

Dungeon Magic: Sword of the Elements FAQ/Walkthrough

by Sethan

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Dungeon Magic
A Almost-Totally-Complete Guide
by Sethan

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If you want to use any part of this Guide/FAQ directly, ask first! If you see something which needs to be corrected, also drop me a line and I'll look at it. By the way, credit goes out to Patbuns17 for his FAQ/Guide for helping me remember how to play the game all over again and what magic formulas I needed to remember.

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A Friendly Warning: Don't spam me, sign me up for a mailing list, or forward advertisements. Chatter is all right, just don't expect replies right way.

Dungeon Magic is an old Nintendo Entertainment System game produced by Taito, it's rare and difficult to get your hands on a complete version with the manual and the nicely done map. Very difficult. I was introduced to it only by perverse curiosity while browsing a used game store and finding it almost completely intact. Disgusted with the difficulty of the game I sold it back a year later to purchase Secret of Mana for the Super Nintendo.

I also bought a much more used and beaten-up copy last year and have been plagued by errors, strange resets and battery corruption. All the same, I can say this game is satisfying to play if you like a challenge, and are willing to keep meticulous notes on where things are so you can find them a second time if need be.

1) - The Story

Evil has returned, in the form of Darces the Dark Overlord. Only when the Five Elements are gathered and joined as one can he be defeated and cast out of this world again. Crucial to this task is the Sword of Tores, long thought lost, and the Swords of Magi, whose power are inextricably linked to the Five Elements.

One adventurer steps forward, willing to try where others have failed. Darces, however, is not so lightly overthrown, and monsters have overrun the world, making it difficult to get from town to town without the power to defend oneself . . .

Thus the story begins.

2) - The Controls

All right, here is where things get a little sticky. Notice first of all the box and console on the lower right of the screen. Press Start to access it, and left/right to change the current selection. Hit Select to go inside the box to pick items, runes, weapons, all that nice stuff. The B Button will confirm your selection.

The Sword section shows what weapons and armor you are carrying, but have not

equipped. Highlighting the weapon and hitting 'B' equips it. Remember to equip new armor and weapons as you need to. You may carry up to 10 pieces of gear.

The bottle represents the items section, which are basically all your consumable items. Here you have three rows, two of them able to carry items freely, one to prepare or queue up what you plan on using. The A button will use these items anytime you have this box highlighted and are not Stopped. Queueing up items is simple, but getting the queue you want isn't always as simple. Highlight the item you want to ready, and it will go to the first open space on the top row. This is the first item to be used, and you can queue up to five. You can therefore hold a maximum of 15 items, but if you do you will NOT be able to adjust the queue.

The third section is your spell menu. The five symbols represent Earth, Water, Fire, Wind, and Faerie respectively. Each school will have four runes to use, which I will cover later. Use Select to enter the rune selection, which also wipes out your active spell, and B to enter the runes in the order you want. You may only have one spell built at a time!

The fourth section, the key, is the most important one, though. It is the 'use' command, and you must have it active to open chests or doors. Be careful opening doors, as an enemy on the other side gets a free attack most times.

The last section is your camp section, which is used to camp. It stores your food and water, and when you camp you recover 10 health and use up one food and water. You cannot rest unless you have both food and water. It also shows weight, which when high can affect your battle abilities.

3) - Your Equipment

You begin with basic equipment, which is horrible protection against monsters right outside the city. You also have no weapon. The important thing to know is what sort of items you can get.

Weapons: These come in various styles, but they increase in power steadily. All weapons strike the enemy directly ahead of you, and only that enemy. You cannot attack those to either side, but they can attack you.

Armor: The armor comes in several types: helmets, gloves, body armor, leggings, boots, and shields. Of them all the greatest increase in defense will be from better body armor, shields, and leggings. Your best bet is always to get your hands on the best armor you can afford, or you will find yourself being tossed around by monsters a lot more than you would like.

Magic: Though technically not equipment, this bears going over. Because you can mix magics later on, and you can only keep ONE spell ready at a time, you will need to keep a sort of journal of spells which you like, especially useful attack spells.

Items: Potions are life or death to you, later in the game. Early on you can get by with just food and water, as it is usually cheaper to stock on food and water than use a complete heal potion. Nevertheless, you should always keep Red Potions on hand. Other consumable items

Notes on Items

Author's Note: Since there is no way to see your real attack power or defense power, just how approximately much damage you last did and how much damage you last received, the 'this is better than that' is arbitrary at times, and based largely on whether you find it or buy it.

Blue Sword: This is the sword you get in the beginning from the King. It is best to upgrade to a Wood Mace as soon as you can, as this sword is really not decent for hunting. Selling it for 15 gold is perhaps the best you can do. If you see 'Short Sword' in this FAQ I am referring to this one, but missed changing it when editing.

Wood Mace: Decent weapon, this one will serve until you can get your hands on a Red Rapier. I suggest using the map and the treasure guide to find on on the overworld as soon as you can kill scorpions.

Red Rapier: Excellent weapon until you can afford or find better. I first found it in the Sanctuary at Selle. It's not a good sell, as it only sells for 50 gold.

Blue Mace: Once you find it, you will definitely need it. Use this until you get a better weapon. You find this in the Sky Cave, and it is very useful.

Red Scimitar: If you are trying to buy it, scrape by until you reach 600 for the Blue Rapier. If you find it and haven't got better already, use it, but toss it as soon as you get an improvement.

Blue Rapier: I found this one rather than buying it, but it works well on the middle part of the game. The last few dungeons you need to reach, though, have monsters with large Defense values and they will absorb the damage of this weapon easily.

White Scimitar: I found this weapon twice in the Dragon King's Lair, southern section, and the Underwater Chamber near the Book of Runes. It's a great weapon, I would hang onto it until you get the Axe.

Axe: I've discovered this weapon is almost a godsend, as it helps you cut through almost anything when you find it. It's powerful, even if you use it for just a short time before picking up better.

Flail: Ah, one of the best weapons yet, the Flail gains a fraction over the Axe's power, but you need that extra bit to beat the tougher monsters where you find it. It's useful for slugging through the North Tower and Zell Caverns.

Silver Sword: Ah, the best sword short of Tores itself, make sure you find it. It is utterly ineffective against the dragons with their insane Defense, but you can carve up just about anything else. Only in the last two dungeons will you truly find it almost ineffective from the high Defense values of the monsters there.

Sword of Tores: The great sword itself, once you find it it replaces your weapon permanently. It is the only weapon capable of doing sensible damage to Darces and his Dark Magi henchmen, and I highly suggest you use it to help build your levels late in the game.

Low Helm: Some sort of Tiara or circlet. It is pretty good if you find it, but buying it is almost a waste of money for as often as you find one from a chest.

Close Helm: I never used this, I went straight to the Plate Helm, but if you can't afford that one and need better protection, go for this one.

Plate Helm: Worth the effort to afford, it is the flat-out best helmet until the end of the game when you find the Silver Helm.

Silver Helm: Find it in the North Tower and slap it on your head before taking

another step. It's that good, and the monsters are that tough.

Wood Shield: I'm not sure how useful this is, but since you can find it with some effort, and working up the cash takes almost the same amount of effort, you may want to skip over it at the store.

Metal Shield: Until you can afford the ultra-expensive Grey Shield, this one will serve you very well. You may skip over it to the Grey Shield but if you seriously want to take on the rougher creatures, you want this one until you can buy the next.

Grey Shield: The best shield in the game. The price tag is insane, but by the time you need it's extra protection you will be able to afford it. I suggest getting it as soon as you raise over 1000 gold, putting the effort into making the rest of it.

Wood Armor: You can find this easily in the Forest Maze. Don't waste your money, and sell any suits you find if you are using better. It's surprisingly common. It will serve you through the Sanctuary, but you'll have a little bit of trouble with strong creatures and magic.

Chain Armor: When you can afford it, get it. It will improve your survivability greatly, especially in the hunt in the Sky World reached by the Ring.

Plate Armor: This armor is excellent if you can afford it early on, before the Sky Realm. If not, it will still do well until you find the Silver Plate.

Silver Plate: This is found in the Underwater Chamber, and is useful for the short time you'll need it but expendable. Selling it is the best idea after you no longer need it.

Legendary Armor: The magical armor of the great warrior Tores, it is proof of your destiny and also the best armor in the game. Don't sell it. I don't care it sells for 4900, never sell it.

Red Fur Armor: I guess it's fur? Anyway, it is stronger than wooden armor and you find it in the Dungeon of Doom. If you haven't gotten better armor, use it.

Blue Fur Armor: You can find this in the Sky Realm. It's worth hanging onto unless you have better, in which case you had best dump it for the weight issues.

Brown Boots: A worthy buy for your starting cash, these boots can be found, but not easily and not soon enough. Every little bit of defense is useful, unless you're pinching gold. Then you can pass these up for the White Boots.

White Boots: Better than the Brown Boots, they should be on your shopping list as soon as you can raise the kind of money needed. They are, however, able to be found in the later dungeons near the exits, so if you are daring you can run in and snatch a pair without paying for them.

Blue Pants: Another good first buy, if you can scour the cash up early. They are a significant increase in defense for early on.

White Pants: Go for these as soon as you can raise the money, as I said before. Good equipment should be top priority when you can get it. As an alternative, these are also found as treasure in the Zell Cavern, the Southwest section, and are simply easy to snatch if you're quick.

Brown Gloves: You find so many of these on the hunt in the forest maze to the

west it isn't funny. Don't buy, despite how cheap they are. Just pass them up in the store for the next gloves.

White Gloves: Before you go on to Sull for the Ring of Flight do yourself a favor and get these. They're not as expensive as other top-end armor and I don't recall having found better in a chest. You can find white gloves in a chest later on the Sky Realm, so if you can wait till then you can save some cash.

Red Potions: Extremely useful, hoard them when you can. They are a lifesaver later in the game as they recover most, if not all, of your Health. They can be found just about anywhere, which is a plus, as the price is a bit steep in the store. Never sell them if you can help it.

Blue Potion: This will recover you from Paralysis. I'd rather not comment on how useless this can be, except in early areas where you can't afford to stock remedies.

White Potion: This potion will cure your Poison. It's useful but you should stock a Red Potion in a slot instead and use the Cure Poison spell.

Blue Jar: This is an attack magic stored in a jar. I'm not sure of the strength, but this should be the weakest one.

White Jar: This is an attack magic stored in a jar. I'm not sure of the strength, but this should be the next stronger one.

Red Jar: This is an attack magic stored in a jar. I'm not sure of the strength, but this should be the strongest one.

Blue Elixir: I believe this restores more health than the Red Potions?

Red Elixir: From an email delivered to me: "I noticed an increase in my attack power [approximately 15 points] while fighting in the southwest with the Blue Rapier."

Food and Water: Buy it when you can afford it. Stock it, later on. Using food and water to replenish health is easier on you than resting in an inn, since monsters will regenerate when you rest in an inn. If you are hunting for cash, the inn is preferable, but it can get tedious needing to slug your way through the lower monsters on the overworld

Ring of Flight: Indispensable. You can find one early if you practice Earth Magic and save yourself the aggravation of the Dungeon of Doom, but you will have to account for some tough wandering enemies in the ocean near the right chest. After you no longer need one, you are sure to find a few laying about.

[Note: Someone did email me about one of the potions giving you a revive if you are killed after drinking it. They, alas, did not indicate which potion or elixir was responsible. I suspect it's the Blue Elixir, though.]

4) - Map Coordinates

I compiled the first map from a series of screenshots of the 'mapping magic' available to Faerie Magic apprentices. The second map (hand-drawn and scanned) illustrates carefully what's water and what's forest, and skips over the enemy placement.

The in game world is divided into sixteen sections, each of which is divided again into 16 rows and 16 columns . . . 256 steps per screen, and also the

overall map is 256 steps on a side. Therefore, labeling a grid for the whole thing is simply . . . too cumbersome to attempt.

So, the map notations are going to be in (Section; E ##, S ##). The sections are numbered in order from 1 to 16 left to right and top to bottom. Like this

1 - 2 - 3 - 4
5 - 6 - 7 - 8
9 - 10- 11- 12
13- 14- 15- 16

The E and S numbers are given when you use the Faerie Magic which reveals your on vital statistics (It should be R2, R3, Blank).

5) - Magic

Each level of magic has four runes you can use to make your own spells. The trick is, if you don't have a special effect to the spell you usually get an attack spell instead, which I consider a waste of health. If you want to use spells on your opponents, then keep track of what sequences do the best damage. I didn't bother, so you'll only see utility spells here.

The first rune for any school of magic is a square. This rune will open doors automatically in dungeons. This can be a good or bad thing, as whenever you turn to a door it will open. If something nasty is on the other side, it gets a free shot at you if you're not quick enough to back off. In this FAQ I will refer to this rune as #0, and as of yet I have discovered NO uses for combinations including it.

Any 'true spell' requires two runes. Each single rune is an attack spell, of varying power. Some spells likewise require a third rune, not just a second one. Keep in mind if the last rune is blank, you might be able to improve the power by using a rune in the last slot. THIS MAY NOT WORK FOR ALL SPELLS.

Fire (F): All offensive magic I've found. Since I'm not a fan of turning life points into a limited amount of shots, I skipped using this school. It may be useful against certain enemies, but I never experimented. They come in Square, Left Triangle, Right Triangle, Simple Triangle. I hereby designate them F1, F2, F3.

Air (A): The magic of travel, with the Return spell (A3, A3, Blank) costing 10hp and the Exit spell (W3, W2, Blank) which costs 9hp. The Return spell drops you in the same square where you began the game, and the Exit spell drops you at the entrance to the dungeon through which you entered. I found a lot of spells which 'fizzled' as well, so I'm not sure what other spells are in this school. The runes appear to be chevrons, arranged in one, two, and three. These I call A1, A2, A3

Water (W): Defensive magic, the most useful are the Physical Shield (W3, W3, W3) and the Magic Shield (W2, W2, Blank) spells. I am uncertain, but using a third rune in the Magic Shield spell *may* alter the duration. The symbols appear to be one, two, or three vertical lines. I designate them W1, W2, W3.

Earth (E): Curative magic. Despite the style of magic, most spells still use up your life. DO, however, memorize the Cure Poison (E2, E1, Blank), Cure Paralysis (E2, E2, Blank), Cure Hurt (E2, E3, Blank), and Uncurse (E3, E2, Blank) spells. Blindness is annoying but not lethal, should you want to cure it, the spell is E3, E1. The MOST important spell, however is the Waterwalk spell (E3, E#, E#) which parts the water for you to go down and fight there. The runes look like one dot, two dots, circle. I designate them E1, E2, E3.

Faerie (R): Ahh, strange magic which is useless for the most part in battle but damned useful overall. The most useful spells include Terrain Map (R1, R1/R2, Blank), Full Map (R2, R2, Blank), Self Data (R2, R3, Blank), and Enemy Data (R3, R1). The Terrain Map I call that because it does not show enemies or treasure. The Full Map shows everything, which I prefer. Self Data and Enemy Data are useful for gathering information on monsters you're fighting, but lack important stats for yourself such as defense and for the enemy, such as damage. The nice thing is, though, none of these spells should cost health to use! There is an important spell which takes you to what I dubbed the 'Cloud Realm' which is an ultra-hard area no beginner should tackle. The Faerie Transport spell is (R3, R2, Blank). The spell runes are horizontal lines which have a succeeding number from one to three. I call them R1, R2, R3.

6) - Combat

A section I forgot to add on my first version of the Walkthrough, well worth adding after the fact. First of all, with this game being a grid-based game, you can get attacked from four directions at once. You can also only see in one direction, thus only attack in it. Important safety tip: keep an eye around you, as attacks from the side are potentially much more dangerous than frontal attacks.

There are two tricks you can use to avoid getting hit, and I recommend abusing the first when you can. First trick is simple, and works in every game which has this same construction. If you want to avoid an attack on your square, DON'T BE THERE. Back up a step, and the attack will miss. Word of advice, however: do NOT only back up once, as monsters can and will swing immediately upon moving into an adjacent square to where you are. And due to the existence of only two frames of animation, once they swing, they hit. So how do you pull off the timing? Simple. Attack and move. Attack and move. Dance with them. You'll get the hang of what I mean eventually, because late in the game it's practically required. Toe-to-toe combat is hideously lethal then.

The second trick is to pause the game at the exact moment the blow would land, and then unpaue it. This is really useful for magic attacks since there are many more frames and an audio cue to follow. However, if you miss the correct timing of this, you WILL be hit. I do not recommend this, as magic attacks are very avoidable by "not being there" as per above.

The only time the "not being there" is nullified is when you must fight through a doorway. There is another way to avoid this though, since enemies will always track you down anywhere in the dungeon. They will try to get as close to you as possible, even if walls get in their way. So if you want to clear out an area from a staircase or doorway, use your map magics (you DO have them, right?) and plan your actions before moving. Knowing the dungeon is very important in doing this, as moving quickly from floor to floor is necessary.

Last note on combat: Being HURT really dampens your ability to deal damage, and makes it easier to receive damage. If you can cure this, do it!

7) - Quick Walkthrough

Note that building levels is **not** included in this Quick Walkthrough.

- 1: Get the Compass in Granville
- 2: Visit the King
- 3: Go to Deirus to investigate rumors
- 4: Free the Spring of Sara
- 5: Have the sword inspected in Bell by a soldier

- 6: Go to Selle and find the sculpture
- 7: Take the Sword to Bell's Wizard
- 8: Visit Sull to understand rumors
- 9: Find the Ring of Flight in the Dungeon of Doom
- 10: Search the Sky Cavern for the Ring of Sight
- 11: Enter the Hidden Chamber for the Sword of Faeries
- 12: Take the Sword of Faeries to Sull's Wizard
- 13: Investigate Gran about the Sword of Fire
- 14: Find the Faeriespike in the forest maze
- 15: Visit the Fount of Fire with the Sword
- 16: Take the Sword to Gran's Wizard
- 17: Go to Zandor to search for the Flower of Zandor
- 18: Enter the Darius Maze and search for the Flower
- 19: Seek the water south of Bell for the Underwater Chamber
- 20: Find the Book of Runes
- 21: Speak with the Warrior's Ghost
- 22: Recover the Warrior's Legendary Armor
- 23: Speak with the Dragon King
- 24: Take the Sword of Water to Deirus
- 25: Hear the Faerie's Song at the Cape of Winds
- 26: Seek the Book of Seven Witches in the Zell Caverns
- 27: Speak with the Faeries
- 28: Rescue Taz from the North Tower
- 29: Take the Sword of Wind to Zandor's Wizard
- 30: Use Faerie Magic to reach the Cloud Realm
- 31: Enter Tores' Sanctuary and recover Tores
- 32: Return to Granville
- 33: Rescue the King and Queen from Darces

8) - The Walkthrough!

Part 1: Getting Your Act Together.

You start off in the town of Granville, and are able to see the notice in town square for warriors wanted. The townsfolk tell you to see the king and he'll give you a sword. Sounds like a good deal to me. Talk about town until you see an old man who will give you a compass to guide you. Do not forget this item, as finding your way without it is damn near impossible!

The castle is a short trip, too short for you to get lost, and too short to be surrounded and killed. The king will explain the story about Darces and the Sword of Tores. At the end he will hand you a Blue Sword and 100 gold. The best thing to do now is go buy something to raise your armor, find a school to apprentice to, and begin raising levels.

If you're looking for an easy time, go Water for the defensive Shields. If you want to avoid getting lost all the time, or like seeing where things are in relation to you, go Faerie. For offensive power, Fire or Wind will work nicely. Wind carries the bonus of having the Return spell available, but the 10hp cost is a whopper. Earth will allow you to handle the nasty status ailments which crop up from time to time.

Remember, you must be apprenticed if you want to gain levels! Take this time to familiarize yourself with how the game works, because later on it becomes a lot less forgiving.

Outside are Snakes (12hp), Scorpions (25hp), and Wasps (19hp) which you can fight to gain experience and cash. I do not recommend fighting Scorpions yet, as they have high defense and can hit like a truck to a level 0. I do recommend hunting for chests with caution upon reaching level 1. Do not, do not, do not

corner yourself going for one, though.

Sell what you don't need, equip what you can, and fight your way to at least level 2. Then talk with townsfolk and they'll point you west to Deirus. The forest maze is a hassle to get through but you should survive. Wasps are a killer, though, since they Hurt or Paralyze you on their magic shots and that affects your battle ability.

Part 2: Deirus and the Sword of Earth

Deirus believes in Water Magic, so if you're apprenticed to Water, you can raise levels in the southwestern section of town instead of having to walk to Granville. The stores are the same, the item shop in the northeastern section and the armor shop in the southeastern section. The inn is in the northwestern section.

Listen to the townsfolk, then head to the Spring to talk with Arianna the sprite. The Scorpion in the path could be trouble, but you can handle it with some retreating to camp or heal since it never leaves the spring area. Talking with Arianna yields the Sword of Earth, which you need to enchant.

The Townsfolk will direct you to the Sanctuary at Selle, where monsters recently took up residence. A strange stone sculpture lies in the basement, which is a direct challenge to adventurers like yourself. Head north past the spring to find the Sanctuary.

Inside you will see Slimes (~17hp) which are quick attackers but pretty weak against armor. Collect the treasures before going down, the staircase can be found in the center. Once you go down you'll reach a small chamber with four more stairs down. Unless you're hunting for treasure and can handle the monsters in here, go to the northeastern stair.

The monsters ahead are difficult to the extreme. They're Warlocks (~27hp) who throw blinding spells at you which do a lot of damage this early and can blind or Hurt you. Be careful fighting them, retreat when you must. Take the first passage on your left from the staircase and deal with the warlock behind the door.

Now you should find a twisting maze, but it's not too bad if you're keeping track of your steps (you are, aren't you?). The statue you need to find is in the northwestern section of the lower level. You will have to fight big ugly Ogres (~30hp) who pack a wallop if you're not protected or have cheap armor. This means you are likely to have your head handed to you if you don't fight smart and retreat when you get low on health. Use red potions you have been saving (you are saving them, right? Shame on you!) or food and water to recover between bouts. No matter how much you are tempted to, don't go rest at the inn or the nightmare will begin all over again. Buy food and water, it's almost cheaper than the red potions, but a lot more expensive than the inn.

Once you find the statue, stand before it until your sword glows, meaning you had best make sure no enemies can sneak up on you or you're going to need to fight them before continuing. When the sword is blessed, hightail it out of there! The townsfolk of Deirus tell you to show the sword to the wise man in Bell. Guess where our next stop is?

Wrong! Go to the shop and pick up better armor if you can afford it, then head out towards Granville. Bell is just a little south of it, you can miss it easily by mistaking it for Granville but you can tell when you step in where you are.

Hand the sword to the wise man and apprentice in the art of Earth magics. Very useful for where you're going next. Train if you need to.

As soon as you can cast the Waterwalk spell you can visit the northern island to clean up the chests, but under no circumstances try to enter the North Tower. It's pretty desolate inside for monsters but the spiders on the first level will destroy you easily. However, the monsters on the island itself are the same all over the overworld, so no dangers there.

Part 3: The Ring of Flight and the Dungeon of Doom

Ah, yes, cheesy titles of dungeons again. Anyway, the townsfolk will without delay guide you towards Sull, where mystics talk about the Ring of Flight. Helpful townsfolk will direct you west across the coast to the dungeon.

This dungeon is a bear for those who want to find everything. Werewolves (~34hp) and Harpies (~33hp) inhabit the top level, and Skeletons (~50hp) patrol the lower ones. This is almost too much, but you can handle it if you spend some time building levels. The second level is full of harpies, so keep your healing magic active. At the bottom is a nice suit of armor which is better than the Wood Armor, but the Chain Armor is much better, so you decide what to do with it. You can find the Ring in the northeastern section of the lowest level.

The other way to get a Ring of Flight is to use the Waterwalk spell (E3, E3, E3) on the ocean to the northeast of Sull. There's giant Octopi (~109hp!) around in there so be careful. You need to use the spell every step underwater, but not to return to land. The Ring is easy to snag if you know exactly where it is (Faerie magic users, rejoice!).

The Spiders (~69hp) should be easy by now. Your main objective is the cave in the center, which is easy enough to reach. It's divided into three screens, Northwest, East, and South. The Northwest screen has the Ring of Sight, so if you're not looking to tangle with the monsters inside, that's where you want to start. The monsters inside are a green Golem (~93hp) which aren't too dangerous if you've been keeping up your armor upgrades, and a Walking Corpse (~29hp) who I seemed to roll right over when fighting.

The jars you find all over the area are stored attack magics, so you can either sell them or use them; they're free of health use but I'm not sure what the 'spells' are so use them at your own risk. Also do not miss the Chain Armor chest, it will come in handy.

Once you have the Ring of Sight, the next area opens up. The Hidden Chamber has three levels like the other dungeons you've gone into up till now. And the monsters are vaguely familiar; they happen to be the same ones you came across in the Sanctuary at Selle, only tougher. The Slimes (~31hp) are dangerous as they are quick and can flank you if you're busy with the Ogres (~59hp) who are combat powerhouses. When you go down deeper, you face Warlocks (~79hp) who have gotten much much tougher and stronger with their magic. They can do upwards of 20 damage to the unprepared.

The entrances all enter in different sections entirely, and this can be a bit funky until you nail down where you need to enter to get to something. If you are going in for just the sword, come in from the west. This is a closed in area, so head till you see stairs, then take them down . . . and down . . . to the third level. After that, head north, head west, and go till you can see the stairs. Then comes the tricky part of the maze, one you just have to bumble through until you find the down stairs. The room you want to find on level three is a small two-step room with a door heading north. Inside this room is a ogre and the chest holding the Sword of Faeries.

After the sword is charged, go trade it to the Wise Man for an apprenticeship in Faerie magic. No, you are not headed to the Faerie Realm yet! Don't try it, you will be killed easily by the stuff up there.

Search the Hidden Chamber in subsequent trips for one item in particular: the Blue Fur Armor. This armor is better than the Chain Armor, but pales next to the Plate Armor. It's not better by much, but now you are reaching the point where every little bit is important! Clean the dungeon out only if motivated to do so. Get your Faerie magic first, so you can access the Full Map. As a matter of fact, now is an excellent time to scour for treasure you may have missed in previous dungeons.

Part 4: The Sword of Fire

This is the easiest sword to acquire, it just takes some searching. Along the north coast there is a fountain of fire which flows from the ground. It won't hurt you but it is important. Search the woods nearby until you find what appears to be a spike of magic. Fire a bolt of Faerie magic (any sort) to shatter it and reveal the chest. Take the Sword to the fiery fountain and hold still long enough to instill the sword.

Now you can go to the city of Gran, north of Gran Castle a ways, and see the Wise Man. He'll apprentice you to Fire magic and you are on your way to the fourth sword. Take some time now to get tougher and better equipment.

Part 5: The Warrior's Ghost

Ahh, now you hear tales about a restless spirit and the 'Flower of Zandor'. Another vague quest dumped into your lap. Head to the town of Zandor in the south, and talk around. They'll direct you to the Darius Maze to the west in the woods.

The Maze has a tough monster in it, the Swordsman (109hp), which has a lot of health and can hit hard against light armor. The other monster who attacks physically, the Goblin (43hp), is a pushover. The silly Medusas (117hp) further in curse on a successful attack so for the love of what's good for you try not to fight them face to face!

The treasure down here includes a suit of Plate Armor, do not miss it even if you have a suit! There is also a Plate Helm on the bottom level you can easily snag on your way through.

The Flower you are looking for is found in the bottom level, in the center area, and you have to enter from the East to reach it. Head north through a series of rooms and doors until you find the stairs down. Now comes the fun part! Head west through the door and around a passage. Take the first right turn to pick up your new Plate Armor. Then continue west until you reach a room with two doors to the north and three to the south. Go in the west-most north door and go down the stairs.

This now is going to be tricky to manage, since now the Medusas are in your way. Head east, then turn south, following the edge of the map. At the bottom corner room there is a Goblin guarding a chest, which should be a Metal Shield. Replace a less powerful shield, or sell it later.

Head west along the bottom, and you find yourself facing more Medusas. Fight them from the other side of a door with the Auto-Open spell active (#0) and you can retreat when the spells come flying. Piece of cake so long as you're quick. If not, you'll be burning through your Red Potions and memorizing the Uncurse

and Cure Poison formulas

Once on the other side, head to the west edge of the level and turn south to find the stairs up. Now you face a number of connecting staircases and passages which leads you into the center of the third floor. Now, there are two Medusas and a Swordsman patrolling in here, so either kill or evade them and head to the northeast corner where the Flower is stored. Beat feet out of here, or if you're still game for it, hunt down the chests and collect the treasure.

Back in towns you'll hear about a book you need to talk with the spirit, as well as an underwater chamber south of Bell. The Underwater Chamber is chock full of high-level creatures and the water monsters will chew you up on the way in, so your next priority is to level up past level 11. Yes, that is a lot of experience, but you can abuse the Darius Maze denizens to level up, as they are the best for it right now.

Part 6: The Underwater Chamber

Herein lies the Book of Runes you need to translate the voice of the dead warrior. It's a real trip to run through here looking for the Book, and you should do just that. Run through it. The fighting is incredibly tough, and you will likely have to come back after dying at least twice.

You should head for the deepest part, as usual, but the path is convoluted. The best path to take is the southernmost staircase you find on the east side. Then follow through to the next staircase going up. You will not need to visit the bottom level, except to delve for treasure. The Silver Plate is almost worth the aggravation to get to it, but it's your call. Better armor is available just a short while later.

Once up on the top level again, you will face a Sea Dragon (139hp) who cannot be harmed by weapons. Pull out your best attack spell and open fire, using potions or food to restore your health when you run low. This is really the only way to kill it, and you will need to do it at least three times on this level. Carefully follow the inside area around until you find the Book of Runes. Near the Book in another chest is the White Scimitar, a great weapon to use from now until you find a better one. It's significantly better than anything in the store.

Once you have the Book, the warrior's spirit will tell you you are now worthy of his armor. You will be told to search the Dragon King's Lair to the north. Now you get the pleasure of delving into another tough dungeon, and it's guaranteed your trip will not be easy. Stock up on food, water, and Red Potions.

A note for later: around level 16 you will be able to do damage to the Sea Dragons, but it will be in small amounts. It's much easier to blow them away with magic (F3, W3, W3) as you do most other things late in the game.

Part 6: The Dragon King's Lair

This cave is depressingly easy to stumble into early on, as the cavern is right near Deirus and there's a pit which drops you into it in the forest maze. And the monsters are prohibitively tough. There are Red Golems (169hp) are almost invulnerable with an insane defense score and hit like an avalanche falling on you. The Daemons (161hp) throw bolts of magic which can afflict you with any of the status ailments, including the nasty Poison. Luckily their defense only keeps them totally safe from most spells, and the Blue Rapier can carve them up with a smart warrior behind it. The Crawling Corpses (158hp) are annoying as they move fast to get in your way. You will be killing these and Daemons before

you can even scratch a Red Golem.

The first target in here is the enticing treasure. Yes it is that good, especially in the south section, which holds a White Scimitar deep in the southwestern corner and the Axe in the north section. The Axe is the better weapon but you will need the a Scimitar to cut your way to it; no other weapon will work well enough to kill monsters in vast numbers.

The most important thing to note is this multi-screen cave is not like the others! You enter on one screen from any of the four directions, and only the pit drops you into a different area (I suggest not using the pit, it sandwiches you between a Daemon and a Red Golem and is nowhere near an exit).

You won't be able to hurt the enemies more than a scratch if you are not level 10 or higher. Fair warning that you must be REALLY strong to last.

First head south and collect the White Scimitar, then use it to cut your way into the north section of the cave. If you have the White Scimitar from the Underwater Chamber, then you should just cut your way north and avoid the southern end for now. There really is not a lot of strategy to exploring this cave other than AVOID GETTING SANDWICHED.

In the north section you will find the Dragon King. He is not happy to have visitors, and will kill you if you bother him needlessly. All right, so now you need to find a way to talk with him and not be exterminated. Searching the cavern will yield an Axe which is a GREAT weapon, well stronger than the White Scimitar. Near the Dragon King is a chest containing the Legendary Armor, which is the best armor in the game.

Once the dragon sees Legendary Armor on you, he realizes you are the one he has been waiting to hand a Sword to. Take the Sword of Water and go to Deirus to hand it to the Wise Man there for access to Water Magic.

Four down, one to go.

Part 7: The Singing Faeries

Ah, now Deirus townsfolk will tell you of many things. The old one has a friend who was gravely injured by Darces, there are faeries singing at the Cape west of Warrior Hill, and there is a book which teaches you the Faerie Language.

So, we'd best find that book . . . you are told after asking soldiers in Bell that the book you are seeking is in a cave south of Sull. The sad part is, this is called the Zell Cavern, and this is easily the most aggravating maze of passages you have tackled yet. There are three sections to this cavern and all of them are populated by monsters who will eat you up easily.

The monsters are all tougher versions of the overworld monsters. I call them by Zell Snakes (156hp), Zell Scorpions (180hp), and Zell Wasps (168hp). The wasps will be the first thing you can even hurt, and the scorpions the last. I recommend level 13 if you can reach it, and having the Axe from the Dragon King's Cave.

Scouring the caves, you will uncover another Axe, though you will have one already by now if you're following this guide. You will also uncover the Flail, a weapon which is mightier than the Axe. I hated this cavern so much as the Zell Scorpions are tougher than anything else you've seen yet. They take almost no damage from magic I've tried, and it takes a lot of attack power to crack their defense. Definitely use the Physical Shield spell to keep yourself protected. You will find a Grey Shield in here, which by now is just extra cash

for you to convert to Red Potions.

To get the Flail, enter from the south side and head two steps east, then north. Battle through some Zell Scorpions and search the cavern for your Flail, which will be almost a godsend since it does decent damage to the Zell Scorpions.

Enter from the West, it is the easiest way and it will make you backtrack less. Turn south and fight your way through the second passage on your left, then turn LEFT and pass into the Southeastern caves.

In here you will be in a short segment with a Zell Wasp. Beat it up and keep going. Now comes the tricky part, as you got a lot of Zell Scorpions ahead of you. Ration your Red Potions and use Food and Water to keep your health above 50 or else you'll be swinging for nothing. If you run low on Food and Water, switch to potions. You will likely need to use a lot.

An important tip is not to rest at the inn while scouring this cavern, unless you LIKE beating through the Zell monsters. Buy a Red Potion instead, and use those to recover your health.

In any case, you will see on your Full Map spell four northern exits. Take the first one on the right to a chest with a Red Potion. The second one from the right has a White Jar at the end of it but with three enemies in the way it's not worth going for your first time through. The third one has the Book of Seven Witches, which will allow you to listen to the Faeries' words at the Cape. The leftmost passage has nothing down it but enemies, so it's a waste of time unless you're delving for experience.

Go to the Cape now and listen to the Faeries. It seems that Zandor's leader, Taz, was taken to the North Tower! You know what you have to do next, don't you? Yes, go rescue that poor man from the Tower and maybe you can get a clue on where to go next.

Part 8: The North Island

Go to Zandor and they will tell you about Taz, and how his spirit was bound to the Sword of Wind in the North Tower. You need to hurry and rescue him, but in the meantime stock up because this Tower is one huge melee at the top.

As soon as you can cast the Waterwalk spell you can visit the northern island to clean up the chests, but under no circumstances try to enter the North Tower. It's pretty desolate inside for monsters but the spiders on the first level will destroy you easily if you're there early. However, the monsters on the island itself are the same all over the overworld, so no dangers there.

After hearing the Faeries' plea for assistance, though, it's time to head off to rescue him. The first level is pretty straightforward, simply get to the center. I suggest taking out the Tower Spiders (130hp) for experience, because you are going to need all the levels you can gain to get to the top of this thing.

The second level is a spiral going out, which means no need for a map, just plow through the Warriors if you can (200hp) though their insane defense can make you cry if you're under level 13. Using magic on them seems to be able to do some good, but they still hit insanely hard and fast. Do not forget to take all the treasure on this level, as there is a nice Silver Sword along the northern outer edge of this level which is the best you will see until you find Tores.

The third level is very simple looking but the truth is, with Tower Spiders and Warriors up here, it is not so simple. In the southern area you will discover a new enemy, the Magus (132hp) who is killer with magic. Magic Shield is no good against them, save your magic for Physical Shield. The Sword of Wind is in the center, but you will have to carve your way through at least six Warriors (or outmaneuver them, which is not easy at all) and four Magus (who are not easy to fight while outmaneuvering any number of creatures). Make sure you search the chests, as there is a Silver Helm in the western area.

With the sword in hand, bear it back to Zandor and release Taz. Now your journey is almost done, but you still have the hardest road to go through: The Cloud Realm. Memorize the Faerie Teleport spell to come up here, but STOCK Food and Water along with at least 10 Red Potions. You will either waste them all on the way to the dungeon or still have them when you get there.

Also, it does not hurt to level . . . level . . . level. Level 14 is not enough to tackle this next part, so go slam around the North Tower or Zell Caverns a few times for experience. Personally I prefer the Dragon King's Lair, as it is closer to a town and nearly as good as either of the other two.

Part 9: The Cloud Realm

Tough! That's the word which comes to mind. The Cloud Dragons up here (165hp) fling spells which can do 40+ damage, and they blew me away at even level 16 with minimal trouble. As with the Sea Dragons in the Underwater Chamber, they are vulnerable to magic, but it also happens to be roughly (W1, F3, F3) or something close. The strain is worth it only if you plan on abusing potions until you are done here. Also (F3, W3, W3) works wonders but see below . . .

Your target is heavily guarded, by those annoying dragons, so you will HAVE to fight some of them or run in circles for a while before entering. Tores' Sanctuary is full of nasty things. The Moles (192hp) and Gargoyles (180hp) inside are tougher than you can imagine, and do extraordinarily well against most magic and weapons. The bottom level has Evil Eyes which are resistant to anything, weapons won't even touch them until you grab Tores.

The blend of magic I found which worked is Fire and Water (F3, W3, W3) which did a whopping 110 damage to the Gargoyles, something comparable to the Moles, and the Evil Eyes took 75 damage. The trouble is the spell uses 53 hp a shot!

The first level is straightforward, since there is only one stairs down in the center. The Moles and Gargoyles here will chew you up if you are not careful. There is only one chest of interest near the down stairs, which holds a Grey Shield.

The second level is simple, get to the east side of the level. Here you find five sets of stairs laid out for you to delve into. For your convenience, label them A to E from the top down, and the next section will help you figure out where the stairs go.

A: The stairs lead to a passage, no enemies, but it comes back up on the edge of a room with three monsters. Outmaneuvering them is possible, but the chest holds a Silver Helm, so it's not entirely worth working hard for.

B: This leads to the same subdivision as D, but to the north. The nearby chest holds a Red Elixir, and the closed in corridor leads an Evil Eye and Gargoyle to you easily. I suggest taking D instead.

C: This is a passage through to the southern subdivision of the second floor. In here you can locate a Silver Sword if you need one. The fighting area is

tighter than the northern subdivision though, so you are in for a rough time.

D: This is the suggested way to get to Tores. Don't go west, the twisting passages hold monsters and nothing else, leading you in a full circle. The chest in view has a Red Potion for your pleasure, which should be useful by now, or later. Head north from the east side of the room and turn right to find the chamber which holds Tores. You will have to kill no less than four Evil Eyes though, so dust off your battle magic skills and prepare to duel. Eventually you'll be able to seize the mystical Sword of Tores, which automatically replaces your own. The attack power is so immense it can harm the Evil Eyes and dragon-type creatures, but not for a lot. The battle spell you used on the eyes is going to be your weapon of choice though, if you still have Red Potions.

E: The stairs lead to a dead end room with a Mole and a Gargoyle. It's not a big room either, so fighting them both is a BAD IDEA.

After seizing Tores, return to Granville . . . but the town is almost deserted. Darces seems to have struck first, kidnapping the king and queen, and taking Gran Castle's dungeons as his own! The objective is clear, so stock up, save your game at the inn, and prepare for the Final Dungeon.

Part 10: Darces' Defeat

Leveling up is good. You have the most powerful sword in the game, but without the health to back it up Darces will have you for lunch. If you've gotten by with less than level 14, start building. If you're level 14 . . . start building again. The Final Dungeon can wait a little (or a lot) longer until you can survive it. Tores is great for cutting through even insane Defense values . . . though it still won't hurt the Dragons much! And the creatures in the Cloud Realm are not worth coming back to fight. No, they just aren't, until around level 16, when stuff will actually take damage from your attacks. Even then, they do a fair amount back to you.

The Final Dungeon, full of the monsters you just fought for Tores, is not a cakewalk, even if you choose to not fight but evade. The bottom level has 13 Dark Magi (214hp) patrolling a huge chamber, but they are quick, attack with physical attacks as well as spells, and can dish out upwards of 80 damage to you. They are worth almost no experience, though, so there is little reason to hunt them all down and try to level up from them. At the last room in the lower level is Darces (227hp) himself, and he is no pushover by any means.

The first level is a winding passage, as there are no real wrong turns at all here. The Gargoyles, Moles, and Evil Eyes are positioned in strategic positions to foil you. As you reach rooms, they always have at least two enemies to fight through, and evasion is near impossible. Try it, though, because there is no way you are going to fight everything down here in one sitting, and you will have to go through them again if you go save at the inn!

The second level, also the bottom this time, opens into a huge room where the Dark Magi lurk. Do not get bracketed by two of these enemies, as they will send you to the Game Over faster than you can get away. They take almost no damage from Tores, but your attack spell from the Cloud Realm will be useful. Either clear a path or run through to the southern door.

Here another Dark Magi waits, and this one you have to go through. Take as little damage as possible, because Darces is right after him.

The next door opens up and is likely to show Darces in his armored robe. This guy is insanely strong, his attacks do near 80 damage a hit and his spells will

blow off upwards of 130hp. There is no room to maneuver to fight him, no way to kill him cheaply, and Tores does damage in single digits. Dig in for a long haul. You could use the same attack spell you used on the Dark Magi, but using 53hp to cast it is a BAD IDEA, unless you are quick enough to evade before taking a hit. You might be by now, but he WILL kill you after you cast one of these spells if he hits! Your spell past level 14 will knock him down in one shot, but at the same token, his attack will leave you dead.

A strategy I used, but only because I had a couple hours free to play, was to clean out the monsters, then stock up for a major attack on Darces when he had no support. Even still, he is tough. Going for the lucky hit with your magic sounds good right around the time you dice him down to 200hp, doesn't it? My recommendation is to play it safe, slow, and whittle him down bit by bit.

Once he is dead, you can release the king and the threat of Darces is now over, the world back to peace.

Appendix A: Complete list of Treasures

Yes, dammit, it is complete! I mean . . .

Yes, I started the game with Faerie magic (a challenge!) and kept careful track of location and what came from where. The exact locations MAY vary by one square in any direction, but not more than that. See my Store list for an idea of what items are what, the ones which aren't bought have their names set by them anyway, save the two Fur Armors, which I have *no* idea what they really are.

Overworld Items

1)	E 9	S 12	Sword of Earth
1)	E 9	S 4	Red Potion
2)	E 13	S 10	Start Boots
2)	E 5	S 8	Low Helm
2)	E 6	S 10	Sword of Fire
3)	E 9	S 9	Red Potion
3)	E 12	S 6	Blue Potion
4)	E 2	S 13	Red Potion
5)	E 12	S 11	Brown Gloves
5)	E 2	S 2	Low Helm
5)	E 7	S 6	Red Rapier
5)	E 11	S 8	Wood Armor
6)	E 6	S 12	Red Potion
6)	E 8	S 10	Wood Armor
6)	E 3	S 6	Brown Gloves
7)	E 6	S 11	Wood Mace
7)	E 2	S 13	Start Boots
8)	E 8	S 7	Red Potion
8)	E 3	S 7	Blue Elixir
8)	E 2	S 9	Red Potion
8)	E 13	S 8	Ring of Flight
8)	E 11	S 2	Start Helm
9)	E 12	S 4	Brown Gloves
9)	E 7	S 10	Start Bracers
10)	E 13	S 6	Red Potion
10)	E 2	S 9	Start Boots
11)	E 6	S 4	Start Helm
11)	E 10	S 10	Red Potion
11)	E 2	S 12	Blue Potion
11)	E 2	S 8	Blue Sword
12)	E 2	S 11	Wood Armor
12)	E 2	S 6	Low Helm

13) E 9 S 9 Blue Sword
13) E 3 S 9 Start Boots
14) E 13 S 5 Red Potion
14) E 5 S 5 Red Potion
15) E 11 S 3 Start Bracers
15) E 11 S 9 Red Potion
15) E 2 S 3 Low Helm
16) E 9 S 5 Wood Mace
16) E 3 S 11 Start Bracers
16) E 3 S 7 Red Potion

Sanctuary at Selle F1

E 3 S 9 Wood Mace
E 10 S 11 Low Helm
E 13 S 6 Brown Gloves
E 2 S 2 Wood Armor

Sanctuary at Selle F2

E 10 S 3 Blue Potion
E 3 S 5 Red Rapier
E 7 S 8 Red Potion

Sanctuary at Selle F3

E 2 S 3 Red Potion
E 9 S 8 Blue Potion
E 3 S 4 Wood Shield

Dungeon of Doom F1

E 13 S 5 Brown Boots
E 8 S 2 Red Potion

Dungeon of Doom F2

E 13 S 8 Wood Shield
E 6 S 4 Red Potion

Dungeon of Doom F3

E 4 S 11 Red Potion
E 12 S 2 Ring of Flight
E 10 S 13 Red Fur Armor
E 12 S 13 Red Rapier

Sky Realm

E 13 S 4 Red Jar
E 13 S 13 White Jar
E 2 S 13 White Potion
E 2 S 2 Red Potion

Sky Cave 1 (Northwest)

E 4 S 13 Blue Mace
E 9 S 9 Blue Jar
E 12 S 10 Ring of Sight
E 2 S 2 Blue Pants

Sky Cave 2 (South)

E 8 S 13 White Jar
E 3 S 5 Close Helm
E 13 S 3 Red Potion

Sky Cave 3 (East)

E 5 S 2 Red Potion
E 13 S 2 Chain Armor

Hidden Chamber 1

E 4 S 4 Red Potion
E 2 S 9 Red Scimitar
E 13 S 13 Blue Elixir

E 13 S 5 Red Jar
Hidden Chamber 2
E 12 S 4 White Potion
E 13 S 8 Blue Fur Armor
E 6 S 8 Red Potion
Hidden Chamber 3
E 13 S 3 White Gloves
E 3 S 2 Red Potion
E 8 S 9 Sword of Faeries
E 12 S 13 Close Helm

Darius Maze 1
E 5 S 2 Blue Rapier
E 6 S 9 Blue Pants
E 10 S 2 Red Potion
E 14 S 9 Red Elixir
Darius Maze 2
E 9 S 5 Plate Armor
E 3 S 5 Blue Jar
E 3 S 11 White Boots
Darius Maze 3
E 12 S 9 Red Potion
E 3 S 10 Metal Shield
E 12 S 4 Flower of Zandor
E 2 S 5 Plate Helm

Underwater Chamber 1
E 4 S 2 Red Elixir
E 7 S 7 White Scimitar
E 12 S 9 Book of Runes
Underwater Chamber 2
E 13 S 13 Blue Jar
E 3 S 5 Ring of Flight
E 6 S 5 White Potion
E 7 S 7 White Gloves
Underwater Chamber 3
E 7 S 13 White Pants
E 7 S 7 Red Potion
E 7 S 12 Silver Plate
E 8 S 6 Red Elixir

Dragon King's Lair 1 (Center)
E 3 S 12 Red Potion
E 7 S 8 Metal Shield
E 11 S 3 Red Elixir
E 13 S 8 White Jar
Dragon King's Lair 2 (South)
E 5 S 11 Plate Helm
E 9 S 2 White Boots
E 12 S 11 White Scimitar
Dragon King's Lair 3 (North)
E 2 S 8 Red Potion
E 4 S 5 Axe
E 12 S 7 Legendary Armor
E 11 S 5 The Dragon King

Zell Cavern 1 (Southeast)
E 13 S 2 Red Elixir
E 4 S 10 Grey Shield
E 3 S 4 Flail

Zell Cavern 2 (West)

E 7 S 13 White Pants

E 2 S 9 Axe

Zell Cavern 3 (North)

E 9 S 9 Red Potion

E 12 S 13 White Gloves

E 13 S 9 White Jar

E 3 S 7 Book of 7 Witches

North Tower F1

E 2 S 9 Red Potion

E 7 S 13 Red Elixir

North Tower F2

E 2 S 0 Silver Sword

E 11 S 8 Blue Jar

E 12 S 8 Red Potion

North Tower F3

E 12 S 8 Ring of Flight

E 2 S 9 Silver Helm

E 8 S 8 Sword of Wind

Cloud Realm 1 (West)

E 2 S 2 Blue Elixir

E 12 S 5 Red Elixir

Cloud Realm 2 (East)

E 4 S 5 Red Potion

E 12 S 5 Red Elixir

Cloud Realm 3 (South)

E 7 S 2 Blue Jar

E 13 S 6 Red Potion

E 5 S 13 Red Potion

Tores' Sanctuary 1

E 5 S 7 Grey Shield

E 2 S 4 Blue Elixir

E 13 S 2 Red Elixir

Tores' Sanctuary 2

E 4 S 2 Silver Helm

E 7 S 13 Silver Sword

Tores' Sanctuary 3

E 10 S 13 Red Potion

E 6 S 8 Red Elixir

E 12 S 2 Tores

Appendix B: Item and Weapon Stores

Here I am going to list the store shelves and label what is what and the cost. The effect of the items is in the rightmost column. I STILL have no idea what the Red Elixir does, as I tried using it as a cure for Curse, or anything else, and it stayed.

Goods Shop

1 - 2 - 3 - 4 - 5 - 6 - 7 - 8

9 - 10- 11- 12- 13- 14- 15- 16

1:	Blue Jar	62	Attack Spell
2:	White Jar	76	Attack Spell
3:	Red Jar	81	Attack Spell
4:	Red Potion	72	Refill Life
5:	Blue Potion	46	Cure Paralysis

6:	White Potion	55	Cure Poison
7:	Blue Elixir	240	Refill Life
8:	Red Elixir	209	??
9:	4 Food	26	Best buy
10:	2 Food	16	
11:	3 Food	21	
12:	1 Water	11	
13:	2 Food	16	
14:	1 Food	11	
15:	1 Food	11	
16:	2 Water	16	Best buy

Armor Shop

1 - 2 - 3 - 4 - 5 - 6
7 - 8 - 9 - 10- 11- 12
13- 14- 15- 16- 17- 18

1:	Wood Mace	60
2:	Red Scimitar	500
3:	Blue Rapier	600
4:	Low Helm	30
5:	Close Helm	280
6:	Plate Helm	580
7:	Wood Shield	80
8:	Metal Shield	500
9:	Grey Shield	1640
10:	Wood Armor	80
11:	Chain Armor	420
12:	Plate Armor	1068
13:	Brown Boots	60
14:	White Boots	340
15:	Blue Pants	140
16:	White Pants	460
17:	Brown Gloves	8
18:	White Gloves	240

Nonstandard Items and Sell Value

Blue Sword	(15)
Start Helm	(5)
Start Shirt	(10)
Start Bracers	(5)
Start Pants	(10)
Start Boots	(8)
Red Rapier	(50)
Red Fur Armor	(99)
Blue Fur Armor	(260)
Blue Mace	(125)
White Scimitar	(375)
Axe	(500)
Silver Plate	(1000)
Legendary Plate	(4900)
Flail	(560)
Silver Sword	(1100)
Silver Helm	(789)
Ring of Flight	(7)

Here you go, all you ever need to know about the monsters I can provide via Faerie magic. The name I gave them (you will know what I mean once you find them), the approximate amount of HP (it varies, as towards the end Snakes on the overworld had 14hp instead of 12hp), any special conditions other than Hurt they can inflict on you, the Experience value of the monsters, and the Attack and Defense values as provided by the Enemy Data spell.

Experimentation has shown the 'Attack' values appear to be the maximum amount of damage a hit will do against an unarmored opponent. The Defense seems to show roughly how much damage they will absorb from the Blue Sword. If you find a different interpretation please contact me.

Additional note: Lee Eric Kirwan on the GameFAQs boards discovered enemies will grow stronger the more you rest in the inn. They will also do more damage the longer you go without resting. It's a pretty slick system the programmers put into the game, but I recommend resting in the inn over going long periods without rest. EXCEPT in the parts noted in the walkthrough preceding this section. Frankly, I'll trade the cleared enemies for the weakened defense any day in those areas.

Monsters

Name	~HP	Special	Experience	Attack/Defense
Snake	12		1	12/7
Scorpion	25		2	18/10
Wasp	19	Para	1	7/13
Selle Slime	17		2	16/13
Selle Warlock	27	Blind	2	16/21
Selle Ogre	30		3	21/21
Harpy	33	Poison	3	19/25
Werewolf	34		3	18/19
Skeleton	50		4	26/26
Spider	69		5	28/24
Rock Golem	93		6	31/31
Walking Corpse	29		5	26/21
Sky Warlock	79	Blind	5	33/31
Sky Ogre	59		8	41/29
Sky Slime	31		7	33/25
Swordsman	109		10	48/43
Goblin	43		9	41/30
Medusa	117	Curse, Poison	7	39/43
Chimera	128		12	55/70
Minotaur	150		15	64/61
Sea Dragon	139		11	56/201
Crawling Corpse	158		14	62/72
Daemon	161	All	13	68/117
Red Golem	169		18	73/83
Zell Snake	156		19	65/106
Zell Wasp	168	Curse, Poison	15	73/66
Zell Scorpion	180		23	81/113
Tower Spider	130		24	73/146
Warrior	200		29	96/127
Magus	132		18	100/120
Octopus	108		11	51/41
Fish	98	Curse	9	51/58
Fishman	122		12	60/53
Cloud Dragon	165	Curse	21	111/201
Mole	192		90	121/169
Gargoyle	184		70	105/147
Evil Eye	210	Curse, Poison	75	122/161

Dark Magus	214	Curse, Poison	1	137/172
Darces	227		2	142/182

Appendix D: Experience and Levels

To beat the game, you need to level up. Really, you should go up beyond level 16 before beating the game, but you can theoretically beat it at a much lower level. The experience you gain from fighting is used to advance you, and when you advance a level, your experience meter loses the amount required.

YOU MUST BE APPRENTICED TO LEVEL UP! You must ALSO visit only the Wizards of the school of magic you are apprenticed in. Late in the game, you'll be basing yourself out of Granville anyway, so it's not as crucial.

Here's a basic chart of the experience needed. I haven't gotten past level 16 yet, and if my prediction is correct, it would be sickeningly boring to try to build past that :)

Credit goes to Lee Eric Kirwan (again) for having posted the full information on levels. As he notes, your mileage may vary depending on hit points.

Level	HP	EXP Needed
0	12	0
1	15	15
2	20	35
3	25	55
4	30	85
5	36	125
6	43	175
7	50	235
8	58	320
9	67	410
10	77	530
11	88	680
12	100	880
13	113	1200
14	127	1700
15	143	2200
16	160	2800
17	179	3800
18	200	5000
19	223	6500
M	248	9000

Credits

Lee Eric Kirwan - For lending me some extra data on experience and monsters.
"starjet07" - For dropping me a not about the revival potion. Whichever it is.
Greg Reynolds - For an email about the Red Elixir.

Version Edits

v1.1 - Finally got off my rear and corrected several spelling errors. Added in Lee Eric Kirwan's data concerning experience and monsters.

v1.2 - Added in a few emails worth of information, in order to put more info into the guide. I no longer have my copy of this game, so I cannot evaluate in great depth anymore.

