

# Dragon Wars FAQ/Walkthrough (JIS)

by LastBossKiller

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This walkthrough was originally written for Dragon Wars on the NES, but the walkthrough is still applicable to the PC version of the game.

Dragon Wars (Famicom)  
Guide by E. Phelps, ver. 1.0  
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- - - = = = === Disclaimer === = = = - - -  
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---Viewing This Document---

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- - - = = = ===== Intro ===== = = = - - -  
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Dragon Wars is a first-person perspective RPG released for the NES/Famicom in 1991. It was originally produced as part of the Bard's Tale series, but legal issues forced the design team to make some changes to the story to make it a stand-alone title. Therefore, if you are a fan of the Bard's Tale series, you will probably enjoy this game.

Dragon Wars is an excellent game for it's genre. It gives you the feeling that you are engulfed in a large world, full of mystical creatures, gods, and wizards. It rewards exploration, so you always wonder if there could be a hidden treasure chest or something around the corner. One of the greatest aspects of this game is that there are multiple ways to accomplish goals. For example, you begin imprisoned in a large town called Purgatory and there are at least three different ways to escape Purgatory. Such examples of mutliple ways to accomplish goals are found throughout the game, and makes for a very different experience than most games of this genre during the NES era.

Another thing that I greatly appreciated about this game was that accomplishing goals made sense, meaning there's never a time when I thought, "What!? Who would ever have thought to try that?!" There are also plenty of hints from townspeople to push you in the right direction if you pay

attention to the dialogue.

Unfortunately, the dialogue is in Japanese since this game was never released in the US (on the NES, that is). Hopefully, using this guide, you will be able to get through the game without any Japanese knowledge. I have done my best to explain the story as it unfolds so you can enjoy that aspect of the game as well. Alternatively, this game was released for PC in English, so you could try to play that version instead. I believe the two versions are nearly identical.

Well, if you're planning on playing the NES version and using my guide, then that's very exciting, so let's get started!

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 - - - = = = ===== Story ===== = = = - - -  
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[sec1]

Here is the story as told when you start a new game:

Around the star Sirius revolves the small planet Oceana. Oceana is dotted with several large islands. But due to occasional storms and rough terrain, sea travel can be difficult. The most famous area on Oceana is called Dilmun. This area is composed of 9 islands and some coral reefs. All the cities in Dilmun were independent nations that lived without aggression toward each other.

Dilmun was a place inhabited by dragons. Criminals were sent to the guarding god dragon to be sacrificed. With this, public order was maintained, and the days went by peacefully in Dilmun.

For this reason, many pilgrims and treasure seeking adventurers came to visit this place.

It was said that Dilmun was the easiest place to live in all of Oceana.

However...!!

From the bottom depths of the planet, a single demon was resurrected, seeking Dilmun for its dark purpose.

A lone boat is on its way to the capital city, Purgatory, the largest city in all of Dilmun. These are adventurers with hope and adventure in their hearts. They are your party. Just as the boat lighted on the shore, loud trembling footsteps were heard, and a large number of government officials stormed onto the boat.

"Damn foreigners! There's no doubt this boat came to invade this city, ruled by Namtar. You're all under arrest!"

"We are only adventurers. We have no plans to invade!!"

"Silence!"

There was no hope for you. You were sent to a harsh prison to await being sacrificed to the dragon. Why has the peaceful land of Dilmun become such a place...? It is because of the man named Namtar. First, Namtar sent his underlings, the "Young Dragons", to every place, destroying untold numbers of cities. In addition, the gates of Purgatory were blocked, causing the people of Purgatory to fall into poverty. Luckily, you managed to avoid being sacrificed to the dragon. But by Namtar's orders, you were left in a section of Purgatory to suffer.

There is only one path available. To escape this place and kill Namtar!

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- - - = = = == Getting Started = = = - - -  
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When you first start the game, you will have a single option:

キャラクターをつくる - "Create Character"

Selecting this option brings up two more options:

タイプで えらぶ - "Select Type"

じぶんで ぶりわけ - "Partition Yourself"

Your first task is to create a party of four characters. If you select "Select Type", you will get to choose from four pre-made characters: Soldier (せんし), Thief (とうぞく), Priest (そうりょ), and Mage (まじゅつし).

If you select the "Partition Yourself" option, you will spend points on your character's stats and abilities in whatever manner you choose. For help creating characters, see the "Character Creation" section below.

After creating a character, you will be asked to name him/her. You see a screen with the Japanese "alphabet", and the commands すすむ ("Go Forward"), もどる ("Go Back"), and おわる ("End").

After you have one or more characters, you will return to the first screen, but more options will be present:

キャラクターをつくる - "Create Character"

キャラクターをみる - "View Character"

キャラクターを けす - "Delete Character"

Continue creating characters until you have four total. At that point, select ゲームをはじめる ("Begin Game") to start a game using the four characters you created.

If you are continuing a previous game, you will see the following options when you load the game:

つづきをはじめる - "Continue"

はじめからする - "Start From Beginning"

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It's nice that the game gives you the option to create your own characters. However, you will have a perfectly decent party if you just take one of each of the pre-made characters.

If you want to try to make a better party, I will describe the character

creation process here and then offer some suggestions on how to make better characters.

When you choose to "Partition Yourself", you will begin with 70 points to distribute amongst your character's stats and abilities. The categories you can select are the following:

- いっばん - "General"
- ちしき - "Knowledge"
- のうりよく - "Skills"
- まほう - "Magic"
- ぶき - "Weapons"
- おわる - "End"

Each of the above categories is explained in detail below.

After selecting a category, you will see all of the stats/abilities corresponding to that category. At the top of the screen, you will see the word ボーナス ("Bonus") and the number of bonus points you have left to spend on your stats.

At the center of the screen is each stat/ability, with the current level of that stat, labeled by げんざいち ("Current Value"), and the bonus point cost to increase the stat by another level, labeled by コスト ("Cost").

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-----= General Stats -----[sec3a]-----
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The いっばん ("General Stats") category represents your basic stats, such as your maximum HP or your speed. Here is a list of all the stats included in this category and their effect:

- HP - Your maximum hit points.
- ちから - "Strength". Determines which weapons and armor you are strong enough to wield. It does not directly effect your attack strength. It also determines how effective your "Strength" skill will be (see the "Skills" section for an explanation).
- せいしんりよく - "Will". Determines your maximum MP. Also allows you to wield certain weapons if it is high enough.
- すばやさ - "Speed". Determines how quickly you take your action during a round of battle. Also, it has to be high enough for you to be able to wield certain weapons.
- ちせい - "Intelligence". Determines your magic strength and your defense versus magic.

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-----= Knowledge -----[sec3b]-----
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Knowledge works like a set of skills you can use in certain special locations in the game to gain more information or perhaps gain an item. Different knowledge skills are more likely to work in locations that correspond to their names.

Here are the different knowledge categories:

- どうくつ - "Cave"
- もり - "Forest"
- やま - "Mountain"
- まち - "City"
- まほう - "Magic"

=====  
-----= Skills =-----[sec3c]---  
=====

Skills are necessary for obtaining items, getting by certain doors and walls, and many other things. You will want to have each skill learned by one of your characters. Here are the skills and what they are for:

- ちりょう - "Medical Treatment". Use to heal sick people.
- のぼる - "Climb". Use to climb over certain walls.
- かくれる - "Hide". Sneak past certain enemies.
- ちから - "Strength". Move heavy things.
- あける - "Open". Open locked doors and treasure chests.
- ぬすむ - "Steal". Steal items from other characters.
- およぐ - "Swim". Move over or swim under certain places with water.
- ついせき - "Pursuit". Chase certain things.
- こうしょう - "Negotiate". Convince characters to do you favors or give you information.

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-----= Magic =-----[sec3d]---  
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There are four types of magic. In order for a character to learn spells that belong to a particular type of magic, they must first have at least a level one ability with that type of magic. Also, a character must first begin learning "Low Magic" before they can learn any of the other three. Here are the magic types:

- ローマジック - "Low Magic"
- ハイマジック - "High Magic"
- ドルイドマジック - "Druid Magic"
- サンマジック - "Sun Magic"

=====  
-----= Weapons =-----[sec3e]---  
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In order to wield a certain type of weapon, you must first have at least a level one ability with that type of weapon. If you equip one without any skill in that class of weaponry, your attack strength will decrease to zero.

For every level you increase your ability with a particular class of weapon, your accuracy will increase by one point when you equip that type of weapon.

Here are the various classes of weapons:

- アックス - "Axes"
- メイス - "Maces"
- りょうてでもつぶぎ - "Two-Handed Weapons"
- クロスボウ - "Crossbows"
- フレイル - "Flails"
- ソード - "Swords"
- ボウ - "Bows"
- なげるぶぎ - "Throwing Weapons"
- こぶし - "Fist"

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-----= Character Creation Suggestions =-----[sec3f]---  
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Although I suggest using the pre-made characters since they are fine, you could make a better starting party by spending your character creation points

better.

First of all, you could avoid spending any points on the "Knowledge" stats because they result in very little benefit in the game. The characters you recruit later in the game will come with some of these knowledge abilities anyway, and there's certainly no reason to have more than one character with the same knowledge.

As for the "Skill" attributes, there is no reason to have more than one character with each ability. You could even avoid the "Pursuit" and "Hide" skills altogether since they won't give you anything useful in the game. You want to have someone know the rest of the skills though because they're useful.

Upgrading your weapon levels only increases your accuracy, so don't worry about upgrading too much unless you're missing a lot during battle. And there's really no reason to upgrade your "Fist" level very much since you will never end up using your fists again after you get your first weapons.

For your general stats, the stats that you want to focus on should match the type of weapon you plan on wielding with that character. For example, wielding good swords requires high strength, while wielding good bows requires high speed. High HP and speed are of course good for all characters, but Will and Intelligence are only important for characters you plan on using for magic.

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-----= Leveling Up -----[sec4a]---
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You can see how much experience you need to gain to level up by looking at a character's status screen. Next to the word けいけんち ("Experience") will be shown two numbers. The first number is the character's current experience, and the second number is how much experience the character needs in order to level up.

When a character has leveled up, they do not automatically gain any stat increases. Instead, you must press "A" to open your menu, then select つよさ ("Strength"), then select ふりわける ("Partition"). You will then be able to distribute additional points to your characters stats or abilities, just like you would do during the character creation process. See the "Character Creation" section above for information on distributing these points to your character's stats/abilities.

When you are finished distributing, press "B" to go back until it asks you if you are happy with your selections. Select はい ("Yes") to keep your stat upgrades, or いいえ ("No") if you want to redo your choices.

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=====
-----= Weapons and Armor -----[sec4b]---
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Any character can equip any weapon or armor if their stats are high enough to allow it. Different weapons require different stat levels to equip. For example, swords require your ちから ("Strength") stat to be at a certain

level to equip. Bows require your すばやさ ("Speed") stat to be high enough to equip. For a list of all of the weapons and what your stats need to be at in order to equip them, see the "Equipment" section near the end of this faq.

Equipping armor also requires that your strength be at a high enough level. See the "Equipment" section for a list of stat requirements to equip all armor.

You can learn about what your stat levels need to be at to equip weapons or armor by visiting a weapon or armor shop and selecting the かんていする ("Appraise") option.

Although you may have high enough stats to equip a particular weapon, you also have to have some proficiency in the use of the weapon type that you want to equip. Each character can level up their abilities in each weapons class. If your level is zero for a particular type of weapon, your attack strength will drop to zero when you equip a weapon from that class, even if your stats are high enough to equip the weapon. If you have at least a level one ability with that weapon, you will be able to equip it with its full attack strength potential.

For every level up you receive for a weapon type, your accuracy will increase by one every time you equip a weapon from that weapon class.

When you equip a bow, you must then load it with arrows. To load the arrows, select the arrows in your inventory and select the option ほじゅうする ("Replenish"). You must load crossbows with bolts in the same way.

You cannot equip a shield and two-handed weapons at the same time.

You must re-equip throwing weapons after every battle if you attack.

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-----= Spells -----[sec4c]---  
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In this game, spells are learned by using magic scrolls. Magic scrolls are found in treasure chests or such places throughout the game, and they can also be bought in some stores. To learn a spell, you simply have the character who wants to learn that spell to use the corresponding scroll. When the spell is learned, the scroll disappears, so only one scroll can be used per character.

There are four types of magic. A character can only learn a spell from a scroll if they have at least a level one ability in the corresponding type of magic.

All characters that use magic must first have a level one ability in "Low Magic" before they can learn any other type of magic.

Some spells have an adjustable MP cost. For example, the "High Magic" spell called "Inferno" has an adjustable MP cost. You can increase the amount of MP you want to spend to cast the spell to a certain maximum level, or you can spend fewer MP points instead. The more MP points you spend, the more damage the spell will do when casted. Some spells are time-based, like spells that illuminate dark maps. Time based spells will work for a longer period of time if you spend more MP points when you cast them.

=====  
-----= Battles -----[sec4d]---



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Battles in Dragon Wars have two aspects that require an explanation: Range and Fainting. These two aspects will be explained in the sections below. However, other than these two aspects, the battles in Dragon Wars are similar to any turn-based RPG and will be familiar to all experienced RPG players.

---Range-----

The battles in this game are slightly different than most turn-based RPGs. The difference comes from the importance of the "Range" (きょり) that enemies are positioned away from you. So, if an enemy is at a range of 2 or larger, you probably won't be able to attack them (some weapons have longer range, though).

When selecting battle actions, you can perform a regular attack, but if an enemy is at too long a range, you will simply miss. However, you can also move forward and attack in the same turn by selecting the ちかづく ("Approach") command. However, if you use the "Approach" command to move forward, you will only perform an attack at the same time if you are then within attacking range. It is random how many spaces forward you will move by using the "Approach" command, but it is somewhere in the range of 1 to 4 steps.

They only negative part about the "Approach" command is that it acts just like an "Auto" attack, meaning all of your characters will attack and you cannot have some of them use magic or anything else during that turn. Therefore, if you want to have your fighters attack, but you also want to use magic, you'll first have to move your entire party forward until you're within range of the enemy, then you can start giving different commands to your separate party members.

Enemies will also move to a closer range in a turn if they are too far to attack you. They also will be able to move and attack in the same turn if moving brings them close enough in that turn.

---Fainting-----

Besides having hit points (HP) that is drained when you are hit by an attack, your characters also have a きりよく ("Vitality") stat that is drained by attacks. If a character's HP is drained to zero, the character dies and must be revived. However, if a character's vitality is drained to zero, the character will faint, as indicated by the status きぜつ ("Swoon"). Characters who faint automatically move to the back of the party, meaning all other characters move up one space. A fainted character can take no actions while fainted.

You can recovery vitality points by casting a curative spell on a character, restoring both HP and vitality simultaneously. A fainted character will have their vitality increased by a cure spell, and therefore will become conscious once again. However, you will then have to move them back to the front of the party for them to be able to attack again if they are a fighting-type character (unless you have few enough characters that they are already in the front row).

A fainted character will remain fainted after a battle ends. They will not be able to use any skills at that time, such as "Climb" or "Swim". However, when you engage in a new battle, the character will then suddenly be conscious again, with a vitality equal to their current HP.

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Like most RPGs, you can heal your characters by using spells or items. You can also visit a hospital to have your HP and/or MP restored, although hospitals are quite expensive. The best option to heal your party is to visit a "magic spring". Magic springs are located in a few places throughout the game, but they are fairly rare, so keep an eye out and memorize their locations so you can take care of your party efficiently. They restore your HP and MP to maximum and you can drink from them unlimited times (the spring in Purgatory only restores your HP).

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-----= Death in the Party =-----[sec4f]---

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If a party member dies, you must visit a church to have them revived. Churches are pretty rare and expensive, so it's best to save often and reset your game if someone dies.

The only other way to revive a dead party member is to visit a certain location in the Underworld, that can only be reached by passing through the Necropolis. As you will find, it's a very inconvenient location to reach, so it's probably not a very good option for reviving your party members in general.

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-----= Auto-Map Feature =-----[sec4g]---

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This game has a very convenient auto-map feature which makes your life super much easier. By pressing "Select" any time you are outside of battle, you will see the map. Only tiles that you have walked over will be revealed, and the rest of the map will be black. You will also be able to see which direction you are facing.

Conveniently, you can use the auto-map to see where you are and what direction you are facing even in places where there is no light and no on-screen compass.

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-----= Walking Screen =-----[sec5a]---

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When walking around, the name of the current map will be displayed at the bottom of the screen. When you begin the game, it will say: プロガトリー ("Purgatory"), the starting location.

A compass in the lower-right corner of the screen will show you which direction you are facing. On some maps, there will be no compass. You can use certain items or spells to make the compass appear in those locations, however you can just refer to your auto-map to see which way you are facing.

Press "Select" to open the auto-map.

On the left side of the screen is shown four hearts. This represents the

characters that are in your front row (as indicated by the "F" at the top of the screen). Similarly, there are 3 slots on the right side of the screen that will represent your back row when you get more characters. Therefore, you can hold a maximum of seven characters in your party.

The heart graphics will change if a character faints or dies to represent the current condition of that character.

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-----= Walking Menu =-----[sec5b]---
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Press "A" outside of battle to open up the following menu:

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もちもの   つよさ
まほう     なかま
ぎじゅつ   セーブ
```

Below I explain each of these menu options:

もちもの - "Inventory". Select this option, then select a character's name to see what that character is holding. At the bottom of the screen will also be shown the following statistics for the chosen character: こうげきりょく ("Attack strength"), ぼうぎょりょく ("Defensive strength"), めいちゅうりつ ("Accuracy"), かいひりつ ("Evasion"). If you select an item, the following submenu will appear: つかう ("Use"), すてる ("Drop"), わたす ("Transfer"). If the weapon is equippable, the command そうびする ("Equip") will also be available.

まほう - "Magic". Select this option, then select a character's name. You will see which types of magic the character knows. Select a type of magic, then select a subcategory of that magic, such as こうげきまほう ("Attack Magic") and you will see the spells that character knows.

ぎじゅつ - "Skill". Select this option, then select a character's name. Then you'll have the two options: ちしぎ ("Knowledge") and のうりょく ("Skills"). You can use the character's knowledge or skills through this menu option.

つよさ - "Strength". Select this option, then select a character's name. You will see the option みる ("View"), which will take you to the status menu for that character (see the "Status Menu" section below for an explanation). If your character has points to distribute because of a level up, you will also see the option ふりわける ("Partition").

なかま - "Party". If you select this option, you will see the submenu: ならべかえ ("Arrange") and じょうたい ("Status"). "Arrange" allows you to change the positions of your party members (move them from the back to the front row, etc.), and "Status" will show you the current HP and MP for all of your party members.

セーブ - "Save". Saves your game. Select はい ("Yes") to save.

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-----= Status Menu =-----[sec5c]---
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When you open the status menu, you will see all of the character's current stats, skill levels, and magic levels. The meanings of these stats and abilities are described above in the "Character Creation" section. Here is all the information that will be displayed (press up/down during play to show all of these stats):

レベル - "Level"

じょうたい - "Status".  
けいけんち - "Experience".  
ゴールド - "Gold".  
HP - "Hit Points".  
きりよく - "Vitality".  
MP - "Magic Points".  
ちから - "Strength".  
せいしんりよく - "Will".  
すばやさ - "Speed".  
ちせい - "Intelligence".  
こうげきりよく - "Attack Strength".  
ぼうぎょりよく - "Defensive Strength".  
めいちゅうりつ - "Accuracy".  
かいひりつ - "Evasion".

のうりよく - "Skills"  
ちりょう - "Medical Treatment".  
かくれる - "Hide".  
あける - "Open".  
およぐ - "Swim".  
こうしょう - "Negotiate".  
のぼる - "Climb".  
ちから - "Strength".  
ぬすむ - "Steal".  
ついせき - "Pursuit".

ちしき - "Knowledge"  
どうくつ - "Caves".  
やま - "Mountains".  
まほう - "Magic".  
もり - "Forests".  
まち - "Cities".

まほう - "Magic"  
ローマジック - "Low Magic".  
ドルイドマジック - "Druid Magic".  
ハイマジック - "High Magic".  
サンマジック - "Sun Magic".

ぶき - "Weapons"  
アックス - "Axes".  
りょうてでもつぶき - "Two-Handed Weapons".  
フレイル - "Flails".  
ボウ - "Bows".  
こぶし - "Fist".  
メイス - "Maces".  
クロスボウ - "Crossbows".  
ソード - "Swords".  
なげるぶき - "Throwing Weapons".

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----- Battle Menu -----[sec5d]-----  
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During battle, the following information is shown in the upper-right window:

なまえ - "Names". Shows the names of the enemies.  
きょり - "Range". Shows how far this group of enemies is from your party.  
かず - "Number". Number of enemies in that group.

In the middle window, you see your party's names, HP, vitality, and MP.

In the bottom window, you have the following menu commands:

たたかう - "Fight".

そっこう - "Swift attack". This is an auto-attack feature.

にげる - "Run".

ちかづく - "Approach". Your party moves closer to the enemy (reducing the "Range") and performs an auto-attack if they move into close enough range.

If you choose "Fight", then you will have the following menu options to enter for each character:

たたかう - "Fight". Regular physical attack. Brings up a submenu, explained below.

にげる - "Run".

ぼうぎょ - "Defend". Brings up the subcommands: みをかわず ("Try to dodge") and みをまもる ("Try to protect").

ならべかえ - "Change Row". Brings up the subcommands: うしろにまわる ("Move to the back") and まえにでる ("Move to the front").

The "Fight" subcommands are explained here:

ノーマルこうげき - "Normal attack". Perform a regular physical attack.

ポイントこうげき - "Point attack". Do more damage than a regular attack.

Seems to be no downside to selecting this over the normal attack.

ぶきをこわす - "Break weapon". Attack to decrease the attack strength of the enemy.

After choosing actions for your party, a summary screen appears showing your choices and asks if this is good. Select はい ("Yes") to agree with your choices.

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-----= Hospital Menu =-----[sec5e]---
=====
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When you visit a hospital, you will have the following options:

HPかいふく - "Restore HP".

MPかいふく - "Restore MP".

HP/MPかいふく - "Restore HP and MP".

ゴールドをあつめる - "Accumulate gold". All party's gold goes to the selected character.

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=====
-----= Store Menu =-----[sec5f]---
=====
```

かう - "Buy".

うる - "Sell".

ゴールドをあつめる - "Accumulate gold". The current character gets all of the gold from the rest of your party.

かんていする - "Appraise". Learn what stats you need to equip a weapon or armor, or learn what an item is for.

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- - - = = = ===== = = = - - -
- - - = = = === Walkthrough === = = = - - -
- - - = = = ===== = = = - - - [sec6]
```

```
---Purgatory-----[sec6a]---
```

"プロガトリー"

You have been captured and sentenced to life in Purgatory. You vow to escape

Purgatory and kill Namtar, the man behind this ordeal.

The first and most important thing to note in Purgatory is the "magic spring". It looks like a little puddle of water and is located a little Northwest of your starting position. By standing on the magic spring, your party's HP will be completely restored. It will not restore your MP, however, so best to conserve your MP for now. Before wandering too far from the magic spring, spend a little time fighting monsters and getting used to the battles.

Two other important locations of note are the church and the hospital. You can revive dead party members at the church, located just a little Northeast from your starting location. The hospital is located near the Northeast corner of the map. At the hospital, you can restore a party member's HP and/or MP. Both the hospital and church are very expensive at this point in the game, so it's best to avoid these places unless it is an emergency. Try to conserve MP and restore HP at the magic spring instead. Also, save often so you can reload instead of paying the large fee to restore a dead party member.

Purgatory is very big compared to most locations in this game, and there is a lot to do. Most of the goals will be a bit hard to accomplish since you'll have to win some tough battles, so save often.

#### ---Obtaining Weapons, Armor, and Spells

Leveling up won't do a lot for helping your party win the tougher battles since you can't increase your attack or defense by leveling up. Instead, you have to find some equipment. To get equipment, you can head to the Black Market, located at the Northern end of Purgatory, toward the middle of the map. It will be expensive to get everything you need, so it will take a lot of fighting to get enough gold. Focus on getting defensive equipment first since you can handle most battles with your fists for now. The Black Market sells the following items:

Black market:

Weapons (ぶき):

- Hand Axe (ハンドアックス) - 60
- Small Pick (スモールピック) - 30
- Pick (ピック) - 40
- Battle Axe (バトルアックス) - 120
- Flail (フレイル) - 60
- Mace (メイス) - 50
- Dagger (ダガー) - 10
- Short Sword (ショートソード) - 50
- Great Sword (グレートソード) - 200
- Bow (ボウ) - 40
- Long Bow (ロングボウ) - 200
- Crossbow (クロスボウ) - 60
- Arrows (アロー) - 10
- Bolts (ボルト) (x20) - 30
- Javelin (ジャベリン) - 40

Armor (ぼうぐ):

- Cloth Armor (クロスアーマー) - 25
- Leather Armor (レザーアーマー) - 50
- Ring Armor (リングアーマー) - 80

Other (そのた):

- Potion (ポーション) - 100
- Dragon Stone (ドラゴンストーン) - 250

A cheaper way to get a lot of equipment is to go straight North from the magic spring until you enter the arena. In the arena, you will be offered a

whole pile of free weapons and armor. The downside is that you have to fight a pretty tough battle with Gladiators. If you win, you'll get to keep the equipment. See "The Arena" section below for more details.

There is also a Magic Scroll Shop in Purgatory, located on the far West side of the map. Since magic is now illegal, the shop has been closed. But the owner will give you his old scrolls for free. You can get as many as you want of each kind. These are the scrolls he offers:

Mage Fire (メイジファイアー)

Disarm (ディザーム)

Charm (チャーム)

Rack (ラック)

Lesser Healing (レッサーヒーリング)

Mage Light (メイジライト)

Place the scroll in a character's inventory and have them use it to learn the corresponding spell. A character can only learn a spell if he has already begun learning that type of magic. In this case, a character will need to begin learning Low Magic to use any of these scrolls.

---Ulrik

Near the Northeast corner of Purgatory, across from the hospital, is a pub. It's difficult to get inside since you have to win a battle against some Drunks, as the game calls them. If you can beat the drunks, it will be well worth the effort. Inside the pub, you meet Ulrik (アルリック). He is also looking to escape Purgatory and offers to join your party. Say yes (はい) to agree to let him in your party.

At this point, you will have five party members, so move your mage to the back row (if you have one).

---The Arena

As mentioned in a section above, you can get a good amount of weapons and armor by visiting the arena, located directly North from the magic spring. When you enter the arena, you will be given the following equipment for free:

Hand Axe (ハンドアックス)

Pick (ピック)

Small Pick (スモールピック)

Dagger (ダガー)

Flail (フレイル)

Mace (メイス)

Short Sword (ショートソード)

Arrows (アロー)

Bow (ボウ)

Leather Armor (レザーアーマー) x4

To exit the arena, you first have to fight a bunch of Gladiators. It is a tough battle, but if you win you'll get to keep the equipment and you'll also get the Citizen Papers (しみんしょう), whose purpose will be made clear later.

---Escaping Purgatory

One of the things I love most about this game is the way you can do things in many different ways. Escaping Purgatory is a perfect example of this. There are three different ways to do this, and I'll explain each way in the following sections.

---Escape Route 1

The most obvious way to escape would be to go out the front gates. The gates are located a little Southeast from the magic spring. However, the gate is

guarded by a lot of soldiers that are pretty strong for this point in the game. I guess if you really couldn't figure out another way to escape, you could spend a lot of time leveling up and eventually you might be able to beat them, but this is not a good use of your time, so I suggest you seek another escape route.

#### ---Escape Route 2

This isn't really an escape route, but some of the townspeople will refer to an escape route reached by swimming underneath a pool located in the Western part of Purgatory. It is rumored to lead to the Underworld. If you go to the West end of Purgatory, toward the middle of the map, you'll find a statue of the goddess of the Underworld, Irukana. If you approach it, the game will ask if you want to pray to her. Say "yes" (はい) and nothing seems to happen. It'll ask if you want to pray again. Keep saying yes over and over and eventually the text will change to the phrase: イルカナは ニッコリとほほえんだ ("Irukana is smiling"). I doubt there is a point to this, but it can never hurt to have the gods on your side, right?

Next to the statue is a pool of water. If you stand on it and use the およぐ ("Swim") skill, you will attempt to dive into the water. But you can't get very far because you can't hold your breath long enough, so the escape attempt is a failure. There is nothing you can do to succeed at this time.

#### ---Escape Route 3

There is a statue, located Northwest from the magic spring. When you approach the statue, a man will appear, telling you that it's a statue of Namtar and that there is an escape route under the statue. He says to use the ちから ("Strength") skill to move the statue and make your escape. You have to use a character with a Strength value of 20 or higher to be able to move the statue. If you do so, some soldiers will appear and accuse you of vandalizing Namtar's statue. Obviously, the man who told you to do it was setting you up.

The soldiers will take you to a judge to be sentenced for your crime. He will sentence you to life as a slave in the Mog Mines. If this is the escape route you chose, skip ahead to the "Mog Mines" section of this guide for information on what to do next.

#### ---Escape Route 4

In the Southwest part of Purgatory, you can come across a guy sitting in a chair. He wants to escape Purgatory and mentions that there is a hidden exit in the Northwest corner of Purgatory. However, that point is guarded by a vicious monster. Head to tile in the very Northwest corner of Purgatory (there's a pretty tough non-random encounter on the way, so you may need to make two trips so you can fill up your HP). In the corner, you will come across the monster Funbaba (フンババ). Funbaba is pretty strong, but he is alone, so the battle isn't so bad overall. He starts at a long range away from you, giving you time to cast some spells before he gets close enough to attack you.

After defeating Funbaba, you will find that you can pass through the wall to the West. However, before heading in that direction, go back to the guy sitting in the chair. You tell him that you killed Funbaba and he gets excited at the opportunity to escape. He gives you 1000 gold as thanks. Go back to the Northwest corner and pass through the hidden exit. Then you need to make your way to the Southeast corner of Purgatory by going around its circumference through this hidden corridor. When you get to the Southeast region, you will find a wall that you are able to climb, using the のぼる ("Climb") skill. After climbing this wall, you will be outside the walls of Purgatory. There is nothing out here. To proceed further, you need to cross the water to the South (or East) to reach the edge of the map. Characters



that do not have the およぐ ("Swim") ability will be damaged on each step across the water. But it's not too bad as long as you don't let them die since you'll be able to restore your HP soon. Or you can make sure they learn the Swim ability first. When you reach the edge of the map, the game will ask if you want to go to Dilmun. Say yes (はい) and you will appear on the Dilmun (デイルムン) map, which is the main world map of this game.

Skip ahead to the "Dilmun" section below for information on what to do next.

---Mog Mines-----[sec6b]---

"モッグこうざん"

If you wound up in the Mog Mines, then all of your weapons, items, and gold are confiscated (don't worry, you'll be able to get everything back). You are shackled, as indicated by the icon in the lower-left corner of the screen. Soldiers warn you that you will be fed to a dragon if you try to escape and you need to work hard under fear of death.

While you are shackled, you can't attack using physical attacks (you can use spells though), and you can't unlock doors. There are no random encounters in the mines, but there are a few places that you will encounter enemies in non-random battles, so avoid those spots if you don't want to get into any fights while shackled. Locate the magic spring so you can restore your HP and MP when necessary.

To escape, you need to search for a few items that are located in trash heaps. Use my maps to find these locations easily if you like. There are three different trash heaps. One contains:

Stone (いし)

Dragon Stone (ドラゴンストーン) x9

A second trash heap contains:

Tin Cup (ブリキのカップ)

And the final trash heap contains:

Stick (ぼうぎれ)

With these items in hand, visit the magic spring. Use the Tin Cup while standing on the spring to fill it with water. Next, locate the sick man. He is begging for water, so use the Tin Cup on him. He gives you the Shoelace (くつひも) as thanks, then he dies in peace.

Use the Stone and you will automatically combine it with the Shoelace and Stick to make a Crude Hammer (クルードハンマー). Use the Crude Hammer and you will break your shackles.

Finally, head to the exit. You will know you're headed toward the exit when you are attacked by six Cave Guards. Kill them and you will then be attacked by the Crew Slave Boss (クルースレーブボス). If you came to this point while still shackled, he would send you back to the room with the sick man. But shackle-less, you are able to fight him. Win to gain access to the exit, which takes you to the Dilmun (デイルムン) map, which is the main world map of the game. On the Dilmun map, you will find all your old equipment as you start walking forward. The equipment will be in the same order that it was when you were captured, so all of character 1's equipment will be listed first, then character 2's, and so on.

---Dilmun-----

"デイルマン"

Once you finally reach the Dilmun map, your options for where to go will be very limited. First of all, you can visit a magic spring which will restore

your HP and MP. All magic springs from now on will now restore your HP and MP both. This magic spring will probably be a common resting point for your party during the course of the game.

Nearby is a camp fire. If you step onto the camp fire, the game will ask you if you want to enter the Slave Camp. Say yes (はい) to enter.

---Slave Camp-----[sec6c]---  
"スレーブキャンプ"

When you enter the Slave Camp, you see some down-trodden looking people gathered around a fire, talking. They're talking about how much they hate Purgatory. They also mention there's a stone in the Southwest corner of Purgatory that can be moved to open a passage to the outside.

After the conversation, you can move around the Slave Camp and explore. There are no random encounters in this place.

There are several townspeople to talk with that will explain what has been happening in Dilmun lately. You are told that Dilmun is a land composed of many islands. You used to be free to travel from island to island. But now, if you can't show official documents and pay a toll, you won't be able to cross the bridges connecting islands.

From old times, the cities of the islands have raised dragons to protect the cities. However, the numbers of dragons has dwindled since the King's Home army was able to protect the islands. But now, the King's Home army is under Namtar's control.

Namtar was once employed as a mage in the King Drake's royal court. But Namtar betrayed King Drake and put him under his control. He declared the use of magic illegal and used Purgatory as a prison for those who disobeyed this law. King Drake's children, a prince and two princesses, have been missing recently as well.

In a separate conversation, you will be introduced to the gods of Dilmun. There are several temples and statues dedicated to the gods/goddess: There is Irukana (goddess of the Underworld), Nagarl (her husband), and Enkidu (the man-beast god).

Another conversation of note is from a young wizard who says he studied magic at the Sun Temple, located in Phoebus. But the head wizard there, Mistalvision, is controlled by Namtar and does his bidding.

Also in the Slave Camp is a sailor who looks like a pirate. When you talk to him, he'll say that, if you want to sail from the Smuggler Port, use the こうしょう ("Negotiate") skill and pay 50 gold.

There are several useful items to be found in the Slave Camp. First of all, there is a treasure chest located in a nook at the back of the building just North from your starting point. When you find treasure chests, they will always be locked. You have to use the あげる ("Open") skill to unlock them. If you are unable to unlock one, it means you need to upgrade your "open" skill level. In this treasure chest, you can find:

Spear (スピア)  
Leather Armor (レザーアーマー) x2  
Ring Armor (リングアーマー) x2  
Chain Armor (チェーンアーマー)  
High Healing (ハイヒーリング) [scroll]  
Cloak Arcane (クロークアーケイン) [scroll]  
Sense Trap (センストラップ) [scroll]

Scare (スケア) [scroll]

The bottom four items listed above are all magic scrolls, by the way, so use them on your magic users to get new spells. I will indicate which items are scrolls using the square bracketed [scroll] from now on.

In the house just North from where you entered, an old man will throw you out of his house if you try to enter. Stand in front of his door and cast a spell, such as a healing spell, and he will open the door. He sees that you defied Namtar's anti-magic law, making you an enemy of Namtar. He then invites you into his house and offers you the use of some weapons in the back room. Go into the back room to find the following items:

Ruby Dagger (ルビーダガー)

War Axe (ウォーアックス)

War Flail (ウォーフレイル)

Hammer (ハンマー)

Partisan (パルチザン)

White Arrow (ホワイトアロー)

Fire Light (ファイアーライト) [scroll]

Citizen Papers (しみんしょう)

Dragon Stone (ドラゴンストーン) x5

To the East of this house is an adjoining house with a sick man inside. If you use the ちりょう ("medical treatment") skill on him, you will be able to ease his suffering. Move away from him, then return to his tile again and he will be awake and seeming better. He says that he had a dream in which he say the queen of the Underworld bound by a silver chain. He then gives you two magic scrolls to thank you before he dies peacefully. The scrolls are:

Great Healing (グレートヒーリング) [scroll]

Sun Stroke (サンストローク) [scroll]

Sun Stroke is a Sun Magic spell, so you need to have one of your characters begin learning Sun Magic before you can use this scroll.

This concludes all of the major things to do in the Slave Camp. There is also a campfire that you can visit in the Northeast region of the map which will restore your HP to full one time only. It's kind of useless since you are so close to the magic spring, but worth noting anyway.

When you are ready to move on, exit the Slave Camp map via the North edge to appear back on the Dilmun map, North of the Slave Camp.

---Dilmun Part 2-----  
"ディルマン"

Back on the world map, you will see a small building nearby. This building will take you back to Purgatory if you want to go back there for some reason. If you do choose to do this, you will appear in an area of Purgatory you haven't seen, which is outside the city walls. In the Southwest corner of this region is a rock. Use the ちから ("Strength") skill to move the rock, which reveals a hidden entrance into Purgatory. You can walk through the wall from here. You can also exit from this direction if you like from now on.

At this point, you are essentially free to roam the world in any order you want. For the purposes of this faq, I will introduce locations in the order that makes sense for completing the storyline, but you should feel free to deviate and explore as much as you like. Aside from it being more fun to play that way (in my opinion), you will also benefit by finding better weapons and armor that will be much needed. It seems that the game is very stingy when it comes to providing you with adequate armor.

East of your location is a small pile of rubble. If you stand on it, you will find an old ruined armory. You can get the following equipment from it:

Broadsword (ブロードソード) x2

Hand Axe (ハンドアックス)

Bow (ボウ)

Arrows (アロー) x2

Chain Armor (チェーンアーマー)

Ring Armor (リングアーマー) x2

Mage Fire (メイジファイアー) x2 [scroll]

Charm (チャーム) [scroll]

Rack (ラック) [scroll]

Lesser Healing (レッサーヒーリング) x2 [scroll]

Mage Light (メイジライト) [scroll]

Dragon Stone (ドラゴンストーン) x4

Just North of this armory is the entrance to Mog Mansion. Mog Mansion is a sidequest, so you can skip it altogether, but there are items to be found, so you might as well explore it.

---Mog Mansion-----[sec6d]---

"モッグのやしき"

Mog Mansion is described in the game as a splendid mansion in the middle of the wasteland. A signpost tells you to enjoy Mog's artwork, and you will find several lifelike statues scattered about the mansion grounds.

In the mansion, you can come across the "security" room in the upper-right corner of the building with the following equipment available to take:

Hammer (ハンマー)

Ruby Dagger (ルビーダガー)

Short Sword (ショートソード)

Dragon Stone (ドラゴンストーン) x6

In the Southeast corner of the building, you can find a treasure chest containing:

Bladed Flail (ブレイデッドフレイル)

Shield (シールド)

Helm (ヘルム)

Dragon Stone (ドラゴンストーン) x5

In the Norwest part of the main building, you can find a treasure chest behind a hidden door (walk through the wall). The chest contains:

Hand Axe (ハンドアックス)

100 Gold

Next to this treasure chest is some junk. Amid the junk, you find a Mirror (かがみ), which you should take.

Toward the Southern part of the building, toward the middle, you can find a diary laying on Mog's bed. If you read it, you see the following text: "I wanted to be an artist, but I realized I didn't have the talent. The artwork in this mansion was almost all created by my assistant. I find him dreadful!! Somehow, he seems like a demon. With his gaze, he can turn humans to stone, and that is what the artwork here is. Is there not some way to reflect his gaze?"

In the Southwest corner of the building, you will see a person standing that is apparently Mog. If you move to the Northwest corner of that room, he turns into the Gaze Demon (ゲイズデーモン) and you will have a pretty difficult battle. Instead of approaching him, you can instead use the Mirror and you will reflect the demon's gaze back at him, instantly killing him. This is

easier, but then you don't get the experience points. It doesn't matter, either way you don't get anything special. It's just a fun sidequest.

One final thing to do in Mog Mansion is head for the small shack in the Northwest corner of the map. Inside is a locked door that you won't be able to open unless your "open" skill is sufficiently high. If it is, you will come across a treasure chest containing:

Fire Sword (ファイアーソード)  
Large Shield (ラージシールド)  
Air Summon (エアースモン) [scroll]  
Elver Fire (エルバーファイアー) [scroll]  
Exorcism (エクソシズム) [scroll]  
Guidance (ガイダンス) [scroll]  
Dragon Stone (ドラゴンストーン) x6

---Dilmun Part 3-----  
"ディルムン"

Back on the world map, if you try to head North from the Slave Camp, you will be blocked by some soldiers. They won't let you cross the bridge unless you can show them some Citizen Papers (しみんしょう). Use the Citizen Papers if you like. They will then ask for 40 gold. Say yes and they will let you pass. If you don't have the Citizen Papers, you can get some by winning the battle in the arena in Purgatory, or you can get some in one of the houses in the Slave Camp.

Alternatively, you could just say "no" to the bridge guard when he wants to see your papers, and then he will tell you to give him 200 gold. Say no again and he'll attack you. If you kill the guards in the forthcoming battle, you will be able to cross the bridge without being harassed from now on. If you don't, they will ask you for your papers and some gold every time you cross which can get pretty annoying.

Past the bridge, head West and you will find a door leading to the town of Phoebus.

---Phoebus-----[sec6e]---  
"フォボス"

In Phoebus, there are a couple of treasure chests on the West side of the screen. The first one, which is blocked by a Rogue (ローグ) encounter, contains:

Poog's Vortex (プーグスボーテクス) [scroll]  
Sun Stroke (サンストローク) [scroll]  
Death Curse (デスカース) [scroll]  
Create Wall (クリエイトウォール) [scroll]  
Mithra's Bless (ミスラスブレス) [scroll]

The other chest, a little further to the North, contains:

Bolts (ボルト)  
Great Crossbow (グレートクロスボウ)  
Plate Mail (プレートメール)  
Magic Shield (マジックシールド)  
Dragon Stone (ドラゴンストーン) x7

There is another chest in the Northeastern part of town, containing:

Fire Spear (ファイアースピア)  
Mage Clothes (メイジクロス)  
Magic Plate (マジックプレート)

Some of the townspeople will tell you some interesting information. First of all, you hear that the man-beast god, Enkidu, has been exiled, and perhaps he

can be summoned from the shrine on the island in the pond in the Forest of Mystery. In another conversation, you hear that the queen of the Underworld, Irukana, is quarreling with her husband, Nigarl. You also hear that Nigarl likes mushrooms, which can be found in the Forest of Mystery. Finally, you hear that Nigarl and Irukana's son, Roba, carries the Freedom Sword, which can destroy protective auras surrounding demons.

In the Southeast section of town, you can find an office for the King's Home army. Inside, a soldier asks if you want to enter the army, with the options: はいる ("enter") or はいらない ("don't enter"). If you agree to enter, you will be taken to the Siege Camp (シージキャンプ), where the King's Home army is laying siege to the city of Bizanopal. I don't recommend doing so at this time since it's a challenging mission to tackle. Save it for later, unless you are feeling adventurous, in which case skip ahead to the "Siege Camp" section for more info.

To continue in the main quest, you will want to visit the Sun Temple, located at the top-center portion of the map. The temple guards will attack you as you try to enter. Once inside, you will meet with the evil wizard Mistalvision (ミスタルビジョン), who is angry that you disturbed this sacred place. A battle will commence against him, and he has six henchman with him called Stastropen (スタストラッペン) that are pretty tough. This battle is very challenging, so you might not be able to win at this time. If this is the case, save it for later and go seek better equipment and level up. However, you must return and fight this battle to continue your main quest.

If you manage to defeat Mistalvision, you will hear that he was just an illusion. Some mystical force knocks you unconscious and you awaken in the Phoebus Underground.

---Phoebus Underground-----  
"フォボスのちか"

You awaken in a prison cell. There is nothing to do in this cell whatsoever. Just wait, and press "up" toward the door periodically. Every once in awhile, a text message will tell you that a day has passed. After 6 or so days pass, Barenegalia (バレンガリア) a magician apprentice from the Sun Temple appears. He tells you a brief history:

When Dilmun was peaceful, there were 4 great wizards: Namtar (ナムター), Lanaktar (ラナクター), Zaton (ザトン), and Mistalvision (ミスタルビジョン). When Namtar betrayed King Drake, Zaton and Lanaktar violently opposed him. Namtar declared magic illegal and killed Lanaktar and Zaton. Lanaktar was turned to stone, and his body was divided into 4 pieces and scattered to 4 locations. He suggests seeking the four fragments of Lanaktar's body. He also says that, if you use the Soul Ball at Zaton's grave in the Forest of Mystery, you can summon his spirit. The Soul Ball is with the wizard Utonaptim (ウトナピティム) of the Magic College.

After this conversation, he unlocks the jail cell and runs off ahead of you, saying to meet him at the inn in Phoebus. In the corridor are a lot of jail cells, but there's no reason to bother opening them. Just head Northwest and you'll see text telling you that there is a sleeping guard ahead of you. If you move forward, you will fight the guards. However, you can use the かくれる ("Hide") skill to sneak past the guard and avoid the battle.

Past the guard, head North through the door. To the Northeast you can find a dragon. I suggest avoiding it, but if you find the dragon, you will see a man about to be sacrificed to it. You will be given the option to save him. If you say yes, the dragon will go ballistic, resulting in the total destruction of Phoebus. From then on, there will just be rubble on the world map where

Phoebus once stood. You will have escaped, however.

But there's a better way to escape. But first, if you head West from the dragon's area, you can find a sick man. Use the ちりょう ("Medical treatment") skill to help him. He will then tell you a secret password that will get you into a nearby locked room. The password is: エンキデユ ("Enkidu").

North of the sick man is a room with the real Mistalvision inside. When you fight him, he will have nine Old Jailers with him. But Mistalvision will run away before you can kill him. Then you will fight him once again, and he will be alone this time. But once again he runs before you can kill him. When you win, you will find a treasure chest containing the following items:

Armor Light (アーマーライト) [scroll]  
Major Healing (メジャーヒーリング) [scroll]  
Disarm Trap (ディザームトラップ) [scroll]  
Holy Aim (ホリーエイム) [scroll]  
Sun Healing (サンヒーリング) [scroll]  
Light Flash (ライトフラッシュ) [scroll]

Elsewhere on this map, further to the West, you can find an armory containing the following items:

Mace (メイス)  
Dagger (ダガー)  
Battle Axe (バトルアックス)  
Leather Armor (レザーアーマー)  
Scale Armor (スケイルアーマー)  
Chain Armor (チェーンアーマー)  
Shovel (シャベル)

In this room is also the entrance to a locked room that requires a password to enter. Use the password received from the sick man: エンキデユ. Inside, you find the following items:

Magic Quiver (マジッククイバー)  
Magic Ring (マジックリング)

There's nothing left to do now but exit. Head back to the room that had the sleeping jailer. There is a hidden door you can pass through there to the South. Follow the corridor to the end, where you'll find a wall that you can get around by using the のぼる ("Climb") skill. Further down the hall is some stairs leading back to Phoebus.

Back in Phoebus, visit the inn, in the Northeast part of town, to inquire about Barengalia, the wizard who freed you from your cell. The innkeeper says he's never heard of him. Use the こうしょう ("Negotiate") skill and he will say that he wants some money before he'll talk. He wants 500 gold. Give it to him and he'll say that Barengalia went to the town of Mad Toad.

Next, exit to the world map and head South to find the Forest of Mystery.

---Forest of Mystery-----[sec6f]---  
"しんぴのもり"

In the Northeastern part of the Forest of Mystery, you will find a Mushroom (マッシュルーム).

In the Southwest part of the screen, you can find a treasure chest containing:

Death Curse (デスカース) [scroll]  
Fire Blast (ファイアブラスト) [scroll]  
Insect Plague (インセクトブレイグ) [scroll]

Scare (スケア) [scroll]

Wood Spirit (ウッドスピリット) [scroll]

In the lower-right part of the screen is a pond. On the West bank is a rock. Stand there and select the およぐ ("Swim") skill and you will be attacked by some Lagooners (ラグナー). Win the battle to receive a Ring (リング).

There is a Rock Man non-random encounter toward the West side of the map. Win the battle to find a treasure chest containing:

Plate Mail (プレートメール)

Great Bow (グレートボウ)

Gauntlet (ガントレット)

Wand (ワンド)

Dragon Stone (ドラゴンストーン) x7

In the Northwestern part of the map is a temple to the man-beast god Enkidu, and in the middle of the pond in the Southeast is a shrine to Enkidu. There's nothing to do with them at this time, but you can come back later for some items.

On the East side of the Enkidu Temple are some stairs leading to the Underworld. You can visit it if you like, but I'll ignore it for now.

There is a very convenient warp tile located toward the middle of the map. If you stand on it, you will see the options to warp to two locations:

きたのしま ("North island")

ひがしのしま ("East Island")

After grabbing the Mushroom here, the next goal is to head to the East. So exit the forest to the world map, then walk East, then North to try to cross another bridge. The guard will demand a 200 gold fee to pass. Once again, it's more convenient if you just say no and kill him.

Just beyond the bridge, you can find the city of Lansk.

---Lansk-----[sec6g]---

"ランスク"

If you don't like killing the bridge guards, then your next order of business will be to get some Passage Papers that will allow you to cross the next bridge. To do so, visit the traveler registration office, just Northwest of the entrance. Then visit the commissioner's office which is the next door to the West, to receive the Certificate (しょうめいしょう).

Use the Certificate inside the Tourist Bureau, located in the North end of town, after listening to the clerk's spiel. Finally, go to the tourist information center, located in the Southeast corner of town, and talk to the clerk. Then use the Certificate and you will receive the Passage Papers (つうこうしょう). Now you can cross the next bridge without violence.

On the West side of town is a treasure chest containing:

Ice Chill (アイスチル) [scroll]

Disarm Trap (ディザームトラップ) [scroll]

Radiance (ラディアンス) [scroll]

Fire Light (ファイアーライト) [scroll]

Death Curse (デスカース) [scroll]

Sun Stroke (サンストローク) [scroll]

Create Wall (クリエイトウォール) [scroll]

Potion (ポーション)

500 Gold

Dragon Stone (ドラゴンストーン) x5



On the East side of town is a treasure chest containing:

Great Bow (グレートボウ)  
Gem Helm (ジェムヘルム)  
Gauntlet (ガントレット)  
Dragon Stone (ドラゴンストーン) x2

That is all there is in Lansk. Exit to the world map and head East to cross a bridge. Use the Passage Papers or kill the guard to advance.

Just beyond the bridge is a warp tile that takes you to the Forest of Mystery. The Firest of Mystery "East Island" warp will bring you here.

To the Southeast is the town of Mad Toad.

---Mad Toad-----[sec6h]---  
"マッドトード"

There is a hospital slightly Northeast from the town entrance. Just Northeast from that is a Black Market, which sells the following items:

Weapons (ぶき):

Short Sword (ショートソード) - 50  
Broadsword (ブロードソード) - 100  
Great Sword (グレートソード) - 200  
Bow (ボウ) - 40  
Bolts (ボルト) - 30  
Arrows (アロー) - 10

Other (そのた):

Lantern (ランタン) - 10  
Potion (ポーション) - 100  
Dragon Stone (ドラゴンストーン) - 250

Just East of the Black Market is a climbable wall. Use the のぼる ("Climb") skill to enter the city wall. Then follow the passage to find Barengalia (バレンガリア). He'll join your party if you say "yes". Barengalia is only here if you've already finished the Phoebus Underground and bribed the Phoebus innkeeper to tell you where Barengalia was headed.

In the Northeast corner of town is another climbable wall. Use the Climb skill to enter the city wall there, then follow the path to meet with some soldiers. Defeat them and continue down the corridor to find the armory, where you can get the following items:

Barbed Flail (バードフレイル)  
Mountain Sword (マウンテンソード)  
Reveal Glamour (リビールグラマー) [scroll]  
Lucky Boots (ラッキーブーツ)

In the Southwest corner of town is a treasure chest containing an Ice Chill (アイスチル) scroll.

In the Northwest corner of town, you will meet an old man who explains that there is an altar in this location, but a water leak is causing the altar to sink into the muddy ground. Go slightly Southeast and you'll find water on the ground and a pool tile. Facing the pool, cast the Create Wall spell (if you don't have this spell, find it in Phoebus). A wall will appear, sealing off the water leak. Return to the old man in the Northwest part of town and he'll thank you for saving the altar. As thanks, he gives you the Golden Boots (ゴールデンブーツ). You can equip them, but you can also use them as an item to cross water or pits in certain places. It's an important item for finishing the game.

In the center of town, you will have a conversation with a young magician. He explains that a High Magic School tower once stood here, but the King's Home army destroyed it. He says that Lanaktar's body was turned to stone, broken into four pieces, and scattered to four locations. He reveals that the locations are: the Necropolis, the Preserve, the Snake Pit, and Free Port. He recommends gathering the four pieces of Lanaktar's body and returning here.

On the world map, just North of Mad Toad, you will find the Smuggler Port.

---Smuggler Port-----[sec6i]---  
"スマグラークウ"

There are no random encounters on this small map. Move West to find the entrance to a building. When you approach it, some text will tell you that you can see someone peeking through a hole in the door. Stand in front of the door and use the こうしょう ("Negotiate") skill. The person behind the money then asks for some money. Choose a character to pay the fee, then increase the amount of gold to pay to 50. He will then let you inside.

Inside the building, you meet some pirates, whose leader is Long John Ugly (ロングジョンアグリ). He introduces you to his lover, Peg-Leg Peggy. He says the seas are rough, but if you want to sail, go through the South door. By the way, if you exit this building, you will have to redo the negotiation and 50 gold fee.

You can be polite and head through the South door. The pirates will then take you to Necropolis, which is your next destination if you're following my walkthrough. If you do so, skip ahead to the "Necropolis" section. Keep in mind that you will have to return here and go through the West door at some point later.

If you instead go through the West door, the pirates will think you're trying to steal a boat or something and they'll attack you. You'll fight seven Pirates, four Scabby Seadogs, Peg-Leg Peggy, and Long John Ugly. If you manage to win, you'll find a treasure chest containing:

Hook (フック)  
Old Peg-Leg (オールドベッグレッグ)  
Pilgrim Garb (ピルグリムガープ)  
Heavy Plate (ヘビープレート)  
Jade Eye (ひすいのめ)  
Parrot (オウム)

Even better than the items, if you go one step South, you'll find a boat that you can take to the following locations:

サンケルレーン ("Sunken Ruin")  
フリーポート ("Free Port")  
ネクロポリス ("Necropolis")  
プリザーブ ("Preserve")

This is the only way you can get to most of these locations. For now, we'll go to the Necropolis.

---Necropolis-----[sec6j]---  
"ネクロポリス"

Be careful in the Necropolis. If the pirates dropped you off, you won't be able to leave again very easily since they immediately leave with their ship. Thankfully, there is a magic spring located in the Northern part of the building.

In the Northwest part of the building, just past the building entrance, you can find a treasure chest containing:

Dead Bolts (デッドボルト)  
Magic Chain (マジックチェーン)  
Black Helm (ブラックヘルム)

Toward the middle of the screen, next to the magic spring, is another treasure chest containing:

Holy Spear (ホーリースピア)  
Fire Light (ファイアーライト) [scroll]  
Big Chill (ビッグチル) [scroll]  
Insect Plague (インセクトプレイグ) [scroll]  
Scare (スケア) [scroll]  
Inferno (インフェルノ) [scroll]

When you are ready to leave, you can go to the East part of the building and enter a door. Several Tarantula encounters line the path inside, but it will lead you to a mystical stone. If you touch the stone, you will be warped to a random part of the world map, thus escaping from the Necropolis. However, there is more to do before leaving.

Four tiles South from the magic spring, there is an invisible door you can pass through to the North that will take you inside a hallway. There is a Stone Demon encounter through the hidden door, but he simply ran away when I played, so perhaps you'll have just as much luck. Follow the corridor and you'll come across Nagarl. Nagarl is the husband of Irukana, the queen of the Underworld. He is here because he's been having a fight with his wife. You notice a Silver Key hanging next to him. When you try to talk to him, he angrily tells you to go away. Use the Mushroom (マッシュルーム), which you were told Nagarl loves, and he'll get excited and start eating it. While eating it, he seems distracted. Use the ぬすむ ("Steal") skill and you will get the Silver Key (シルバークー). That's all we need from the Necropolis during this trip, so it's time to leave.

In the Southeast part of the Necropolis, you can find a treasure chest. If you search it, a dragon will appear that has been ordered by Namtar to guard Lanaktar's remains. However, the dragon is surrounded by a protective aura which you cannot penetrate at this point. So you cannot defeat the dragon. Therefore, avoid this treasure chest for now.

One final thing worth noting in the Necropolis is a stairway in the Southwest region of the map that will take you to the Underworld. It leads to a resurrection pit in which you can restore any dead party members to life for free.

After getting the Silver Key, it is now time to visit the Underworld. The staircase just mentioned won't take you to the right area. So escape from the Necropolis using the mystic stone mentioned above, then make your way to the Forest of Mystery. In the Forest of Mystery, you can find a staircase to the Underworld in the building on the North end of the map.

---Underworld-----[sec6k]---  
"アンダーワールド"

There are many stairs going between the Underworld and the overworld, so you may find it convenient to travel through the Underworld quite often to get to various locations.

Southwest from the stairway to the Forest of Mystery, you can find a non-random encounter with some goblins. If you win the battle, the goblins will drop a treasure chest containing:

Rusty Axe (ラスティアックス)  
Bomb (ボム) x3

Dragon Stone (ドラゴンストーン) x10  
Speed Wand (スピードワンド)

To the Southeast from the stairs to the Forest of Mystery, you can find a rock (it's located North of some fire). If you step on the rock, a radiant light appears and you hear the voice of Roba, Nigarl and Irukana's dead son. He once wielded the Freedom Sword, which is said to destroy the aura surrounding some monsters. He tells you to retrieve the Freedom Sword and to head to Nizarl Mountain.

South of this rock, amid some fire, is another treasure chest (the fire damages you as you walk over it, by the way). The treasure chest contains:  
Cyclone (サイクロン)  
Slicer (スライサー)  
Dragon Stone (ドラゴンストーン) x10

North of the stairs to the Forest of Mystery is a building. The entrance to the building is to the West. When you find the door, you will see a guardian that tells you this is Irukana's territory. Continue East past this guardian's room and go all the way East. You'll notice a piece of land jutting out into the water. At the end of this land, some text will tell you that you can see something to the East, across the water. Face East and use the Golden Boots (ゴールドブーツ). You will cross the water to some land on the other side. Here, you will find Irukana bound by a silver chain. Use the Silver Key (シルバークー) to release her. She'll give you a Water Potion (ウォーターポーション), which allows you to breath underwater. She'll tell you to use it to retrieve Roba's bones, located at the bottom of the Sunken Ruins. She then says to take those bones to the dwarves and have them forge a new Freedom Sword.

There are plenty of other important locations in the Underworld, but nothing we're interested in at this time, so return to the stairs that lead you to the Forest of Mystery. Next, we want to travel to the Sunken Ruin. However, the only way to get there is to defeat the pirates at the Smuggler Port. So read that section for a description if you haven't done so, then use the ship to travel to the Sunken Ruin.

---Sunken Ruin-----[sec61]---  
"サンケンルーイン"

After traveling to the Sunken Ruin, you will arrive on the Dilmun map in a new location. Next to the arrival point is a pool of water surrounded by a wall. Stand on the pool and use the Water Potion to enter the Sunken Ruin.

The Sunken Ruin is a pretty small map. With a little exploration you'll find a locker. Use the あける ("Open") skill to open it. Some Bloated Corpses appear that are guarding the locker. Defeat them to get the locker's contents, which are:

Dragon Sword (ドラゴンソード)  
Trident (トライデント)  
Dragon Plate (ドラゴンプレート)

Elsewhere in the Sunken Ruin, you will find a clam with a skull inside. The game asks if you want to take the skull. If you say yes, the clam shuts on you, damaging your party. Say no and it will then ask if you want to take the clam. Say yes to get Roba's Bones (ローバのほね).

You're now done with the Sunken Ruin. Next, you need to get the Soften Stone spell. This spell is located in Free Port. To get there, return to the location on the world map that you were taken to when you sailed to the Sunken Ruin. From there, you can select a new destination to travel to.

Select Free Port.

---Free Port-----[sec6m]---

"フリーポート"

Free Port has lots of shops and stuff. In the Northern part, you can find a church and a hospital. There's also an inn, run by a guy named Halifax. He says his brother, Old Jack, manages the Preserve game lands, which is something to keep in mind.

The armor shop toward the North part of the map sells:

Mage Clothes (メイジクロス) - 2500  
Chain Armor (チェーンアーマー) - 310  
Heavy Plate (ヘビープレート) - 4000  
Fire Shield (ファイアーシールド) - 5000

The weapon shop, near the middle of the map, sells:

Bladed Flail (ブレイデッドフレイル) - 1000  
Hammer (ハンマー) - 80  
Long Mace (ロングメイス) - 2000

There is a magic scroll shop at the South end of the screen. They're still in business because apparently Namtar hasn't come here to ravage the town to ruins yet. It sells:

Big Chill (ビッグチル) - 20000  
Group Healing (グループヒーリング) - 14000  
High Healing (ハイヒーリング) - 8000  
Dazzle (ダズル) - 4000  
Sala's Swift (サラズスウィフト) - 4000  
Vorn's Guard (ボーンズガード) - 4000  
Cowardice (カワーデイス) - 4000  
Cloak Arcane (クロークアーケイン) - 3000  
Soften Stone (ソフトンストーン) - 100

Near the magic scroll shop is a medicine shop which sells:

High Potion (ハイポーション) - 2000  
Dragon Stone (ドラゴンストーン) - 250  
Dragon Eye (ドラゴンアイ) - 8000

In town, you hear a few pieces of interesting information. In a pub, you hear that the four pieces of Lanaktar's statue are guarded by dragons that are surrounded by an impenetrable aura. You need the Freedom Sword to be able to defeat them. You probably already knew this by now I guess. In an assembly hall, you hear that you need a gem in order to control the Dragon Queen. In the Dragon Valley, use the gem while standing in front of her. Without her help, you won't be able to defeat the Young Dragons controlled by Namtar. In another pub, you hear that you should use the Soften Stone spell to save the dwarves turned to stone by Namtar.

Well, the Soften Stone spell is the whole point we came to Free Port. You can buy a Soften Stone spell from the magic scroll shop. But you can also get one for free by entering the "thieves' base", located on the Eastern edge of the screen. Inside the thieves' base, you will fight some guards. If you win, you will find a treasure chest containing the following items:

Soften Stone (ソフトンストーン) [scroll]  
Recharger (リチャージャー) [scroll]  
Spell Staff (スペルスタッフ)

There is a small island you can reach in town, in the Southwestern region of the map, by using the Golden Boots. Rumor has it that the Freedom Sword is located on this island. If you go to the island and try to take it, you find

that it was an illusion created by Namtar and the person who tries to take it will die. So don't do it unless you want to die.

With the Soften Stone spell in hand, we're ready to leave Free Port. Go back to the Northeast part of Free Port to depart using your ship. Take the ship back to Smuggler Port, then exit to the world map and walk (or use the nearby warp tile) to the Forest of Mystery. Use the warp tile in the Forest of Mystery to warp to the "North Island" (きたのしま). From there, head to the West and look for some rubble. If you step on a particular mound of rubble, some text will indicate that you found the Dwarf Ruins, which you should enter at this time.

---Dwarf Ruins-----[sec6n]---  
"ドワーフルーイン"

The Dwarf Ruins is a small map with very little in it. There is a small building with no apparent entrance and a nearby statue. On the North side of the building is some rubble. If you step on it, some text will tell you that there's something strange about this location. If you use the "Mountain knowledge" skill, you will find a treasure chest. Inside the treasure chest, you find the Dwarf Hammer (ドワーフハンマー).

If you go to the statue, located on the East side of the building, you will notice that its eyes are missing. Use the Jade Eyes (ひすいのめ) and a secret entrance will appear in the building. Inside the building, you'll find some stairs leading down to the Dwarf Hole.

---Dwarf Hole-----  
"ドワーフホール"

There are no random encounters down here thankfully. If you head directly West from the stairs, you will run into an invisible barrier. On the other side is a fire which was used to forge the Freedom Sword. You could reach this fire via a staircase in the Underworld if you want, but you won't need to since we can remove this barrier.

Head toward the Southwest and you will encounter a Gorgon. Defeat it and continue down the corridor to meet a dwarf. He is thankful that you saved him and implores you to save the other dwarves who have been turned to stone. He removes the crystal barrier, but if you go to the forging fire, you'll just find that the blacksmith isn't there because he is amongst the dwarves turned to stone.

In a room to the North, you'll find the dwarves turned to stone. Use the Soften Stone spell to return them to normal. They will thank you, although if you ransacked their treasures they will be mad at you. There doesn't seem to be any punishment for doing that though since I did it and everything seemed fine.

If you go West from the room where you saved the dwarves, you'll see an automaton. It's guarding their armory. If you take items from the armory, the automaton will come to life and attack you. It's not a hard fight, but you should just be warned anyway. In the armory, you find:

Mystic Might (ミステイクマイト)  
Spiked Flail (スパイクドフレイル)  
Bomb (ボム) x8  
Dragon Helm (ドラゴンヘルム)

At the very Northern edge of the map, you will encounter another automaton. Behind it is a hidden door that you can pass through to find the following treasure:

Crush Mace (クラッシュメイス)

Spell Staff (スペルスタッフ)

Potion (ポーション)

There are two more hidden doors to the West at this point, so pass through them to find a Dragon Horn (ドラゴンホーン).

If you have Roba's Bones (ローバのほね), go to the blacksmith and he gets excited that he can now make a much better sword. Use Roba's Bones and he will make and give you the Freedom Sword (フリーダムソード).

You're now finished with the Dwarf Hole, and you finally have the Freedom Sword! However, if you try to use it on the dragons that are guarding the Lanaktar statue fragments, you will find it doesn't work. It actually has to be powered up first. But before doing that, let's take care of some unfinished business. Head back up to the world map. On the world map, you can get to King's Home by going Northeast and the Siege Camp by going Northwest. The Siege Camp is a necessary place to visit, but King's Home is completely optional. I'll begin with going to King's Home.

If you try to enter King's Home, a guard will throw you out. Instead, go a little Southeast from the King's Home entrance (near the warp tile) and a patrolman will find you and capture you, putting you in the King's Home Underground as a prisoner.

---King's Home Underground-----[sec6o]---

"しろのちか"

This is a pretty easy dungeon in my opinion, but it has some good items. There are a bunch of locked cells that don't really contain anything useful. Just go South and unlock the door at the end of the hallway to begin your escape. Then, you can go to the Northern part of the map where you will encounter some guards. If you defeat them, they will drop a treasure chest containing:

Magic Axe (マジックアックス)

Heavy Mace (ヘビーメイス)

Gatling Bow (ガトリングボウ)

Grey Arrow (グレイアロー)

Fire Shield (ファイアーシールド)

Black Helm (ブラックヘルム)

Dragon Stone (ドラゴンストーン) x20

Mage Ring (メイジリング)

In the hallway, you will find a hidden door leading to the East that will take you to another hallway. In that hallway, head South and you will find the excellent defensive item: Crown (おうかん) and 1000 gold.

These are all the treasure down here, so head to the middle of the map to find stairs leading up to King's Home.

---King's Home-----

"キングスホーム"

After coming up the stairs, you will pass through a one-way door that will close, preventing you from going back to the castle underground. You can get back there by getting captured again if you need to.

In King's Home, there are no random or non-random encounters. It's the inside of King Drake's castle, and you see lots of pictures of the royal family, their clothing in closets, and such things.

Just Southeast of the one-way door, you can find a Great Plate (グレートプレート) behind a locked door.

In the Northeast corner of the map, you can find a treasure chest containing:

Rusty Axe (ラスティアックス)  
Partisan (パルチザン)  
Boomerang (ブーメラン)  
Royal Robe (ロイヤルローブ)  
Magic Chain (マジックチェーン)  
Lucky Boots (ラッキーブーツ)  
Strange Book (めずらしいほん)

You can also find a Pilgrim Garb (ピルグリムガープ) on the West side of the map if you like.

This concludes the King's Home tour. Exit from the doorway in the South to return to the world map. Next, go West to the Siege Camp.

---Siege Camp-----[sec6p]---

"シージキャンプ"

To enter the Siege Camp, you first have to agree to join the King's Home army. Maybe you feel guilty, but you have to do it to continue your progress in the game's story. However, you will have to fight the guards if you want to leave the Siege Camp because they'll claim you're deserting your post.

The King's Home army is performing a siege on the city of Bizanopal. Just Northwest of the entrance, you can meet the King's Home army commander, Back Iron Head. He commands you to march to Bizanopal, which is done automatically. But there are some things to get in the Siege Camp before leaving.

First of all, note that there is a hospital just East of the entrance. There is also a Black Market, which sells the following items:

Weapons (ぶき):

Bladed Flail (ブレイデッドフレイル) - 1000  
Mace (メイス) - 50  
Dagger (ダガー) - 10  
Short Sword (シヨートソード) - 50  
Broadsword (ブロードソード) - 100  
Partisan (パルチザン) - 90  
Bow (ボウ) - 40  
Long Bow (ロングボウ) - 200  
Crossbow (クロスボウ) - 60  
White Arrow (ホワイトアロー) - 200  
Bolts (ボルト) - 30

Armor (ぼうぐ):

Chain Armor (チェーンアーマー) - 310  
Shield (シールド) - 1000  
Large Shield (ラージシールド) - 1000

There are a couple treasure chests to find. One is East of the entrance and contains:

Battle Axe (バトルアックス)  
Silver Arrow (シルバーアロー)

There is another treasure chest behind the Black Market which contains:

Lance Sword (ランスソード)  
Silver Glove (シルバーグラブ)

When you're ready to continue, exit the map via the Northern edge and you will emerge on the world map in an enclosure. Go North one step to enter Bizanopal.



---Bizanopal-----[sec6q]---  
"ビザノブル"

Your goal in Bizanopal is to reach the royal family, King Drake's children. There are multiple ways to do this.

The first way to the royal family is through a stairway just North of the entrance. It leads to the Bizanopal Underground. You will be in a short corridor that ends with a suspicious wall. If you have a character with a strength rating of 40 or higher, you can use the ちから ("Strength") skill to push the wall, which flips around and takes you to the other side, past the Bizanopal defenses. From there, you can search the map for the royal family.

The second way is to go East from the Bizanopal entrance. You will encounter a Hydra (ヒドラ), which is a pretty tough enemy. It can breath fire, damaging your whole party at once. If you win, you'll find some rubble on a tile behind him. Use the "Strength" skill to move the rubble and reveal a hidden stairwell. Go down the stairwell and you will be in the Bizanopal Underground. At the end of the corridor is a suspicious wall. Use the ちから ("Strength") skill to push this wall. This wall only requires a strength rating of 12, so you can easily push past it to get inside the Bizanopal defenses and seek the royal family.

The third way is to go West from the Bizanopal entrance. You will receive damage from arrows flying as you move in that direction. Head for a door leading West (the door leading East is locked and cannot be opened). You have to use your あける ("Open") skill to get past the door, but once past it the arrows will stop damaging you. Then head South and you'll eventually find Princess Mairira (マイリーラ). She realizes you are not truly a soldier of the King's Home army and takes you with her along a secret tunnel.

No matter which way you took, you will meet Prince Jordan (ジョーダン). He asks if you will fight along side them to defeat Namtar and save his father, King Drake. Although I never tried this, apparently if you say "no" a few times, you will have to fight Prince Jordan and kill him. It seems that this would change the ending of the game, so if anyone feels like doing this and letting me know what happens I would be interested in finding out. However, if you say "yes", they take you along a secret passage into a new section of the Siege Camp. Follow the path to meet with Back Iron Head's special forces. You will battle six Marsnari (マースナリ), five Guards, 5 Soldiers, and two King's Captains.

If you manage to win, you will have saved the city from the King's Home army siege. Return to Bizanopal via some stairs to the South. You'll be in the main part of Bizanopal, which was previously closed off due to the siege. There is a church and a hospital and some shops.

The armor shop sells:

Armor (ぼうぐ):

Scale Armor (スケイルアーマー) - 1000

Chain Armor (チェーンアーマー) - 310

Plate Mail (プレートメール) - 3100

Large Shield (ラージシールド) - 1000

Other (そのた):

Ring (リング) - 5000

Dragon Stone (ドラゴンストーン) - 250

The weapon shop sells:

War Flail (ウォーフレイル) - 500

Bladed Flail (ブレイデッドフレイル) - 1000

Mace (メイス) - 50  
Dagger (ダガー) - 10  
Short Sword (ショートソード) - 50  
Broadsword (ブロードソード) - 100  
Partisan (パルチザン) - 90  
Long Mace (ロングメイス) - 2000  
Great Bow (グレートボウ) - 1000  
Long Bow (ロングボウ) - 200  
Crossbow (クロスボウ) - 60  
Grey Arrow (グレイアロー) - 1000  
Long Bolts (ロングボルト) - 500  
Javelin (ジャベリン) - 40  
Barbed Spear (バーブドスピア) - 4000

There is nothing else interesting here. However, there are some good things in the Bizanopal Underground. There is a staircase in the West door of this shopping area that will take you there.

---Bizanopal Underground-----  
"ビザノプルのちか"

In the Eastern part of the map is a door leading to a small room. It appears empty, but there is a hidden door you can pass through to the North. From there, there are a few locked doors. The door leading to the Northeast has an armory inside, which contains:

Big Chill (ビッグチル) [scroll]  
Dazzle (ダズル) [scroll]  
Long Bolts (ロングボルト)  
Magic Shield (マジックシールド)  
Magic Chain (マジックチェーン)

In the door leading to the Northwest, you will meet Robin (ロビン), who will join your party if you say "yes". He's super awesome, so don't miss him!

The door leading Southwest is sealed by magic and cannot be opened. Although I have not confirmed this, it is apparently a room that you would enter if you fought Prince Jordan after refusing to ally yourself with him. So since we're not evil people, we can ignore this room.

Head West in the Bizanopal Underground and you'll read text telling you that you're entering the burial chamber. There are a lot of non-random encounters with Zombies, but in the Southwest corner of the map, you can find the Magic Axe (マジックアックス).

Next, we need to go charge up the Freedom Sword. To do this, we need to head for Nizarl Mountain. To get there, go to the Underworld. If you go to the Underworld via the stairs in the Forest of Mystery, head Southwest until you see a large pit. On the Northern edge of this pit, you will come across a bridge over the pit. Along the bridge, a demon will come up to you. Ordinarily, this demon would drain all of your party members' HP to one before letting you pass, but since you hold the Freedom Sword it will run in terror. Beyond this point are some stairs leading to Nizarl Mountain.

---Nizarl Mountain-----[sec6r]---  
"ニザールやま"

This is the only location in the game that you can actually fall into the pits, so be careful. You will fall to the Underworld, taking some damage.

Northwest from the stairs is a treasure chest containing:  
Spiked Mace (スパイクドメイス)  
Mage Staff (メイジスタッフ)

Heavy Sword (ヘビーソード)  
Dragon Plate (ドラゴンプレート)  
Dragon Helm (ドラゴンヘルム)  
Dragon Eye (ドラゴンアイ) x10

Head to the Northeast region of this map. You will come across a room in which a pilgrim speaks to you and your Freedom Sword's power is dramatically increased, becoming the "true" Freedom Sword. When you leaving the room, the Earth will rumble and Namtar appears! He's furious about your intrusion in his affairs and casts a spell that increases the strength of all the demons in the world. Truly, every enemy in the game becomes leveled up at this point! But really the change in the difficulty is pretty small, so don't worry too much. Anyway, it must be done.

With the powered up Freedom Sword, it's time to go collect the Lanaktar statue fragments.

---Pilgrim Port-----  
"ビルグリムこう"

Although you can exit Nizarl Mountain through the Underworld, you can also exit it from the Northern end of the map, taking you back to the world map. Then, you can go West to find the Pilgrim Port

There's not much here, but you can find a warp tile in the Southwest corner, behind a locked door and a hidden door. The warp tile will take you to Old Port.

---Old Port-----[sec6s]---  
"オールドこう"

Old Port is located Southeast from the Siege Camp. In a building in the Southeast part of the map, you can buy the Lansk Ticket (ランスクチケット) for 20 gold. This ticket will take you to the Lansk Underground. Of course you can visit it now if you like, but I'll visit it later in this faq. To go to the Lansk Underground. Stand at the end of the pier in the Northeast part of the map and use the ticket.

Also, you can use the Pilgrim Garb while stand at the end of the pier in the Northwest corner of the map to be taken back to Pilgrim Port.

There is a statue in the Southwest corner of Old Port, which the game says is the god of the Family Computer. Use the ちから ("Strength") skill to move the statue and find the following treasure underneath:

Earth Summon (アースサモン)  
Dragon Stone (ドラゴンストーン) x7  
Ice Wand (アイスワンド)  
Famicom (ファミコン)

---Lanaktar Statue Fragments-----[sec6t]---

As you were told by the young magician in Mad Toad, Lanaktar's statue fragments can be found in the following locations: Necropolis, Preserve, Snake Pit, and Free Port. Head to Necropolis by using your ship at Smuggler Port and go to the Southeast region of the map to find the treasure containing a statue fragment. When you open the treasure, a Guard Dragon (ガードドラゴン) appears and you must fight it. These are pretty tough fights, but probably nothing you can't handle at this point. They can breath fire and damage your whole party at once. At the beginning of the first turn, the aura surrounding the dragon will automatically disappear since you now have the "true" Freedom Sword, and you don't have to do anything to make this happen.

After defeating the dragon in the Necropolis, you will receive the Lanaktar Torso (ラナクターのどうたい).

Next, you want to head to the "North Island" (the same island as the Siege Camp). You can use the warp tile at the Forest of Mystery to get there. At the far Southwest side of this island is an "automatic" door that previously would not open for you. It should open at this time, allowing you entrance to a small enclosure. The door then closes behind you, preventing your exit. Continue West through a door to enter the Snake Pit.

---Snake Pit-----[sec6u]---  
"スネークピット"

There are no random encounters in the Snake Pit. There are a lot of poor people here that seem to be suffering. To the Northeast, you will meet a youth who is guarding a door under King Drake's orders. If you try to enter the door, he will toss you back out. Unfortunately, you cannot kill the brat.

In the Southwest part of the map, you can meet an old man who says that his staff is worn out and that he'd like a new one. Toward the Northern part of the map, you can find a tree. If you stand on the tree tile, you will find a Pine Tree Branch (まつのえだ). Take it to the old man in the Southwest and use it. He will thank you for the gift by giving you the Beast Call (ビーストコール) scroll.

On the Western edge of this map, you will find the treasure that is guarded by the dragon. Defeat the dragon to get the Lanaktar Head (ラナクターのあたま).

In the large building at the center of the map there is a hidden room. Enter the building via the Southern door, then pass through a hidden door in the North wall. You'll find a mummy belonging to the royal family. You can take the following items from it:

Royal Crest (おうげのもんしょう)

Gem (ほうせき)

With the Royal Crest, you can pretend you're acting under King Drake's orders.

There is another hidden door South of the mummy which has a treasure chest inside containing:

Crush Mace (クラッシュメイス)

Grand Sword (グランドソード)

Mega Bolts (メガボルト)

Magic Bow (マジックボウ)

Rack Wand (ラックワンド)

You're now ready to leave the Snake Pit. Head to the Northeast building and use the Royal Crest on the youth to pretend that you have King Drake's permission to go as you please. He'll let you inside the building. A hidden door in the upper-right part of the building will lead you to an old man who will take you on his boat back to the world map, near King's Home.

Next, go back to Smuggler Port (you can use the warp tile near King's Home, the warp to the "East Island" to get there quickly). Take your ship to the Preserve.

---Preserve-----[sec6v]---  
"プリザーブ"

Your ship will arrive at a new spot on the world map. Head West and stand on a plant on the ground to enter the Preserve.

Upon entering the Preserve, you see a sign that says this is a game preserve for the royal family to use as a hunting ground. Any poachers will be executed.

There are a lot of traps on this map, so you may like to use a Disarm Trap or Sense Trap spell to avoid them. Toward the Southeastern part of the map, you can find a campfire. If you approach it, you will find that there are some poachers here, and they will attack you. Win the battle to find a treasure chest containing:

Battle Power (バトルパワー) [scroll]  
Fire Column (ファイアーカラム) [scroll]  
Barbed Flail (バーブドフレイル)  
Magic Arrow (マジックアロー)  
Magic Shield (マジックシールド)

In the upper-left portion of the map, you can find the treasure chest that's guarded by the dragon. Defeat the dragon to receive the Lanaktar Arms (ラナクターのうで).

In the lower-left portion of the map, you can find a hut. When you approach it, Old Jack will appear and say that he watches this land for the royal family and that you should return with the Royal Crest if you want to stay. If you try to move, he will throw you out onto the world map. If you use the Royal Crest, he will deliver the unfortunate news that Namtar killed King Drake and that you need to defeat Namtar. He tells you to take a Letter (てがみ) to his brother, Halifax, in Free Port, and he gives you a Magic Bow (マジックボウ) as a gift.

The only other thing to mention about the Preserve is that, when you cross the river at the top-middle portion of the map, some text tells you that there is rustling nearby. If you use the ついせぎ ("Pursuit") skill, you will encounter some Stags. They don't give you anything if you kill them, and it seems like this can result in nothing good since you're now a poacher, so I recommend you don't do it. But I don't know what the consequences are, if any.

Let's head back to Free Port to get the final statue fragment and deliver that letter.

---Free Port Revisited-----

If you go to the inn at the Northern part of Free Port, you will meet Halifax (ハリファックス). Use the Letter and he will join your party. However, if you already have 7 members, he won't fit and you'll have to select someone to dispose of. Personally, I like Robin and Barengalia, so it's a choice between Halifax and Ulrik. But of course, do as you please, it doesn't really matter.

The final Lanaktar statue fragment is on the South side of the water in Free Port, in a building toward the middle of the map. Defeat the dragon to get the Lanaktar Hands (ラナクターの手).

With all four statue fragments in hand, head to Mad Toad. In the middle of the map, talk to the young magician that you met previously and he will assemble the statue and cast Soften Stone on it. Lanaktar's spirit enters the statue! He tells you that you need to summon the spirit of Zaton and opens a passage to his laboratory, telling you to retrieve the Magic Glasses that will allow you to see the entrance to the Magic College. Go one step West to enter the laboratory.

---Lanaktar's Laboratory-----[sec6w]---  
"けんきゅうじょ"

Although your main goal is to find the Magic Glasses in Lanaktar's Laboratory, there are a lot of hidden magic scrolls. There are several walls that you can remove using the Soften Stone spell, but most of these walls contain water that spills out and damages your party, with nothing useful to be found on the other side.

Northeast from the stairs, you can find a hidden door that will lead to a Kill Ray (キルレイ) scroll.

If you go directly South from the stairs until you run into a wall, then go East to the end of the corridor, you can find a hidden door to the North. In this room, you can find a Group Healing (グループヒーリング) scroll. There's a hidden door in the Northwest corner of this room leading to a Fire Summon (ファイアーサモン) scroll.

Elsewhere in the laboratory, you can find an Ice Chill (アイスチル) scroll and a High Healing (ハイヒーリング) scroll, which are not so exciting.

From the stairs leading out, if you go South all the way until you hit the wall, then go West all the way until you hit a wall, you will be next to a wall to the South that can be removed using the Soften Stone spell. Do so and you'll enter a large room. Make your way to the South side of this room and you'll find a room containing several useful items. First of all, you will find the Magic Glasses (まほうのめがね). Then, you can also find a treasure chest containing:

Dragon Shield (ドラゴンシールド)  
Battle Wand (バトルワンド)  
Potion (ポーション)

There is also a pile of scrolls, containing:

Fire Storm (ファイアーストーム) [scroll]  
Zak's Speed (ザックススピード) [scroll]  
Kill Ray (キルレイ) [scroll]  
Mage Fire (メイジファイアー) [scroll]  
Dazzle (ダズル) [scroll]  
Sun Stroke (サンストローク) [scroll]  
Prison (プリゾン) [scroll]  
Wraith of Mithras (ラスミスラス) [scroll]

After getting the glasses, exit the map using the stairs and you will talk to Lanaktar again. He says a dragon swallowed a special gem and ran away. If Namtar gets that gem it will be disaster for the world.

Now, with the Magic Glasses, we can supposedly enter the Magic College. However, you will find that the Magic College is guarded by a Scorpion Man. You can just kill him, but if you want to play nice, then we'll take a detour to the Forest of Mystery first.

---Forest of Mystery Revisited-----  
In the Southeast region of the Forest of Mystery is a pond. You can reach an island on the center of it by standing on the tile with the rock on it on the West bank of the pond, then face East and use the Golden Boots.

On the island, take one step East and you'll find a shrine to the man-beast god Enkidu. Use the Freedom Sword and the Earth will begin rumbling. Enkidu rises through cracks forming in the ground. He then wants to test your strength and you battle Enkidu (エンキデュ). When you win the battle, he is happy to have found a strong warrior to stand up to Namtar. He gives you a treasure chest containing:  
Enkidu Totem (エンキデュトーテム)

Beast Horn (ビーストホーン)

He says to show the totem to the scorpion man to get his permission to enter the Magic College. He says to use the Beast Horn at the statue in his temple here in the Northwest part of this map to summon his henchman.

Go to the Northwest part of the map, stand at the statue, and use the Beast Horn to make a scorpion man appear. He gives you a treasure chest containing:

Death Curse (デスカース) [scroll]  
Fire Blast (ファイアブラスト) [scroll]  
Insect Plague (インセクトブレイグ) [scroll]  
Cyclone (サイクロン) [scroll]  
Scare (スケア) [scroll]  
Great Healing (グレートヒーリング) [scroll]  
Beast Call (ビーストコール) [scroll]  
Spirit Call (スピリットコール) [scroll]  
Wood Spirit (ウッドスピリット) [scroll]

Next stop is the Magic College. To get there, take your ship to the Preserve (プリザーブ). Then walk South, then East, to find a door. As you approach it, you will meet a Scorpion Man who says that he is supposed to guard the Magic College. You can use the Enkidu Totem now and he will let you pass. However, if you don't have the totem, you can just try to walk forward. He will then attack you and you can kill him to pass, and there seems to be no punishment for doing so.

Past the door, travel Northeast to find the Magic College.

---Magic College-----[sec6x]---  
"マジックカレッジ"

There is no apparent entrance to the Magic College. However, if you stand in front of the wall in the Southwest corner, you will see a message telling you that there are footprints leading from the wall. Face the wall and use the Magic Glasses and a doorway will appear.

Inside the Magic College, you will be presented with a series of tests as a mysterious voice announces. In the first room, there is a fire. The voice says that you must extinguish the fire to continue to the next room. Stand on the fire and use an ice-based spell, such as Ice Chill (アイスチル). Ice Chill has a variable MP cost, and you can just use 1 MP if you like. The fire is extinguished and you are able to continue into the next room.

In the second room is another fire. The voice tells you to extinguish it, but that this one will be harder. Stand on the fire and use a fire-based spell, such as Mage Fire (メイジファイアー) to put out the flame. The voice praises your ability to realize that it was an "ice flame" and tells you to move onto the next room.

When you enter the third room, it goes pitch black. Simply cast Mage Light (メイジライト) to illuminate the room and pass this test.

In the fourth room, you're told that a gargoyle is on the lookout for humans and that you must pass through the room while avoiding detection. Cast Cloak Arcane (クロークアーケイン) and head for the door to pass this test.

In the fifth room stands a brutal looking man holding an axe. Your test is to defeat him. Approach the door to begin a battle with Philistine (フィリスティン). This guy cannot be damaged by magic, so use physical attacks to damage him. In my experience, the Freedom Sword was the only item which did good damage against him, but his attack strength wasn't too strong,

so the battle is fairly easy. After winning, you pass this test.

When you enter room six, you are told that a giant rock hangs above your head and that if you take even one step it will fall on you. Cast Soften Stone (ソフトンストーン) to reduce the stone to dust and pass this test.

In room seven stands a wizard named Utonaptim (ウトナピティム). He is a teacher at this school and your final test is to defeat him in battle. Approach the door to begin the battle with him. If you try to fight him, you'll find that he kills one of your characters every turn, so he's crazy powerful. However, run from the battle and he'll say, "Yes! You realized that sometimes you must flee from battle when you're outmatched," and you pass the test. He invites you to follow him into the next room so he can give you something important.

In the next room, he tells you to resurrect Zaton using the Soul Ball at his grave in the Forest of Mystery. Then he gives you the following items:

Fire Light (ファイアーライト) [scroll]  
Elver Fire (エルバーファイアー) [scroll]  
Poog's Vortex (プーグスボーテクス) [scroll]  
Ice Chill (アイスチル) [scroll]  
Big Chill (ビッグチル) [scroll]  
Dazzle (ダズル) [scroll]  
Group Healing (グループヒーリング) [scroll]  
Fire Summon (ファイアーサモン) [scroll]  
Soul Ball (ソウルボール)  
Raf Staff (ラフスタッフ)  
Sing Ring (シングリング)

---Zaton-----

Return once again to the Forest of Mystery. At the Southern part of the map, you can find a small enclosure with Zaton's grave inside. Use the Soul Ball and Zaton's spirit will appear. He tells you that Namtar is controlling dragons with a gem. He says Lanaktar had such a gem that a dragon swallowed before running away towards Lansk. But he says you'll need the Ankh to get it back, which is in the possession of Namtar. He then says that Namtar and Mistalvision are in the Nizarl Underground, behind a wall that your Soften Stone spell is too weak to remove. However, he then upgrades your Soften Stone spell so that it will be strong enough to remove this wall.

He then gives you the following scrolls:

Brambles (ブランブレス)  
Cure All (キュアオール)  
Great Healing (グレートヒーリング)

So the next goal is to head to the Nizarl Underground to find the Ankh. Go to Nizarl Mountain.

---Nizarl Mountain Revisited-----

In Nizarl Mountain, just Northeast from the stairs to the Underworld, you will see a locked door. Use your あける ("Open") skill to pass it, then follow the path, avoiding the pits, to get to another locked door. Beyond that door, go South a few steps, then you'll find an opening to the East. A pit blocks your path, but you can see doors on the opposite side of the pit. Use the Golden Boots to move across the pit.

Go through either door and you will be in a large room. Move a few steps East into the room and you will fall into a pit which takes you to the Nizarl Underground.



---Nizarl Underground-----[sec6y]---

"ニザールのちか"

If you want to leave the Nizarl Underground, you can find some stairs just a little Southeast from where you fell which will take you to the Underworld. However, it is a one-way stairs, so you will have to go all the way back to Nizarl Mountain and fall down the pit again to return to the Nizarl Underground.

Go North from your starting point until you hit a wall, then go West. You'll see a message telling you this wall looks strange. Use the Soften Stone spell to remove the wall. This will only work if Zaton has upgraded your Soften Stone spell. Beyond the wall, you will be damaged on every step due to a cold wind. The cold wind also blows out any spells you have used to illuminate your surroundings, so don't bother wasting your magic casting illumination spells. Just press "select" to see the map to figure out where you're going.

Go West until you bump into a wall, then go South 5 steps. The wall to your West can be removed using the Soften Stone spell. Past the wall, you will no longer be hit by the cold wind, so you can cast an illumination spell.

The Nizarl Underground is a pretty big map, full of more annoying things besides the cold wind. There are spinning tiles, tiles that damage you, warp tiles, invisible walls, and a lot of non-random encounters.

After emerging from the cold wind region, go South until you reach the four-way fork. There is a spinning tile on that location, so make sure you know what way you're facing afterwards by pressing "Select" to look at yourself on the map. From there, go West until you run into a wall, then go North a long way until you reach another four-way fork. At that point, go East and stop when you come to the second door on your left (to the North). If you go North through this door, you will be able to find Mistalvision. But if you want to take a small detour, you can fight an optional boss by going South to the next four-way fork, then going East at that fork to enter a barracks. In the Southern part of the barracks, you can find Back Iron Head (バックアイアンヘッド), the commander of the Siege Camp army who you might have met. He recognizes you and a battle commences. When you defeat him, he drops a Dragon Shield (ドラゴンシールド).

OK, go back to the above mentioned door that I said will take you to Mistalvision. Go West through a couple doors, then continue West until you run into a wall. Cast Soften Stone on this wall to remove it and you will enter an area that is hot from intense sunlight. You are damaged at each step, but a little to the Northeast, you will find Mistalvision (ミスタルビジョン). This time, when you defeat him he will finally die and you'll receive the Ankh (アंक). When you grab the Ankh, you will be warped to the staircase that will take you to the Underworld, so thankfully you don't have to walk all the way back.

The Ankh should help us get an important gem that controls dragons, as we've heard. The gem was swallowed by a dragon who ran toward Lansk, so that's where we need to head. However, we actually want to go to the Lansk Underground. This can be reached through a staircase in the Underworld or by taking a ferry from Old Port. The magic spring that you'll appear near is right next to the stairs in the Underworld that lead to the Lansk Underground, so go East and enter the building you see to find the stairs.

---Lansk Underground-----[sec6z]---

"ランスクのちか"

The Lansk Underground has numerous shops.

The weapon shop sells:

Broadsword (ブロードソード) - 100  
Great Sword (グレートソード) - 200  
Bow (ボウ) - 40  
Long Bow (ロングボウ) - 200  
Crossbow (クロスボウ) - 60  
White Arrow (ホワイトアロー) - 200  
Bolts (ボルト) - 30  
Javelin (ジャベリン) - 40

The armor shop sells:

Cloth Armor (クロスアーマー) - 25  
Leather Armor (レザーアーマー) - 50  
Ring Armor (リングアーマー) - 80  
Scale Armor (スケイルアーマー) - 1000  
Chain Armor (チェーンアーマー) - 310  
Plate Mail (プレートメイル) - 3100  
Shield (シールド) - 1000  
Large Shield (ラージシールド) - 1000

The tourist information center sells:

Passage Papers (つうこうしょ) - 200  
Old Port Ticket (オールドこうチケット) - 50  
Citizen Papers (しみんしょ) - 200

You can use the Old Port Ticket to take a ferry back to Old Port by using the ticket at the Northern part of this map.

If you enter the magic shop, in the Western part of town, the man will tell you that they don't sell scrolls anymore due to the magic band. However, there is a hidden door leading North inside this shop that will lead you to a hidden old man that will sell you the following items:

Scrolls (まきもの):

Create Wall (クリエイトウォール) - 100  
Wood Spirit (ウッドスピリット) - 1000  
Cure All (キュアオール) - 5000

Other (その他):

Potion (ポーション) - 100  
Dragon Stone (ドラゴンストーン) - 250

The dragon you're looking for is hidden in the middle of this map. There is a hidden door on the East side of the map which will take you into the middle, walled-off area. Beyond the hidden door is a locked door which you need to open using your あける ("Open") skill. Beyond the locked door is the dragon. The dragon is old and no longer capable of spewing fire. Use the Ankh (アンク) and you will retrieve the Dragon Gem (ドラゴンジェム) from the dragon's throat.

The Dragon Gem can be used to control dragons. Next, you need to go to Dragon Valley to find the Dragon Queen and borrow her power. To get to Dragon Valley, use your ship to sail to the Sunken Ruin. Then, go West on the world map beyond the Sunken Ruin entrance to find some rubble. Step on the rubble to enter Dragon Valley.

---Dragon Valley-----[sec6aa]---  
"ドラゴンバリー"

The random battles in Dragon Valley can be pretty tough, so save often. Some of the non-random battles are pretty ridiculous too. You'll often get attacked by these turtle enemies that come in numbers of 15 to 20, in which case I suggest you run.

In the Southern part of Dragon Valley, you can find the Dragon Tooth (ドラゴントゥース). You can actually get an infinite number of the Dragons Tooth from this spot.

In the Southwestern part of Dragon Valley, you can find a dragons nest. You will engage in a battle against some cockatrices, and if you win you will get the following treasure:

Halberd (ハルバード)  
Dragon Shield (ドラゴンシールド)  
Dragon Helm (ドラゴンヘルム)  
Dragon Eye (ドラゴンアイ) x15  
Dragon Tear (ドラゴンティアアー)

In the Northeast corner of Dragon Valley, you can find a treasure chest containing:

Sala's Swift (サラズスウィフト)  
Vorn's Guard (ボーンズガード)  
Cowardice (カワーデイス)

Toward the Northern part of the map, you will encounter the Dragon Queen, who seems quite angry. If you try to move, she'll fling you back to the Dragon Valley entrance, damaging your party. However, if you use the Dragon Gem, she will vow to help you out when you summon her by using the Dragon Gem.

So now you're ready to head back to the Nizarl Underground and finish the game!

---Nizarl Underground Revisited-----[sec6ab]---

Make the trek all the way back to the Nizarl Underground. Pass through the cold wind tiles to get to the hallway where you can once again cast an illumination spell. From there, go South to the four-way fork. Then go West until you run into a wall. Go North until you see a door on your left side (toward the West). Use the あける ("Open") skill to unlock the door. Then follow the path, and go South all the way until you come to a room with water on the ground. In that room, go through a door in the Southwest corner. You'll be in a room that has some damage tiles. In this room, you can use the Soften Stone spell in the Northeast corner, which will take you to a hidden area that has a Dragon Sword (ドラゴンソード), a Dragon Plate (ドラゴンプレート), and a magic spring.

Back in the room with the damage tiles, there is a big part in the middle that's walled off. You can cast the Soften Stone spell to remove a wall in the Northeast part of this section to get into the enclosure. Inside, you will find a warp tile that takes you to a new area.

In this new area, you can return to the Underworld by taking a step North, but it is a one-way staircase, so you won't be able to get back to this location very easily after going that way. Save your game and prepare for the last battle, by the way.

Go South until you come across a Young Dragon. The text tells you that there is a large army here, with many dragons. The dragons will fling you to another part of the Nizarl Underground if you don't do the right thing. Use the Dragon Gem and the Dragon Queen will appear and chase off the dragons. Prince Jordan's army shows up and begins fighting Namtar's army.

Move South one step and you will begin a battle against some of Namtar's army. When you win the battle, Namtar (ナムター) appears and you begin a battle with him. He is very weak, so just approach him and strike him down

with regular attacks. When you defeat him, he gets back up and says that now you'll face his true power, and the battle begins anew. He's still not particularly hard, although he has an attack that can damage your whole party at once. When you defeat him this time, he rises again, and you begin a third battle against him. When you beat him the third time, he finally collapses and you get Namtar's Corpse (ナムターのしたい).

Some strength still emanates from Namtar's body, so you clearly need to do something to get rid of his life force before he gets up again. You are then warped to the Underworld, next to the magic spring. Use the spring to recover your HP and MP, then when you take some steps South, Namtar revives again. This time he calls some minions and you have to battle 15 Hobgoblins and a Young Dragon (ヤングドラゴン). When you win, you have to battle Namtar again. When you defeat him, you again take his corpse. However, strength is still emanating from his body.

Visit the magic spring again to keep you HP and MP maximized, then you want to make your way to a hole which the game says leads to hell. You may have noticed it before, it's next to the stairs that lead to Nizarl Mountain. Go to the bridge that leads to the Nizarl Mountain stairway and go South across it. The hole to hell is directly South from this bridge. However, as you approach it, Namtar rises again, and this time he is much stronger. His attacks do quite a bit more damage, so put everything you have into defeating him, using your MP to cure your fighters without worrying about conserving it anymore.

When you defeat him, you take his corpse again, which still emanates energy. Walk directly South to the hole to hell. At the ledge, use Namtar's Corpse and you have won the game! The ending sequence begins!

---Ending-----[sec6ac]---  
The ending sequence shows you throwing Namtar's body over the ledge to hell. He revives again and screams in terror as he plummets.

The news of Namtar's defeat quickly spreads. The gates of Purgatory are opened and the former prisoners emerge, celebrating. A new era of peace has begun.

You decide to set out on a new adventure. The royal family (Prince Jordan and the princesses) thank you and see you off as you prepare to depart. The twin princesses Marira and Mairora are crying from happiness and say they will never forget you.

The Dragon Gem flies up into sky and the Dragon Queen appears. She offers to accompany you on your journey and tells you to ride on her back. You climb on her back and soar into sky. You watch the islands of Dilmun grow smaller and smaller and a happy feeling of a new adventure swells in your chest.

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- - - = = = ===== Equipment ===== - - -  
- - - = = = ===== = = = - - - [sec7]

For all the equipment, I list how the equipment affects your stats, the range from which you can attack with that piece of equipment, what stats are needed to be able to equip each piece, and any effect the piece has if used as an item.

---Two-Handed Weapons-----  
"りょうてでもつぶき"

You cannot equip a shield while wielding these weapons.

Partisan (パルチザン) - ATK +8, Accuracy -1. Range: 2. To equip: 14 Strength.

Great Sword (グレートソード) - ATK +10, Accuracy -2. Range: 1.

To equip: 24 Strength.

Mountain Sword (マウンテンソード) - ATK +18, Accuracy -1. Range: 1.

To equip: 2 Mountain knowledge. Use: Casts Earth Summon.

Grand Sword (グランドソード) - ATK +35, Accuracy -3, Evade -2. Range: 1.

To equip: 38 Strength.

Dragon Sword (ドラゴンソード) - ATK +40, Evade -2. Range: 2.

To equip: 40 Strength.

Halberd (ハルバード) - ATK +45, Accuracy -2, Evade -1. Range: 1.

To equip: 44 Strength.

Heavy Sword (ヘビーソード) - ATK +50, Accuracy -3, Evade -2. Range: 1.

To equip: 48 Strength.

---Swords-----

"ソード"

Dagger (ダガー) - ATK +1, Accuracy +1. Range: 1. To equip: 1 Strength.

Ruby Dagger (ルビーダガー) - ATK +5, Accuracy +1. Range: 1.

To equip: 2 Strength.

Short Sword (ショートソード) - ATK +5. Range: 1. To equip: 14 Strength.

Broadsword (ブロードソード) - ATK +6, Accuracy +1. Range: 1.

To equip: 18 Strength.

Hook (フック) - ATK +10, Accuracy +2. Range: 1. To equip: 5 Strength.

Fire Sword (ファイアソード) - ATK +14. Range: 2. Needed: 25 Strength.

Lance Sword (ランスソード) - ATK +16, Accuracy +1. Range: 2.

To equip: 28 Strength.

Slicer (スライサー) - ATK +25, DEF +2, Accuracy +16. Range: 1.

To equip: 26 Strength.

Dragon Tooth (ドラゴントゥース) - ATK +30, Accuracy +2, Evade -3. Range: 3.

To equip: 32 Strength.

Freedom Sword (フリーダムソード) - Pre-Upgrade: ATK +40, DEF +2, Accuracy -6,

Evade -2. Range: 1. Post-Upgrade: ATK +100, Accuracy +5. Range: 2.

To equip: 28 Strength. Use: Cast Inferno.

---Axes-----

"アックス"

Small Pick (スモールピック) - ATK +2. Range: 1. To equip: 5 Strength.

Pick (ピック) - ATK +3. Range: 1. To equip: 7 Strength.

Hand Axe (ハンドアックス) - ATK +4. Range: 1. To equip: 12 Strength.

Battle Axe (バトルアックス) - ATK +7, Accuracy -1. Range: 1.

To equip: 20 Strength.

War Axe (ウォーアックス) - ATK +10, Accuracy -1. Range: 1.

To equip: 24 Strength.

Magic Axe (マジックアックス) - ATK +20, Accuracy +2. Range: 1.

To equip: 18 Strength.

Rusty Axe (ラスティアックス) - ATK +34, Accuracy -2. Range: 1.

To equip: 34 Strength.

---Maces-----

"メイス"

Rack Wand (ラックワンド) - ATK +1, DEF +1, Accuracy +2, Evade +16. Range: 1.

To equip: 24 Will. Use: Cast Rack.

Speed Wand (スピードワンド) - ATK +1, DEF +1, Accuracy +19, Evade +8.

Range: 1. To equip: 26 Will. Use: Cast Zak's Speed.

Wand (ワンド) - ATK +2, DEF +1, Evade +2. Range: 1. To equip: 12 Will.

Use: Heal all party members.

Ice Wand (アイスワンド) - ATK +3, DEF +3, Accuracy +4, Evade +4. Range: 1.

To equip: 28 Will. Use: Cast Ice Chill.

Mace (メイス) - ATK +4. Range: 1. To equip: 8 Strength.

Raf Staff (ラフスタッフ) - ATK +4, DEF +2, Evade +4. Range: 1.

To equip: 20 Will.

Hammer (ハンマー) - ATK +5, Accuracy -1. Range: 1. To equip: 10 Strength.

Spell Staff (スペルスタッフ) - ATK +5, DEF +2. Range: 1.

To equip: Low Magic Lv 2.

Battle Wand (バトルワンド) - ATK +6, DEF +1, Accuracy -1, Evade +2.

Range: 1. To equip: 16 Will.

Old Peg-Leg (オールドベッグレッグ) - ATK +12. Range: 1. To equip: 8 Strength.

Mage Staff (メイジスタッフ) - ATK +12. Range: 1. To equip: 30 Will.

Long Mace (ロングメイス) - ATK +25, Accuracy -2, Evade -1. Range: 1.

To equip: 24 Strength.

Crush Mace (クラッシュメイス) - ATK +30, Accuracy -3, Evade -4. Range: 1.

To equip: 28 Strength.

Spiked Mace (スパイクドメイス) - ATK +30, Accuracy -1. Range: 1.

To equip: 30 Strength.

Heavy Mace (ヘビーメイス) - ATK +32, Accuracy -2, Evade -4. Range: 1.

To equip: 28 Strength.

Dwarf Hammer (ドワーフハンマー) - ATK +38, Accuracy -5, Evade -3. Range: 3.

To equip: 32 Strength.

---Flails-----

"フレイル"

Flail (フレイル) - ATK +3, Accuracy +1. Range: 1. To equip: 8 Speed.

War Flail (ウォーフレイル) - ATK +12, Accuracy +1. Range: 1.

To equip: 14 Speed.

Bladed Flail (ブレイデッドフレイル) - ATK +15, Accuracy +2. Range: 1.

To equip: 24 Speed.

Barbed Flail (バードフレイル) - ATK +26, Accuracy +1. Range: 1.

To equip: 30 Speed.

Spiked Flail (スパイクドフレイル) - ATK +32, Accuracy +2. Range: 1.

To equip: 38 Speed.

---Bows-----

"ボウ"

To use bow and arrows, you must first equip a bow, then select an arrow and select the option ほじゅうする ("Replenish") to load the arrows.

Bow (ボウ) - Accuracy +1. Range: 3. To equip: 1 Speed.

Magic Bow (マジックボウ) - Accuracy +3. Range: 8. To equip: 28 Speed.

Long Bow (ロングボウ) - ATK +3, Accuracy +2. Range: 4. To equip: 16 Speed.

Great Bow (グレートボウ) - ATK +5, Accuracy +3. Range: 5. To equip: 20 Speed.

Gatling Bow (ガトリングボウ) - ATK +10, Accuracy +8, Evade +2. Range: 4.

To equip: 26 Speed. Note: Can only be loaded with the Magic Quiver.

Archer's Bow (アーチャーズボウ) - ATK +6, Accuracy +2. Range: 6.

To equip: 26 Speed.

---Arrows-----

"アロー"

Arrow (アロー) - ATK +4. To equip: 1 Strength. Note: 20 uses.

White Arrow (ホワイトアロー) - ATK +8, Accuracy +1. To equip: 10 Strength.

Note: 30 uses.

Grey Arrow (グレイアロー) - ATK +16, Accuracy +1. To equip: 18 Strength.

Note: 40 uses.

Silver Arrow (シルバーアロー) - ATK +20, Accuracy +1. To equip: 14 Strength.

Note: 30 uses.

Magic Arrow (マジックアロー) - ATK +26. To equip: 16 Strength. Note: 50 uses.

Magic Quiver (マジッククイバー) - ATK +32, Accuracy +12.

To equip: 20 Strength. Note: Can only be used in the Gatling Bow.  
Infinite uses.

---Crossbows-----

"クロスボウ"

To use a crossbow and bolts, you must first equip a crossbow, then select a bolt and select the option ほじゅうする ("Replenish") to load the bolts.

Crossbow (クロスボウ) - Accuracy +3. Range: 3. To equip: 18 Speed.

Great Crossbow (グレートクロスボウ) - ATK +5, Accuracy +3. Range: 5.

To equip: 24 Speed.

---Bolts-----

"ボルト"

Bolt (ボルト) - ATK +5. To equip: 6 Strength. Note: 20 uses.

Long Bolt (ロングボルト) - ATK +8, Range +2. To equip: 8 Strength.

Note: 20 uses.

Mega Bolt (メガボルト) - ATK +20, Accuracy +3. To equip: 10 Strength.

Note: 20 uses.

Dead Bolt (デッドボルト) - ATK +26, Accuracy +1. To equip: 10 Strength.

Note: 20 uses.

---Throwing Weapons-----

"なげるぶき"

Throwing weapons are annoying because you have to re-equip them after every battle.

Javelin (ジャベリン) - ATK +5. Range: 2. To equip: 10 Speed.

Spear (スピア) - ATK +8. Range: 3. To equip: 14 Speed.

Boomerang (ブーメラン) - ATK +14, Accuracy +3. Range: 3. To equip: 24 Speed.

Fire Spear (ファイアースピア) - ATK +16, Accuracy +1. Range: 4.

To equip: 18 Speed.

Barbed Spear (バードスピア) - ATK +28, Accuracy +1. Range: 4.

To equip: 24 Speed.

Trident (トライデント) - ATK +30, Accuracy +2. Range: 6. To equip: 36 Speed.

Holy Spear (ホーリースピア) - ATK +36, Accuracy +1. Range: 3.

To equip: 40 Speed.

Bomb (ボム) - ATK +50. Range: 4. To equip: 60 Wisdom. Note: One time use.

---Armor-----

Cloth Armor (クロスアーマー) - Evasion +2. To equip: 1 Strength.

Pilgrim Garb (ピルグリムガープ) - DEF +1, Evade +4. To equip: 1 Strength.

Leather Armor (レザーアーマー) - DEF +2. To equip: 8 Strength.

Royal Robe (ロイヤルローブ) - DEF +2, Evade +6. To equip: 6 Strength.

Ring Armor (リングアーマー) - DEF +3, EVA -1. To equip: 12 Strength.

Chain Armor (チェーンアーマー) - DEF +4, Accuracy -2, EVA -2.

To equip: 16 Strength.

Magical Clothes (メイジクロス) - DEF +4, Evade +8. To equip: Low Magic Lv. 3.

Use: Illuminate the surroundings.

Scale Armor (スケイルアーマー) - DEF +6, Accuracy -8, Evade -4.

To equip: 18 Strength.

Plate Mail (プレートメイル) - DEF +8, Accuracy -4, Evade -4.

To equip: 24 Strength.

Magic Chain (マジックチェーン) - DEF +8, Accuracy -2, Evade -2.

To equip: 16 Strength.

Heavy Plate (ヘビープレート) - DEF +10, Accuracy -10, Evade -4.

To equip: 28 Strength.

Great Plate (グレートプレート) - DEF +12, Accuracy -6, Evade -8.

To equip: 32 Strength.

Dragon Plate (ドラゴンプレート) - DEF +12, Accuracy -6, Evade -4.

To equip: 30 Strength.  
Magic Plate (マジックプレート) - DEF +14, Accuracy -4, Evade -4.  
To equip: 34 Strength.

-----Shields-----

Shield (シールド) - DEF +1, Evade +2. To equip: 10 Strength.  
Large Shield (ラージシールド) - DEF +1, Accuracy -1, Evade +4.  
To equip: 16 Strength.  
Magic Shield (マジックシールド) - DEF +4, Evade +3.  
To equip: Low Magic Lv. 2.  
Fire Shield (ファイアーシールド) - DEF +2, Accuracy -2, Evade +5.  
To equip: 18 Strength.  
Dragon Shield (ドラゴンシールド) - DEF +3, Accuracy -2, Evade +6.  
To equip: 20 Strength.

-----Gauntlets-----

Gauntlet (ガントレット) - DEF +2, Accuracy -1. To equip: 10 Strength.  
Silver Glove (シルバークラブ) - DEF +3. To equip: 16 Strength.

-----Helmets-----

Helm (ヘルム) - DEF +1. To equip: 1 Strength.  
Gem Helm (ジェムヘルム) - DEF +2. To equip: 16 Strength.  
Black Helm (ブラックヘルム) - DEF +5. To equip: 20 Will.  
Use: Cast Zak's Speed.  
Dragon Helm (ドラゴンヘルム) - DEF +4. To equip: 20 Strength.  
Crown (おうかん) - DEF +8, Evade +2. To equip: 1 Strength.

-----Boots-----

Lucky Boots (ラッキーブーツ) - Evade +2. To equip: 1 Strength.  
Golden Boots (ゴールドテンブーツ) - Accuracy +1, Evade +2.  
To equip: 1 Strength. Note: Use to cross water and pits in certain locations.

-----Rings-----

Ring (リング) - Accuracy +2. To equip: 1 Strength. Use: Cast Cloak Arcane.  
Sing Ring \*シングリング) - DEF +3, Accuracy +6, Evade +3. To equip: 24 Will.  
Mage Ring (メイジリング) - DEF +4, Evade +2. To equip: Low Magic Lv. 2.  
Use: Cast Cyclone.  
Magic Ring (マジックリング) - DEF +4, ATK +4, Accuracy +2, Evade +6.  
To equip: 14 Will. Use: Cast Cyclone.

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- - - = = = ===== Items ===== = = = - - -  
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[sec8]

Potion (ポーション) - Restore a single ally's HP.  
High Potion (ハイポーション) - Restore single ally's HP, better than Potion.  
Dragon Stone (ドラゴンストーン) - Restore a single ally's MP.  
Dragon Eye (ドラゴンアイ) - Completely restore single ally's MP.  
Lantern (ランタン) - Illuminate dark places temporarily.  
Famicom (ファミコン) - Use to cast Guidance.  
Dragon Horn (ドラゴンホーン) - Use during battle to damage single enemy.  
Citizen Papers (しみんしょう) - Use to have a certain bridge guard allow you to pass.  
Certificate (しょうめいしょう) - Used to receive Passage Papers.  
Passage Papers (つうこうしょう) - Use to have a certain bridge guard allow you to pass.  
Old Port Ticket (オールドこうチケット) - Use to take a ferry to Old Port.  
Mushroom (マッシュルーム) - Give to Nigarl.



Stone (いし) - Used to create a Crude Hammer.  
 Stick (ぼうぎれ) - Used to create a Crude Hammer.  
 Shoelace (くつひも) - Used to create a Crude Hammer.  
 Tin Cup (ブリキのカップ) - Fill with water and give to someone.  
 Crude Hammer (クルードハンマー) - Use to break shackles.  
 Beast Horn (ビーストホーン) - Use to cast Beast Call.  
 Enkidu Totem (エンキデュトータム) - Use to pass the Scorpion Man.  
 Jade Eyes (ひすいのめ) - Belongs to an old dwarven statue.  
 Parrot (オウム) - Effect?  
 Water Potion (ウォーターポーション) - Use to breath underwater.  
 Silver Key (シルバークー) - Use to unlock a silver chain.  
 Mirror (かがみ) - Use to reflect the stair of a demon.  
 Dragon Tear (ドラゴンティア) - Effect?  
 Soul Ball (ソウルボール) - Use to summon the spirit of Zaton.  
 Magic Glasses (まほうのめがね) - Use to see the Magic College entrance.  
 Ankh (アंक) - Use to retrieve the Dragon Gem from the throat of a dragon.  
 Dragon Gem (ドラゴンジェム) - Use to control the Dragon Queen.  
 Roba's Bones (ローバのほね) - Use to forge the Freedom Sword.  
 Gem (ほうせき) - Effect?  
 Royal Crest (おうげのもんしょう) - Use to show you are acting under King Drake's orders.  
 Pine Tree Branch (まつのえだ) - Give to an old man who needs a staff.  
 Strange Book (めずらしいほん) - Effect?  
 Letter (てがみ) - Deliver to Halifax in Free Port.  
 Lanaktar Torso (ラナクターのどうたい) - A fragment of Lanaktar's statue.  
 Lanaktar Arms (ラナクターのうで) - A fragment of Lanaktar's statue.  
 Lanaktar Head (ラナクターのあたま) - A fragment of Lanaktar's statue.  
 Lanaktar Hands (ラナクターの手) - A fragment of Lanaktar's statue.  
 Lansk Ticket (ランスクチケット) - Use to take a ferry to Lansk Underground.  
 Namtar's Corpse (ナムターのしたい) - Kill it or something, quick!  
 Shovel (シャベル) - Effect?

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 - - - = = = ===== Spells ===== = = = - - -  
 - - - = = = ===== = = = - - - [sec9]

---Low Magic-----  
 "ローマジック"

Attack Magic (こうげきまほう):  
 Mage Fire (メイジファイアー) - Attack single enemy with fireball. 2 MP.  
 Disarm (ディザーム) - Decrease enemy group's attack power. 3 MP.  
 Charm (チャーム) - Increase single ally's accuracy. 3 MP.  
 Rack (ラック) - Increase single ally's evasion. 3 MP.  
 Recovery Magic (かいふくまほう):  
 Lesser Healing (レッサーヒーリング) - Heal single ally HP. 2 MP.  
 Other Magic (そのたのまほう):  
 Mage Light (メイジライト) - Illuminate the surroundings for a limited time when you are in darkness. Adjustable MP cost.

---Druid Magic-----  
 "ドルイドマジック"

Attack Magic (こうげきまほう):  
 Death Curse (デスカース) - Damage single enemy. 6 MP.  
 Fire Blast (ファイアーブラスト) - Damage enemy group. 12 MP.  
 Insect Plague (インセクトプレイグ) - Decrease enemy group's defense.  
 4 MP.  
 Scare (スケア) - Increase the accuracy of all allies. 4 MP.

Cyclone (サイクロン) - Push enemy group back to longer range. 4 MP.

Brambles (ブランブレス) - Enemy group is engulfed in thorns and can't act for one turn. 5 MP.

Recovery Magic (かいふくまほう):

Cure All (キュアオール) - Heal all allies. 6 MP.

Great Healing (グレートヒーリング) - heal single ally HP. Adjustable MP cost.

Other Magic (そのたのまほう):

Wood Spirit (ウツクスピリット) - Summon Wood Spirit (ウツクスピリット) to your party for a limited time. Adjustable MP cost.

Create Wall (クリエイトウォール) - Erect a wall on special locations on the map. 5 MP.

Beast Call (ビーストコール) - Summon Beast (ビースト) to your party for a limited time. Adjustable MP cost.

Soften Stone (ソフトストーン) - Remove walls from special locations on the map. 6 MP.

Spirit Call (スピリットコール) - Summon Spirit (スピリット) to your party for a limited time. Adjustable MP cost.

---High Magic-----

"ハイマジック"

Attack Magic (こうげきまほう):

Fire Light (ファイアーライト) - Damage a single enemy. Adjustable MP cost.

Ice Chill (アイスチル) - Damage single enemy. Adjustable MP cost.

Poog's Vortex (プーグスポーテクス) - Damage enemy group. 11 MP.

Fire Light - Attack single enemy. MP range.

Reveal Glamour (リビールグラマー) - A group of enemies is reduced to a single enemy. 2 MP.

Big Chill (ビッグチル) - Damage all enemies. 15 MP.

Elver Fire (エルバーファイアー) - Damage enemy group. 6 MP.

Mystic Might (ミスティクマイト) - Increase single ally's attack strength. 4 MP.

Sala's Swift (サラズスウィフト) - Increase a single ally's speed. 5 MP.

Vorn's Guard (ボーンズガード) - Increase the defense of all allies. 6 MP.

Cowardice (カワーデイス) - Cause an enemy group to flee from battle. 8 MP.

Dazzle (ダズル) - Enemy group takes no actions for a few turns. 4 MP.

Recovery Magic (かいふくまほう):

High Healing (ハイヒーリング) - Heal single ally. 3 MP.

Group Healing (グループヒーリング) - Heal all allies. 6 MP.

Other Magic (そのたのまほう):

Sense Trap (センストラップ) - You are not damaged by traps for a limited time. Adjustable MP cost.

Cloak Arcane (クロークアーケイン) - Party's defense is increased for a limited amount of time (not just one battle). Adjustable MP cost.

Earth Summon (アースサモン) - Summon Earth Elemental (アースエルム) to your party temporarily. Adjustable MP cost.

Air Summon (エアースサモン) - Summon Air Elemental (エアースエルム) to your party temporarily. Adjustable MP cost.

Fire Summon (ファイアーサモン) - Summon Fire Elemental (ファイアーエルム) to your party temporarily. Adjustable MP cost.

---Sun Magic-----

"サンマジック"

Attack Magic (こうげきまほう):

Exorcism (エクソシズム) - Damage enemy group. 5 MP.

Inferno (インフェルノ) - Damage all enemies. Adjustable MP cost.  
 Holy Aim (ホリーエイム) - Increase accuracy of all allies. 5 MP.  
 Mithras Bless (ミスラスブレス) - Increase evasion of all allies. 5 MP.  
 Light Flash (ライトフラッシュ) - Enemy group takes no actions for a few turns. 6 MP.  
 Armor Light (アーマーライト) - Increase single ally's defense. 6 MP.  
 Battle Power (バトルパワー) - Increase attack strength of all allies. 8 MP.  
 Fire Column (ファイアーカラム) - Enemy group takes no actions for a few turns. 5 MP.  
 Sun Stroke (サンストローク) - Damage single enemy. Adjustable MP cost.  
 Wraith of Mithras (ラスミスラス) - Damage enemy group. Adjustable MP cost.  
 Fire Storm (ファイアーストーム) - Damage all enemies. 16 MP.  
 Recovery Magic (かいふくまほう):  
 Sun Healing (サンヒーリング) - Heal single party member. Adjustable MP cost.  
 Major Healing (メジャーヒーリング) - Heal all party members. 6 MP.  
 Other Magic (そのたのまほう):  
 Disarm Trap (ディザームトラップ) - You are not damaged by traps for a limited time. Adjustable MP cost.  
 Guidance (ガイダンス) - Puts a compass on screen for a limited time in places that normally do not have one. Adjustable MP cost.  
 Radiance (ラディアンス) - Illuminate dark places. Adjustable MP cost.  
 Recharger (リチャージャー) - Restore charges of items that have an effect when "used". Only those in caster's inventory. 8 MP.

---Misc Magic-----  
 "ミスクマジック"

Kill Ray (キルレイ) - Instantly kill an enemy group. 15 MP.  
 Zak's Speed (ザックススピード) Increase speed of all allies. 10 MP.  
 Prison (プリゾン) - An enemy group flees from battle. 8 MP.

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Here is a list of most of the enemies in the game, but there are certainly many more. This list isn't terribly useful since there isn't a lot of variety in the way enemies behave, but since I put some effort into it, I figured I would display the list, although incomplete.

アーキメイジ (Arch Mage) - 88 Exp/8 Gold.  
 アースエレメンタル (Earth Elemental)  
 アースジャイアント (Earth Giant) - 36 Exp/0 Gold.  
 アースマン (Earth Man) - 100 Exp/0 Gold.  
 アイアンゴーレム (Iron Golem) - 66 Exp/0 Gold.  
 アドベンチャー (Adventurer) - 12 Exp/10 Gold.  
 アマナスフェロー - 7 Exp/5 Gold.  
 アンデッドウォーリアー (Undead Warrior)  
 アンデッドナイト (Undead Knight) - 20 Exp/10 Gold.  
 アンホリーガード (Unholy Guard) - 187 Exp/0 Gold.  
 イノセントマン (Innocent Man) - 5 Exp/10 Gold.  
 インホーサ  
 ウォーリアー (Warrior) - 38 Exp/17 Gold.  
 ウッドスピリット (Wood Spirit)  
 ウトナピティム (Utonaptim) - 0 Exp/0 Gold.  
 ウルフ (Wolf) - 7 Exp/0 Gold.

エレメンタル (Elemental)  
エンキデュ - 0 Exp/0 Gold.  
オーガ (Ogre)  
オートマトン (Automaton) - 24 Exp/0 Gold.  
オールドガイ (Old Guy) - 5 Exp/7 Gold.  
オールドジェイラー (Old Jailer)  
オールドスピリット (Old Spirit) - 7 Exp/7 Gold.  
カナバル (Cannibal)  
ガード (Guard) - 13 Exp/12 Gold.  
ガードドラゴン (Guard Dragon) - 985 Exp/200 Gold.  
キラールーフ (Killer Wolf)  
キングズガード (King's Guard) - 20 Exp/15 Gold.  
キングズキャプテン (King's Captain) - 49 Exp/46 Gold.  
キングヒポグリフ (King Hippogriff) - 26 Exp/0 Gold.  
クルースレーブボス (Crew Slave Boss) - 100 Exp/50 Gold.  
グール (Ghoul) - 13 Exp/0 Gold.  
グラディエイター (Gladiator) - 30 Exp/25 Gold.  
グリムガーディアン (Grim Guardian) - Note: Drain small amounts of experience.  
グレートウォーリアー (Great Warrior) - 66 Exp/47 Gold.  
ケイブガード (Cave Guard) - 10 Exp/6 Gold.  
ゲイズデーモン (Gaze Demon) - 300 Exp/0 Gold.  
コカトリス (Cockatrice)  
ゴブリン (Goblin) - 8 Exp/8 Gold.  
ゴブリンガード (Goblin Guard)  
ゴブリンビーチバン - 10 Exp/10 Gold.  
ゴルゴン (Gorgon) - 50 Exp/0 Gold.  
サーペントウォーリアー (Serpent Warrior) - 15 Exp/10 Gold.  
サーペントスイマー (Serpent Swimmer) - 28 Exp/3 Gold.  
サーペントマン (Serpent Man) - 28 Exp/15 Gold.  
サラシチズン - 42 Exp/26 Gold.  
シースネーク (Sea Snake) - 13 Exp/0 Gold.  
シースパイダー (Sea Spider) - 13 Exp/0 Gold.  
シチズン  
シティーミルチアマン - 10 Exp/6 Gold.  
シビルサーバント (Civil Servant)  
ジャイアントコカトリス (Giant Cockatrice)  
ジャイアントスネーク (Giant Snake) - 12 Exp/0 Gold.  
ジャイアントスパイダー (Giant Spider)  
ジャイアントタランチュラ (Giant Tarantula) - 10 Exp/0 Gold.  
ジャイアントバジリスク (Giant Basilisk) - 63 Exp/0 Gold. Note: Can instantly make you lose consciousness.  
ジャイルキーパー (Jail Keeper) - 11 Exp/7 Gold.  
スカービーシードッグ (Scabby Seadog)  
スキャンプ (Scamp) - Note: Aim for vitals to damage.  
スケルトン (Skeleton) - 10 Exp/8 Gold.  
スコピオンズネーク (Scorpion Snake) - 10 Exp/0 Gold.  
スコピオンマン (Scorpion Man) - 32 Exp/16 Gold.  
スコピオンリザード (Scorpion Lizard)  
スタグ (Stag) - 0 Exp/0 Gold.  
スタストラッペン - 19 Exp/10 Gold.  
ストーンデーモン (Stone Demon)  
スナップタートル (Snap Turtle) - 31 Exp/0 Gold.  
スネーク (Snake) - 6 Exp/0 Gold.  
スパイダー (Spider) -4 Exp/0 Gold.  
スピittingスネーク (Spitting Snake) - 11 Exp/0 Gold.  
スピittingリザード (Spitting Lizard) - 34 Exp/0 Gold.  
スワンプタートル (Swamp Turtle) - 32 Exp/0 Gold.  
スワンプラット (Swamp Rat) - 7 Exp/0 Gold.  
スワンプドッグ (Swamp Dog)  
ソルジャー (Soldier)

ゾンビ (Zombie) - 11 Exp/0 Gold.  
タランチュラ (Tarantula) - 8 Exp/0 Gold.  
ダーティラット (Dirty Rat)  
ダイヤモンド (Diamond Wolf)  
ダンジョンガード (Dungeon Guard) - 13 Exp/5 Gold.  
ダンジョンパトローラー (Dungeon Patroller) - 20 Exp/8 Gold.  
トレント (Trent)  
ドームセイヤー (Doomsayer)  
ドラゴンウォーリアー (Dragon Warrior)  
ドラゴンファイター (Dragon Fighter)  
ドラゴンファンガー (Dragon Fanger)  
ドラゴンワームレット (Dragon Wormlet) - 132 Exp/0 Gold.  
ドランク (Drunk) - 4 Exp/4 Gold.  
ナムターガード (Namtar Guard)  
バーグラ (Burglar) - 7 Exp/10 Gold.  
バックアイアンヘッド (Back Iron Head) - 350 Exp/200 Gold.  
バンディット (Bandit) - 10 Exp/10 Gold.  
バンディッドゴブリン (Bandit Goblin)  
バンディッドリーダー (Bandit Leader)  
バンパイヤーウルフ (Vampire Wolf) - 8 Exp/0 Gold. Note: Can drain small amounts of experience.  
パイクマン (Pikeman)  
パイレー (Pirate)  
パトロールマン (Patrolman) - 15 Exp/15 Gold.  
ヒドラ (Hydra) - 110 Exp/0 Gold. Note: Can breath fire, damaging whole party at once.  
ヒポグリフ (Hippogriff) - 65 Exp/0 Gold.  
ビシャスジャイルキーパー (Vicious Jailkeeper) - 12 Exp/12 Gold.  
ビシャスパイクマン (Vicious Pikeman)  
ビッグドッグ (Big Dog) - 13 Exp/0 Gold.  
ビルグリム (Pilgrim) - 23 Exp/10 Gold.  
ファンガー (Fanger)  
フィリスティン (Philistine) - 0 Exp/0 Gold.  
フュージスパイダー (Huge Spider)  
フロースワンプドッグ - 9 Exp/0 Gold.  
フンババ (Funbaba) - 70 Exp/50 Gold.  
ブッシュウィザード (Bush Wizard)  
ブッシュハイウィザード (Bush High Wizard)  
ブリッジガード (Bridge Guard) - 12 Exp/10 Gold.  
ブローティッドコープス (Bloated Corpse) - 0 Exp/0 Gold.  
ベアー (Bear) - 83 Exp/0 Gold.  
ペグレグペギー (Peg-Leg Peggy)  
ホブゴブリン (Hobgoblin)  
ボーンゴーレム (Bone Golem) - 18 Exp/7 Gold.  
マークツリー (Mock Tree) - 19 Exp/0 Gold.  
マースナリ (Mercenary)  
マジックグール (Magic Ghoul) - 20 Exp/0 Gold. Note: Can drain MP.  
マスカラークラウン (Muscular Clown) - 18 Exp/15 Gold.  
マッドクラウン (Mad Clown) - 47 Exp/32 Gold.  
マッドシチズン  
マッドドッグ (Mad Dog) - 6 Exp/0 Gold.  
マッドビルグリム (Mad Pilgrim) - 52 Exp/15 Gold.  
マッドワイルドウーマン (Mad Wild Woman) - 19 Exp/10 Gold.  
ミスタルズボーイ  
ミスタルビジョン - 400 Exp/34 Gold. Note: This in ニザール Underground.  
メイジ (Mage)  
ラグナー - 21 Exp/0 Gold.  
ラスケル (Rascal) - 6 Exp/5 Gold.  
リザードウォーリアー (Lizard Warrior)  
リザードマン (Lizard Man) - 17 Exp/10 Gold.

リッチ (Lich) - 23 Exp/0 Gold. Note: Can drain experience.  
 ルーピードームセイヤ (Loopy Doomsayer)  
 ルーピーラスケル (Loopy Rascal) - 8 Exp/8 Gold.  
 ルーン (Loon) - 5 Exp/5 Gold.  
 レイス - 16 Exp/0 Gold. Note: Can drain experience, MP, or HP.  
 ロイヤルガード (Royal Guard)  
 ロックジャイアント (Rock Giant)  
 ロックスパイダー (Rock Spider)  
 ローグ (Rogue) - 4 Exp/4 Gold.  
 ロングジョンアグリー (Long John Ugly)  
 ワームレット  
 ワイト (Wight) - 25 Exp/0 Gold.  
 ワイルドアドベンチャー (Wild Adventurer) - 17 Exp/10 Gold.  
 ワイルドウーマン (Wild Woman) - 11 Exp/10 Gold.  
 ワイルドドッグ (Wild Dog) - 6 Exp/0 Gold.  
 ワイルドハウンド (Wild Hound) - 8 Exp/0 Gold.

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

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