

Dungeon Magic: Sword of the Elements Game Mechanics FAQ

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Updated to v1.35 on Jan 2, 2020

Introduction








- **Player Stats:** The game does hide a lot of numbers. **How hard do you hit?** What about **resisting their punches?** And why do **spells always sting so bad?**
 - **Level Table:** Just another table of information. There is some level-related trivia, which may help you realize why you're leveling up to begin with.
 - **Equipment:** So you find this  armor, but is it any better than  this or  that? And I bet, for being so expensive, that this  shield will help a lot, right? More numbers the game hides, so it may help to have a list.
 - **Items:** You'll probably like these  **potions** without my help, but what makes  **these** worth the higher price? And what does  **that** do?
- **Magic:** Spells overview. It doesn't outright spoil every spell, but it will give some pretty strong clues on how they work.
 - **Non-Attack Spells:** Okay, so this spell didn't do a flashy "whoosh" and this cool "boom" after. Here's what it actually did.
 - **Damage Spells:** The flashy "whoosh" and cool "boom" spells. Some whoosh and boom better than others.
- **Monsters:** Monster's image lets me identify them, and I'll reveal all the stats they hide, too.
 - **Monster AI:** Observations on the inner workings of a monster.
- **Tricks and Glitches:** A few ways to make the game easier on you.
- **Stats Trivia:** Just a few numbers of curiosity I have in mind. They point out practical moments in gameplay, but at the same time, there's plenty of less practical but interesting things as well.

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While playing this old game, you might think, what in the world are my stats? Sure, I may have this expensive sword, but exactly how much does it help? You see no solid numbers other than yours and the enemy's HP. Okay, so you play around with the spells a little, and find that you can see some other stats, like the enemy's POW or your DAM, but you might not even understand what they mean.

This FAQ should help you figure out every little detail about how this game works. Including enemy AI, what each status effect does, what else affects your stats, and of course, just how powerful that sword is. Keep in mind, that there aren't any definite names for just about anything. Equipment, spell runes, items, and monsters. I've included images in this new format to reduce confusion.

Player Stats

- **Chance to Hit:** Usually 87.5%. Adjusted upward by (very) high EXP and downward by having 76.8 or more weight
- **Physical Offense:** Weapon and your current HP, mostly. Slowly declines as you slay monsters without resting at an inn
- **Physical Defense:** Armor and levels, mostly. Declines fast as you slay monsters without resting at an inn
- **Magical Offense:** Spell choice affects it, but so does your level. The legendary weapon also improves it greatly.
- **Magical Defense:** Armor affects it. There is also a shield spell. That's it. Will feel pathetic toward the end.
- **Flanking Defense:** Armor is the only thing affecting it. Enemies have a weaker flank power, though.
- **Status Effects:** There's several effects, which could reduce a physical stat, drain HP over time, or interfere with movement
- **Other Stats:** A listing of various stats, and what impact they have on the game.

A few quick tips before we get into the details.

Your offense is affected, in part, by your current HP. Stay well healed, and your physical attacks will continue to harm enemies nicely, keeping a lot of food and water on hand is good for incremental healing as opposed to using red potions. Of course, getting a bigger weapon and leveling up also helps. If your best physical attacks isn't harming that enemy, consider your best magical offense or get out of there!

As you fight enemies, your physical stats slowly deteriorate, through a hidden kills stat. Rest at an inn to zero out this deterioration and get back to fighting fit. It is unwise to go into the next zone without first using an inn, both for the stats and so you have a convenient save.

However, resting too often at an inn will also increase enemy stats. The rate enemies grow in strength is pretty slow (+1 per 16 stays). Even if you use the inn as casually as you would in any modern RPG (2 gold is cheap), them getting +5 to all stats by the time you win the game is still unlikely. If you're still worried about enemies becoming invincible, this will never happen, as the most they will ever get is +15, after 240 stays at an inn.

PARA (quarters weapon offense) and HURT (halves armor physical defense) are nasty if your equipment is decent. Try to memorize the Earth spells that can fix these. Actually, having a list of **Non-Attack Spells** handy is good.

Chance to Hit

This has to do with your physical attacks. Your magic will never miss, unless you struck an empty square.

75% (3/4) hit - Weak accuracy 87.5% (7/8) hit - Average accuracy 93.75% (15/16) hit - Good accuracy

Start at average accuracy. Adjust by the following: **EXP:** If it's 256×Level or more, improve accuracy


Weight: If it's at least 76.8, reduce accuracy


For a good portion of the game, you'll have 87.5% accuracy, largely because 256 times your level is an unreasonable amount of EXP (but you start with 93.75% accuracy until you level up once). Note that gaining levels means you no longer have that experience, so you're probably not going to see the improved accuracy for quite some time. For the most part, you'll just be more annoyed at enemies when carrying 76.8 weight, as that will often be when you carry lots of food and water.

Physical Offense

- $\text{WeaponPower} + \text{ElixirBonus} + \text{Level} + \text{HP}/2 + \text{EXP}/256 - \text{Weight}/12.8 - \text{Kills}/8 + \text{RNG}$

Always round down any division step. Having 255 EXP is no help, but just one point more, and it's giving +1 all of a sudden.

WeaponPower: It depends on the equipped weapon (0 for unarmed, up to 10 for the silver sword), as well as whether you've found the legendary sword (+5), which gives a glowing sprite over your equipped weapon without truly replacing it. Each step is +8 damage if COND is not PARA, and quartered to only +2 if you have PARA. For reference,  Grey Sword + Tores sword normally gives +120 damage, but hit with PARA, it is reduced to only +30.

ElixirBonus: +15 if you've recently drank the  Red Elixir. For your next 10 attacks, each of them will do an extra 15 damage. Useful at times when you're dealing scratch damage, and need that bit of extra offense to get through.

Level: The character's displayed level. Lv M is 20. One level adds one extra damage. Small, but this isn't the only reason to level.

HP: Currently displayed HP. You are encouraged to keep your health topped out to maintain offense, as half of it directly adds damage dealt. The biggest factor in increasing damage from levels is not the level number itself, but the HP you get from it.

EXP: Current experience. Every 256 secretly gives you an extra point of offense. It continues to count past 9999, and even if it looks like it "reset" back to zero, it is still counting up past some multiple of 16384 (+64 the first time), as if it was never reset. It takes patience to see all this happen, though.

At this point, all the positive factors collectively max out at 255. Now on to the negatives.

Weight: Stuff you're holding. It continues counting past 99.9 as if it was normal. The effect is usually minor. You start the game at a -3 penalty, and equipped with endgame stuff, the penalty goes up to -5. Carrying maximum food and water adds -4 over nothing, but 2550 HP worth of healing is just plain useful. For reference, getting the next better weapon is +8 damage, and restoring 10 HP from your food and water restores 5 attack as well.

Kills: A hidden number keeping track of all the monsters you've slain since the last time you stayed at an inn, encouraging you rest more often. It maxes out at 255 (-31 damage), and is reset to zero when you stay at an inn.

If the negative factors are that negative, your minimum allowed damage is zero. The RNG might still give you a spot of damage against especially low defense, but don't count on it.

RNG: Random Number Generator. A random number is generated and added to your damage: 0 - 7 if player level is 3 or less; 0 - 15 if player level is 4 or more.

The same RNG value is also used to decide whether you miss.

- If you have **weak accuracy**, numbers 0, 4, 8, and 12 will cause you to miss.
- If you have **average accuracy**, 0 and 8 will cause a miss.
- If you have **good accuracy**, only a 0 is a miss. A low level has only half those zeroes miss, as the other half would be an 8 at a higher level.






If you miss, calculations end there, updating the ATP stat anyway (visible with  R2 R3 spell). It lets you know your real attack power as if you hit a zero defense enemy. Except the game does still add the missed RNG value, so it could report 4, 8, or 12 more than your real attack power, depending on accuracy.

Finally, on a hit, this goes up against the monster's physical defense. Sometimes the DEF stat reports physical defense, but it can also report magical defense, whichever the monster has more of. Subtract the defense value, to a minimum of zero damage, and calculations end there. Your ATP stat reports the damage you've last dealt to a monster.

Physical Defense

- $(\text{ArmorPower} + \text{Level}) \times 2 + \text{EXP}/256 - \text{Weight}/12.8 - \text{Kills}/4$

Remember to round down any division step. Turns out, 76.8 Weight is just as bad as 89.5 at -6, but 89.6 upgrades that to -7.

ArmorPower: It is a sum of all the armor you have equipped, the range is 5 to 27, and 10 more on top with a physical shielding water spell (any of  :  :  : ). Since it is later doubled, each point reduces 2 points of damage. If HURT, this number is cut in half, rounded down, making odd numbered values slightly weaker than expected. Your default stuff each is worth 1 defense already, and five pieces means you start the game with 5. In general, the next piece is always +1 compared to the one before it, and even that pricey  grey shield is only +3 from no shield at all. Be sure to switch to better armor whenever they're in your inventory, 2 points per hit stacks up to a lot of food.

Level: Character's level. Lv M is 20, if you manage to hit maximum level. Straight levels do help with defense. After being added to your armor power, the summed stats are then doubled, so each level is always going to drop 2 points of damage.

EXP: Current experience. Every 256 secretly gives you an extra point of defense, too. Keep in mind at higher levels, losing the EXP (more than 512, anyway) to gain that next level may actually reduce your physical defense for a time, although the other benefits of a higher level is still generally an overall win. If you grind excessively, it may look like it stays at 9999 for a while, then suddenly wraps back to zero as you keep fighting. Don't worry, the display just isn't smart about things over 16384, the actual EXP is still giving its full boost, your sheer patience is not being punished.

At this point, the total bonus is not allowed to exceed 255. It hardly matters, 242 defense at this point already guarantees the character wouldn't take physical damage no matter how bad the penalties get. Then again, you're nearly immune to physical strikes at around 120, and having more wouldn't exactly help.

Weight: Displayed weight you're holding. It may look like it stops at 99.9, but the game's still counting it all secretly. Although the heavy armor is pretty heavy, the better stuff has significantly more defense than what it's losing to weight. Just remember to regularly sell the useless loot in your pack to get back a few points of offense and defense.

Kills: Secretly counts how many foes you've slain, maxing out at 255 (-63 defense). This hidden stat is reset to zero whenever you stay at an inn. If you're noticing a lot of pain even with your endgame character, now might be a good time to use an inn.

Even if the negative factors are that bad, your physical defense does not get worse than zero. Even so, zero defense is not a good spot to be in, unless you are just that awesome at understanding how the game's timing works, as even the overworld snakes will chew through a dozen HP with each attack. If that's what's happening, go find an inn. It's probably your kill count that's killing you.

The enemy's POW, if it is a physical attack, will go up against your defense. A random number 0 to 3 is added to it if your level is 2 or less, and it is instead 0 to 7 if your level is 3 or higher. Additionally, if you are level 0 and currently in the same overworld region as the town you start the game in (the same map as revealed by certain spells), the enemy's POW is halved, giving even your starting defense a chance to ward off attacks.

Magical Offense

- $(\text{BaseSpell} + \text{ToresBonus} + \text{Level} + \text{RNG}) \times \text{SpellMult}$

BaseSpell: The first two runes determine the base for the spell, anywhere from 4 damage to 72. This also determines if it is an attacking spell as well, but knowing which spell does more damage is mostly just a list look-up. If you're discovering them on your own, the more expensive the base spell, the more powerful.

ToresBonus: +32 damage if you have the legendary weapon. This can also be enhanced if you set a third rune for the spell.

Level: +1 damage for every level you've got. It also is enhanced by setting a third rune.





RNG: Random Number Generator. In this case, it is 0 to 7, at random. Well, it depends on an invisible 1/60 of a second timer, like with any factors this game needs a random number for, but it's unlikely a player like you can control that.

SpellMult: Depends almost entirely on your third rune. It is 1.0x, 1.5x, 2.0x, or 2.5x depending on what this third rune is. If you did not set a third rune, then it is usually 1.0x, only going to 1.5x if the first two runes are identical. There is a slight nuance to this multiplier, in that it starts with 1.0x then adds 0.5x, rounded down, for each stage of power, so that odd numbers are slightly less powerful than expected. Having 21 with a 2.5x multiplier, for example, will give you 51, not 52.5 as you'd expect.

Magical Defense

- $\text{Armor} + \text{MagicalShieldBonus}$

Armor: Equipment worn. How much you get depends on the armor, but the range is 5 to 27. HURT status will not affect it.

MagicalShieldBonus: +10 if you cast a shield spell that blocks magical attacks. This would be any of  :  :  : 

Note that, with the best armor in the game and a shielding spell, the most magical defense you'll ever get is +37. Endgame enemies cast spells with a base of 120 damage. It's a losing battle trying to shore up magical defenses later in the game, so do what you can to avoid such attacks, or keep enough HP to survive at least one such hit.

Flanking Defense










- Armor

Armor: Equipment worn. The range is 5 to 27. HURT status is ignored.

What you're wearing really is the only factor in defense against monsters attacking you from the side. However, monsters don't have a scary flank attack, nowhere near the 100+ POW they get for front attacks, although you should try to avoid getting surrounded anyway to avoid such easy damage.

Of note, only when a monster is to your direct left or direct right will they make flanking attacks reduced by this defense. Monsters in front of you will use their (usually much stronger) main attack, and monsters behind you can't attack at all despite being next to you.

Status Effects

- GOOD: No problems here. Staying at an inn will always reset your COND back to this.
- HURT: Cuts physical defense from armor in half, including an active shield spell that blocks physical attacks.
 - Cures:  E2 E3,  red potion, and  blue elixir. Can be replaced by PARA, POIS, or CURS.
- PARA: Cuts physical offense from weapons down to 1/4, including the legendary weapon's bonus.
 - Cures:  E2 E2 and  blue potion. Can be replaced by POIS or CURS.
- POIS: Reduces HP, one by one, as time passes. You won't lose HP in towns.
 - Cures:  E2 E1 and  grey potion. Can be replaced by CURS.
- CURS: Occasionally, the game ignores your attempt at moving. Dodging spells become much more dangerous.
 - Cures:  E3 E2
- Darkness: It's very difficult to see the dungeon walls. Unlike other status, this doesn't replace your condition.
 - Cures:  E3 E1 and leaving the dungeon
- STOP: Technically not a status, but it is letting you know you paused your game. Unpause to see your current status.

If you are hit with an enemy spell, there is a 50% chance you are hit with some status, then the game picks one of two possible effects based on the monster. The order a status replaces another is shown above, and a status that's listed later will replace any earlier status. The only exception is Darkness, which does not affect your condition, and simply replaces the dungeon's palette for the duration of your stay in it.

If, for some reason, you're doing a weaponless challenge, PARA is actually a good status to be hit by, as it'll stop HURT from affecting you. Aside from that, it is best to figure out which earth spell will fix what problem and deal with it quickly.

Staying at an inn will always reset your condition back to GOOD.

Other Stats

- **Food & Water:** The display maxes out at 99, but you are free to carry up to 255 of each. One unit weighs you down by 0.1 weight, but using the camp option will consume one of each to restore 10 HP. If you have some Food but no Water, or vice versa, you can still camp anyway to restore 5 HP, there's no bonus to having both other than faster healing in mid-combat. Until you reach for higher levels and start using very deadly spells, it's usually more efficient than the full healing red potions, too.
- **Weight:** The display maxes out at 99.9, but the game keeps counting every bit you're carrying. You start the game carrying 49.6 weight, picking up equipment, potions, quest items, and buying supplies add to the weight, and learning a new set of spell runes reduces weight by 2.0
 - -1 physical offense per 12.8 weight
 - -1 physical defense per 12.8 weight
 - 76.8 or more weight will double the chance you miss (usually from 12.5% to 25%)
- **EXP:** Necessary to gain levels. While it looks like it maxes out at 9999, this is only visual, and it keeps counting. If you're just that patient, it'll even look like it wrapped to 0 at some point, but again, it's just a visual, you actually just passed a multiple of 16384. Every point of that EXP is still giving benefits. Note that EXP consumed to give you a higher level is no longer supporting your physical power, although this would mostly matter at the high EXP cost of higher levels.
 - +1 physical offense per 256 EXP
 - +1 physical defense per 256 EXP
 - If it's at least 256×Level, enjoy a halved miss rate, the only way to see it drop to 6.25%
- **Level:** The general power of your character, maxing out at 20. In addition to giving you more HP depending on which level you just earned, straight levels also give a few stats as well:
 - +1 physical offense per level
 - +2 physical defense per level
 - +1 magical offense per level
 - Higher levels require more stocked EXP to enjoy improved accuracy. Basically means you won't see 6.25% miss rate.
 - Being level 0 cuts the POW of enemies in a specific 16x16 region in half.
 - Being a low level also uses smaller random numbers for physical attacks, both offense and defense.
- **HP:** A buffer between life and death. Hit zero, it's game over, and evil wins again. It is consumed to cast most spells as well, but it is necessary at times when your sword fails to slay stuff. Wandering around with low HP is a bad idea, try to keep yourself well healed at all times to keep alive, as well as maintaining your offense.
 - +1 physical offense per 2 HP
- **Kills:** A hidden stat you don't get to see. The game keeps track of the number of monsters slain, weakening you as you keep fighting. The game does not track past 255, and it only goes back down to zero when you use an inn, encouraging you to stay at one when even the overworld snakes are starting to do damage to your mid-game character. Oh, and do try to avoid killing overworld stuff once you figure out where is that next dungeon that you need to go into, so to keep yourself fighting fit once you get there.
 - -1 physical offense per 8 kills
 - -1 physical defense per 4 kills
- **Inn stays:** Another hidden stat. The game keeps track of how many times you've stayed at an inn since you've started a new game. This is used to make monsters more powerful the more times you sleep. Since the game can't count past 255 inn stays, there's a limit to how powerful they can get, and the overall effect is notable, but small.
 - +1 monster stats per 16 inn stays

Level Table

- **EXP:** Amount needed to reach the next level. It is consumed when you go to a wise man you have learned an element of, and mentioned you are now wiser or something.
- **Total:** How much EXP you had to get since the start of the game to have reached this level, in case you need an idea of how far you have left to go to reach some target level.
- **HP:** Maximum HP for the level, with bad luck dropping up to 3 HP. Note that while each level is slightly random on how much HP you have, a bad roll on a previous level will not affect what you get on the next level. If you care to max out your character, save before reaching the final level so that you can get the maximum of 251 instead of ending up with 248.
- **ATK:** A calculation of your base physical attack, given level and maximum possible HP. If you take damage, you're no longer getting this amount, so be sure to stay healed.

In addition to HP, each level also grants the following:

1 physical offense per level
2 physical defense per level
1 magical offense per level

As well, your physical offense also goes up by half of your current HP. Indeed, not much of your physical offense comes from flat levels, but rather the HP you get from it. Stay healed, and you can hit stuff well. If you rolled poorly for HP when you leveled up, you might be short a point or two of attack as well.

Keep in mind that EXP itself also supports physical stats. Every 256 unspent means +1 to both offense and defense. Level 10 is the point where you lose enough EXP to potentially have less defense than before you leveled up. Because of HP, it takes longer for the cost to drop offense after a level up, at level 17. You're still highly encouraged to get more levels, as you need the HP.

There are also a few side effects while you're at a low level:

Level 0: Enemies in the starting area (and only in that same 16x16 field as the castle) have halved power. Additionally, their flank attacks are also halved with no random bonus, making such attacks ineffective even against your starting armor. Once you level up, you no longer have this grace in this area.

Level	EXP	Total	HP	ATK
Lv 0	0	0	12	6
Lv 1	15	15	18	10
Lv 2	35	50	23	13
Lv 3	55	105	28	17
Lv 4	85	190	33	20
Lv 5	125	315	39	24
Lv 6	175	490	46	29
Lv 7	235	725	53	33
Lv 8	315	1040	61	38
Lv 9	410	1450	70	44
Lv10	530	1980	80	50
Lv11	680	2660	91	56
Lv12	880	3540	103	63
Lv13	1200	4740	116	71
Lv14	1700	6440	130	79
Lv15	2200	8640	146	88
Lv16	2800	11440	163	97
Lv17	3800	15240	182	108
Lv18	5000	20240	203	119

Levels 0 - 2: Enemies attack with 0 - 3 random bonus against you. Once you hit level 3, it is expanded to 0 - 7, making your defense slightly weaker (although you still get that +2 physical defense for the level).

Level	EXP	Total	HP	ATK
Lv19	6500	26740	226	132
Lv M	9000	35740	251	145

Levels 0 - 3: Your physical attacks get a random 0 - 7 bonus damage. Once you hit level 4, it is expanded to 0 - 15, making you slightly stronger.

You need 256 unspent EXP for every level you currently have to cut your miss rate in half, which is 12.5% normally and 25% when carrying 76.8 or more weight. By raising your level, you make it more difficult to enjoy 6.25% miss rate, but the requirement is steep enough that you'll only have the 6.25% miss rate while still level 0, and probably won't catch up until you decide to grind more than necessary for endgame.

Equipment

Here's all the equipment in the game.

Pw: Power of the weapon. Each point adds +8 damage to every physical attack you make. Having the legendary sword acts as an extra 5 Pw to whatever weapon you have equipped, effectively boosting damage by another +40. If PARA, the damage output is merely +2 damage per point, quartering the power of weapons.

Df: Defense of the armor. Each point resists 2 physical damage, 1 magical damage, and 1 flanking damage. The water shield spells can also help against physical, magical, or both (no help for flanking), acting as another 10 points of Df in the cases it helps. If HURT, the physical defense from armor (and physical water shield spell) is halved, resisting only 1 physical damage per point; the other defenses are still fully intact.

Wt.: Weighs down the character, although the effect is minor. Every 12.8 reduces your physical damage output by 1 and increases the physical damage you take by 1. If you carry 76.8 or more, your accuracy is reduced from 87.5% to 75%. Still, there's no reason to hold on to weaker pieces of equipment once you have better, so sell them and get back your attack and defense.

Val.: Money you'll get for selling each piece of equipment. If a \$ is visible, the equipment is available to buy at twice the listed value. You can find all these in chests scattered about anyway, but if you have the gold to spare, you can enjoy a bit of a power boost before you would normally find these things.

There is no way to flatly unequip anything. Once you equip a sword or shield, the only way to remove them is to replace them with another weapon or shield.

Without a weapon equipped, a different sounding, faster attack is made whenever you physically attack. While it is interesting that you can strike more quickly without a weapon, the practicality of such is rather minimal when most of the time your enemies have more defense than what you can deal. The legendary sword still gives you 5 weapon power, and you can still make quicker attacks with it when there is still no weapon underneath it, but it's not easy to make up for skipping a weapon to begin with.

Shields have the worst benefit-to-weight ratio. Even so, the statistical impact is extremely minor, unless you strongly desire to avoid the 76.8 threshold for better accuracy (87.5% as opposed to 75%). The starting gear weighs 2.3, and there's no way to get lighter than that. Equipping the best of everything weighs 25.8, an extra 23.5 weight over your starting stuff.

Weapons	Pw	Wt.	Val.
Blue Sword	1	2.0	15
Red Mace	2	2.0	\$30
Red Rapier	3	1.5	50
Blue Mace	4	2.2	125
Red Saber	5	2.8	\$250
Blue Rapier	6	2.0	\$300
Grey Saber	7	2.5	375
Red Axe	8	3.5	500
Grey Flail	9	3.0	560
Grey Sword	10	4.0	1100
Torso	Df	Wt.	Val.
Red Start	1	1.0	10
Red Simple	2	2.0	\$40
Red Chain	3	3.0	99
Blue Simple	4	6.0	\$210
Blue Chain	5	4.0	260
Blue Plate	6	10.0	\$534
Grey Plate	7	12.0	1000
Grey Legend	10	8.0	4900
Head	Df	Wt.	Val.
Red Start	1	0.2	5
Red Simple	2	0.4	\$15
Blue Coif	3	0.6	\$140
Blue Plate	4	0.8	\$290
Grey Plate	5	0.6	780
Shield	Df	Wt.	Val.
Red Wooden	1	3.0	\$40
Blue Metal	2	5.0	\$250
Grey Plate	3	7.0	\$820
Arms	Df	Wt.	Val.
Red Start	1	0.2	5
Red Glove	2	0.3	\$4
Grey Plate	3	1.0	\$120
Legs	Df	Wt.	Val.
Red Start	1	0.5	10
Blue Chain	2	2.0	\$70
Grey Plate	3	4.0	\$230
Feet	Df	Wt.	Val.
Red Start	1	0.4	8
Red Plate	2	0.6	\$30

Items

Usable Items Food and Water Quest Items There are a number of items to find in this game.

Some are in the ITEM menu, generally potions and the sort. Most provide some benefit to your character, but a few are used to attack.

The food and water are used in the CAMP menu, which is cheap and effective healing, especially at low levels where selling a full healing potion is worth more HP in food bought from its gold, but later the total amount you can hold still makes buying a bundle of supplies worth it.

Finally, there's a spot that always takes up a bit of the screen which holds quest items, generally advancing the town dialogue for finding one, as well as holding the magical swords needed to apprentice in more elements. You don't generally interact with these items yourself.

Usable Items

- Wt.:** Weight for holding the potion. Considering you can hold up to 15 items, the most these can weigh you down is 6.0, and the penalty for a single point drop in physical attack and defense is 12.8
- Sell:** Gold you'd get for selling them at supply shops. Note that there isn't consistent buy prices between shops, so that is tabled elsewhere (**Shops**). Be careful selling the Red Ring, you can't buy replacements, although there are a few duplicates to find.

These are items in your items list. You can carry 5 items in queue, and 10 outside of it, for a total of 15 items. When picking up or buying one, they will fill the 2nd and 3rd rows. Attempting to pick up a chest when your 10 item pack is full will cause the chest to vanish, without the item in your pack, but it'll reappear when you leave and reenter the area.

The 1st row is the queue, and items are rearranged by selecting items into or out of this queue. If the first spot on the 1st row is empty, the item command will not activate when you try it, in case you want to avoid accidentally using potions. If you're carrying 15 items, it will be impossible to rearrange them without first using up a potion or selling something.

Item	Wt.	Sell	Effect
Blue Jar	0.2	24	Attack spell
Grey Jar	0.2	30	Attack spell
Red Jar	0.2	35	Attack spell
Red Potion	0.2	31	Cure HURT, full HP
Blue Potion	0.2	23	Cure PARA
Grey Potion	0.2	27	Cure POIS
Blue Elixir	0.4	112	Cure HURT, full HP Usable while 0 HP
Red Elixir	0.3	100	+15 dmg for 10 attacks
Red Ring	0.1	7	Go to Temrass

Depending on where the blank spots are, it can be tricky to select certain items, but pressing right on the d-pad with the cursor visible will eventually cycle through all the items, in case you're having trouble.

Weapons	Pw	Wt.	Val.
Grey Plate	3	1.2	\$170

Blue Jar, Grey Jar, Red Jar

These fire an attacking spell. The exact spells they copy: Red Jar: F2 R3 #1 Blue Jar: F3 R1 #1 Grey Jar: F3 R2 #1

The base damage of all three spells is 29, and the damage multiplier is 1.5x, using enhancements of your level and the legendary weapon (43-54 damage, minus magic defense, at level 0 and no legendary weapon). Casting the spells yourself would take 19 HP, if you're curious. Using these jars clear out your prepared spell, probably because changing the third rune before any attack spell lands causes it to change damage output, so the programmers "cheated" and put a hidden tier 1 rune there.

They are good enough to usually one-shot monsters in the first intended dungeon, and one-shot some of the more fragile ones in the next few. They are rather expensive to buy for that purpose, though. Aside from the spell attack animation, none of the jars have any practical difference. If you're hoping these would be effective against those 200 defense dragons, they are not. You'll probably see them deal 1 damage with you wondering what was the point. If you quickly pause, then form a three-rune spell with a tier 3 rune as its third, the jar will do more damage, and actually do some small but useful damage against those dragons, as well as deal respectable damage against the more durable early enemies. Still a particularly expensive purpose, though.

Red Potion

Fully restores HP and cures HURT. Compared to food and water, the HP restore is actually rather pricey until higher levels, but it's almost certainly lighter, if that matters. The HURT cure is a nice bonus, and should conveniently help to restore your physical defense after you notice you're taking way too much damage from a physical strike. Then again, with Earth spells, the HURT cure is just a convenience (E2 #3 is the alternative, without the HP heal).

Blue Potion, Grey Potion

Blue Potion: Cure PARA (similar spell: E2 #2) Grey Potion: Cure POIS (similar spell: E2 #1)

Once you're comfortable with Earth magic, spending HP to cure these is a lot more economical than using these potions. In fact, selling them to get food while you cast a cure spell instead gives more than drinking them. If you don't like memorizing spells, or don't have the Earth set for whatever reason, the potions do become more useful. As an aside, there are no potions that fix CURS (E3 E2) or darkness (E3 E1).

Blue Elixir

Fully restores HP and cures HURT. Additionally, in the brief moments after you take a fatal hit and before the actual game over screen shows up, drinking this thing will revive you and resume gameplay, full HP included. Just be sure to move quick before the thing that smashed you gets another chance to do so. It'll be tricky to drink this in time if your queue is full and it isn't equipped.

Red Elixir

It doesn't have any obvious effects when used, not right away. However, your strikes will do an extra 15 damage for the next 10 swings against enemies. A miss still counts against this 10 swing limit, but striking an empty square does not. Note it won't have much of an effect if you're incredibly strong, already having 255 attack power before accounting for penalties.

Red Ring

Sends you to Temrass, where the enemies are roughly balanced for early-mid game. This is different from the Faerie spell which sends you to the Cloud Realm instead, where they are endgame quality foes. The ring also gets you back down from either zone, to a spot a few steps north of the castle, if you need a way back down. The ring does not get spent when you use it, getting moved to the back of the queue.

Food & Water

The CAMP option will try to use food and water you are carrying. If you have food, one is eaten to restore 5 HP. If you have water, the same will happen. Both will be used at the same time if both are available, restoring 10 HP, but there's no problems having only one or the other, aside from having to press the CAMP option twice as much.

Shops

Town									Food
Granville	56	70	76	65	52	56	233	201	+3 food costs
Gran	49	63	70	62	48	56	225	201	+0 food costs
Deirus	62	76	81	72	46	55	240	209	+6 food costs
Bell	48	65	75	70	50	57	229	203	+2 food costs
Zandor	66	60	91	79	62	67	239	202	+7 food costs
Sull	58	73	79	70	56	54	238	206	+4 food costs

All supply stores offer to sell the same selection of potions and supplies, and will buy your potions and ring of flight for the same prices. However, the prices at which they sell their stock differ from town to town. When buying food or water, the individual food items are sold in 1- to 4-packs, while water is only sold either 1-pack or 2-pack, with each individual purchase costing 5 gold times the amount they give, plus exactly once the additional charge of the town's adjustment.

Gran has the best food prices, with a markup of 0 gold. Additionally, this same town also has good prices for all the potions you could want. This town is located a short distance northwest of the castle, and is recommended you take the time to go there whenever you need to restock.

As having only food and no water doesn't negatively impact your healing, as far as straight gold costs go, you should be fine buying only the 4-packs of food for sake of speed and efficiency, as well as cheaper healing if shopping in any town that isn't Gran. Later, you may want water as well, so if you do use the CAMP command mid-fight, each tap gets back 10 HP rather than 5.

For reference, picking up 200 food and 200 water at Gran will cost 2000 gold. Picking up 200 food and 200 water at Granville (+3 per sale) costs 2450 gold, more than 20% worse. If you should find yourself in Deirus (+6; 2900 for that package) or Zandor (+7; 3050 gold now), you're probably better off just walking straight out and finding another town.


Quest Items

These are things you just sort of pick up on the way to saving the kingdom. They fill a unique spot on the screen, and you can never truly interact with any of them. Their purposes are to allow you to learn the other four elements you haven't chosen at the start of the game, as well as revealing or opening up important objects or places. Every one you pick up in the sequence will advance the town dialog.

These items also have weight, for some reason. It's not much anyway, but turning in a sword just gives the standard -2.0 weight without also removing the 0.1 of the sword itself. Most of these weigh 0.1, with the compass being free at 0.0, and the books at 0.2 each.


Pointing out the items are basically a mini-guide on its own.

Compass

 A useful little thing that simply points in the direction you're facing. It's magical in that it points where you're facing, not north, for some reason. It is very easy to get lost in this game, and although this compass gives one small piece of information, it's nothing like having Faerie spells to show the way. Still, if you're going to take the effort of mapping things yourself, it helps to know which way is north.

The first time you talk to an old man, you get this item. It doesn't matter what type of story progression you're at or where you spoke to the old man, but talking to one of them grants you this item.

Sword of Earth

 It lets you learn Earth magic, trading it in to the Earth Magi for it, and permanently reducing weight by 2.0 for doing so. If you started with Earth magic, this thing will just solidly take up a spot in your quest items, and the towns will talk about that "next exciting thing" right after charging up this sword. It is found uncharged, and you'll need to visit the sculpture before the Magi will accept it.


To get this, go west until you find the coast, going around forests in the way. Find the town of Bell near the coast (although it's a little inland), and talk to someone there. Hardly matters who, this is so the sprite will show up. North of the town, a short peninsula is guarded by a Scorpion, and at the end of this peninsula, facing to the east, you'll see the sprite. Talk for the uncharged Sword of Earth.

Going around the peninsula, further north, there is a sanctuary of sorts. Deep inside is a carving that will charge the sword. Only then will the Earth Magi accept it and teach you Earth Magic.

It's the first sword in the sequence, and only one dungeon to go before the sword is ready to hand in, so picking Earth magic for a start makes the game difficult, as it's in your hands very soon anyway. To put it another way, if you went Earth, the next three dungeons will only have one element to support you, but if you went with another element, you'll have two elements available. Starting with Earth is therefore a high difficulty choice.


If you can beat the Scorpion without first learning any magic (a difficult feat in itself), then ask to train in Earth magic, the magi will take the unenchanted Sword of Earth anyway. The sculpture will still "activate" with sounds and everything, but nothing will seem to happen. Although you lost the sword, you are apprenticed in its magic anyway so your progress isn't slowed in any way. Well, apart from starting with what is effectively the most difficult magic to begin the game with. It's how you end the game with a cleaner box of 6 quest items instead of having a "useless sword" taking up one of its spots.

Blue Ring

 Having this will make Versus Temple show up, allowing entry. Just look around on that upper realm for a bit.

It is found in the Cave of Temrass. Finding it is a matter of opening the right chest. It can be quickly obtained, if you happen to know where to go, it's not far from the west entrance.


Sword of Faerie

 It lets you learn Faerie magic, trading it in to the Faerie Magi for it, and permanently reducing weight by 2.0 for doing so. If you started with Faerie magic, this thing will just steal a spot in your quest items, and the towns will talk about that "next exciting thing" right after getting this sword.

It's found in the deepest reaches of Versus Temple. If you can't find your way down deep enough, keep in mind you go into one of four entrances depending on where you enter the place, and only one entrance leads to deeper chambers, while the other three all lead to the same place.

It may be the second sword for you to find, at least if you follow the sequence, but it's still a decent choice to start the game with. You're somehow expected to navigate four dungeons and the overworld without a single map until then. Just play the game, and if you are not at all comfortable navigating the *very town you start in* after 10 minutes, then you might want the magic before the game hands you this sword. Even if you know your way around, the utility offered is still very nice to have early, although later elements in the sequence would have more time to be useful if you started with those.

Sword of Fire

 It lets you learn Fire magic, trading it in to the Fire Magi for it, and permanently reducing weight by 2.0 for doing so. If you started with Fire magic, this thing will just warm a spot in your quest items, and the towns will talk about that "next exciting thing" right after charging up this sword. It is found uncharged, and you'll need to visit the fire fountain before the Magi will accept it.


There is a small forest north of Gran, and in it contains a sealed chest. Cast any single-rune Faerie spell to break the crystal casing and access the chest. Despite the seal, it apparently wasn't keeping the sword charged.

The fire fountain isn't that far away, either. Somewhere east of that forest, the fire fountain isn't far. In that clearing, just walk up to and face the fountain with the uncharged sword, and in short time, it'll be ready to turn in to the Fire Magi.

Due to the ease of getting this sword when you have Faerie magic, provided you know how to go about getting it, starting with Faerie magic means you can also pick up Fire magic with modest difficulty at a very early level (can you handle scorpions?). Sadly, this also means towns will be talking about that dungeon you're sorely unprepared to attack.


Item	Wt.
 Compass	0.0
 Sword of Earth	0.1
 Sword of Earth	0.0
 Blue Ring	0.1
 Sword of Faerie	0.1
 Sword of Fire	0.1
 Sword of Fire	0.0
 Flowers	0.1
 Grey Book	0.2
 Sword of Water	0.1
 Red Book	0.2
 Sword of Wind	0.1
 Tores Sword	0.1

Flowers

 Has no effect, and the only thing it does is advance the town dialog, provided you didn't already advance it beyond the flower's point in the story.


It's in the deepest reaches of Darius Maze, west of the town of Zandor. This maze has all four of its entrances leading to different zones, but only one of them have any stairs that lead deeper in, so keep entering from different directions and find the way in.


Grey Book

 Has no useful effect. Having it gets a message from the grave when facing it, but you could always have opened the chest the message points to.

It's also in the deepest reaches, but of the underwater Legendary Temple. It's in the gulf, far south of Granville, and it needs Earth magic to get there. There are some dragon things in there with a truly insane physical defense, and even magic will need a few hits of the strongest stuff you've got, which makes for a difficult place to attack.


Sword of Water

 It lets you learn Water magic, trading it in to the Water Magi for it, and permanently reducing weight by 2.0 for doing so. If you started with Water magic, this thing will just dampen a spot in your quest items, and the towns will talk about that "next exciting thing" right after getting this sword.

A big massive dragon holds this sword. If you're not wearing the  legendary armor, you get toasted after talking. The armor is also found in the same cave as this dragon, actually at a dead-end near said dragon. A hole somewhere in the forest leads very close to the dragon, but without an easy path back out, this may be risky with the monsters around.


Since this sword is gotten late, and since its shielding spells are simply overpowering early in the game, you might want to start with this element rather than wait until this point to get it. On top of that, it also gives access to powerful attack magic once you have a second element. It's a pretty large chunk of the game that becomes pretty different.

Red Book

 Has no useful effect. Having it gets a message from some musical spot that mysteriously showed up in the southern peninsula, but you could always have cleared the tower the message points to.

Keme Cave, close to the eastern coast of the continent, houses this book, and also the toughest monsters in reach without using magic to find the even worse stuff. Naturally, it's in some deep spot that requires much fighting to get, a lot like many of these other quest items you've been finding.


Sword of Wind

 It lets you learn Wind magic, trading it in to the Wind Magi for it, and permanently reducing weight by 2.0 for doing so. If you started with Wind magic, this thing will just blow away a spot in your quest items, and the towns will talk about that "next exciting thing" right after getting this sword.

The North Tower, the very top of it, holds this final sword of the elements. As its name implies, it's to the north (northeast of Granville, specifically), but on an island that requires Earth magic to reach. The layout of the tower basically means you are tearing through every last enemy just to get to it.

All that above, and the fact it's the last sword in the sequence means it may be prudent for a knowledgeable player to start with Wind to enjoy its warp magic when it's still relevant. It also provides fairly strong attack spells with a second element. The warp magic isn't nearly as helpful for combat like Water, so a Wind start is probably only comfortable for someone who knows the game a bit.

Tores Sword

 Grants +40 physical damage and +32 magical damage. The offense boost is extremely welcome after the difficulties of getting it to begin with. Actually, the +32 magic damage is enhanced by the spell's third rune, and frequently acts more like +80. The physical damage bonus is quartered to +10 when affected by PARA (it's more of a weapon enhancement than a straight boost). Oh, and picking it up also triggers an event necessary to finally beat the game. Finally, it covers your weapon with a cool glowing graphic, hiding what it is you're really equipped with, but you can still swap the weapon underneath this glow and changing your attack power as normal.

It's found, naturally enough, in the deepest reaches of Tores' Sanctuary, itself requiring Faerie magic to reach, guarded by monsters tough enough to easily absorb your physical hits (until you get that +40 damage from this handy thing).

Magic

Magic can be confusing. What are these runes, how do they work, and why would I bother learning how all possible 4096 three-rune spells work? Well, all the squares are identical, which is why I'm not listing a scarier number.

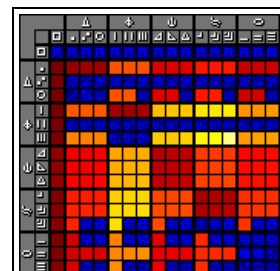
If you just want the listings, go to either **Non-Attack Spells** or **Damage Spells** now. This section merely explains how things piece together.

To start with, the magic has a bunch of crazy runes that are rather difficult to attach to any particular letter I can type here. There are five elements, and each element has four tiers of runes. We can call the elements E W F A R, and the tiers 0 1 2 3. I will refer to each rune as a combination of an element and tier, such as E3, W1, R2, and so forth. The single letter-number combo is fine for text, but I'll be sure to also include the rune icons for any spells.

There is a system the magic works by: **First rune** determines the base element of the spell; **Second rune** identifies the sort of spell you're casting; **Third rune** is a power adjustment to the spell, nothing more.

So, since the third rune only matters for determining the power of a spell, you'll only have to memorize 256 possible two-rune spells. That's still a bit high, huh? We can do better, at least for weeding out the non-attack spells.

As it turns out, for the beneficial spells that don't attack the enemy in front of you, the second rune identifier hardly matters what element it is. At most, some non-attack spells require the same element used twice, or else you get a damage spell instead. Which means, for memorizing the non-attack spells, you only need to pick from the same element. Now the number is as slim as 80 possibilities, 16 for each element. Oh, and the square isn't useful for most sorts of spells you'd care about,



Left: 1st rune - Top: 2nd rune
Blue: Non-attack spell
Red to yellow: Damage spell
The brighter yellow, the better

reducing the number further down to 45, just 9 for each element. That's it, once you figure out the nine two-rune spells for any element, you know every non-attack spell in that element. Focus on one element at a time, and you can figure out their effects quickly! Well, at least have an idea which ones send out a blast of damage and which ones don't.

As for damage spells, all single-element spells are pretty weak. You'll get the most damage from mixing elements, even the weakest two elements are more powerful than the strongest single-element spell. They do cost HP to use, but when you encounter enemies who laugh off your physical attacks, spending this HP to knock them down quickly is worth more than trying to scratch them down or even dying to them! Keep well stocked in food and water, and spending this HP won't be as painful as you'd think, so long as you're careful not to let yourself die in the next hit.

Finally, as a special case, if the first two runes are identical, it's as if you use a first tier rune for your third rune, HP cost and power included. If you don't want this, use a square for your third rune.

Some final advice on the elements:

- **Earth:** Mostly status cure spells, and a single utility spell needed to reach some dungeons. Experimenting to figure out the status cures may be a bit tricky, but once you're used to them, you won't need the pricey potions to fix problems. It's also the weakest attack element. Because it's the first element you pick up when following the story sequence, it's the least useful element to select as your starting spells.
- **Water:** Shielding spells. If gotten as part of the game sequence (the 4th set you do get), the defense they give will keep you competitive with the growing monster threat. If gotten as your starting element, the defense is overpowering against many of the early enemies! It's worth experimenting to see which ones protect against physical, and those which block the magical attacks. These spells also mix with other elements to make the most potent attack spells (watch your HP!). It's a very strong and stable pick to start the game with.
- **Fire:** There are no non-attack spells here. All of them deal damage. To be fair, it is the highest single-element damage, though that's not saying much when an Earth-Faerie mix is still above even that. The lack of utility, and the fact this 3rd element in the sequence can be gotten shortly after picking up Faerie doesn't really help this element as a good idea to pick when you start the game. It's the middle element for damage spells in strength, as well.
- **Wind:** Warping spells, of which there are three flavors. If you do trap yourself with one of them, you can usually get yourself out with another one. It is also the last element in the sequence of the game's story, so if you do pick it from the start, you can open up some shortcuts otherwise unavailable, a good idea for experts in this game. It also helps that it's the second strongest element for damage spells.
- **Faerie:** All nine of its single-element spells are non-attack. Even without the early game damage of such spells, the maps it reveals are an incredible saver to anyone who gets lost easily! If you're new to this game, you are getting lost, there's little question about it. Once you are confident enough to stumble your way through the story sequence without Faerie maps, it is the second element to pick up. It is also the second weakest element for damage spells.

Non-Attack Spells






On the right are all the non-attacking spells. In most cases, the third rune does nothing, so there isn't really any point to listing those.

In some cases, the second rune could be any element, this is noted with a # instead of the element's letter, as well as an icon with a digit. Some of these non-attack spells will become a damage spell if you use different elements, although there is no advantage for a spell that stays as a non-attack spell with a different element. Stay with using the same element for convenience if you want the non-attack effect.


Earth

Of the six non-attack spells, five of them cure status, and one is for traveling through water.

The various cures are important to remember.

- POIS (cure: ) drains your HP over time.
- PARA (cure: ) quarters your weapon's power.
- HURT (cure: ) halves your armor and shield spell's physical defense.
- Darkness (cure: ) makes it hard to see dungeon walls and Faerie maps.
- CURS (cure: ) sometimes ignores movement, making dodging spells risky.



If you make it a point to memorize these spells, then the various status effects are little more than a single time cost to your HP. You also won't care for most of the potions in the item shop whose purpose is to only cure these problems.

: The last spell makes a funny noise anywhere, but when facing water, it pushes the water out of the way to let you in. You'll need to keep casting the spell to make progress in the water, making it difficult to dodge any magic, but at least it's free to cast. If used in the upper realms, you'll simply fall back down to the overworld when you step to where the water was.

























Water

All six non-attack spells here provide shielding spells.

While active, the spells act as if you're wearing armor that's 10 points stronger. This means the shields that block magic will reduce its damage by 10, and the physical shields will usually reduce that damage by 20. Being HURT will cut the physical resistance the shield provides in half. There is no support versus flanking attacks.

Every time a blocked attack hits you, regardless of whether it did any damage, it will reduce your shield hits counter. If you cast a shield that only blocks one type, the other type will not reduce the shield's lifetime. Early on, you may prefer the  cheaper 1 HP cost of the lofty physical defense, as you don't have a lot of HP to work with, but later on, the 8 HP cost of the  more expensive 15-hit full shield is worth the convenience.

These spells will never provide protection against flanking attacks, however. Attacks from your left or right are only reduced by the actual armor you wear. As well, flanking attacks never deplete hits off an active shield spell.

Earth	HP	Effects
 E2 #1	5	Cures POIS
 E2 #2	1	Cures PARA
 E2 #3	1	Cures HURT
 E3 E1	7	Cures darkness
 E3 E2	6	Cures CURS
 E3 #3	0	Travel through water
Water	HP	Effects
 W2 #1	1	Physical shield, 7 hits
 W2 #2	3	Magical shield, 7 hits
 W2 #3	5	Full shield, 7 hits
 W3 W1	3	Physical shield, 15 hits
 W3 W2	6	Magical shield, 15 hits
 W3 W3	8	Full shield, 15 hits
Fire	HP	Effects
 F# **	??	Damage spells only
Wind	HP	Effects
 A3 A1	0	Warp one floor back
 A3 #2	9	Warp to dungeon entrance
 A3 #3	10	Warp to starting location
Faerie	HP	Effects
 R1 R1	0	Map
 R1 #2	0	Map
 R1 #3	0	Map M
 R2 R1	0	Map MT
 R2 R2	0	Map MT
 R2 R3	0	Player damage, position
 R3 R1	0	Monster stats, flank watch
 R3 #2	3	Warp to cloud realm

Since the shields give a lot of defense, spending the few HP will usually mean it'll save you hundreds, and make you feel generally awesome in the early game. This element is pretty powerful, indeed.

Earth	HP	Effects
R3 #3	4	Warp out of upper realms
Misc.	HP	Effects
#0 **	4	Auto-open doors

Fire

There's no non-attack spell. Sorry. I have little to say in this section.

Wind

Only three non-attack spells, but they take you places.

: The first one warps you a floor back. You keep your exact X,Y position on the way up (or down) as well. It's only effective in dungeons where you see brick walls, and not in caves with dirt walls. Keep in mind there may be a few spots where you aren't intended to reach, and some of those are simply enclosed completely. A few spots have secret one-way walls you can travel through to escape, but otherwise, you might need the other Wind spell to escape. In any case, if you know the right spots to use this in, you can skip some significant portions of the mazes.

: The second one takes you directly to the entrance of the dungeon you're in. Again, no effect in caves, so do not trap yourself with a scary monster in the way.

: The third one takes you directly to the spot you started the game from. It can only be cast in the overworld.

Faerie

Nine non-attack spells, although some of them are similar. It's difficult to make use of attacking spells unless you have a second element. If you must enhance a Faerie attack spell, the way to do it would be to use a square in the middle, like so:

The mapping spells are extremely useful to avoid getting lost. While there are five different spells, I can only tell three differences between them. The ones I mark with an M will show monsters in the area, and ones with a T will also show treasures. These are the only non-attack spells that will change depending on the third rune. While you are locked into seeing the map for a few seconds with these spells, they also freeze time while they last, so monsters will not be making any cheap shots while you're staring at the map.

The next two spells give extra information...

: Reveals ATP, DAM, and your position.

ATP reports the damage of your last strike. If you miss, it reports your current attack power plus a random factor (0, 4, 8, 12).

DAM reports damage you've taken from the enemy's last attack.

Your position is somewhere in the 16x16 grid of the current field you're in.

: Reveals enemy stats, and whether there's any to your immediate left or right sides.

POW reports the enemy's raw damage per hit, against zero defense and with zero random bonus.

DEF reports either physical or magical damage reduction, whichever is higher.

Arrows show up on the left or right borders of the visual area when monsters are to your left or right.

Just cast these spells once, after each visit to an inn, and you can keep seeing this information for a nice, long time.

Strictly speaking, POW reports the higher of physical or magical damage output, but the only monsters where this matters is in the very last field, where the final boss himself resides. Otherwise, every other monster in the game is either strictly physical or strictly magical.

: The second to last spell is for reaching the cloud realm. This is essentially an endgame area with the toughest monsters to find anywhere, not counting the last floor of the final dungeon. You are free to explore this area with a level 0 character, just don't expect to survive. Or put any sort of dent in any of the monsters, for that matter. You'll be back here later, when you can actually fight them. Actually, it's probably better to rush for the dungeon up here and avoid the dragons.

: The last spell simply takes you back out of that place, and also the other place reached by the red ring. Of note, Earth spells () could also take you down by going into water, the red ring drops you down as well, and there is a hole in one location for the same effect.

Miscellaneous

: A spell with a square as the first rune will simply be an auto-open-doors spell. Every time you face a dungeon door, it will automatically open. A good convenience, and actually is slightly helpful with the Fight command as you will easily have the time to make a swing shortly before the door fully opens, giving an early attack against the enemy behind. Just make sure you know that these doors will open as you go to them, allowing yourself to be surprised isn't helpful to your HP.

Damage Spells

Rn	HP	Dm	El.
W3 A3 W3 A2 W3 A1 W1 A3 W1 A2 W1 A1 A3 W1 A2 W3 A2 W2 A2 W1 A1 W3 A1 W2 A1 W1	22 22 22 22 22 22 22 22 22 22 22 22 22	72 69 68 66 65 65 64 64 63 63 62 62 61	
W3 F3 W3 F2 W3 F1 W1 F3 W1 F2 W1 F1 F3 W3 F3 W2 F3 W1 F2 W3 F2 W2 F2 W1 F1 W3 F1 W2 F1 W1	22 20 20 20 20 20 20 20 20 20 20 20 20 20 20	61 60 60 59 59 58 58 57 57 56 56 55 55 54 54	
W3 R3 W3 R2 W3 R1 W1 R3 W1 R2 W1 R1 R3 W1 R2 W3 R2 W2 R2 W1 R1 W1	20 20 18 18 18 18 18 18 18 18 18	53 53 52 52 51 51 50 50 49 49 48	

Rn	HP	Dm	El.
	18 18 18 18 18 18 18 16 16 16 16	48 48 48 41 41 41 41 40 40 40 40	
	16 16 16 16 16 16 16 16 16 16 16 16 14 14 14 14	39 39 39 39 38 38 38 38 37 37 37 37 36 36 36 36	
	14 14 14 14 14 14 14 14 14 14 14 14	35 35 35 35 34 34 34 34 33 33 33 33	
	12 12 12 12 12 12 12 12 12 12 12 12	32 32 32 32 31 31 31 31 30 30 30 30	
	12 12 12 12 10 10 10 10 10 10 10 8 8 8	29 29 29 29 28 28 28 27 27 24 23 23 23 22	
	10 10 10 10 10 10 10 10 10 8 8 8 8 8	27 26 26 26 25 25 25 24 24 22 22 21 21 21	
	8 8 8 8 8 8 8 6 6	20 20 20 19 19 19 18 18 18 17	
	6 6 6 6 6 6 6 6 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 2 2 2 2 2 2	17 17 16 16 16 15 15 15 14 14 14 13 13 13 12 12 11 11 10 10 9 9 8 8 7 7 6 5 5 4 4 4 4 4 4	S i n g l e E l e m e n t S p e l l s

On the right are all the damage dealing spells in the game. Strongest spells first.

- **Rn:** The two symbols needed to cast the spell. Note that the third symbol is an enhancer, so only two runes is all that's needed to identify the underlying spell.
- **HP:** HP cost of the spell. A third rune will also increase the cost:
 - Tier 0: 1.0x + 0
 - Tier 1: 1.5x + 1
 - Tier 2: 2.0x + 2
 - Tier 3: 2.5x + 3
- **Dm:** Base damage of the spell. It is enhanced by the following:
 - Level: Add your current level
 - Legendary sword: +32 if you have it
 - Add a random 0 to 7 on top of this
 - Finally, multiply by 1.0x, 1.5x, 2.0x, or 2.5x based on the third rune.
- **El.:** Just showing what elements you need for these spells.

The third rune acts as an enhancer to damage spells. While it increases the cost of the spell greatly, it also increases the damage output. Often, enemies have a magical defense you need to get past, so multiplying your damage will help you get past this, as that defense still only applies just once against your 2.5x damage.

In most cases, leaving the third rune blank will be the same as putting a square there. The exception is if you use two identical runes, in which case the blank is treated as a tier 1 rune, increasing the cost and power of the spell by roughly 1.5x. You can use a square to force the spell to use 1.0x power.

While I do list the single rune spells without a second rune, you can use a square as a second rune and get the same spell. This is important in case you want to enhance it with a third rune without changing the base spell. Useful to note that your base 4 damage spell does include your level bonus and even the legendary weapon's bonus when it's being enhanced by this third rune.

Useful spells to memorize:

1. E1: (4+Lv) × 1.0 : 2 HP -- A weak spell. Cheap enough for you to try a few times to see what attacking with spells might be like, but it's otherwise not going to do much even to the overworld snakes. It's also the ideal set-up spell for the **Spell Change** trick.
2. A2 A3: (14+Lv) × 1.0 : 4 HP -- The strongest 4 HP spell. Adding a third rune for 2.5x damage makes it cost 13 HP, and will actually deal passable damage to most sorts of monsters in the early dungeons. Only problem is that if you don't start with Wind, you don't have this good intermediate spell to play with.
3. F3 R3 R3: (29+Lv) × 2.5 : 33 HP -- If you didn't start with Water or Wind, this is going to be the biggest spell you've got against dragons before getting your next magi sword. Even this isn't going to do a lot (by level 9, that underwater dragon takes 31-47 damage), yet it's far superior to anything else you've got.
4. A3 F1 F3: (39+Lv) × 2.5 : 43 HP -- If you started with Wind, this does 25 more damage. It would be even better if you had started with Water, but this can deal with those dragons a little faster. Ideally, you'd study the maps to use the Wind spells you've got to skip the dragons and get the quest item.
5. W3 A3 A3: (72+Lv) × 2.5 : 58 HP -- Most deadly spell you'll ever cast. Before you get the legendary sword, you'll probably need this spell to defeat many of the enemies. It easily hits the damage cap and then some once you do get the legendary sword, so perhaps it's a bit too strong then.
6. W3 R1 R3: (52+Lv) × 2.5 : 48 HP -- Technically weaker than the above spell, but it still hits the damage cap at level 18 and with the legendary sword, while a bit more economical with HP. Even at level 12, it's still close enough to the cap you wouldn't care. This might be the spell to use after you get that legendary sword.
7. E1 #0 E3: (4+Lv) × 2.5 : 8 HP -- Not exactly doing a lot at first, but once you get the legendary sword, its +32 is enhanced by that 2.5x up there, and suddenly this spell is doing another 80 damage. At level 20 and with sword, it's dealing 140-156 damage, minus magic defense. Not bad for something that takes only 8 HP, and fun to fool around with when nearing the game's end.

Monsters


On the right is a table of monsters. There are 40 different monsters to see.

- **Image:** The monster, along with the background they are found in. The frame displayed is their idle pose.
- **Name:** I have no idea what they're actually called. Have a single word of my best guess!
- **HP:** Hit Points of the monster. Unlike you, they do not weaken as they lose HP. Get this to zero to beat them!
- **pD:** Physical defense of the monster. If this overpowers your attack, you deal zero damage.
- **mD:** Magical defense. Not as though it's comforting, but magic deals a minimum of one damage.
- **EXP:** Experience gained from slaying the monster.
- **fP:** Flank power. They'll attack while your left or right side is facing them, reduced by the armor you wear. While you only have one real option to reduce this damage directly, it also a fairly weak stat later in the game. Still, try not to expose your side to avoid cheap damage.
- **pP:** Monster has a physical attack, and will hit you with this much damage, plus a small random factor, minus your physical defense. If your defense is that good, take no damage!
- **mP:** Monster has a magical attack. If you're quick, you can avoid it! Oh, and if you're hit, it might cause a bad status, too. Magical defense is hard to acquire, and even if it is enough to negate the damage, it won't negate the status.
- **Pattern:** Attack pattern of the monster. They must transition from idle (z) to active (+) to attack. They will very quickly attack upon being sighted if the first two symbols in the pattern is "z+".
- **Status:** HURT, PARA, POIS, CURS, or dark. 50% chance you get a status if hit by a magical attack. If they don't have a magical attack, I leave 'em blank.
- **Dummy:** If this is seen, the monster doesn't actually exist anywhere to find in the game. However, there are still stats to be found internally, so here they are.

In general, the pattern that monsters are found in can be described as scout, brute, and mage. You generally won't mind scouts, the brutes can be scary, and the mages are the ones with magical attacks.

Note that HP, offense, and defense aren't constant. As you stay at an inn, these stats will rise by 1 for every 16 stays you make at an inn, up to a maximum of +15 stats. Notably, this rise in power is pretty slow, and it's likely that, if you're making any sort of progress, enemies probably won't have more than +2 or +3 by the time you win. If you're afraid to stay at an inn because of this stat gain enemies get, keep in mind that **you lose stats** for killing enemies, and this loss only goes away if you stay at an inn, meaning you're going to have a hard time if you don't sleep sometime.


Overworld (gold: 1-4)			
	Snake HP: 12 pD: 6 mD: 4	EXP: 1 fP: 7 pP: 11 ---	z+zzz+zz -----
	Scorpion HP: 25 pD: 9 mD: 3	EXP: 2 fP: 9 pP: 17 ---	z+++z++z -----
	Wasp HP: 18 pD: 6 mD: 12	EXP: 1 fP: 8 --- mP: 6	z+z+++z+ HURT PARA
Sanctuary of Selle (gold: 4-7)			
	Slime HP: 16 pD: 12 mD: 10	EXP: 2 fP: 7 pP: 15 ---	z+z++z+z -----
	Ogre HP: 29 pD: 20 mD: 18	EXP: 3 fP: 10 pP: 20 ---	+z+zz+zz -----
	Mage HP: 26 pD: 14 mD: 20	EXP: 2 fP: 8 --- mP: 15	z++z+zz+ HURT dark
Galess Maze (gold: 7-10)			
	Wolfman HP: 32 pD: 18 mD: 10	EXP: 3 fP: 8 pP: 17 ---	z+z+z+z+ -----
	Skeleton HP: 49 pD: 21 mD: 25	EXP: 4 fP: 10 pP: 25 ---	z++z++z+ -----
	Harpy HP: 32 pD: 19 mD: 24	EXP: 3 fP: 9 --- mP: 18	z++z+z+z POIS POIS
Temrass Island (gold: 10-13)			
	Spider HP: 68 pD: 21 mD: 23	EXP: 5 fP: 11 pP: 27 ---	z+z++zz -----
Cave of Temrass (gold: 11-18)			
	Zombie HP: 28 pD: 20 mD: 14	EXP: 5 fP: 11 pP: 25 ---	++z+z+++ -----


When casting the Faerie spell of  R3 R1, you see POW and DEF of the monster. The POW stat reports either pP or mP, whichever is higher (usually one is zero, so this is easy). The DEF stat reports pD or mD, whichever is higher (this might confuse a bit more). Just keep in mind even if that DEF is really high, it could be reporting the magical defense, and your sword might work anyway.


Magical attacks have a 50% chance to cause some kind of status. Each status also has a "strength" of sorts, and a weaker status can't replace a stronger status. From weakest to strongest: HURT, PARA, POIS, CURS. There is also a darkness status that doesn't replace your current status, simply uses a difficult to see palette for the dungeon layout.

Finally, if you hit a monster with an attack, then face a different monster, its HP resets. Dealing less than 50% of its remaining HP will change this HP reset to cut half its HP, up to a maximum of three times (the steps are full, 1/2, 1/4, and 1/8 of max HP). This quirk means your 0-damage physical attacks are indeed doing something after all, you just need to face something else then come back with magical attacks after the monster's HP is cut down.


Overworld: When you're only just starting out, even the snakes are terrifying. Only while you're **level 0**, there is one "safe" 16x16 region (the one you start in) where snakes and scorpions use half POW (5-8 and 8-11 damage, minus your Physical Defense), and their flank attacks are completely ineffective. The starting town is in the southeast corner of this region, so I advise going northwest for snakes. Later in the game, you're encouraged not to blast them apart, as each 4 and 8 kills reduces your physical stats, no matter how weak the enemy. When you're heading home to rest, sure, go ahead and slay anything in your way.

Sanctuary of Selle: Near the northwest corner of the land. Out of all those places you seem to die in one hit, this is perhaps the only one where you don't die in one hit. A sign that you'll finally make progress after wandering around lost for some time. The ogres are going to give you trouble if you haven't found the  Red Rapier or better. You don't need both food and water, just buy only food so you can recover HP in steps of 5, and keep yourself near top HP.

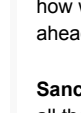
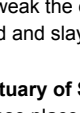
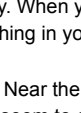
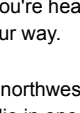
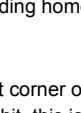
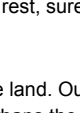


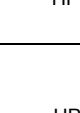
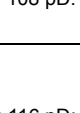
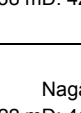
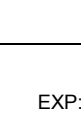
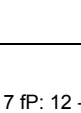
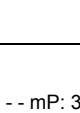
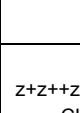
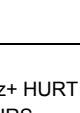
Galess Maze: East of the castle, just beyond a forest. If you're level 1 with a few upgraded equipment, you won't die in one hit, another sign of an early dungeon. If you haven't learned that you can step out of the way of magic attacks, the poison will be rather deadly, as even using the Earth magic to cure it costs 5 HP. The  Red Rapier is still good enough here, which is nice as you're not finding better here.

Temrass Island:  Ring of Flight takes you here. The spiders here have an inflated HP! Aside from that, they're only minimally tougher than the "scouts" of the nearby cave. They're still going to swarm you, so find yourself a corner or dash into the Sky Cave if you can find it. If your physical defense is pretty good, they're not much of a threat.

Cave of Temrass: In sight from where the ring takes you, just take a moment to spin to see it. There is data for a "mage" type enemy, but it is unused here. If the spiders outside didn't scare you, then these two won't be doing much more scaring. You'll still want a better weapon, one can be found in here. It helps that these monsters have a pretty long wind up before their first attack, something rarely seen.







Versus Temple: The entrance isn't even there until you pick up a special ring from the nearby cave. There is a lot of decent equipment in here, including the  Red Saber, but the monsters are rather threatening until after you get the nice stuff and get yourself rested right after. Even if the ogre wasn't scary before getting the HURT status from the mage, they will be really scary after. Make sure you're cured of it.

Darius Maze: You might have found this place earlier, died in one hit, and questioned your sanity. There's a few dungeons that you need the ring to access, between that one with the wolfman and this one, so there's a bit of a jump for someone wandering


	Golem HP: 92 pD: 24 mD: 30	EXP: 6 fP: 14 pP: 30 ---	zzz+zzz+ - - - - -
	Dummy HP: 74 pD: 25 mD: 14	EXP: 6 fP: 10 --- mP: 20	z++z++z+ PARA PARA Dummy
Versus Temple (gold: 14-21)			
	Slime HP: 30 pD: 24 mD: 15	EXP: 7 fP: 12 pP: 32 ---	z+zz+zzz - - - - -
	Ogre HP: 58 pD: 28 mD: 18	EXP: 8 fP: 15 pP: 40 ---	z+zzz+zz - - - - -
	Mage HP: 78 pD: 16 mD: 30	EXP: 5 fP: 10 --- mP: 32	z+z++z+z HURT dark
Darius Maze (gold: 17-24)			
	Goblin HP: 42 pD: 26 mD: 28	EXP: 9 fP: 14 pP: 39 ---	z+z+z+z+ - - - - -
	Fighter HP: 108 pD: 38 mD: 42	EXP: 10 fP: 17 pP: 47 ---	z+z+zzzz - - - - -
	Naga HP: 116 pD: 22 mD: 41	EXP: 7 fP: 12 --- mP: 37	z+z++zz+ HURT CURS
Underwater (gold: 20-27)			
	Octopus HP: 107 pD: 35 mD: 39	EXP: 11 fP: 18 pP: 49 ---	zz+zz+z+ - - - - -
	Fishman HP: 121 pD: 52 mD: 30	EXP: 12 fP: 20 pP: 59 ---	z++z++zz - - - - -
	Fish HP: 97 pD: 28 mD: 56	EXP: 9 fP: 13 --- mP: 49	z+++z+z+ HURT HURT
Legendary Temple (gold: 23-30)			
	Chimera HP: 127 pD: 52 mD: 69	EXP: 12 fP: 19 pP: 54 ---	+++zz+zz - - - - -
	Minotaur HP: 149 pD: 60 mD: 35	EXP: 15 fP: 21 pP: 63 ---	z+zz++zz - - - - -
	Dragon HP: 138 pD: 200 mD: 64	EXP: 11 fP: 19 --- mP: 55	z++zz++z HURT HURT
Dragon King's Cave (gold: 29-44)			
	Zombie HP: 157 pD: 71 mD: 65	EXP: 14 fP: 21 pP: 61 ---	zzz+zz+z - - - - -
	Golem HP: 168 pD: 82 mD: 61	EXP: 18 fP: 25 pP: 72 ---	z+++zz+z - - - - -


randomly. This is also probably the last dungeon you're going to feel comfortably defended while fighting, as you're reaching the peak of your defenses shortly, but enemies continue to grow.

Underwater: If you experimented with Earth magic early on, and found out that you can enter water, you'll probably also discover a one-hit-and-you're-dead situation. If you follow the game progression, these enemies still remain a threat, but you'd be ready to fight them. Dodging spells is a lot more difficult with the need to use Earth magic to move at all. Also, the snakes, scorpions, and wasps on land will mysteriously transform themselves into the underwater counterpart when you're trying to get on shore, so if you're confident, you can get a little extra EXP, or if you're scared, you can clear the land before dipping into the water.


Legendary Temple: Oh, there are dragons in this underwater chamber. They have 200 (!!) physical defense, ensuring physical assaults will basically fail. You must rely on magical attacks, which is also tough unless you started with Water or Wind magic.   F3 R3 R3 has a base 95 power at level 9, which looks more like 31-47 damage to them, against 138 HP, ow.   A3 F1 F3 gets 56-72 damage, and   W3 F3 F3 slices right in with 109-127, but these would need you to start with Wind or Water, or skip this place for later. Of course, the minotaurs aren't exactly making things easy, either.

Dragon King's Cave: At least there aren't any insane 200 defense enemies here. Not exactly a big relief. You'll probably have rather competent defenses, but enemies around here will be routinely causing you worry. Try to come in with a bunch of food and water so that you can keep yourself topped out and deal usable damage. Early in the game, you might have seen a hole, hopped right in, and promptly got cornered and died helplessly around here from some thing with 3 digit HP. Story of this game.

















Keme Cave: The toughest dungeon you'll be able to reach by wandering around without using magic. Naturally, the recolored overworld enemies would crunch down on such an upstart. If you know where to go for the  Flail, that's the first chest you'll want to open.

North Tower: Even with the best weapon in the game, the  Grey Sword found in this tower, you're still going to want to slay any berserkers with your best magic attacks, with physical attacks only passably useful at around level 14. The spiders aren't a big threat by the time you're ready, and your weapon should work well against them and the spell casting enemies at the top.

Cloud Realm: You might have experimented with Faerie magic, found yourself here, and was blasted apart to what was probably separate atoms by the dragons up here. Even if you grip the best weapon in the game, together with the legendary sword found in the dungeon around here, they still will not take damage without some significant leveling up. 200 physical defense does that. Magic works on them, but it might be better just to dash to the dungeon while you can. You really don't want to be hit by that magic. There's actually data for another two dragons, with differing EXP and status effects, but just the one not-Dummy is the one you get.

Tores' Sanctuary: There are endgame enemies here. A maximally equipped character should expect difficulties. The red moles are well defended from physical attacks, and can cut through that shiny armor of yours even with shield magic. You'll also have to get through the green eyes. who fire the most deadly spells in the game. I don't care what you got, you're not taking less than 83 damage if an eye hits you with magic. If you don't have more than 90 HP, you risk one-shot death, so dodge well. At the least, have some  Blue Elixirs and a twitchy finger ready to use one if you do get blasted.

Final Dungeon: There's actually a floor you have to fight through with Tores' Sanctuary enemies. Those are exactly as tough as what you fought up there, but the legendary weapon, and the fact you probably stopped by an inn recently, is really helping to fight through them. The last floor contains new enemies, and frankly, you should just use the Faerie mapping magic, find the "points of interest", and make a beeline to them immediately. On that note, Darces has extremely low magical

	Demon HP: 160 pD: 47 mD: 116	EXP: 13 fP: 18 --- mP: 67	+z+z+z+z PARA POIS
Keme Cave (gold: 26-41)			
	Snake HP: 155 pD: 85 mD: 105	EXP: 19 fP: 23 pP: 64 ---	++z+z+++ -----
	Scorpion HP: 179 pD: 95 mD: 112	EXP: 23 fP: 28 pP: 80 ---	zz++zzz+ -----
	Wasp HP: 167 pD: 65 mD: 42	EXP: 15 fP: 19 --- mP: 72	+z+z++z+ PARA POIS
North Tower (gold: 32-47)			
	Spider HP: 128 pD: 96 mD: 144	EXP: 24 fP: 25 pP: 71 ---	++z+++z+ -----
	Berserker HP: 198 pD: 125 mD: 97	EXP: 28 fP: 31 pP: 94 ---	+z+++z++ -----
	Magus HP: 130 pD: 87 mD: 118	EXP: 18 fP: 20 --- mP: 98	z++z++z+ CURS dark
Cloud Realm (gold: 35-50)			
	Dummy HP: 164 pD: 200 mD: 118	EXP: 30 fP: 28 --- mP: 110	zz++z++z dark POIS Dummy
	Dummy HP: 164 pD: 200 mD: 118	EXP: 24 fP: 34 --- mP: 110	zz++z++z POIS CURS Dummy
	Dragon HP: 164 pD: 200 mD: 129	EXP: 21 fP: 20 --- mP: 110	z++z+z++ CURS POIS
Tores' Sanctuary (gold: 38-53)			
	Gargoyle HP: 182 pD: 126 mD: 145	EXP: 70 fP: 29 pP: 103 ---	z+z+z+z+ -----
	Mole HP: 191 pD: 165 mD: 146	EXP: 90 fP: 38 pP: 120 ---	zz++z+++ -----
	Eye HP: 208 pD: 159 mD: 120	EXP: 75 fP: 19 --- mP: 120	z+z+z+z+ POIS CURS
Final Dungeon - last floor (no gold)			
	Dark One HP: 205 pD: 140 mD: 120	EXP: 1 fP: 40 pP: 130 mP: 120	z+z+z+z+ CURS CURS
	Dark Magi HP: 212 pD: 130 mD: 170	EXP: 1 fP: 35 pP: 135 mP: 120	zz++z+z+ CURS POIS
	Darces HP: 225 pD: 180 mD: 11	EXP: 1 fP: 60 pP: 140 mP: 120	z+z+z+z+ POIS CURS

defense. This is actually a game error -- The data structures have overwritten Darces' (the last monster entry) magic defense with an overworld snake's (the first monster entry) physical attack. In fact, if you hack the game to give Darces more magical defense, you'll strengthen the snakes as well!

Monster AI

Movement

An enemy will try to move towards you, in a slightly random pattern. They always know where the player is at any given moment.

An enemy will generally not move through solid obstacles, and they will usually not move to the border of the 16x16 map. Basically, there is a 14x14 area they freely move within. It doesn't often happen, but sometimes an enemy moves into a border square on the 16x16 map. When that happens, they ignore walls, and move through what they damn well feel like, until they step off the border.

A usual case of this is in an area Northeast of the start town. Some monster starts in the water at the north border, and since it's on a border, it goes through the "water wall" and onto dry land. Odd, eh? If you are directly facing a monster, it will never move, until you move away and no longer directly see it. Flanking monsters may move away, as you're not directly facing it.

On occasion, it is possible for an enemy to exist on the same square as the player. When you enter an area, but haven't moved a single step, the square you stand on isn't "occupied" for whatever reason. This means, if you aren't facing incoming monsters, they can step into your square. If an enemy is in the same location as the player, it will vanish without a trace once the player moves, giving an alternative way to remove monsters. This won't give any EXP or Gold, however.

Attacks

An enemy has three methods of attack: Physical, Magical, and Flank. Some are physical only, others are magical only, and only the final floor of the final dungeon has foes who can choose freely. All monsters have Flank attack capabilities.

When you are facing a monster, they may use a physical or magical attack. If there is a monster to your left or right, they may use a flank attack. The spot directly behind you is always safe, so you could in fact get to safety in a hallway just by showing your back. A monster farther away won't attack, of course.

An enemy's physical attack never misses; it is either too weak compared to your defense, or it hits. Magical attacks can be avoided simply by moving away from the space before the spell hits. Flank attacks can't miss.

Enemies will never attack through closed doors. Spells they cast while the door is open will still come through even if you turn away to close the door. Enemies can't Flank attack through a doorway.

All monsters' timing of attack depends on an in-game timer. You can easily see this timer at work whenever you pause the game. Enemies attack in a set pattern whenever this timer ticks. Even when the game is STOPped, the timer still ticks away, but it is ignored until you unSTOP the game. As a result, if you pause just before the tick, and unpause right after the tick each time, you can effectively stop all enemy attacks. Experiment a little to find the exact timing.

More on the timing, enemies have a set pattern they attack in. Watch carefully, the Snakes of the overworld will pause after they attack and prepare. The Gargoyles in late-game will never pause in their attack/preparation cycle. In any case, these ticks still advance their attack/prepare cycles even if it looks like they're holding still for a bit.

Other data

Most sorts of information about a monster is preserved in the long term. The information is stored in 32 byte blocks (2 bytes per monster) at address 7000. The selector that points into this region is the two bytes at 00D2.

- X,Y position of the monster (in that particular field)
- Which pose it should be showing (idle, attack)
- What type the monster is (though this shouldn't change, but its tracked here anyway)
- How damaged the monster is: Full, 1/2, 1/4, 1/8
- Whether the monster is alive (well, existing for zombies, but you know what I mean!)

There is more data that is loaded when you face a monster:

- Exacting HP
- Where in the attack pattern the monster is currently

This means, by facing a different monster, you reset both the original's HP and where they are in the attack pattern.

The HP reset works strangely. Every monster has a damage counter from 0 to 3, and it returns to 0 when you use an inn. Every time you hit a monster, with either a physical or magical attack, the counter will usually increase by 1, no matter how little the damage actually was, or even outright zero damage. Only when the counter isn't maxed out at 3, or when your attack dealt at least 50% of its remaining HP, will this counter fail to increment.

In short, if you want to cut a frustrating monster's HP in half, do a single ineffective attack against it, face a different monster, then come back. If you need to drop it down to 1/4 HP, make two ineffective attacks. Need it at 1/8? Make three ineffective attacks, then come back after facing some other monster. Zero damage physical attacks aren't exactly obvious whether they hit, but they're still working. Magic attacks are pretty obvious if they do hit.

As for the attack pattern, as most monsters have an instantaneous start-up in their pattern, this is usually to your disadvantage, and trying this trick will usually mean monsters get to hit you for it. You'll have a chance to dodge anyway if it's magic you're taking. If you are in a place where monsters have a long wind-up before their first strike (most notably Cave of Temrass Island), then you can delay them indefinitely by simply facing a pair of monsters back and forth (watch for flank attacks and HP resets).

Aside from that, everything else is preserved until you stop at an inn. If you're trying to work your way through a dungeon, leaving to replenish your HP is best done by buying potions or food, rather than the really cheap 2 gold at an inn. For some reason, the pose is preserved, which can be somewhat misleading at times as the monster can still attack right away even from this attack pose, so the effect is just visual.

Tricks & Glitches

Some useful things you can do. Tricks first, then we have glitches!

Using the Inn

The effects of the inn are as follows:

1. You spend 2 gold
2. Your game is saved
3. HP is refilled
4. All monsters return
5. Your kill counter is reset to zero (4 kills drop 1 physical defense; 8 kills drop 1 physical attack)
6. Every 16th stay at an inn increases monsters stats by 1, to a maximum of +15 stats

Well, the inn is seriously cheap healing. At best, food and water gets you back 5 HP for 5 gold, and red potions cost over 60 gold to get an HP refill deep somewhere. Using the inn for healing is very efficient in terms of HP per gold.

The monsters returning generally means that, if you aren't finished going through a cave, you just called the monsters back and have to fight through them again to get back where you were. On the other hand, this would be the only real way to grind, fighting the best monsters can only happen again after a night at an inn.

If you need to stop, use an inn. It also sets a convenient spot where you go back to if evil should win again. Further encouraging a stay would be a mechanic where the game weakens you as you fight, reducing your physical stats every 4th (defense) and 8th (attack) kill you make. Going somewhere unfamiliar is best done right after a stay at an inn, both so that you are at your best against the monsters there, and so you don't have far to go should this prove deadly.

Overstaying at an inn means monsters get stronger. The effect is noticeable with the overworld snakes having more than 12 HP, although the upward climb in power is pretty slow. Still, you may want to avoid the inn if you haven't done anything notable. Killing two snakes isn't notable. Clearing a floor of monsters is somewhat notable. Cleaning out the toughest dungeon you can is almost certainly notable.

Dodging Enemy Spells

Some enemies cast spells. Among other things, it's difficult to get decent Magic Defense, and being hit might cause a nasty status effect even if you have enough to stop the damage. However, unlike enemy physical attacks, the magic takes a little time to actually land on the square you're on, so simply back up one square, and the spell will harmlessly strike the empty spot you used to be in.

There are a few things to keep in mind, however. You can't back up into stairs or entrances, or in the case of caves, those special squares that bring you to another section of the cave. If fighting around a corner (particularly at doors), you may need to turn and then step, as a wall would be behind you. Finally, if there are multiple monsters, one might move behind your back, and I don't care how courteous they are about leaving your back alone, they're rudely stopping your dodge backward.

Fighting underwater is especially dangerous with magic monsters. As you need to cast a spell to move at all, this means you need to turn, cast the spell, then move. That is three actions to take in a very short span of time. I do not have good advice on how you can train yourself on that, so I would suggest magical shielding if you have that, and to stay very well healed.

Preemptive Attack

It takes a little time before your physical attack actually reaches the enemy. By attacking a little ahead of time, then moving to the enemy, you spend some of the delay time in the safety away from the enemy. As long as you're facing the enemy at that special moment the attack would land, it's dealing its usual damage.

At doors, you can also attack a short time before it fully opens. It's much easier to do if you cast a spell that automatically opens doors for you, as you won't have to switch between the attack and use commands. An early hit might mean you take one less attack yourself.

The preemptive attack is only useful for physical strikes. If you're trying magic, it's striking the spot in front of you the moment you cast the spell, not the moment the spell lands. The magic won't follow you, not like your arm. Secondly, at doors, for some reason spells just disappear once the door finishes opening.




If you want to be even fancier, you can try to dance around and land hits just as the physical attack would strike, so that you spend a lot of time out of the enemy's reach until those brief moments of your deadly hits. This isn't necessary to beat the game, and this sort of dance is pretty tricky to pull off well, but it can really save on your food.

Pause Often

Once in a while, you might not have expected to see that monster show up all of a sudden. If you train yourself to pause at the slightest problem, you give yourself as much time as you need to either plan out your movements, or decide you just want to attack anyway.

If the enemy had suddenly cast a spell you didn't expect, pausing quickly means you can calm down, briefly rehearse pressing Down right after unpausing the game, or perhaps adding Left or Right if you suspect your back is blocked. There is little defense against an enemy spell, and there isn't a lot of time between cast and hit, so the added pause time means you can more easily dodge.

What's that? You took a hit and are at low HP? Well, good thing you've paused! Since the enemy can't attack while that STOP is blinking, this means you can go highlight the item or camp commands and get back that HP. You need HP for your physical attacks to do anything useful. You also need HP for magic. You need HP for everything. And naturally, pause immediately after you did whatever command to heal yourself, as you need to get back to the fight or magic commands to deal damage anyway, and you may as well give as little time for that monster as you can.

Finally, maybe you did hit zero HP. It is not the end, not until that fated "Your life is over" message shows up! If you're carrying a  Blue Elixir, having paused when you heard that death music suddenly blaring means you're already halfway to the item command. So, select the item command. If the  drink is already set, it's just a button press away from there. If not, then you've got some stressful item management to do to survive, and every second of advantage could mean you get that elixir in time! Well, okay. If you don't have the  Blue Elixir, then you're kind of doomed at zero HP.

Spell Change

1. Fire any damage spell.



Using the Inn

Dodging Enemy Spells Preemptive Attack Pause Often

Spell Change

Enemy HP Halver Entrance Monster Removal Timer Tricking

2. Pause before it hits the enemy.
3. Change to a different spell and try to fire that.

The attack spell will change to match the parameters of the new spell, and if it wasn't a non-attack spell, completely free of charge. Ideally, you use a spell like E1 to spend 2 HP, then switch to W3 A3 A3 to get something terrifying without spending the other 56 HP.

Also note that even if you don't try to fire the new spell, changing the third rune at all affects the power of a damage spell.

If you try to change a damage spell to a non-attack spell, you get the effects of the non-attack (HP cost included) and the damage spell changes anyway. Unfortunately, the base power of such a spell is -1, where the weakest normal spell is 4. If you're level 0 without the legendary weapon, you have 1/8 chance to hit this -1 and deal enormous damage (255 - magic defense), but otherwise it's not a good idea to try a non-attack spell while you have a damage spell flying at the enemy.

It definitely makes things a lot easier and more economical if you can cast high power spells at 2 HP each.

Enemy HP Halver

The game tries to remember the damage done to monsters, but it is done poorly. It's best if your physical attacks aren't doing much. If they are doing decent damage, just use said physical attacks and win without this trick.

Hit the monster for pitiful damage, even zero is fine (but a miss wouldn't count). Then go away and face some other monster and come back. The monster will be at half HP. This is good for up to three hits, going for 1/2, 1/4, then 1/8 of monster's usual HP. You don't need to leave and come back for each hit, just make the three hits there and then, leave, and come back to see the monster jump straight to 1/8 HP.

You must find and face another monster, but it doesn't matter what you do to this secondary monster. Using either physical or magical attacks are fine, and using both physical attacks and a cheap 2 HP spell would be suggested if you want the 7/8 drop a little sooner.

Of note, the poor implementation means HP wouldn't be cut in half if your attack was good enough to harm the monster for more than 50% of whatever it had left. If you're dealing with multiple monsters, this is very good to keep in mind, as turning to face another monster might mean the one you hit has spontaneously recovered.

Entrance Monster Removal

When entering a new field, anywhere a map spell would show a different maze, the spot you are in is considered a valid square for a monster to walk to. Once a monster does so, you can then move and the monster just goes away.

For the most part, this means you can use these spots to remove a monster:

- Any place: Entrance or exit between there and the overworld.
- Brick wall dungeons: At stairs.
- Caverns: Special map shifting passages.

Then show your back to the approaching monster.

Don't worry, monsters may attack your sides, but are very polite and refuse to strike when your back is turned. It's very likely you'll want to use map spells to know when the monster finally walked into you, but once they do, the glitch is basically complete. Walk a step at that point, and the monster is nowhere to be seen.

To a lesser extent, this is also possible on floors with multiple entrances. If you can remotely lead a monster to one entrance, then if you walk in through that entrance later, you just erased the monster. Rest assured, you will want map spells to know when the monster steps into this trap for you to then trigger, as otherwise it's practically impossible to know when you should try.

On a side note, monsters will never move if you are facing them. They can move if you're showing your sides or back, and therefore get glitched out of existence. They are getting flank attacks if you show your left or right sides, so that's why you show your back.

Timer Tricking

Pause. Look at the blinking STOP. Enemies have a somewhat similar type of timing where they choose to attack, although it isn't lined up precisely with the blinks here. They have an exacting schedule in which they attack, and if the game is paused at those moments, they miss their chance to act.

A short time after the STOP blinks (either in or out), unpause, do your actions, then pause quickly. If you are quick and timed it right, the monster won't have its attack. This can be enough to stop enemies from attacking entirely.

It's a bit safer to try this against magic using enemies. If you mis-timed the pause, there's a pretty good chance you have the game paused during the spell animation, and can then react to that and dodge it normally when you unpause. You can also get practice against enemies who can't damage you, as there's no risk to experimenting with the exact timing you need.

The reason why it doesn't affect your attacks is that they get progress for every moment the game is unpaused, but the enemy attacks have no progress at all to work up to. Therefore, your own attacks are unaffected.

Stats Trivia

Perhaps an interesting read, if nothing else. It can let you know of some specific details that I find interesting.

Weight Experience Physical Defense Physical Offense Magical Offense Miscellaneous
--

Weight


- 38.4: Threshold to hit -3 stats. You are not getting below this amount without cheating.
- 49.6: -3 stats, and 11.2/12.8 of the way to the next point. Starting amount when you begin the game.
- 51.2: Threshold to hit -4 stats. Just don't worry too much about it when you get the nice, yet heavy armor. Better yet, get lots of food! That potential HP is worth more than the loss in stats.

- 64.0: Threshold to hit -5 stats. Once you hit endgame, you're sort of stuck with this. In any case, be sure to regularly sell stuff to get yourself underneath these thresholds.
- 64.4: -5 stats, plus 0.4/12.8 to next loss. Endgame character. Equipped with all the best stuff, got all quest items, and carrying nothing else other than a single ring of flight, after also learning every element.
- 76.8: Threshold to hit -6 stats. This is also when your physical miss rate doubles. If you must maintain 87.5% accuracy, you can carry 14 red potions along with 95 units of food on your endgame gear. It's still a good amount of healing, 475 HP from food plus 14 full-heals, but it's nothing like having 255 food and 255 water granting a potential 2550 HP healing.
- 89.6: Threshold to hit -7 stats. I suppose if you want to be super optimal or something, you'd keep track of these.
- 102.4: Threshold to hit -8 stats. Difficult to notice, particularly as the display stops at 99.9 by then.
- 115.2: Threshold to hit -9 stats. The last practical threshold, really. Weight hardly matters if you're mostly using damage spells.
- 118.2: -9 stats, and 3.0/12.8 to next loss. Endgame character as above, except also carrying 255 food, 255 water, and 14 red potions.
- 128.0: Threshold to hit -10 stats. Okay, you'll probably hit this threshold fetching equipment in Tores Sanctuary with full food and water, but then you're probably popping through your food and water pretty rapidly anyway.
- 230.3: -17 stats, with exactly 0.1 weight to go for -18 stats. Wear all heaviest equipment, carry 10 blue plate torso pieces, 15 blue elixirs, and 255 food and water. Collect most quest items. Learn exactly one element. Actually, this number is only possible if you learn Earth and nothing else, just so you get access to a few more quest items and the heaviest torso plate. The effort necessary to try and cripple yourself like this is actually pretty intense. You can get more quest items with Faerie magic, but then you'd drop another 2.0 weight learning that as well. Actually, I'm not even sure if you can hold more than 8 quest items at once.

Experience














- Based purely on how much EXP you get fully clearing the dungeons just once, with a small starting boost from overworld monsters before your first dungeon, here's what levels you're expected to start each place:
 - Lv 2 - 50 EXP - Sanctuary of Selle (+93 EXP)
 - Lv 3 - 143 EXP - Galess Maze (+133 EXP)
 - Lv 4 - 276 EXP - Cave of Temrass (+35 on island, +200 in cave)
 - Lv 6 - 501 EXP - Versus Temple (+305 EXP)
 - Lv 7 - 806 EXP - Darius Maze (+400 EXP)
 - Lv 8 - 1206 EXP - Legendary Temple (+505 EXP)
 - Lv 9 - 1711 EXP - Dragon King's Lair (+574 EXP)
 - Lv10 - 2285 EXP - Keme Cave (+623 EXP)
 - Lv11 - 2908 EXP - North Tower (+812 EXP)
 - Lv12 - 3720 EXP - Tores' Sanctuary
 - Of note, these would happen to be my recommended minimum levels. Any less is likely asking for major trouble. Particularly as level 12 happens to give enough HP to guarantee surviving one hit of the strongest magic, if fully healed and magic shield active.
- Reaching the final level takes a grand total of 35740. 10% of that is enough to reach level 12. 45% is enough to reach level 17. The last levels are quite a grind.
- The highest EXP monsters are worth 70, 75, and 90 EXP. Based on the formulas, you actually gain stats faster than what you lose on the kill count. By the time you kill 4 monsters to lose 1 defense, you'll have earned 280 EXP at worst, and by the time you take down 8 to lose 1 offense, it's 560 EXP, giving you back 2 and some change. The next highest monster is worth only 28 EXP.
- You get 3945 by clearing out the world of the highest EXP monsters, in one floor of the final dungeon as well as all of Tores' Sanctuary. Just keep in mind it's possible to make some enemies disappear involving stairs, and it's likely to happen with the upper chamber in the second floor of Tores' Sanctuary without carefully manipulating enemy movement and watching those Faerie maps.
- It costs 9000 EXP for the final level. If you do so, the net result is that you lose 33 physical defense! Since you get 1 physical attack and defense per 256 EXP, losing 9000 means that's 35 defense you no longer have, and the level number itself just gives 2 back when going up. It would be a similar story for offense, but +25 HP would mean getting back around 12 or 13 attack in addition to +1 from level, making the overall loss look more like 21. Except that by this time, 248 HP (+124), best equipment (+120), and level (+20) already exceeds the 255 positive limit (at 264), so this hardly matters except as a buffer to lost HP while fighting. If you're a perfectionist, you could just grind up more EXP to get back into practical invincibility after reaching the final level.
- More to that, the point at which you lose defense for going up levels would be level 10, where you spend 530 EXP (-2 defense and some change) to gain a level (+2 defense). The point at which you lose physical attack happens later, as levels are also worth HP, and in turn means more attack anyway. Level 16 is where this starts happening, losing just about 11 offense on EXP, getting back roughly 17 HP (+8 or +9) and a level (+1) for it. The other benefits to higher levels include higher HP and more damage with your spells, and those don't get taken away when you spend EXP.
- Your accuracy depends on you getting 256 times as much EXP as your current level, so as to halve your miss rate. Problem is the EXP needed for the levels don't climb so quickly until around 12, then it needs a few more levels to properly catch up. At level 11, you need 880 to get to the next level, yet you need 2816 unspent EXP to raise your accuracy, which is more than the collective EXP needed to have gotten to level 11 to begin with. At level 17, you need 4352 unspent EXP to have increased accuracy, and finally then is the required EXP for next level above that, at 5000. Well, I suppose you get 93.75% accuracy at level 0, and unspent EXP does also support physical stats, but the formula for increased accuracy here is just plain harsh.

Physical Defense



- 7: Starting amount. +10 from starting armor, and -3 from starting weight. Even with the POW halving of snakes nearby the castle at level 0, they are still able to damage you, albeit slowly. After you slay a few, even this halved POW will terrify you without a little extra armor.
- 13: Bought helm, glove, and boots with starting 100 gold. With a low-end weapon, you'll have 2.0 weight to spare before losing another point, after learning an element. This is enough to make non-local snakes much less dangerous, but they'll still damage you slowly.
- 18: Level 2, bought red boots, and equipped stuff you can find in the overworld. Also, I'm weighing you down past the 51.2 weight threshold. Scorpions can still readily damage this character, but you can probably fight them just fine.
- 27: Immediately learned and cast  W2 W1 before doing anything else, spending 1 HP for 7 hits of safety. This is enough to stop scorpions cold. In fact, this is already enough for practical physical invincibility in the first two dungeons, forget any armor upgrades, at least until the kills penalty kicks in. Early game water spells are strong, indeed. Just watch out for flanking attacks and spells, and getting the HURT status will probably kill you fast as your invincible 30 armor defense drops to 15 suddenly. Actually, 14, thanks to rounding errors.
- 42: Level 6, and just the armor you could get on the way through getting Faerie sword. Fresh from an inn, this is effective protection against the enemies you just fought to get this stuff. The ones in the next area will harm you, but not very quickly. Adding +20 from water spells will make you very safe once again. This is what you look like just before the whole quest for the water sword.












- 65: Add another +20 if you include shield spell. And this is what you look like after getting the water sword. I'm guessing level 10, by the way. Among your equipment, pretty much the only things that aren't maxed out is your helm, and the shield if you haven't bought that or dashed into the next cavern for it. If you didn't start with the water set, you were dealing with monsters up to that point with less than 67 defense, and they can hurt you routinely that low. Even with the shielding spells, it wasn't a guarantee you get away from physical attacks unscratched.
- 75: Best armor, and level 15. Add +20 for shield spell. You're also carrying 255 food and water and a set of potions. This won't stop endgame monsters, even with the spell, not without some generous EXP to pad it out, but it will definitely keep you alive.
- 127: Amount needed to ignore mole attacks entirely, if you've managed to avoid 16 inn stays. For a level 20 character (+40), best armor (+54), and shield spell (+20), that still leaves another 13 defense to go. Oh, wait. Don't forget -5 from weight (at best), so another 18 defense is needed. You will need to have 4608 unspent EXP while fresh from an inn (less than 4 kills) to ignore mole attacks entirely. You can choose to avoid leveling up past 15 due to EXP costs, and this will maintain defense for a while longer if you want to go that route, and all you have to wait for is 7168 unspent EXP, as opposed to 27100 to go from level 15 to level 20.
- 150: Amount needed to ignore Darces' physical attack (the strongest there is), after he got +3 from you staying at an inn 48 to 63 times. If you wanted this, you're clearly a perfectionist who probably took the time to reset for 251 max HP at level 20. Since you are level 20 (+40) with best armor (+54) and shield spell (+20), and bursting full of food and water just in case (-9 from weight), going from 105 defense to 150 means you need another 45, or 11520 EXP. Since it's hard to know exacting numbers above 9999, it's hard to know if you got enough.
- 242: Amount of positive defense needed for complete physical immunity before factoring in worst possible negative factors.
 - 140 POW - Darces
 - +15 - Stayed at an inn 240 times
 - +63 - Killed 252 or more enemies since the last time you stayed at an inn
 - +17 - Carrying all the heavy stuff
 - +7 - Maximum random factor in damage
 - With best armor, shield spell, and level 20 (+114), it'll take 32768 EXP to reach this point
 - While HURT with heaviest armor and at level 0 (+22), you need 56320 EXP to make up the difference
 - This is not a practical number by any stretch, as Darces could just 'magic' you instead. Yeesh!

Physical Offense



- 3: You start the game this strong. This is all due to your 12 HP (+6) and your starting weight (-3). While the RNG can add +7 to this on a lucky hit, don't expect the snakes to give you the time unless you've really packed on the defense.
- 11: You got the  blue sword and equipped it right away. For all the offense you've got, it is enough to one-shot a snake only if the RNG rolls +7 to your damage, a 1/8 chance. Oh, and take just one damage or kill 8 things, and this one-shot is no longer possible. Unless you have amazing defense, taking on scorpions is probably not your thing.
- 19: There's an easy  red mace to find, straight east of the castle until you crash into trees. If you grab that, you'll be smashing snakes left and right. You are now ready to take on scorpions, too. Well, after a level and some armor, I hope.
- 32: Level 2 (+2), minimum of 20 HP (+10) and you found the  red rapier (+24) in a forest maze to the west. I'll weigh you down to -4 penalty, just in case. Even the scorpions are in terror as you usually one-shot them while at top HP. It's actually good enough to challenge monsters in Galess Maze, so this is a pretty good shape.
- 63: Level 6 (+6), minimum of 43 HP (+21), and you have the  red saber (+40), and -4 from weight. This is probably why the sudden jump in HP on some of the monsters when you use the ring of flight, as otherwise you'd one-shot everything too easily. You're hitting pretty well, so long as you stay healed.
- 80: Level 8 (+8), minimum of 58 HP (+29), and you have the  blue rapier (+48), and -5 from weight. Apparently, you're expected to fight that underwater place with this stuff, dealing over 20 damage a hit where enemies have over 120 HP. Wait, you just took damage, it's not even reliably 20 damage now. Better heal up. Oh, and this is nowhere near enough for the 200 defense dragons, necessitating your best magical strikes. There is a notable difficulty spike here. The  Red Elixir can potentially deal 150 extra damage across 10 strikes, giving a little extra breather, but it's still a tough going without killer magic.
- 107: Level 10 (+10), minimum of 77 HP (+38), and you have the  red axe (+64), and -5 from weight. Before that axe, some of the dragon's lair enemies were giving you trouble. After that axe, it's still troublesome, but less so. Keme Cave is next, by the way, and those enemies will definitely last a while even with that. The  grey flail (+72) there might help.
- 137: Level 12 (+12), minimum of 100 HP (+50), and you have the  grey sword (+80), along with -5 from weight. The berserkers of the North Tower took no damage at level 11 with the grey flail. Now that you blasted them with magic just to get this sword, you can barely scratch them. Tores' Sanctuary will not be won by your sword alone with this, so memorize  W3 A3 A3 like it's the only thing saving you.
- 177: Level 20 (+20), maximum of 251 HP (+125), and no weapon hidden underneath the legendary weapon (+40), along with -8 from weight. If, for some reason, you wanted to go bare-handed the whole game, you'd have this at level 20. You'll need another +70 (17920 EXP) to even sniff the damage cap at top HP, which is when it looks like your EXP wrapped back to 0 and climbed back up to 1536. Since the only purpose of a weapon is to boost physical offense, and since EXP can do that too, technically you can achieve perfect physical offense by just grinding more and going bare-handed for the extra attack speed and reduced weight. As an aside, if you must see 9999 EXP after wrapping it once, that's +103 offense from 26383 EXP right there, allowing you to drop your HP down to 184 and still have capped offense.
- 192: Level 14 (+14), minimum of 127 HP (+63),  grey sword (+80) along with the legendary weapon (+40), and -5 by weight. By now, those 200 defense dragons can actually be scratched by this. Barely, half the time it's doing nothing, and the other half is single digit damage. You also have enough offense to reliably grind on the endgame enemies in Tores' Sanctuary, and it's enough to fight your way to the final boss.
- 250: 255 offense, minus 5 from weight. Since  grey sword (+80), legendary weapon (+40), Lv M (+20), and 248 HP (+124) totals to 264, you've already hit peak offense at max HP at maximum level without further EXP needed. Then again, having EXP would also mean you can spare some more HP and still hit hard. There's nothing you can do to make up for the lost offense every 8th kill at this point, even the  Red Elixir will do nothing at all here, but the damage output will still crack into those 200 defense dragons readily, as well as slice through just about every other monster lightning fast. You shouldn't have a lot of trouble winning at this point.

Magical Offense

- 4:  E1 (4), level 0. It costs 2 HP, a starting adventurer could pay that. While it damages scorpions, even the starting enemies will shrug off the damage, making you question the wisdom of using such a weak spell.
- 14:  A3 A3 (14), level 0. Costs 4 HP, and does more than triple base damage than the above spell, making it somewhat economical early on. Giving it a third rune makes it deal reasonable damage for early fights, although you're still spending notable HP for it, up to 13 at the highest. Shame picking Wind means you don't start with Faerie (to avoid getting lost horribly) or Water (for sheer defense).

- 17:  F3 F3 #0 (17), level 0. It costs 6 HP, you won't like spending that at level 0. The square is important, or else the game upgrades it with an implied tier 1 rune, making it cost 10 HP and dealing 25 to 36 damage. Actually, 28 is what's needed to one-shot the scorpions, and 30 for the wasps, so this isn't that bad. Spending food to maintain HP like this makes it impractical as a starting tactic, though, so poor Fire still ends up being a rather bad starter element.
- 26:  R3 E1 (20), level 6. Picking up the first two elements the game leads you to is stronger than any single element spell you can use. You have the potential to spend 28 HP with a third rune for 65 to 81 damage, which while not deadly to the foes you just fought, it's still going to 2-shot them at worst.
- 37:  F3 R3 (29), level 8. If you didn't pick either Wind or Water to start, you're now in the underwater Legendary Temple with this as your best shot. Spending 33 HP with a tier 3 third rune, the damage is 91-110, and against the 64 magical defense and high HP of the dragons there, it's going to take several of these shots just to knock them down. You do this because you can't actually do any damage to the 200 physical defense with your sword, ow.
- 56:  E1 (4), level 20 (+20) with legendary weapon (+32). Damage range is 140-156 if you sneak in a tier 3 third rune using a square as the second rune (like  E1 #0 E3). Not bad for a spell of 8 HP, although this is an endgame character. Ideal anti-Darces spell at minimal risk to yourself.
- 68:  W3 F2 (60), level 8. You are led to the Legendary Temple, with Water as your picked element. Enhanced by the third rune (costing 53 HP), it can deal 170 to 186 damage before defense, which while not enough to one-shot those dragons, will still get a pretty huge chunk of their HP.
- 84:  W3 A3 (72), level 12. With the third rune, it's a 58 HP cost spell that can deal 210-226 damage after 2.5x from the third rune and before defense is considered. Just memorize  W3 A3 A3 as your go-to spell when you need to smash those moles.
- 102:  W3 R1 (52), level 18 (+18) with legendary weapon (+32). Needed to guarantee 255 damage, minus enemy magical defense, with a third rune. After you pick up the legendary weapon, this spell is more economical, at a cost of 48 HP with a 2.5x multiplier.
- 124:  W3 A3 (72), level 20 (+20) with legendary weapon (+32). The highest you can get the base spell damage to.
- 128: Needed to guarantee 255 damage with a tier 2 rune as your third. This isn't happening, although you will occasionally hit the damage cap with a maxed out character using  W3 A3 A2, spending 46 HP.

Miscellaneous

- To thwart your progress in dungeons, you are not allowed to open doors before learning any magic. You can still pick up the unenchanted Sword of Earth, then apprentice in Earth magic as your initial element, and this gets rid of the unenchanted sword. There is no mention of the sword in the wise man dialog. The sculpture deep inside the temple where it's supposed to enchant the sword will give glowy eyes, complete with sound, but to no real effect. The sword isn't lost if you apprentice in any other element, and picking up a later "plot item" will advance the town dialog as usual. Of course, since you did get rid of the sword whose element you apprenticed in, this does nothing to block your progress.
- The deadliest magical attack can deal 120-127 damage, plus a little extra if you stayed at an inn too many times, and is reduced by your magical defense (no better than 37), leaving 83 to 90 damage at the most optimistic. Level 11 is when you have a shot of surviving at max HP, together with maximum armor and shield spell. Level 12 makes this guaranteed, so long as you stay healed and have endgame armor. Level 16 is when you have enough HP to fire your top spell (costs 58 HP) and still survive a retaliation. Better yet, just make sure you can dodge readily, so you don't need to spend money on more potions than practical, as three shots typically slay a maxed out level 20 character.
- There is a sudden jump in damage, from  W1 E3 to  W3 E1, from 41 to 48. Reading 41 and 48 in hexadecimal would be 29 and 30. Since it's hexadecimal, there would also be 2A, 2B, 2C, 2D, 2E, and 2F between 29 and 30, but most likely this was forgotten when someone was tweaking with the numbers at that moment, and so the result is a jump in damage between these two spells. In any case, this damage gap means Water is even more valuable as a starting element to pick.

Closing

It's the end of my guide, as we know it. This section is essentially a footer, and not really a guide at this point. Still, it has information that may be useful in case you want to know stuff about the guide itself rather than what the guide is about.

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Credits

While most of my recent stuff was mostly me alone, I should never forget those who have helped long ago, and recently as well, for this FAQ.

xelos667 - The one who noticed that EXP could affect something.

Sethan - Most of the names are based off of similar items in his FAQ.

ZenicReverie - Having posted, I followed a link to a Let's Play that included a map with names of places.

Binta - Confirming what the Blue Elixir does.

SBAndross - Pointing out that monstrosity is not a lizard, but in fact a zombie!

HylianFox - Suggested tracking down images of unused monsters. I was originally just going to type **No Show**.

Contact Info

The best (and largely only) way to contact me is through the GameFAQs Private Messaging system. Username is **FatRatKnight**.

My situation doesn't demand much E-mail use for the time being, and having my guides as the only reason to check regularly (particularly for rarely played games such as this one) will be rather discouraging in short order. I have reason to visit GameFAQs regularly, so any PMs there will likely be noticed within a day. Apologies for any difficulties.

Legal

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Version History

Here's this history. Cheers! And what a long history ago it was!

v1.35

Oh, wouldn't you know it? Every update is the final one until the next update comes around!

- **Non-Attack Spells** had some descriptions in need of icons. Otherwise, you sort of needed to go back to the top table every time I refer to these spells, which was all the time. Sorry about that.
- **Tricks & Glitches** looked a little empty. Let's make it less empty! Its population has more than doubled.
- Sure enough, **Quest Items** had a few mistakes. Streamlined some advice about starting with the sword's respective elements. And some typos spotted and removed.

v1.30

12/13/19 - Ah, mistakes happen. I forget a detail here, and an entire subsection there. It's all mistakes, all the same.

- Some clarification in **Physical Offense** where I talk about RNG and the ATP stat. I forgot to report the relevant spell, so if you didn't know about this mysterious ATP stat, you'd be confused.
- Oh, right. **Quest Items**. That subsection exists. Here, let me fill it out for you. Ah, much better!

v1.20

10/14/19 - Might as well update while my mind is on this again.

- Padded out **Introduction** as a type of table of contents, with a description of each section.
- Fixed up various descriptions in the **Monsters** section. Nothing big, mostly fixing notes and adding icons for weapons.
- Several changes to descriptions. Hopefully things are clearer. They include Flank Defense and food & water shopping. And decided to clear up effects of RNG when making a physical attack.
- Aren't horizontal lines stylish? Added them wherever they seemed to make sense.

v1.15

07/07/18 - I analyze things. It's what I do.

- You know that **other data** I put in the other day? Yeah, well I realized I could have, you know, analyzed things a little more closely before putting it in. Turns out all less-than-half attacks does permanent damage to a monster, but more-than-half doesn't. Who knew?
- Oh, **Damage Spells**, your table is vertically misaligned. I'll just do some magic, and poof! It's fixed! Those p tags were a problem, not showing up in the cell properties, but they happen when you press Enter just once in a cell.
- **Monsters** occasionally drop treasure. I added the gold amounts (by area).

v1.10

06/26/18 - I shouldn't forget these things. They're a little bigger.

- Added some EXP related stuff in **Stats Trivia**. Also fixed location names in there.
- There's three **Monsters** I didn't list, because they can't be found. However, there's stats for 'em inside the game, so I extract them for you to see in this update. Now you can start theorizing why these monsters didn't make it in!
- Added **other data** to the monster AI. I figure you couldn't get enough of reading meticulous details so I added even more! It includes a few strategies in how to abuse the imprecise HP resets. I knew these meticulous details could do useful work!

v1.06

06/21/18 - Ah, just some small thing.

- Zombie, not Lizard. That's exposed rib bones. Nothing alive has such pearly bones and an empty chest cavity, to my knowledge.
- Oh yeah... I mention monster stat gains for staying at an inn too much. I just forgot to do so in **Monsters**. Seems kind of important.
- Clarified how much damage the player should expect in the overworld, in the highly specific case of being level 0 and in the sole 16x16 region where monsters get half POW. **Monsters** > Overworld, in particular.

v1.05

06/18/18 - Huh, I forgot to put down the rune icons in a few places. Might be ideal.

- Fixed up some description mistakes in **Monsters**.
- Some description fixes, a little more information about related spells, and linked some tabled stuff in **Items**.
- Another entry in **Stats Trivia: Magical Offense**. A 14 damage one. And a few minor changes, too.
- Added a few index blocks to various sections, like the one at the top of this very page.

v1.00

06/16/18 - Over 11 years later, I've come back to this guide. Joys. I'm also armed with knowledge of how to disassemble stuff, too! That should clean up any errors!

- Transfer to formatted FAQs from text file.
- Pretty heavy rewrite. I just don't feel right about moving the version number past the integer in a single leap, though.
- Reexamined attack and defense formulas
- Discovered accuracy formula
- Fixed enemy stats. Mostly the physical defenses when the stat was hidden
- Figured out potion effects

v0.90

01/12/07 - Well, first version! Only things missing are the enemy flank power, the physical attack power formula, and weights of some key items. There's also something about enemy attack pattern which I haven't checked/recorded...