Double Moon Densetsu FAQ/Walkthrough (JIS)

by LastBossKiller

Double Moon Densetsu (NES/Famicom) Guide by E. Phelps, ver. 2.3 AKA LastBossKiller

Disclaimer

Introduction

Double Moon Densetsu is a turn-based RPG for Famicom very similar to games from the Dragon Quest series. It was released in 1992 in Japan only. There are a lot of Dragon Quest clone games for the Famicom, so should you play this one? Well, one of the things I like about it is that you meet a wide variety of characters that join your party with different strengths and weaknesses, such as fighters, dark/light magicians, warriors with spells and such, which seems pretty good for a game during the NES era. It has an "Aim" feature during battles that is pretty unique and adds a bit more variety to the strategy in battles than the typical Dragon Quest clone as well. Also, it's a pretty challenging game and requires a bit more strategy to get through than the typical Dragon Quest clone. One majorly annoying aspect is the fact that if your main character dies, it's game over. No revive spells for him. By the way, if you die, you start at your last save, all of your accomplishments being wiped away from after that time. This wouldn't be so bad, but many enemies have instant kill spells, making it so you have to run a lot, and you might find yourself having just beat a nasty boss, just to be instantly killed by some weak random encounter that happened to connect on its death spell, making you start all over. Trust me, it will make you angry at least a few times. But if you love NES/Famicom, then you've gotta play it, right?

There was recently an excellent fan translation released by Stardust Crusaders, so you can finally play this game in English. I have re-vamped this FAQ so that the names of characters, items, etc. are consistent with the fan translation. But some things like the names of towns, enemies, and bosses might be different since I haven't gotten around to all the details. If you send me a list of any differences you come across, it will be appreciated so I don't have to go through the game yet again. Even if your list just contains one or two items, every little bit will help.

Andrew Schultz has posted numerous maps for this game on GameFAQs, so if you want directions through a dungeon or a world map, you can consult his maps.

I'd like to mention upfront that portions of this guide have been improved a lot thanks to (in no particular order) funkadelius, Gerard Yizien, Eien Ni Hen, BairaagiVN and Andrew Schultz. I never would've thought that such an obscure game would get so much attention!

Also, funkadelius wrote an excellent review for this game if you want to hear more before diving in. The link is https://retromaggedon.wordpress.com/

Story

15 years ago, your twin sister Sasha (サーシャ) was kidnapped by an evil devil named Samoilenko (サモイレンコ). Your father went to save her, but hasn't been heard from since. Samoilenko plans to resurrect an evil beast called the Dark Dragon to bring about the destruction of the world, and yoursister is somehow a part of his plot.

Game Mechanics

Death in the Party

If your main character dies, it's an automatic game over. If anyone else in your party dies, you can return them to life for free by visiting a church in town and selecting the second option. When you get a game over, all of your progress is lost up until the last time you saved (like in Final Fantasy).

Saving the Game

The game is automatically saved when you sleep at an inn. You can also save your game by visiting the inn, and saying "no" (いいえ) about spending the night, then select "yes" (はい) when it asks if you want to save.

Notes on Magic

To learn magic, you have to buy a tome from a magic shop in town and use it on the person you want to have learn it. The same tome can be used as many times as you want. However, certain characters can only learn certain spells. You can consult the charts in this guide to know whether a character can use a particular spell, or if you read Japanese, the game will warn you that a person can't use a spell you're about to buy for them.

There is a 14 spell maximum per character, so if a character already knows 14 spells, they can't learn a new one. Instead, they first have to forget one of the spells they've already learned to make room for a new one. To do this, visit a magic shop in town, and select the "Forget" (わすれる) option.

Magic is replenished as you walk on the world map, 1 MP per step. Magic is not replenished when walking in towns or in a dungeon.

Aim Overview

During battle, you have access to the "Aim" command (ねらう), which is a very useful and, at times, necessary feature to take advantage of during battle. You select an enemy to use the aim ability on. After selecting the enemy, you are given a list of body parts to aim for. If you hit, an effect will happen which depends on which body part you aimed at and which enemy it was. Some common body parts you can aim for are body (からだ), head (あたま), hand (て), legs (あし), tail (しっぽ), shell (こうら), and wing (つばさ). For example, if you aim for a hand, the enemy's attack power might decrease. Here are some common effects of targeting a specific body part:

Head - Inflict "confused" status or deal heavy damage.
Body - Delivers heavy damage or decreases defense.
Shell - Decrease defense.
Hand - Decrease attack strength.
Wing - Reduce evasion rate.

You can only hit each body part one time per enemy. So if you hit a boss in his body, there will be no reason to target his body anymore. If you miss a body part, then you can try targeting it again.

Status Ailments

しっけつ - "Blood Loss". Your attack strength is weakened. Automatically cured after battle ends.

どく - "Poison". Some HP is lost after taking an action in battle. No HP loss occurs while walking. Remains after battle ends. Can be cured with Cure or Cure All spells, or Antidote item.

せきか - "Petrify". You cannot take actions for the rest of the battle unless somebody casts Cure All or Restore to remove the status effect. Automatically cured after battle ends.

すいみん - "Sleep". You cannot take actions during battle while asleep, but this effect randomly goes away after a few turns.

こんらん - "Confused". Character can take no actions. Effect goes away randomly after a few turns. Can be cured with Cure All or Restore.

きょうふ - "Fear". Character can take no actions. Effect goes away randomly after a few turns. Effect goes away after battle ends.

けむり - "Smoke". Effect？

Menu Commands

Walking Menu

The menus in this game are straightforward, but if you don't know Japanese, then I will translate here. When walking around, press "A" to bring up the menu shown in the screenshot to the right. A description of each command is given below.

はなす - "Talk". Speak with townspeople and such.

まほう - "Magic". Select a character, then select a spell from the list to cast it.

そうび - "Equipment". Use to equip a character with the items they are carrying.

しらべる - "Search". Use to open treasure chests or search other locations for items.

もちもの - "Items". Interact with your inventory. The submenu options are つかう (Use), わたす (Transfer), and すてる (Drop).

ならびかえ - "Change order". Select character formation order. Higher on the list means they are attacked more often.

Battle Menu

During battle, you will see the screen shown to the right. Enemy names are shown in the upper-right window, and your characters' names, HP, and MP are shown in the bottom window (and their status ailments if they have any).

The command options are shown in the upper-left window. The name of the character who you are giving the command to is shown at the top of the window. The command options are explained below.

たたかう - "Attack". Select enemy name from list in upper-right corner of screen to attack them.

となえる - "Chant". Shows list of spells the character knows. If the character knows more spells than can be displayed at once, then select the option つぎへ ("To next") at the top of the window to see more spells.

つかう - "Use". Shows a list of items carried by that character. If the character has more items than can be displayed at once, then select the option つぎへ ("To next") at the top of the window to see more items.

ねらう - "Aim". Targets specific body parts of enemies. See "Aim Overview" section below for a detailed explanation.

にげる - "Run". Escape from battle. If fail all enemies get a turn to attack.

まもる - "Defend".

Party Members

This is all of the characters who can join you party, their character class, and any special abilities they might have during battle. Thanks to BairaagiVN for discovering some of these special abilities that I missed!

Joule (ユウル) Class: Warrior, Paladin, or Battlemage
Special: Randomly deals heavy damage during battle by infusing his weapon with magic.

Rowena (ロウィーナ) Class: Priestess
Special: During battle, while defending, she may randomly engulf the party in a protective light.

Leona (リオナ) Class: Healer
Special: During battle, while defending, she may randomly heal all party members.

Jeanus (ジーナス) Class: Bard
Special: During battle, while defending, he may randomly sing a song which can inflict Confused status on all enemies, causing them to attack their own side.

Kreutz (クロイツ) Class: Thief

Denise (デニス) Class: Mage
Note: After you find the Grimoire, give them to Denise in Ares to have her join you.

Emile (エミール) Class: Martial Artist
Special: During battle, may randomly attack all enemies with a "Twin Fist" technique.

Leia (レア) Class: Spirit Artist
Special: During battle, while defending, she may randomly raise a protective barrier in front of your party.

Sphinx (スフィンクス) Class: Sphinx
Note: During battle, while defending, there is a random chance that he will chant a riddle that will inflict Fear status on all enemies.

Labart (ラバルト) Class: Battlemage
Special: Randomly deals heavy damage during battle by infusing his weapon with magic.

Sephis (セフィス) Class: Warrior

Sylvia (シルヴィア) Class: Mage

Mueller (ミュラー) Class: Paladin
Special: Randomly deals heavy damage during battle by infusing his weapon with magic.

Getting Started

Upon loading the game, you will see the following menu options: はじめる - "Begin". Start from the beginning. つづける - "Continue". Load a saved game. けす - "Delete". Delete a save file. コピー - "Copy". Copy a save file.

If you choose to start a new game, your current name and character class will be shown in the little blue window at the bottom of the screen. You will then see the following options: はじめる - "Begin". Start the game. なまえをかえる - "Change your name". しょくぎょうをかえる - "Change occupation". Change your character class.

The character classes you can choose from are: せんし - "Warrior". High attack strength. Uses very little magic. せいせんし - "Paladin". Good attack strength and uses some healing magic. まほうせんし - "Battlemage". Average attack strength and uses attack magic.

Walkthrough

Character class selection recommendation: I like the Warrior class because a high attack power is very important in this game. It will be a major advantage later in the game especially. However, the spells that the Paladin and Battlemage have are very useful during the early parts of the game. But if you want my advice, take the Warrior since the high attack will help you more overall.

Ares Village

You begin the game in Ares (アレス) village. The priest there tells you that your twin sister was kidnapped by an evil demon Samoilenko (サモイレンコ) 15 years ago. Your father went to find her, never to be heard from again. You vow to find and destroy Samoilenko, and plan to journey to the Gomora Desert where he is rumored to be. The priest tells you to get help from his daughter Rowena (ロウィーナ) in the Southwest village of Neagle (ニーグル). You will need to level build and buy good equipment before wandering too far, and be wary that enemies can perform critical hits and kill you quickly if you're unlucky. When you feel ready, go Southwest to Neagle to look for Rowena. In Neagle, talk to the priest. He says Rowena went West to meet with the Snow Queen in her temple, so go West to the temple. The Snow Queen says her daughters were captured by the Dark Salamander and she covered Neagle in snow to hold the village ransom until her daughters are returned. The Dark Salamander is in a cave to the North. She also mentions that Rowena went ahead to the cave already, so head North to the cave.

Dark Salamander Cave

Treasure: Herb (x3), Potion, Leather Armor, Short Sword, Buckler.

At the entrance, Rowena runs to you, chased by some black mages. Defeat the mages and Rowena thanks you and joins your quest to kill Samoilenko. You can head into the cave, or return to the priest in Neagle to show him Rowena is safe, buy equip, etc, then head back into the cave. The treasures in the cave are pretty lame, like most of the dungeons in this game, so it's up to you whether you want to go out of your way for any chests, but if you manage to make it to the end of the cave, you'll see a figure standing there. If you approach, the boss fight will commence. It's the Dark Salamander, who introduces himself as being one of the members of the union of 13, or something like that, which are Samoilenko's special squad of evil helpers.

> **Boss: Dark Salamander (ダークサラマンダー)**
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> The Dark Salamander's normal attack is pretty weak, but he has a strong fireball spell that hits a single party member. He also has a sleep spell. The fight is made easier by having Rowena use the "Aim" command to reduce some of his attributes. Read the use of the "Aim" command in the "Game Mechanics" section of this guide if you need an explanation. I managed to defeat this boss with Joule at level 9 and Rowena at level 8.

Ice Lizard Cave

Treasure: Magic Source, Wintia

After resting and saving, return to the Snow Queen's castle and talk to her. She has lifted the snow curse from Neagle, so the ice that was blocking your path North is gone. She tells you that Samoilenko is planning to resurrect some foul creature. She also says that you should defeat the Ice Lizard to retrieve the Wintia, a sword that might help you defeat Samoilenko, located down the stairs behind her. The Ice Lizard attacks as you approach the treasure in the Northeast corner of the second room of the cave.

> **Boss: Ice Lizard (アイスリザード)**
>
> This is a difficult battle that may take several tries. The Ice Lizard has an ice breath attack that hurts all your party about 100 HP each. Rowena can cast Protect or use the "Aim" technique, although none of this seems particularly effective during this fight. Mostly, winning this fight seems to just take luck. You need to get a few critical hits on him and have him not use his ice breath attack too many times. If you are playing as the Battlemage, then the Anti-Ice spell can be beneficial here as it will reduce the damage the Ice Lizard deals with its ice breath. I was able to win this battle with Joule at level 12 and Rowena at level 11.

Sycon

After defeating the Ice Lizard, get the treasure, which is the Wintia (ウインティア), a good weapon that Joule can equip, and return to Neagle. Talk to the priest who will tell you that you should stop at Sycon (サイコン) to the North on the way to the Gomora desert. He also gives you a Healing Staff (いやしのつえ). Head North and you will come across Voss (フォス), where you can buy Cloaks (マント) at the item shop and rest. Then continue heading North until you come across the castle of Sycon. At the inn, you can find Leona (リオナ). You tell her about your quest and how you want to get to the desert in the West and that you need a ship. She says not to take a ship, but that you should pass through the mountains to get there. However, you need a map to find a path through the mountains. She reveals that she's the princess of this country and that her father, the king, may give you a map as a reward for helping deal with monsters that are causing trouble in the sea. Leona joins your party to help with this quest. Go to the castle by exiting the top of the screen and find the king. He agrees to give you the map if you can defeat the turtle monsters on the island to the East. You can use one of his ships to reach the island. Go back to town and talk to the guard guarding the harbor, who will now move and allow you access to the ship. Take the ship to the island just East of the castle to enter the Turtle Cave.

Turtle Cave

Treasure: 100 Gold, Potion, Magic Source, Earring.

The enemies in this cave are not too strong except for the Land Turtle. To destroy the Land Turtle, "aim" for its shell which reduces its defense, and then it will be much easier to defeat. Make your way to the back of the cave until you come across the boss, who introduces himself as one of the union of 13, who is responsible for raising vicious turtles in the cave and sending them to attack the people of Sycon.

> **Boss: Dark Master (ダークマスター) and King Turtle (キングタートル)**
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> This boss can be pretty tough if you don't take advantage of the aim feature. I find the King Turtle to be a bit nastier than the Dark Master, so I would target him first, by first aiming for his shell, which weakens his defense, allowing you to inflict real damage. While having Joule attack each turn, have the two women aim for various body parts to weaken the enemies' attack and defense, since Rowena and Leona's normal attacks can't inflict much damage. If you are playing as the Battlemage, the Anti-Ice, Anti-Fire, and Anti-Thunder spells can all be helpful here. I was able to win this battle with Joule at level 14.

Return to Sycon

When you return to Sycon, a bard, Jeanus (ジーナス), will come up to you and join your party because he's excited to witness and sing about your exploits, I guess. He requests that you go to Terona (テロナ) island and defeat the Killer Badon (キラー　バドン). Visit the king of Sycon and deliver the good news first. He gives you the Mountain Pass Map (とうげのちず) and tells his daughter Leona to accompany you on your quest to defeat Samoilenko.

Terona Island

Terona Island is in the sea, just Northwest of Sycon. This is an optional quest, so if you want to do it, jump in the boat and head to the temple on the island. Walk to the center of the temple and read the tablet. Jeanus will remark that the Killer Badon is somewhere in the temple. Wander around aimlessly and eventually you will have a random encounter with the Killer Badon.

Boss: Killer Badon (キラー　バドン)   Reward: 2500 EXP, 500 Gold

This fight is pretty difficult at this point because he can deliver a lot of damage, so you might have to move onto the next town to get better equipment first (and more characters to choose from) and level build, then come back. You could "Aim" at his wing to slow him down, making him easier to hit. Otherwise, attack with Joule, heal with Leona and Rowena, and attack with Jeanus' magic. Aside from a lot of experience, there is a small chance that he will drop the Badon Feather (バドンのはね), which can be used to warp you to previously visited towns (it can be used infinite times). You can fight Killer Badon as many times as you want. (Information about the Badon Feather contributed by Andrew Schultz and Eien Ni Hen).

Mountain Pass

Treasures: Leather Helm, Earring, Grimoire

Use the Mountain Pass Map on the single mountain icon just to the South of Sycon, where there is a small path through the grey, impassable mountain area. Using the map causes a passage to appear through the impassable mountains. Along this path, you come to what looks like a village. Inside are three treasure chests. If you open the one on the Southwest corner of the screen, you will be attacked by Kreutz (クロイツ), a thief who says that this is his hideout. It is an easy fight. After you defeat him, he says he will quit stealing if you forgive him. Say yes and he joins your party. He heads to the guild, which is a place that most towns will have from now on where you can exchange party members. The contents of the treasure chest was the Grimoire (まどうしょ). If you return to Ares, the first town in the game, you can talk to someone named Denise (デニス) who will join your party when you give the Grimoire to her. This is necessary to complete the game, but you can do it later if you like. However, she comes with the Teleport spell, which is very useful as it lets you escape from dungeons instantly.

Back on the world map, head West until you come across the town of Rainville (レインビル). If you talk to the people in the Southeast-most house, you'll hear about someone named Emile (エーミル), who is looking for a hero to help him undo some curse. On the world map, head a little Southwest to another town called Garganda (ガルガンダ). Enter the guild (first building on the right), where a man is blocking the entrance. This is Emile. He asks you to help him rescue some girls from his village that have been kidnapped. He joins your group, but goes to the guild to wait since your party is full. To continue progress in the game, you need to put him in your party, so choose someone to remove and do so by going downstairs in the guild. You can also store items here, such as the magic tomes you don't need right now, to create room in your inventory. With Emile in your party, return to Rainville, where you will witness Emile's sister, Leia (レア), get kidnapped. Head to a cave to the Southeast to rescue her and the other kidnapped girls.

Garganda Cave

In the cave, head South and when you reach a dead end, Emile will open a passageway. Notice, he has left your party. You can go back to town and add a fourth member to your party for the upcoming boss fight, although your options for a fourth person probably suck right now, so it's probably a waste of time. Head down a little and you'll come across a boss fight. Uh oh, attacked from behind! Emile was really an imposter! The boss is one of the union of 13 members, so that makes 2 out of 13.

Boss: Li Roaisha (リィ　ロアイシャ) and Death Shark (デスシャーク)

Both enemies can cast spells to damage all members of your party by over 100 HP each, so both are dangerous. Pick one and whack away at it, but heal often with Multi Heal to keep up with the damage.

After defeating the boss, head down a little and you'll find the real Emile, who will join your party. He'll have all the equipment the fake Emile had. Now you'll probably want to return to town to heal and save, then return and continue the trek through the cave. You'll appear on the world map right next to another cave.

Cave of Sacrifice

Treasure: Potion (x2)

Make your way to the back of this cave and you'll come across a figure standing in front of the kidnapped girls, who claims to be one of the union of 13 members, so that is 3 out of 13.

Boss: Ashram (アシュラム)   Reward: 1500 EXP, 1000 Gold

Ashram has a spell that can damage all by around 200 HP. Aim at his hand to reduce his attack power. Nothing else special to note.

After the battle, talk to the women and they'll thank you before going home. Leia gives you the Crystal (クリスタル). Return to Garganda and give the Crystal to the fortune teller in the Northwest corner of town. He will use it to foretell your future, which is that you'll meet Samoilenko in the country of Pharaoh, which is in the Gomora Desert. He then moves aside to allow you to use a teleporter that takes you to that area. If you're ready then let's go!

Gomora Desert

You'll appear in a town called Cruyff (クライフ) in the Gomora Desert. Not much to do here, so exit and head South to the next town, Syle (サイル). In Syle, if you sleep at the inn, you will be attacked by a weak ghost. From now on, you will be attacked at any inn you sleep at until you break the curse, and your HP/MP will not be restored at the inn when you try to sleep. To break the curse, you'll have to head to the tower West of Syle and defeat the boss. In the meantime, to restore HP/MP, you can drink from a fountain on the 1st floor of that tower. Before leaving Syle, there are a couple nice spells you will want. The Gate (ゲート) spell allows you to teleport to any town you have already visited, and the Holy Bless (ホーリーブレス) spell will increase a single party member's attack power, which is one of the most useful spells. Before tackling the Desert Tower, you may want to go a little further West to find Sigma (シグマ), a city along the river, to upgrade your equipment.

Desert Tower

Treasure: Cloak, Ring Mail, Dozing Staff, 200 Gold, Chain Mail

Walk up to the fountain on the first floor to restore your HP/MP. You have to make your way to the top floor to fight the Dream Master, one of the union of 13, and break the curse that causes ghosts to attack you in your sleep. It's a really easy boss, so no reason to stall. That makes 4 out of 13 union of 13 members.

Boss: Mirami (ミラミ　テラフク)　　Reward: 1800 EXP, 500 Gold

Cast Holy Bless on your stronger fighters to give them an extra boost. Mirami can put your party to sleep, but nothing really devastating to make this fight challenging. After defeating the boss, the curse is now broke and you can once again sleep at inns to restore your HP/MP.

Sigma

From the Desert Tower, continue West along the river until you come to the town of Sigma. This town is across the river from Pharaoh (ファラオ), your ultimate destination. At the entrance, a boy will ask you to go to a magic ore mine to kill some monsters that killed his dad. In the Southwest corner of the city is a boat you can use to cross to Pharaoh, but a man blocks the entrance to the port. If you talk to him, you find out he's one of the union of 13, and you'll get attacked. You can fight this boss now, or if you have trouble, come back later after finishing the magic ore mine. This makes 5 out of 13 union of 13 members.

Boss: Lanceford (ランスフォード)

Reward: 2500 EXP, 2000 Gold

Lanceford has a spell that can attack your whole party with about 200 HP damage each and a pretty strong physical attack. Reduce his physical attack by aiming for his hand, use Holy Bless on your stronger fighters, and use Multi Heal to heal as needed. Luckily, this fight takes place in a town, so if you die, you can restart right at the inn here and try again.

When you defeat Lanceford he will reveal that Samoilenko plans on reviving the Dark Dragon, which is supposedly a very bad thing. With Lanceford out of the way, you can now use the boat to cross the river to Pharaoh. However, we should go get revenge for that kid's dad at the magic ore mine. It's located Northwest of Sigma.

Magic Ore Mine

Treasure: Feather Ornament, Potion (x3), Headband, Battle Axe, Long Bow.

This dungeon can be aggravating because you get attacked by Cockatrices during the random encounters. The Cockatrice can petrify you, and if Joule becomes petrified, it will be an instant game over. That means you may want to run whenever you're attacked by a Cockatrice to increase your chances of surviving your trek into and out of the cave. At the back, you come across the 6th union of 13 member.

Boss: Carex Mei (カレック　メイ) and Giga Worm (ギガワーム)

The worm can attack all your party with a strong flame spell, so focus on taking it out first. Kalek Mei's attacks are more status ailment based, such as poison all and paralyze all, and he isn't very dangerous. The fight isn't hard, especially if you kill the worm.

You get Cobalt (コバルト) after defeating them. Later in the game, you can return to Syle with this in your inventory and talk to the priest. He will offer to use it to make the Cobalt Sword (コバルトソード) for you (thanks to Eien Ni Hen for this info!). However, you must first defeat the Sphinx before you can do this. Go back to Sigma and tell the boy you killed the monsters if you want, then use the boat to cross to Pharaoh.

Pharaoh

In Pharaoh, exit the screen through the top to get to the castle, then go to speak with the king. He says that a suspicious man snuck into a nearby temple and that it's probably Samoilenko. He seems to have the ability to walk through walls. Only the true hero can enter the temple and to prove you're the true hero you must meet with the Sphinx at the source of the river, and the Sphinx will have something to tell you. But you must meet the Sphinx alone, so leave your other party members at the guild.

Sphinx Cave

Treasure: Herb, Magic Source, Potion.

You may want to stock up on healing items before leaving to find the Sphinx alone. Using the boat on the river, follow the river to the East and you'll arrive at a cave. You may want to explore this cave with all of your party first so that you know where to go when you're alone, but you cannot challenge the boss until you arrive alone. The enemies in this cave are the same enemies as the Gomora Desert world map, so they are easy to handle, except for the Cockatrices which can instant death you. You'll probably want to run when you come across a Cockatrice just in case. When you find the Sphinx, he tells you you must defeat him to prove you're the true hero.

Boss: Sphinx (スフィンクス)   Reward: 3000 EXP, 0 Gold

You may want to aim at each of his body parts to reduce his speed and deliver some heavy damage, then just keep attacking until he falls. Use some Potions if your HP runs low, but if your level is around 27, he should fall rather quickly.

After defeating the Sphinx, he says that you will be able to enter the nearby temple freely if he is with you, and he joins your party. As you leave the cave, after going up two sets of stairs, you will come across somebody blocking your path. Make sure you are healed before approaching. It's the 7th union of 13 member, ready to fight.

Boss: Balangard (バランガルド)   Reward: 3500 EXP, 1500 Gold

This is a pretty tough fight. Aim for his hand to reduce his attack strength, and have the Sphinx cast Holy Bless on Joule. Balangard can attack with a spell that does about 90 HP damage to both of you, which is his worst attack. Heal with the Sphinx, although it will most likely run out of magic and die before the fight is over.

After defeating Baron Gold, continue your trek back to the entrance of the cave. This is a really frustrating time to get killed by a Cockatrice, which happened to me many times. If you manage to make it back to the entrance, you'll find another person blocking your path. This is Labart (ラバルト), who wants to join your party for the adventuring. Go back to Pharaoh. In Pharaoh, report to the king, then decide who to have in your party, but you must have the Sphinx to enter the temple. Before going to the temple, go down the steps next to the statue in Pharaoh and you'll find you can go through part of the wall at the back of the room. Hanging out there is one of the union of 13, the 8th member.

Boss: Philia (フィリア)   Reward: 4000 EXP, ? Gold

Nothing special about this boss fight. Boost the attack of your stronger fighters with Holy Bless and have your weaker fighters use the aim option.

After the fight, report to the king. He says an important orb was stolen by Samoilenko with which he'll be able to revive the Dark Dragon. Head Southeast to temple to try and stop him.

Gomora Temple

Treasure: 200 Gold, Pendant, Earring, Magic Robe, Speed Ring.

The monsters here have pretty high defense, but their attacks aren't too strong, and there's no Cockatrice to instant death you. There's no boss fight here, so no need to level build. Head to the end of the dungeon until you come across Samoilenko. He says the resurrection of the Dark Dragon is almost complete. You yell something about revenge for your father and sister. Samoilenko says, "You were that baby 15 years ago? You've gotten big!" and he runs away. Leave the temple and report to the king. He says that the only way to kill the Dark Dragon is with a magical artifact called the Runetector (ルーン　テクター). He doesn't know where it is, but you should go to the country of Lancaster to ask Cremia (クレメイア) about it. He gives you the Portal Key (もんのかぎ), which will open a teleport gate in the room next to you on the right. Stand on the warp tile and use the Portal Key to warp to Lancaster.

Lancaster

In Lancaster, you appear in a town called Langley (ラングレイ). If you ask around, you hear that Cremia is in a town to the North. Also, the princess of Langley, Sylvia (シルヴィア), is missing a ring, and the king will reward anyone who finds it. Search the signpost at the center of town, next to the inn and a soldier will come up to you named Sephis (セフィス). Sephis wants to find the ring in order to ask for the Gama Tome as a reward and he asks to join your party to work together to find it. He'll go to wait at the guild, but you don't have to put him in your party if you don't want to. Sephis mentions to ask about the ring at the Thieves' Guild, located down the stairs above the inn.

At the Thieves' Guild, the guy wants some money for information about the ring. Give him 100 Gold and he'll say that he sold the ring to a merchant named Gablet (ギャブレット) who hangs out at the bar in town. Talk to the bartender and he'll say that Gablet left with a caravan to the town of Straits (ストレイツ), located a little to the East, so head to Straits. Talk to a guy sitting at a table at the inn in Straits and he'll say that Gablet's caravan didn't stop there, but went on to Entia (エンティア), which can be found by following the waterline to the East. By the way, there is a casino in Straits. See the section "Casino" section of this FAQ for an explanation. In Entia, a man at the guild will tell you that Gablet likes to hang out at the pub, so head there and talk to the bartender. He says that Gablet has returned to Arhea (アレア), which is located further East, so head there. In Arhea, talk to the woman in the Northwest-most house, who is Gablet's wife. She says he went to the casino in Straits to gamble, so head back there. In Straits, talk to the guy behind the counter below the inn and he'll say that Gablet lost everything he had and went back home to Arhea, so head back there. Talk to Gablet's wife again and she'll say that he didn't return home, but that you should check the pub in Entia, so head there. Talk to the bartender in Entia and she'll say that Gablet got drunk and headed back to Straits with a strange look in his eye. Back at Straits, talk to the guy at the counter below the inn again and he'll say that Gablet should be at home or at the pub in Entia. If you check at his home in Arhea again, his wife says to check the pub in Entia. Back in Entia, you'll finally find Gablet sitting at a table. You ask Gablet about Sylvia's ring and he says that he lost it gambling. So head back to Straits. In Straits, someone will be blocking the entrance to the casino. He says the casino's safe was stolen, which contained the ring, and if you can retrieve the safe, he'll give you the ring as reward. Exit Straits and head Northeast where you'll come across a cave. Inside, you'll find the thief, Solomon, responsible for robbing the casino.

Boss: Solomon (ソロモン)   Reward: 5000 EXP, 5000 Gold

Nothing special here. Cast Holy Bless on your strong fighters, use the aim feature, etc. He casts a spell that does about 150 HP damage to all.

Solomon runs away after defeat, but he leaves the Safe (きんこ) behind. Return to Straits and give the Safe to the guy at the counter below the inn and he'll give you the ring. To return the ring, you must have Sephis in your party, so get him at the guild if you need to, then head back to Langley and visit the king. The king asks what you'd like as a reward, and Sephis says the Gama Tome. Sylvia comes to get your ring and asks what brought you to their country. You mention that you need to speak with Cremia to learn how to defeat the Dark Dragon. Sylvia mentions that Cremia is her magic teacher and that the world will be covered in darkness if the Dark Dragon is revived. She wants to join your party to help stop the Dark Dragon, and asks Sephis to do the same. She goes to wait at the guild. The king mentions that he has started a group called the Chasers whose goal is to fight those that want to revive the Dark Dragon and asks if you want to become a member. When you're done talking, head up the stairs to the lower right of the throne room to retrieve your reward, the Gama Tome (グンマのしょ).

Cremia

Head North along the water line to Itanite to meet with Cremia with any members in your party you want (you don't need Sylvia). Go to the tower North of town, and the guard will let you in when he sees you're carrying the Gama Tome. Go to the top floor to find Cremia. You give him the Gama Tome as a gift. He says the Runetector was divided into four pieces: Rama (ラーマ), Tweela (ツイーラ), Agur (アギュー), and Bind (バイント). He says the first is here (get it from Ray), the second is possessed by Solomon, and the whereabouts of the other two are unknown. Go down the stairs one floor and talk to the guy/woman in white robes at the

top of the screen, Ray, to get the first Runetector piece, Rama (you can equip it). He says to seek Solomon in the cities to the West. Follow the path West from the entrance to the tower and the guard will now let you pass. Another person blocks your path, which is obviously a bad guy. It's one of the union of 13 members, the 9th so far.

Boss: Don Barajo (ドン　ヘリコ　バラコ) and あんこくどうし (Dark Follower)

Dark Follower can hit about 100 HP damage on all your party. Don Barajo can confuse all and has high defense. Aim for Don Barajo's body to lower his defense.

Solomon

With the path clear, cross the bridge and you return to the world map. Travel Southwest to the town of Rhodes. Talk to a man in a room just up and left from the Rhodes entrance to learn that Princess Romina (ロミナ) (Rowena's sister) has been kidnapped. Exit to the world map and head a little Southeast to Port Berth (バース). A man will be blocking the ship port. His name is Mueller (ミュラー), a paladin from Roland (ローランド). He explains that Romina was kidnapped by Solomon with help from a magician and that he believes they are headed for Cortos (コルトス), which is Northwest from Rhodes. Mueller goes there and asks you to follow. In Cortos, go upstairs to the second floor to find Mueller confronting someone. It's not Solomon, but some other enemy who has the princess.

Boss: Parasite (パラサイト)   Reward: 5000 EXP, 3000 Gold

No explanation necessary. Easy boss.

After defeating Parasite, Mueller takes the princess to Port Berth. Go to Port Berth and talk to him at the port entrance. He thanks you for helping save the princess and mentions that he knows about your quest to defeat the Dark Dragon. He joins your party to help and mentions that he has heard that Luciferon (ルシフェロン) headquarters is in Rhodes, behind the inn. Back in Rhodes, you will find that there is now a stairway going down behind the inn. Entering, you find two figures waiting, one of them being Solomon. When you approach, you are attacked by one of them.

Boss: Gel (ジェル)   Reward: 6000 EXP, 1000 Gold

No comments necessary, another easy boss.

After defeating Jell, you tell Solomon he won't be escaping this time. The fight commences.

Boss: Solomon (ソロモン) Reward: 7000 EXP, 1000 Gold

Solomon is much stronger this time around. He'll drain all of your party's MP to 0. He can confuse all and can attack all for over 200 HP. Pretty nasty boss fight since you lose all of your MP and your party members are often confused and he can deal heavy damage. You may have MP for only the first round, so cast Holy Bless on your strongest fighters and hope that they can strike Solomon down before he wipes you out.

After defeating Solomon, you get the second Runetector piece, Tweela (ツイーラ). A man appears who claims not to be your enemy. He says the Runetector is sometimes called "living metal", metal with a spirit, and that the possessor of this relic can use its power for his own will. The man disappears without explaining who he is. Go down the stairs to enter the Mountain Pass Cave.

Mountain Passage

Treasure: Necklace, Talisman.

No boss here, just pass through. You come out onto the world map in the mountain range which was visible from Rhodes. Pass through the mountain range and you will come to the castle town of Plateau (プラトー). Visit the king and you'll ask him about the Runetectors. He says there's nothing like that in his country, but that you should visit Aramis (アラミス), a village of magicians, located to the East through the mountain range. But the way is blocked, as you noticed on the way here. You could use a Levistone (ひこうせき) to pass the blockage. A Levistone is supposed to be in Elsam (エルサム). The king's brother also went there and hasn't returned, so you can help him at the same time. If you do so, he promises to reward you with the Thunder Sword. The townspeople mention a Death Basilisk which is also supposed to be at Elsam. Elsam is to the Northeast, and looks like a cave.

Elsam

Treasure: Potion (x3), Runic Staff, Levistone

Several of the enemies in this area can instant kill you, so just try to run away and get to the boss as fast as possible.

> **Boss: Death Basilisk (デスバジリスク)** Reward: 8000 EXP, 3000 Gold
>
> The Basilisk can petrify you, which is an instant game over if it happens to Joule. You can cure petrify with the Cure All spell. Use Holy Bless on you strong fighters as always and whack away.

After defeating the Death Basilisk, the king's brother comes up to you and says he came to defeat it himself but was unable to alone. He heads on to Plateau. In one of the treasure chests, you'll find the Levistone. Yay! Back to Plateau. Report to the king, who thanks you for saving his younger brother and gives you the Thunder Sword as a reward.

Aramis

Go back South through the mountain pass until you come to the boulders blocking a path to the East. Use the Levistone to get over it. Continue East until you exit the mountain pass. Nearby to the East is an abandoned village with a dungeon underneath. If you go to the end of the dungeon, you come across a Vampire who you cannot kill. If you win the battle, he gets back up and the battle begins again from the beginning. You have to run to make the fighting end. Obviously, you have to come back here later with a plan. Back on the world map, head Northeast to the castle town on the river, which is Aramis. This is the town of magic users you were told to seek for information about the next Runetector piece. However, the townspeople seem strange. Exit the town from the top side of the screen to go to the castle. The guards won't let you in, but there's a secret passage if you go around the right side of the castle. Here you'll find Princess Linn imprisoned. She says a witch named Lillis cursed her father, the king, and is controlling him, as well as the people of this country. It is connected to the resurrection of the Dark Dragon. Linn says the king knows something about the Runetector. She says go to Canaan (カナーン) and get the Liberty Staff (かいほうのつえ) from Miria (ミリア) so you can lift the curse from the king. She gives you her ring (リンのリング) so Miria will believe you. Go Southeast to Canaan. Miria is in a house just below the magic shop. Talk to her to get the Liberty Staff, then return to Aramis. Enter the castle from the secret passage and head up the stairs behind Princess Linn's cell and find the king. Use the Liberty Staff on him and he will be restored. Talk to him, then the witch Lilith appears to fight you, who says she's a member of the union of 13, the 10th member you've faced.

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>
> **Boss: Lilith Alice (リリス　エリス) and Iron Roc (アイアンロック)**
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> Reward: 14000 EXP, 3500 Gold
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> Both enemies have 150 HP damage attack all spells. Lilith can seal your magic, so you may lose your magic casting abilities. Therefore, cast Holy Bless on your strong fighters right away before this happens. If you attack the Roc, you will almost always miss, so you have to aim at his wing (つばさ) to reduce his speed, making him hit-able.

After you defeat Lillis, you ask the king about the Runetector. He says that they had a piece of it, but it was stolen by a vampire. He gives you a Silver Bow with which you can kill the vampire. You don't need to equip the Silver Bow to use it, so you don't need to have Jeanus or Kreutz in your party (the only ones who can equip it). When you're ready to do some vampire hunting, head Southwest to the abandoned village you saw when you exited the mountain pass. Enter and go down the stairs at the back of the house.

Vampire Lair

Treasure: 300 Gold

In this dungeon, you will encounter skeleton looking enemies called God of Death (しにがみ) that can instant kill you. Usually only one will attack at a time, so figure out a way to kill it in one round without it getting a turn, or run, especially if there's more than one attacking you. At the end of the dungeon waits the Vampire.

>
>
> **Boss: Vampire (バンパイア)** Reward: Without Silver Bow 5000 EXP, 0 Gold. With Silver
>
> Bow 0 EXP, 0 Gold

Without the Silver Bow, you can't completely kill the Vampire. You can defeat him and get experience, but then he gets back up and the fight starts over. You have to run to end the fight. If you do have the Silver Bow, simply use it as an item during the battle and he will be instantly killed. No Need for any strategizing.

Killing the Vampire gets you the Agur (アギュー), the third Runetector piece. Head back out of the dungeon. When you get back to the abandoned village, you'll see a figure at the entrance that turns out to be one of the union of 13, the 11th member so far.

Boss: Guy Fenrir (ギュイ　フェンリル)   Reward: 10000 EXP, 4000 Gold

He can seal all of your magic, so cast Holy Bless right away. He can also attack all for about 180 HP each. It's a pretty easy battle at this point.

After winning this fight, the Black Knight shows up to compliment you. Return to the king and he says to go around the left side of the castle to cross the river, then to head to the Southeast to find an ancient tower that is somehow connected with ancient magic. Follow his directions, but make sure you bring along the Portal Key, because you'll need it.

Ancient Tower

Treasure: 500 Gold, Potion (x2), Full Plate, Holy Robe, Holy Sword (x2).

If you make your way to the tower, you will be greeted by a boss fight at the entrance, the 12th union of 13 member.

Boss: Cortez (コルテス) and Killer Kong (キラーコング)   Reward:

15500 EXP, 5000 Gold

Cortez can attack all for about 200 HP each and has an instant death spell. Killer Kong just has physical attacks, and a high defense. Aim at his body to lower his defense. Cortez is the much more dangerous enemy here, so focus on taking him out first.

After defeating the bosses, climb the tower. There is at least one tile that makes you fall down a floor. At the top, you hear the voice of the god, Fatima, who created the Runetector, telling you that the last piece is in a foreign land, and that the portal in the tower will take you there. Go down the nearby set of stairs and you'll eventually come to the portal. Stand on it and use the Portal Key to activate it. You appear in a little shrine. Exit to the world map and head a little North to find the town of Lars (ラース). Talk to the king and he'll ask you to go to the Demag (デマーグ) Mine in the South to sleigh the Grey Hydra. Go South from the castle, and go around the mountains via the West side to find the mine.

Demag Mine

Treasure: Potion (x2), Magic Source, Aim Ring, Lotus Wand, Assault Mail, Star Shield

The Grey Hydra is at the entrance.

Boss: Grey Hydra (グレイヒドラ) Reward: 15000 EXP, 3000 Gold

The Grey Hydra can do 200 HP damage to all your party and has high defense. It's a bit of a tough fight, but I have no special advice here. Holy Bless on strong fighters, take advantage of the aim feature.

After defeating the Grey Hydra, your mission is accomplished, so you can return to the king to progress the story, or you can continue through the dungeon to get some unique items, many of which are hidden behind walls you can pass through. When you're done, head back to visit the king who says the Runetector piece is in a temple floating on the sea to the North. He gives you a Posess Charm (ポセスのまもり) which allows you to sail a ship on the ocean. Princess Romina was waiting for one of these in Port Berth, so return there. Talk to the princess, who gives you the ship to search for the Runetector.

Devil Kraken

A few townspeople may have told you about the Devil Kraken, which lurks around Fatima Temple. Fighting it is completely optional. Fatima Temple is located on an island Southwest from Port Berth. If you sail near this island, there is a chance you will encounter the Devil Kraken during a random encounter.

Boss: Devil Kraken (デビルクラーケン)　　　　　　Reward: 8000 EXP, 3000 Gold, Kraken Eye

This is a pretty nasty fight. The Kraken can attack your whole party for 500 HP each, and has a weaker attack that does 300 HP damage on all. Additionally, he can inflict you with some annoying status ailments. He can inflict Blood Loss, which makes that character's physical attack extremely weak, and he can inflict Smoke. You really want to aim at his head, which will decrease his defense. You can aim at his tentacle to decrease his strength, but he doesn't attack with a normal attack anyway, so this is pretty pointless. You can also aim at his mouth to tear out his tongue, but I have no idea what good this does; it certainly doesn't stop him from casting spells. If you manage to have at least one strong fighter that isn't inflicted with Blood Loss, then you stand a good chance of finishing him off. However, if your strong fighters are all inflicted with Blood Loss, you're probably as good as dead because you won't be able to do any real damage.

If you manage to defeat the Devil Kraken, you get the Kraken Eye (クラーケンのめ). Using this will allow you to instantly escape from a dungeon. It can be used infinite times (thanks to Eien Ni Hen for contributing this information!).

Fatima Temple

Sail a bit Southwest from Port Berth and you can come across a tiny island with a shrine. Inside, there's a treasure containing a Magic Pot (まほうのつぼ). Approach the gravesite and the Runetector creator god, Fatima, will speak to you again and give you the final Runetector, Bind (バイント). Fatima says to visit the statues of all 11 gods to borrow their power, then return to him. You remember the statues scattered around in the towns? You need to visit each of these, but at each one, you will be forced to leave one of your party members there for good. Really, you will lose all of your party members at this point of the game, except for the Sphinx. The statues won't accept a party member that's carrying any important items, such as the Runetector pieces or the Levistone, and the statues won't accept the Sphinx. Go to each of the locations listed below to find the statues, bringing with you a party member to be "sacrificed" at each statue. You lose these members permanently.

Statue locations: (1) Port Berth (バース): Ocean god Poses (ポセス). (2) Langley (ラングレイ): Justice and order god Roland (ローランド). (3) Straits (ストレイツ): Fate god Kay (ケイ). (4) Entia (エンティア): Time god Asu (アス). (5) Arhea (アレア): Plant god Griphia (グリーフィア). (6) Pharaoh (ファラオ): Desert god Pharaoh (ファラオ). (7) Plateau (プラート): War god Tyrant (タイラント). (8) Garganda (ガルガンダ): Commerce god Shiek (シーク). (9) Sycon (サイコン): Life and love god Flore (フローレ). (10) Cruyff (クライフ): Sky god Galia (ガリア). (11) Lars (ラース): Darkness goddess Lolfil (ロルフィール).

When you've left a party member at each statue, return to Fantima Temple. Fatima makes the Runetector from the assembled pieces, which is a sword you can equip. When you are ready to finish the game, sail straight South from Port Berth and an island appears, housing the Phantom Tower.

Phantom Tower

The first floor has holes that will make you drop to a room below. The other floors are straightforward. You may want to run a lot to conserve you MP for the upcoming boss battles. After traversing a few floors, you come to a group of figures waiting for you. This main one claims to be the final union of 13 member, but she sends a troop of Black Knights to fight you first.

Boss: Black Knight (ブラックナイト) x3　　　　　　　　　　　　　Reward:

45000 EXP, 300 Gold

- This contributed by Eien Ni Hen**

You can also rescue the Black Knight (main character's father) and get a slightly different ending. In the battle with the three knights, defeat the ones to the right and left, but don't attack the one in the middle (the one in blue, I think). This will trigger a scene where the spell on the Black Knight is broken and you don't have to fight Princess Moon.

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Personally, I think this is the hardest battle of these final boss encounters. The Black Knights Holy Bless themselves during the first round, giving them 540 HP damage physical attacks. You can aim at their hands to decrease the physical attack back down to 50 HP (but of course you can only target one at a time, so you have to kill one to be allowed to "aim" at a second one). In addition to the high attack, they can paralyze all, so you will often have to wait to get your attacks in. You can also have the Sphinx aim for the body to decrease their defense. Otherwise, all you can do is cast Holy Bless on Joule and the Sphinx, have the Sphinx heal when necessary, and hope to survive. The fight gets much easier if you're able to destroy one of the Black Knights, and it's basically over if you kill a second one. I was able to win with Joule at level 47.

If you kill all three knights, the lady in command says that one of the Black Knights was your father, and that you killed him with your own hand. Oh well. You will then fight the Moon Maiden.

Boss: Moon Maiden (プリンセスムーン)   Reward: 50000 EXP, 1000 Gold

Princess Moon can damage all by 150 HP, which is pretty weak at this point. She can paralyze all and petrify all. It's a really easy fight unless she happens to successfully petrify Joule, in which case game over.

After defeating the Moon Maiden, it might be a good idea to exit the dungeon and heal and save. The upcoming battles are pretty tough, but if you made it this far, you can probably handle them. When you're ready, continue past the point you encountered the Moon Maiden, and in the next room you find Samoilenko.

Boss: Samoilenko (サモイレンコ)   Reward: 60000 EXP, 0 Gold

Samoilenko casts Holy Bless on himself, giving him a physical attack of about 330 HP. But he also has an attack spell that damages all for 500 HP, and a paralyze all spell. There's only two of you, so not much strategy options. Just use Holy Bless on both your characters, maybe do some aiming with the Sphinx, and hope that you kill him before he kills you.

After killing Samoilenko, he says something about it being too late to stop the Dark Dragon resurrection. Your twin sister Sasha is in the room, and you take her and escape from the dungeon. At the dungeon entrance, she says something feels wrong, and she suddenly turns into the Dark Dragon!

Boss: Dark Dragon (ダークドラゴン)

This is a much easier fight than the last one. You would have no problem winning this fight, but you are probably significantly weakened from your battle with Samoilenko. There was no chance to heal and restore MP between battles, so hopefully you've got a little more fuel in the tank. The Dark Dragon can do 570 HP damage to all, but doesn't have anything else worth note.

After defeating the Dark Dragon, it is resealed away, and your sister Sasha is fine and you take her back to your hometown. The game goes through all of the major characters and tells you what happened to them afterward. Congratulations, you beat the game!

Equipment

Weapons

Dagger (ダガー)	Atk+5/Hit+5 (1-handed)	Equip: All but Sphinx
Short Sword (ショートソード)	Atk+9/Hit+5 (1-handed)	Equip: Joule, Rowena, Leona, Jeanus, Kreutz, Labart, Mueller, Sephis
Rapier (レイピア)	Atk+10/Hit+8 (1-handed)	Equip: Joule, Jeanus, Kreutz, Labart, Mueller, Sephis
Scimitar (シミター)	Atk+12/Hit+10 (1-handed)	Equip: Joule, Labart, Mueller, Sephis
Long Sword (ロングソード)	Atk+18/Hit+10 (1-handed)	Equip: Joule, Jeanus, Kreutz, Labart, Mueller, Sephis
Runic Blade (ルーンブレード)	Atk+18/Hit+15 (1-handed)	Equip: Joule (Battlemage), Rowena, Leona, Jeanus, Denise, Leia, Labart, Sylvia
Wintia (ウインティア)	Atk+20/Hit+20 (2-handed). Use as item during battle: Cast Ice Storm	Equip: Joule, Labart, Mueller, Sephis
Silver Sword (シルバーソード)	Atk+20/Hit+60 (2-handed)	Equip: Joule, Labart, Mueller, Sephis

Runic Sword (ルーンソード)	Atk+25/Hit+15 (1-handed)	Equip: Joule, Labart, Mueller, Sephis
Holy Sword (ホーリーソード)	Atk+30/Hit+16 (1-handed)	Equip: Joule (Paladin), Mueller
Cobalt Sword (コバルトソード)	Atk+30/Hit+80 (2-handed)	Equip: Joule, Labart, Mueller, Sephis
Great Sword (グレートソード)	Atk+32/Hit+12 (2-handed)	Equip: Joule (Warrior or Battlemage), Labart, Sephis
Bastard Sword (バスターソード)	Atk+38/Hit+25 (2-handed)	Equip: Joule, Labart, Mueller, Sephis
Thunder Sword (らいめいのけん)	Atk+40/Hit+30 (2-handed). Use as item during battle: Attack all with thunder	Equip: Joule, Labart, Mueller, Sephis
Mythril Sword (ミスリルソード)	Atk+50/Hit+80 (2-handed)	Equip: Joule, Labart, Mueller, Sephis
Runetector (ルーンテクター)	Atk+80/Hit+20/Def+20/Evade+15 (1-handed)	Equip: Joule
Mace (メイス)	Atk+15/Hit+8 (1-handed)	Equip: Joule, Rowena, Labart, Mueller, Sephis
Battle Axe (バトルアックス)	Atk+30/Hit+12 (2-handed)	Equip: Joule (Warrior), Sephis
Kaiser Knuckle (カイザナックル)	Atk+12/Hit+10 (2-handed)	Equip: Emile
Power Knuckle (パワーナックル)	Atk+30/Hit+20 (2-handed)	Equip: Emile
Runic Knuckle (ルーンナックル)	Atk+40/Hit+30 (2-handed)	Equip: Emile
Staff (つえ)	Atk+3 (2-handed)	Equip: All but Emile and Sphinx
Travel Staff (たびのつえ)	Atk+9 (2-handed)	Equip: Rowena, Leona, Jeanus, Denise, Leia, Sylvia
Healing Staff (いやしのつえ)	Atk+10/Hit+5 (2-handed). Use as item during battle to heal a single ally by ~10 HP.	Equip: Rowena, Leona, Denise, Leia, Sylvia
Dozing Staff (まどろみのつえ)	Atk+12/Hit+5 (2-handed). Use as item during battle: Put enemy group to sleep.	Equip: Rowena, Leona, Jeanus, Leia, Denise, Sylvia
Runic Staff (ルーンスタッフ)	Atk+30/Hit+20 (2-handed)	Equip: Rowena, Leona, Denise, Leia, Sylvia
Lotus Wand (ロータスワンド)	Atk+40/Hit+30 (2-handed)	Equip: Rowena, Leona, Denise, Leia, Sylvia
Long Bow (ロングボウ)	Atk+20/Hit+20 (2-handed)	Equip: Jeanus, Kreutz
Crossbow (クロスボウ)	Atk+45/Hit+30 (2-handed)	Equip: Jeanus, Kreutz
Silver Bow (ぎんのゆみ)	Atk+40/Hit+40 (2-handed)	Equip: Jeanus, Kreutz

Shields

Buckler (こがたのたて)	Def+2/Evade+10	Equip: Joule, Rowena, Leona, Jeanus, Kreutz, Labart, Mueller, Sephis
Magic Shield (まほうのたて)	Def+5/Evade+20	Equip: All but Sphinx
Kite Shield (カイトシールド)	Def+7/Evade+30	Equip: Joule, Labart, Mueller, Sephis
Magic Bangle (まほうのうでわ)	Def+10/Evade+40	Equip: All but Sphinx
Star Shield (スターシールド)	Def+15/Evade+50	Equip: Joule, Labart, Mueller, Sephis

- Thanks to BaiRaagiVN for finding the Star Shield and telling me about it!

Armor

Clothes (たびのふく)	Def+5/Evade+3	Equip: All but Sphinx
Robe (ローブ)	Def+3	Equip: Emile, Rowena, Leona, Denise, Leia, Sylvia
Magic Robe (まほうのローブ)	Def+10/Evade+10	Equip: Rowena, Leona, Denise, Leia, Sylvia
Protect Robe (プロテクローブ)	Def+15/Evade+25	Equip: Rowena, Leona, Denise, Leia, Sylvia
Holy Robe (ホーリーローブ)	Def+20/Evade+20	Equip: Rowena, Leona, Denise, Leia, Sylvia
Runic Robe (ルーンローブ)	Def+25/Evade+40	Equip: Rowena, Leona, Denise, Leia, Sylvia

Battle Attire (けいこぎ)	Def+8/Evade+5	Equip: Emile
Mail Coat (メイルコート)	Def+18/Evade+10	Equip: Jeanus, Kreutz, Emile
Leather Armor (かわよろい)	Def+7	Equip: All but Denise, Leia, Sphinx, Sylvia
Ring Mail (リングメイル)	Def+10/Evade+5	Equip: All but Denise, Emile, Leia, Sphinx, Sylvia
Chain Mail (チェインメイル)	Def+15	Equip: Joule, Rowena, Jeanus, Labart, Mueller, Sephis
Plate Mail (プレートメイル)	Def+20	Equip: Joule (Warrior or Battlemage), Emile, Labart, Sephis
Full Plate (フルプレイト)	Def+22	Equip: Joule (Warrior or Battlemage), Emile, Labart, Sephis
Dragon Mail (ドラゴンメイル)	Def+25/Evade+5	Equip: Joule, Labart, Mueller, Sephis
Assault Mail (アサルトメイル)	Def+30/Evade+10	Equip: Joule, Labart, Mueller, Sephis

Headgear

Leather Helm (かわのかぶと)	Def+2	Equip: All but Sphinx
Headband (ヘアバンド)	Def+4	Equip: All but Sphinx
Magic Hat (まほうのぼうし)	Def+6/Evade+3	Equip: Rowena, Leona, Denise, Leia, Sylvia
Plume (はねかざり)	Def+6/Evade+5	Equip: All but Sphinx
Runic Helm (ルーンヘルム)	Def+8/Evade+5	Equip: Joule, Jeanus, Kreutz, Labart, Mueller, Sephis
Battle Helm (バトルヘルム)	Def+10/Evade+5	Equip: Joule, Labart, Mueller, Sephis

Accessories

Cloak (マント)	Def+3	Equip: All but Sphinx
Breastplate (ブレストカバー)	Def+5	Equip: Joule, Emile, Labart, Mueller, Sephis
Earring (イヤリング)	Def+5/Evade+3	Equip: Rowena, Leona, Denise, Leia, Sylvia
Necklace (くびかざり)	Def+5/Evade+5	Equip: All but Sphinx
Talisman (タリスマン)	Atk+7/Hit+7/Def+7/Evade+7	Equip: All but Sphinx
Pendant (ペンダント)	Def+8/Evade+5	Equip: All but Sphinx
Rama (ラーマ)	Def+21/Evade+5. Use as item during battle: 3 spells (1) Flame Ball (2) Anti Flame (3) Holy Bless	Equip: All but Sphinx
Tweela (ツイーラ)	Def+21/Evade+5. Use as item during battle: 3 spells (1) Fear (2) Mind Cover, (3) Protect	Equip: All but Sphinx
Agur (アギュー)	Def+21/Evade+5. Use as item during battle: 3 spells (1) Ice Storm (2) Anti Cold (3) Minor Heal	Equip: All but Sphinx
Bind (バイント)	Def+21/Evade+5. Use as item during battle: 3 spells (1) Lightning (2) Anti Thunder (3) Multi Heal	Equip: All but Sphinx
Strength Ring (ちからのゆびわ)	Atk+15	Equip: All but Sphinx
Speed Ring (はやさのゆびわ)	Evade+15	Equip: All but Sphinx
Aim Ring (ねらいのゆびわ)	Hit+15/Def+12	Equip: All but Emile and Sphinx
Speed Boots (スピードブーツ)	Evade+30	Equip: All but Sphinx

Tomes

Below is listed all of the tomes that you can find in the game. You use tomes to learn new spells. The spell that is learned from each tomes is provided.

Scroll	Spell Learned
Arrow Tome (アイアロのしょ)	Ice Arrow (アイスアロー)
Web Tome (アイウェのしょ)	Ice Web (アイスウェーブ)
Storm Tome (アイストのしょ)	Ice Storm (アイスストーム)
Anti Cold Tome (アウコーのしょ)	Anti Cold (アウトコールド)
Anti Thun Tome (アウサンのしょ)	Anti Thunder (アウトサンダー)
Anti Flam Tome (アウフレのしょ)	Anti Flame (アウトフレイム)
Insanity Tome (インサニのしょ)	Insanity (インサニティ)
Explode Tome (エクプロのしょ)	Explosion (エクスプロー)

Escape Tome (エスケプのしょ)	Escape (エスケープ)
Allcure Tome (オルキュのしょ)	Cure All (オールキュア)
Cure Tome (キュアのしょ)	Cure (キュア)
Gre Heal Tome (グレヒルのしょ)	Great Heal (グレートヒール)
Gate Tome (ゲートのしょ)	Gate (ゲート)
Wisp Tome (コルウィのしょ)	Call Wisp (コールウィスプ)
Byakhee Tome (コルビヤのしょ)	Byakhee (コールビャーキ)
Silence Tome (サイレスのしょ)	Silence (サイレンス)
Thunbo Tome (サンボルのしょ)	Thunderbolt (サンダーボルト)
Shock Tome (ショックのしょ)	Shock (ショック)
Sleep Tome (スリープのしょ)	Sleep (スリープ)
Teleport Tome (テレポーのしょ)	Teleport (テレポート)
Dispel Tome (ディスペのしょ)	Dispel (ディスペル)
Death Tome (デスクラのしょ)	Death Cloud (デスクラウド)
Destroy Tome (デストロのしょ)	Destroy (デストロイ)
Seal Tome (バインドのしょ)	Seal (バインド)
Paralyze Tome (パラライのしょ)	Paralyze (パラライズ)
Healing Tome (ヒーリンのしょ)	Healing (ヒーリング)
Detect Tome (ファインのしょ)	Detect (ファインド)
Fear Tome (フィアーのしょ)	Fear (フィアー)
Flameba Tome (フレボーのしょ)	Flame Ball (フレイムボール)
Flamebo Tome (フレボルのしょ)	Flame Bolt (フレイムボルト)
Project Tome (プロジェのしょ)	Project (プロジェクター)
Protect Tome (プロテクのしょ)	Protect (プロテクター)
Petrify Tome (ペトリフのしょ)	Petrify (ペトリファイ)
Hold Tome (ホールドのしょ)	Hold (ホールド)
Holy Tome (ホリブレのしょ)	Holy Bless (ホーリーブレス)
Poison Tome (ポイアロのしょ)	Poison Arrow (ポイゾンアロー)
Cover Tome (マイカバのしょ)	Mind Cover (マインドカバー)
Min Heal Tome (マイヒルのしょ)	Minor Heal (マイナーヒール)
Mul Heal Tome (マルヒルのしょ)	Multi Heal (マルチヒール)
Plasma Tome (マルプラのしょ)	Multi Plasma (マルチプラズマ)
Lit Tome (マルボルのしょ)	Lightning (マルチボルト)
Maj Heal Tome (メジヒルのしょ)	Major Heal (メジャーヒール)
Meteor Tome (メテフレのしょ)	Meteor (メテオフレイム)
Restore Tome (リフレシのしょ)	Restore (リフレッシュ)
Revive Tome (レイズデのしょ)	Revive (レイズデッド)
Res Tome (レサレクのしょ)	Resurrection (レサレクション)

Magic

Below is a list of all the magic spells in the game. I list the effect of casting the spell, how much MP it costs, and what characters are able to learn it.

Ice Arrow (アイスアロー)	Attack single enemy with Ice	Cost: 5 MP	Useable: Jeanus, Denise, Labart, Sylvia
Ice Web (アイスウェーブ)	Attack all enemies with ice magic	Cost: 20 MP	Useable: Denise, Sylvia
Ice Storm (アイスストーム)	Ice magic attack on enemy group	Cost: 10 MP	Useable: Denise, Labart, Sylvia
Anti Cold (アウトコールド)	Increase defense against ice based attacks	Cost: 4 MP	Useable: Rowena, Mueller
Anti Thunder (アウトサンダー)	Increase defense against thunder based attacks	Cost: 4 MP	Useable: Rowena, Mueller
Anti Flame (アウトフレイム)	Increase defense against fire based attacks	Cost: 4 MP	Useable: Rowena, Mueller
Insanity (インサニティ)	Confuse enemy group	Cost: 15 MP	Useable: Leia
Explosion (エクスプロー)	Attack single enemy with thunder magic	Cost: 20 MP	Useable: Denise, Sylvia
Escape (エスケープ)	Escape from battle	Cost: 5 MP	Useable: Jeanus, Kreutz
Cure All (オールキュア)	Removes petrify, poison, and paralysis	Cost: 10 MP	Useable: Leona, Sphinx

Cure (キュア)	Cure poison and paralysis for single ally	Cost: 4 MP	Useable: Rowena, Leona, Mueller
Great Heal (グレートヒール)	Heal all allies 250 HP	Cost: 20 MP	Useable: Leona
Gate (ゲート)	Teleport to already visited towns	Cost: 20 MP	Useable: All characters
Call Wisp (コールウィスプ)	Attack all enemies with lightning	Cost: 10 MP	Useable: Leia
Byakhee (コールビャーキ)	Reduce MP of all enemies	Cost: 15 MP	Useable: Leia
Silence (サイレンス)	Seal magic of all enemies	Cost: 10 MP	Useable: Leia
Thunderbolt (サンダーボルト)	Attack single enemy with thunder	Cost: 5 MP	Useable: Jeanus, Denise, Labart, Sylvia
Shock (ショック)	Reduce single enemy's MP	Cost: 4 MP	Useable: Jeanus, Leia
Sleep (スリープ)	Put enemy group to sleep	Cost: 10 MP	Useable: Jeanus, Leia
Teleport (テレポート)	Escape from a dungeon to the world map	Cost: 20 MP	Useable: Rowena, Denise, Leia, Sylvia
Dispel (ディスペル)	Attack a group of undead enemies	Cost: 8 MP	Useable: Rowena, Sylvia
Death Cloud (デスクラウド)	Instant death on all enemies	Cost: 15 MP	Useable: Kreutz
Destroy (デストロイ)	Deals heavy damage to all undead enemies	Cost: 22 MP	Useable: Rowena
Seal (バインド)	Seal magic of single enemy	Cost: 5 MP	Useable: Rowena, Leia
Paralyze (パラライズ)	Paralyzed single enemy	Cost: 5 MP	Useable: Denise, Labart, Sylvia
Healing (ヒーリング)	Heal single ally by 30 HP	Cost: 3 MP	Useable: Rowena, Leona, Mueller
Detect (ファインド)	Discover hidden passages	Cost: 5 MP	Useable: Jeanus, Kreutz
Fear (フィアー)	Reduce MP of enemy group	Cost: 10 MP	Useable: Leia
Flame Ball (フレイムボール)	Fire magic attack on enemy group	Cost: 8 MP	Useable: Denise, Labart, Sylvia
Flame Bolt (フレイムボルト)	Attack single enemy with fire	Cost: 4 MP	Useable: Jeanus, Denise, Labart, Sylvia
Project (プロジェクター)	Increase the evasion rate of a single ally	Cost: 7 MP	Useable: Denise, Leia, Sylvia
Protect (プロテクター)	Increase defense of party	Cost: 7 MP	Useable: Rowena, Sphinx
Petrify (ペトリファイ)	Turn enemy group to stone	Cost: 15 MP	Useable: Denise, Sylvia
Holy Bless (ホーリーブレス)	Increase attack strength of a single ally	Cost: 3 MP	Useable: Rowena, Sphinx, Labart
Hold (ホールド)	Paralyze all enemies	Cost: 13 MP	Useable: Denise, Sylvia
Poison Arrow (ポイゾンアロー)	Poison all enemies	Cost: 4 MP	Useable: Kreutz
Minor Heal (マイナーヒール)	Heal single ally 200 HP	Cost: 7 MP	Useable: Rowena, Leona, Mueller
Mind Cover (マインドカバー)	Increase the resistance to spirit-based magic for a single ally	Cost: 5 MP	Useable: Rowena, Leona, Leia
Multi Heal (マルチヒール)	Heal all party members 100 HP	Cost: 12 MP	Useable: Rowena, Leona, Mueller
Multi Plasma (マルチプラズマ)	Attack all enemies with flame bolts	Cost: 20 MP	Useable: Denise, Sylvia
Lightning (マルチボルト)	Thunder magic attack on enemy group	Cost: 12 MP	Useable: Denise, Labart, Sylvia
Major Heal (メジャーヒール)	Heal single ally all HP	Cost: 12 MP	Useable: Leona, Sphinx
Meteor (メテオフレイム)	Attack all enemies	Cost: 18 MP	Useable: Denise, Sylvia
Restore (リフレッシュ)	Heals confusion and petrify	Cost: 8 MP	Useable: Rowena, Leona
Revive (レイズデッド)	Restore ally to life with full HP	Cost: 30 MP	Useable: Rowena
Resurrection (レサレクション)	Return ally to life	Cost: 30 MP	Useable: Leona

Items

Below are all of the non-equippable items that you come across in the game. Thanks to Eien Ni Hen and Andrew Schultz for helping complete this list.

Potion (かいふくそう)	Restore 200 HP to single party member.
Liberty Staff (かいほうのつえ)	Use to remove the curse from the king of Aramis.
Kraken Eye (クラーケンのめ)	Instantly escape from dungeon. Infinite uses.
Crystal (クリスタル)	Give to fortune teller in Northwest corner of Garganda to use passage.
Gama Tome (グンマのしょ)	Needed to gain an audience with Cremia.
Cobalt (コバルト)	Bring to the priest in Syle after defeating Sphinx to get the Cobalt Sword.
Bard Flute (しじんのふえ)	All enemies are inflicted with Confusion. Can be used infinite times.
Holy Stone (せいなるいし)	Instantly kill all undead enemies. Can be used infinite times.

Mountain Pass Map (とうげのちず)	Use to reveal passage through mountains near Sycon.
Antidote (どくけしそう)	Cure poison for single party member.
Badon Feather (バドンのはね)	Warps you to previously visited towns. Infinite uses.
Balacon Charm (バラコンのごふ)	If you use this in battle, you will be inflicted with "Confusion" and "Blood Loss" status ailments. If you load a saved game, the person possessing this item will be inflicted with "Confusion" or "Poison".
Levistone (ひこうせき)	Use to fly over rubble in mountain pass South of Plateau.
Posess Charm (ポセスのまもり)	Allows one to sail a ship on the ocean.
Grimoire (まどうしょ)	Give to Denise in Ares to recruit her.
Magic Pot (まほうのつぼ)	Magic attack against all enemies, infinite use.
Magic Source (まほうのもと)	Completely restore single ally MP.
Moon Stone (ムーンストーン)	All party MP restored to max. One time use.
Portal Key (もんのかぎ)	Use to activate warp tiles.
Herb (やくそう)	Restores 30 HP to single party member.

Shops

Below are listed all of the items sold in each town. Towns are listed in the order in which you visit them. Items are shown in the order that they are displayed in the shop.

Ares (アレス):

Weapon Shop
Staff 20
Dagger 80
Short Sword 300
Clothes 70
Robe 50
Leather Armor 150
Travel Staff 60

Neagle (ニーグル):

Item Shop
Herb 30
Antidote 5

Voss (フォス):

Item Shop
Herb 30
Antidote 5
Cloak 600

Sycon (サイコン)

Weapon Shop	Magic Shop	Item Shop
Rapier 500	Anti Thun Tome 400	Herb 30
Scimitar 1000	Flamebo Tome 500	Antidote 5
Leather Helm 100	Thunbo Tome 300	Potion 200
Buckler 120	Cure Tome 200	Magic Source 1000

Ring Mail 1000	Arrow Tome 300	Cloak 600
	Anti Cold Tome 400	
	Anti Flam Tome 400	

Garganda (ガルガンダ):

Weapon Shop	Magic Shop	Item Shop
Rapier 500	Storm Tome 1500	Herb 30
Kaiser Knuckle 1200	Anti Flam Tome 400	Antidote 5
Buckler 120	Poison Tome 400	Potion 200
Battle Axe 4800	Detect Tome 600	Magic Source 1000
Travel Staff 60		Cloak 600
Silver Sword 3800		Breastplate 1200
Battle Attire 300		Headband 300

Syle (サイル):

Magic Shop	Item Shop
Flameba Tome 1000	Herb 30
Holy Tome 3000	Antidote 5
Dispel Tome 300	Earring 1000
Fear Tome 2000	Necklace 2800
Gate Tome 3000	Potion 200
	Magic Source 1000

Sigma (シグマ):

Weapon Shop	Magic Shop	Item Shop
Long Bow 2800	Lit Tome 1200	Herb 30
Magic Shield 250	Byakhee Tome 5000	Antidote 5
Chain Mail 2500	Anti Cold Tome 400	Potion 200
Battle Axe 4800	Cover Tome 2000	Magic Source 1000
Power Knuckle 4800		Headband 300
Silver Sword 3800		
Ring Mail 1000		

Pharaoh (ファラオ):

Weapon Shop	Magic Shop	Item Shop
Mace 2000	Min Heal Tome 1500	Herb 30
Silver Sword 3800	Flameba Tome 1000	Antidote 5
Runic Knuckle 10000	Seal Tome 600	Potion 200
Great Sword 6000	Restore Tome 800	Magic Source 1000
Magic Shield 250	Gate Tome 3000	Plume 1500
Magic Robe 3000	Cure All Tome 2000	
Long Sword 5200	Mul Heal Tome 600	
	Plasma Tome 2000	
	Sleep Tome 1500	

Langley (ラングレイ):

Weapon Shop	Magic Shop	Item Shop
Runic Staff 8000	Teleport Tome 2000	Herb 30
Runic Sword 18000	Gre Heal Tome 5000	Antidote 5

Kite Shield 1000	Project Tome 800	Potion 200
Runic Helm 2000		Magic Source 1000
Magic Hat 1000		Earring 1000
Chain Mail 2500		
Runic Blade 6000		

Straits (ストレイツ):

Weapon Shop	Magic Shop	Item Shop	Casino Prizes (Chip Cost)
Great Sword 6000	Gre Heal Tome 5000	Herb 30	Moon Stone 100
Long Sword 5200	Teleport Tome 2000	Antidote 5	Speed Boots 300
Crossbow 5800	Maj Heal Tome 2000	Potion 200	Mythril Sword 500
Kite Shield 1000	Silence Tome 2000	Magic Source 1000	Protect Robe 700
Magic Robe 3000			Dragon Mail 1000
Plate Mail 5000			

Entia (エンティア):

Magic Shop	Item Shop
Storm Tome 1500	Herb 30
Flameba Tome 1000	Antidote 5
Lit Tome 1200	Breastplate 1200
Meteor Tome 4000	Potion 200
	Magic Source 1000
	Pendant 4000

Itanite (イターニテ):

Magic Shop	Item Shop
Hold Tome 1500	Herb 30
Revive Tome 5000	Antidote 5
Plasma Tome 2000	Necklace 2800
Storm Tome 1500	Talisman 5000
	Potion 200
	Magic Source 1000

Rhodes (ロードス):

Weapon Shop	Item Shop
Mace 2000	Herb 30
Silver Sword 3800	Antidote 5
Bastard Sword 12000	Potion 200
Kite Shield 1000	Magic Source 1000
Plate Mail 5000	
Runic Helm 2000	

Port Berth (バース):

Magic Shop
Meteor Tome 4000
Death Tome 5000
Web Tome 5000
Insanity Tome 3000

Plateau (プラトー):

Weapon Shop	Magic Shop	Item Shop
Crossbow 5800	Destroy Tome 4000	Herb 30
Bastard Sword 12000	Fear Tome 2000	Antidote 5
Runic Helm 2000	Explode Tome 1500	Potion 200
Kite Shield 1000	Web Tome 5000	Magic Source 1000
Full Plate 8000	Gate Tome 3000	Strength Ring 5600
Mail Coat 6200		Breastplate 1200

Aramis (アラミス):

Weapon Shop	Magic Shop
Runic Staff 8000	Res Tome 10000
Holy Robe 12000	Maj Heal Tome 2000
Magic Robe 3000	Destroy Tome 4000
Magic Hat 1000	Petrify Tome 1800
	Gate Tome 3000

Canaan (カナーン):

Magic Shop	Item Shop
Paralyze Tome 500	Herb 30
Shock Tome 300	Antidote 5
Wisp Tome 2000	Potion 200
Protect Tome 300	Magic Source 1000
Healing Tome 300	
Escape Tome 300	

Lars (ラース):

Weapon Shop	Item Shop
Battle Helm 4000	Herb 30
Bastard Sword 12000	Antidote 5
Runic Helm 2000	Strength Ring 5600
Full Plate 8000	Necklace 2800
Runic Robe 18000	Potion 200
Magic Bangle 3000	Gate Scroll 3000
	Magic Source 1000

Casino

There is a casino in Straits in which you can play two different games to try to earn a high enough amount of chips to trade for some decent prizes.

Here is a list of the prizes:

Prize	Chip Cost
Moon Stone	100
Speed Boots	300
Mythril Sword	500
Protect Robe	700
Dragon Mail	1000

Chips cost 50 gold each. You can play either "High and Low" or "Dice Poker". Here is an explanation of each game:

High and Low

In the upper-right window are two numbers. The top one is you chip total, and the bottom one is your current bet. Press up or down to raise or lower you bet. Press A to start the game, or B to quit. Your goal is to guess whether the next roll of two die will be higher or lower than the previous roll. Since there was no "previous" roll on your first guess, you have to guess whether the next roll will be higher or lower than 7. The options are おおきい for higher, and ちいさい for lower. If you guess wrong, you lose. If you guess right, you are given the option to go for double-or-nothing. Choose つづける to go for double-or-nothing, or choose おわる to quit and take your winnings. When you go for double-or-nothing, you guess whether your next roll will be higher or lower than the previous one, so if you rolled an 11 before, odds are good that the next roll will be lower than 11, so you should go for the double-or-nothing, but if you rolled an 8, odds are not good that you will guess the next roll correctly, so you
should take your winnings and quit.

Dice Poker

You try to make a good poker hand, but instead of cards, you are using dice to make the hand. The hands you try to make are the following: Five of a kind 30 Four of a kind 15 Full house 10 Straight 5 Two pair 2 Three of a kind 1

The numbers on the right are the amount your bet is multiplied by when you win to determine the amount you win. So if you bet 10 chips and get a five of a kind, you win 300 chips. Here's how the game goes: you roll 3 dice. You are given the option to bet more if you think that the odds are good that you are going to get a good hand, but you don't
have to bet more if you don't want. Then, you roll the final two dice to determine your final, five dice hand. If you know the winning hands in poker, it is easy to understand what the winning hands are in this game as well.

Misc Tips

Here are a couple excellent tips about dual wielding from BairaagiVN that you should keep in mind:

1) It's possible to dual-wield shields. This is super useful for characters who don't deal any physical damage even with good equipment, like the various mages.

2) There's a glitch where you can equip a 1-handed weapon in your right hand and Wintia (the sword from the ice cave in the early game) in your left, even though the latter is 2-handed. It hasn't worked with any other 2-handed sword in the game that I've found.

Enemies

Below are listed all of the enemies I have come across, including their original Japanese names and my own English translation, an area in which they can be found, experience and gold obtained by defeating them, items dropped, and special notes for some. They are listed in Japanese "alphabetical" order. I apologize for not listing the names as they appear in the fan translation (yet), so hopefully that will be corrected some day.

WM = World map.

- Armor Beetle (アームビートル): WM near Ares, 6 EXP/6 Gold
  - Note: Aim for body to deal more damage
- Iron Golem (アイアンゴーレム): Phantom Tower, 2500 EXP/500 Gold
- Ice Toad (アイストード): WM near Neagle, 10 EXP/14 Gold
- Astral Hound (アストラルハウンド): Desert Tower, 185 EXP/90 Gold
- Dark Swordsman (あんこくけんし): Gomora Temple, 250 EXP/150 Gold
- Dark Follower (あんこくどうし): WM near Aramis, 420 EXP/520 Gold
- Yeti (イェティ): WM near Neagle, 13 EXP/12 Gold
- Wisp (ウィスプ): Dark Salamander Cave, 17 EXP/4 Gold
  - Drop: Travel Staff
- Wolf Master (ウルフマスター): WM near Aramis, 650 EXP/300 Gold
- Oka Jelly (オーカージェリ): WM mountains near Demag Mine, 125 EXP/120 Gold
- Wolf (おおかみ): WM near Ares, 4 EXP/5 Gold
- Ogre (オーガー): WM near Garganda, 150 EXP/60 Gold
- Ogre King (オーガーキング): WM in Plateau mountain pass, 330 EXP/170 Gold
- Orc (オーク): WM near Garganda, 100 EXP/40 Gold
- Great Scorpion (おおさそり): Mountains near Demag Mine, 120 EXP/75 Gold
- Pirate (かいぞく): WM sea, 55 EXP/25 Gold
- Sea Dragon (かいりゅう): WM sea, 1200 EXP/150 Gold
  - Drop: Magic Bangle
- Gargoyle (ガーゴイル): Turtle Cave, 105 EXP/1 Gold
- Carrion Crawler (キャリオンクローラー): WM near Sycon 45 EXP/20 Gold
- Bloodsucker (きゅうけつき): Vampire Lair, 720 EXP/0 Gold
- Killer Eagle (キラーイーグル): WM near Ares, 5 EXP/6 Gold
- Killer Wolf (キラーウルフ): WM near Langley, 260 EXP/100 Gold
- King Scorpion (キングスコーピオン): Elsam, 420 EXP/210 Gold
  - Drop: Potion
- Gigantus (ギガンテス): WM near Aramis, 780 EXP/500 Gold
- Dark Artist (くろどうし): Desert Tower, 170 EXP/110 Gold
- Black Mage (くろまどう): Dark Salamander Cave, 20 EXP/15 Gold
  - Drop: Herb
- Ghoul (グール): Garganda Cave, 128 EXP/0 Gold
  - Drop: Battle Attire
- Gryphon (グリフォン): WM near Syle, 215 EXP/300 Gold
  - Drop: Ring Mail
- Greater Mummy (グレイターマミー): WM in Plateau desert, 480 EXP/210 Gold
  - Note: Has instant death ability

- Ghett (ゲート): Phantom Tower, 700 EXP/0 Gold
- Cockatrice (コカトリス): WM near Syle, 250 EXP/100 Gold
  - Note: Has petrify ability, Drop:Silver Sword
- Ghost (ゴースト): WM near Aramis, 640 EXP/1 Gold
  - Drop: Holy Robe
- Strong Warrior (ごきょうせんし): Turtle Cave, 84 EXP/65 Gold
- Strong Soldier (ごきょうへい): Dark Salamander Cave, 18 EXP/18 Gold
- Goblin (ゴブリン): WM near Ares, 6 EXP/8 Gold
- Bandit (さんぞく): WM in Plateau mountain pass, 300/190
- Sand Worm (サンドワーム): WM mountains near Demag Mine, 180 EXP/120 Gold
- Sea Giant (シージャイアント): WM sea, 80 EXP/20 Gold
- Thief (シーフ): WM near Sycon, 110 EXP/? Gold
- God of Death (しにがみ): WM near Aramis, 1400 EXP/180 Gold
  - Note: Has instant death ability, Drop: Holy Sword
- Necromancer (しびとつかい): Garganda Cave, 115 EXP/80 Gold
- Departed Soul (しりょう): Plateau desert, 680 EXP/100 Gold
- Shadow (シャドウ): Desert Tower, 175 EXP/80 Gold
- Giant Toad (ジャイアントトード): WM near Sycon, 64 EXP/25 Gold
- Skull Knight (スカルナイト): Gomora Temple, 250 EXP/100 Gold
- Skeleton (スケルトン): Garganda Cave, 105 EXP/20 Gold
- Stone Kong (ストーンコング): WM in Plateau mountain pass, 350 EXP/40 Gold
- Stone Golem (ストーンゴーレム): WM near Syle, 210 EXP/190 Gold
- Stone Beetle (ストーンビートル): Magic Ore Mine, 220 EXP/40 Gold
- Slime (スライム): WM near Sycon 24 EXP/0 Gold
- Zombie (ゾンビ): Garganda Cave, 104 EXP/0 Gold
- Dark Sphinx (ダークスフィンクス): Plateau desert, 420 EXP/180 Gold
- Dark Priest (ダークプリースト): WM near Garganda, 99 EXP/80 Gold
- Great Mage (だいまどう): Phantom Tower, 900 EXP/200 Gold
- Messenger Demon (つかいま): Demag Mine, 1200 EXP/200 Gold
- Deep Turtle (ディープタートル): WM sea, 630 EXP/130 Gold
- Desert Turtle (デザートタートル): WM near Syle, 140 EXP/100 Gold
- Desert Hawk (デザートホーク): Plateau desert, 360 EXP/90 Gold
- Death Wing (デス　ウィング): WM near Garganda, 70 EXP/60 Gold
- Death Scorpion (デススコーピオン): Gomora Temple, 280 EXP/140 Gold
- Death Beetle (デスビートル): Elsam, 620 EXP/80 Gold
- Dead Soldier (デッドソルジャー): Gomora Temple, 230 EXP/0 Gold
  - Drop: Talisman
- Dead Magician (デッドマジシャン): WM near Aramis, 1280 EXP/1000 Gold
- Thief (とうぞく): WM near Ares, 4 EXP/10 Gold
- Troll (トロール): WM near Langley, 300 EXP/180 Gold
  - Drop: Kite Shield
- Dragon Shaman (ドラゴンシャーマン): Plateau desert, 580 EXP/250 Gold
- Dragon Zombie (ドラゴンゾンビ): Demag Mine, 1800 EXP/500 Gold
- Dragon Man (ドラゴンマン): WM near Rhodes, 310 EXP/150 Gold
  - Note: Has instant death ability
- Dream Master (ドリームマスター): Inn in Syle, 0 EXP/0 Gold
- Lost Messenger Demon (はぐれつかいま): WM near Phantom Tower, 2000 EXP/0 Gold
- Berserker (バーサーカー): Cave of Sacrifice, 130 EXP/40 Gold
- Barbarian (バーバリアン): WM near Langley, 280 EXP/50 Gold
- Banshee (バンシー): WM near Aramis, 1100 EXP/200 Gold
- Pirate (パイレーツ): WM sea, 300 EXP/240 Gold
- Hydra (ヒドラ): Elsam, 1280 EXP/290 Gold
- Flying Dragon (ひりゅう): WM near Aramis, 1300 EXP/200 Gold
- Big Spider (ビッグスパイダー): WM near Sycon, 25 EXP/20 Gold
- Hippogriff (ヒポグリフ): WM near Garganda, 94 EXP/70 Gold
- Fire Hound (ファイアーハウンド): Dark Salamander Cave, 18 EXP/8 Gold
  - Drop: Dagger
- Fire Beetle (ファイアービートル): Mountains near Demag Mine, 170 EXP/110 Gold
- Fire Lizard (ファイアーリザード): WM near Rhodes, 300 EXP/100 Gold
- Phantom (ファントム): Desert Tower, 160 EXP /100 Gold
- Black Widow (ブラックウィドウ): Elsam, 400 EXP/170 Gold
- Pudding (プディング): WM near Syle, 200 EXP/0 Gold
- Hobgoblin (ホブゴブリン): WM near Langley, 240 EXP/170 Gold
- Poison Spider (ポイズンスパイダー): WM near Sycon, 66 EXP/30 Gold
  - Drop: Antidote
- Poison Toad (ポイズントード): WM near Sycon, 26 EXP/10 Gold
- Mad Crusader (マッドクルセイダー): Phantom Tower, 620 EXP/500 Gold
- Merman (マーマン): WM sea, 65 EXP/20 Gold
  - Drop: Herb
- Merman Soldier (マーマンソルジャー): Turtle Cave, 85 EXP/45 Gold
- Snow Wolf (ゆきおおかみ): WM near Neagle, 12 EXP/8 Gold

- - Drop: Staff
- ? (ようとうつかい): Cave of Sacrifice, 115 EXP/81 Gold
- Land Turtle (ランドタートル): Turtle Cave, 78 EXP/40 Gold
- Lizard Man (リザードマン): WM near Sycon, 40 EXP/20 Gold
  - Drop: Scimitar
- Luciferon Fighter (ルシフェロンかんぶ): Mountain Passage 310 EXP/200 Gold
  - Drop: Antidote
- Lesser Mummy (レサーマミー): Desert Tower, 155 EXP/90 Gold
- Rock Worm (ロックワーム): Magic Ore Mine, 200 EXP/160 Gold
- Werewolf (ワーウルフ): WM near Rhodes, 290 EXP/190 Gold
- Wyvern (ワイバーン): WM near Rhodes, 830 EXP/240 Gold
- Wild Hound (ワイルドハウンド): WM near Neagle, 15 EXP/8 Gold

Conclusion

I hope you found this guide useful. If you have information that you'd like to contribute, or if you have other suggestions for how the guide can be made better, please send it to lastbosskiller@gmail.com. I will give you the proper credit for your help.

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