL OF IRON

\*\*\*\*\*  
\*\*\*\*\* U N I T III \*\*\*\*\*  
\*\*\*\*\*

+=====+  
| 10. AFTERTHOUGHTS |=====+  
+=====+

I am a big D&D fan so this game was a pleasant surprise. It faithfully follows, or seems to, the rules for D&D. With its wide variety of monsters and areas to explore, it has proven to be a fun RPG. Even today, many years later, the game is still fun to play as there are things found that may not have been found the previous times. I didn't realize, before I did this dump, there were so many messages and depth to this game. It was fun doing this data dump and I may do it to a few other games I have since there are things in these games that are truly interesting and fun.

To see other FAQ's I have written please go to:

<http://www.gamefaqs.com/features/recognition/32691.html>

~~~ No trees were harmed in the making of this FAQ ~~~

This document is copyright War Doc and hosted by VGM with permission.