

Monster Maker: 7-tsu no Hihou FAQ/Walkthrough (JIS)

by LastBossKiller

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Monster Maker: Nanatsu no Hihou (Famicom)
Guide by E. Phelps, ver. 1.0
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---Viewing This Document---

This document contains Japanese text. To view it correctly, set your browser or word processor to view "Shift-JIS" format. For example, if you are using Internet Explorer, using the dropdown menu, go to View -> Encoding -> More -> Japanese (Shift-JIS). You could, instead, open this document with Microsoft Word, and it will ask you about the encoding automatically, allowing you to select Shift-JIS.

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- - - = = = ===== Intro ===== = = = - - -
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Monster Maker: Nanatsu no Hihou (translated "Monster Maker: The Seven Sacred Treasures") is an RPG released only in Japan for the NES/Famicom. It's an excellent, unique game that RPG fans will probably really enjoy. It has a playing card theme to the graphics that gives it a unique look. Dungeons are covered in playing cards. You flip over cards as you move through the dungeon and see what's underneath.

The game mechanics are unlike anything else I've played. The spell system is unique, there is a monster summoning system, a lot of playable characters, and a good challenge level. Give it a try and hopefully you'll like it as much as I do.

The goal of this faq is to guide you to the end of the game even if you don't know Japanese. I uploaded maps to gamefaqs.com as separate files, and I will be assuming that you're using these when I'm giving directions, although I commend you if you map the game yourself.

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[sec1]

The story of this game is as follows: The world was protected by seven gods, who protected the eight races. The god of humans, Zool, has become corrupted by desire for more power.

At the game start, we see Zool in his throne room, inside a volcano on the island of Bulgandy. He tells his five greatest servants to go get the sacred treasures held by the other six gods so that he can achieve ultimate power. He then tells the black knight Nefeldta to kill the Child of Light who is destined to become his greatest enemy.

The scene changes to the witch, Lufia (ルフィーア), talking to her teacher, the prophet Tarieshin (タリエシン). Tarieshin senses that Zool and his dark army are on the move. He asks Lufia to find and protect the Child of Light, saying to visit Bengu Castle for a clue. The Child of Light is able to control monsters.

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[sec2]

---World Map-----[sec2a]---

The world map consists of a series of paths and locations (depicted as cards). You cannot deviate from the paths. If a card is face down, face it and press "A" to flip it over, revealing the location and allowing you to enter. After clearing the location, the card will remain face up. At that time, you will be able to walk over the card without having to enter the location, allowing you to pass by.

---Day and Night Conversion-----[sec2b]---

As you walk around the world map, day will change to night and back again. At night, the aspects of the towns will change. Townsperson dialogue will be different and the stores will be closed. The inn where you recruit party members will be filled with the shopkeepers and the recruitable characters won't be there.

In some cities this is different. For example, in the goblin city, all of the shops are only open during the nighttime.

---Towns-----[sec2c]---

Towns are places where you can rest, buy equipment, and gather information. Here are the shops that can be found in most towns:

Inn (Type 1) - Red sign outside. Pay to have a meal, partially restoring your HP/MP, and then talk to other customers. You can often recruit party members here.

Shop menu:

たのむ - "Request". Pay to eat, restoring some HP/MP, then get the following submenu:

はなす - "Talk". Talk to customers. Also can talk to the owner (マスター) and the waitress (ウエイトレス).

わかれる - "Separate". Remove members from your party.

やめる - "Quit".

Inn (Type 2) - Blue sign outside. Fully restore your HP/MP.

Weapon Shop (ぶきや) - Yellow sword sign outside. Buy and sell weapons here.
Shop menu options: かう ("Buy"), うる ("Sell").

Armor Shop (ぼうぐや) - Yellow shield sign outside. Buy and sell protective equipment here.
Shop menu options: かう ("Buy"), うる ("Sell").

Item Shop (どうぐや) - Blue medicine bottle sign outside. Buy useable items here. You can sell anything to these shops.
Shop menu options: かう ("Buy"), うる ("Sell").

Magic Equipment Shop (まどうきや) - Yellow magic circle sign outside. Buy and sell weapons and armor for magicians.
Shop menu options: かう ("Buy"), うる ("Sell").

Magic Guild (まほうギルド) - Red magic circle sign outside. Here, you can obtain magic cards that allow you to cast a spell one time per purchase. The cards are free, but they cost MP to purchase and you have to have a high enough level to purchase each one. See the "Magic" section of this guide for more details.

The store menu commands are:

ふうじる - "Seal". Purchase spell cards, sealing your MP inside.

もどす - "Return". Return cards, releasing your MP.

Time Keeper (ときのみはり) - Yellow hourglass sign outside. Save your game at this location.

Shop menu options:

はい ("Yes") - Save your game. You have two save slots to choose from.

いいえ ("No") - Don't save.

Priest (じいん) - Looks like a big temple. Revive dead party members or cure status ailments. You are automatically taken to the priest if you enter town with any status ailments or dead allies. Afflicted party members are removed from your party until you pay the fee for their cure.

---Weapons, Armor, and Items-----[sec2d]---

Each character can equip a weapon, armor, a helmet, a shield, and a ring. Magicians have special weapons, purchased at the magic equipment shop. When they attack, a spell is cast which costs no MP. Each magician has a different type of magic that is cast when they attack with their weapon called their "personal magic" (じこまほう). For example, Lufia attacks with flame-based spells.

Each weapon increases a character's attack strength and accuracy. Armor, shields, and helmets increase defense and evasion. Rings increase a character's magic strength.

Each character can hold up to 12 items (including equipped items) at one time.

---Cursed Equipment-----[sec2e]---

Occasionally, you will find a cursed item. Cursed items have different effects depending on which item it is. You might find the curse effect is worth the large stat boost these items often give. In fact, since the curse effect generally only causes damage as you walk, you could keep a cursed item unequipped in your inventory, then equip it just before a big fight to get an extra boost of power for that battle.

Once a cursed item is equipped, you cannot remove it like normal. To remove cursed items, sell them at a shop.

---Magic-----[sec2f]---

Magicians can learn a few spells over the course of the game when they level up. You can cast those spells using MP like in any RPG. However, it is much more common to cast spells using magic cards, purchased at the magic guild.

Magic cards are free, but you can only get one if you have a high enough level. The level needed to get the card is shown next to it, under the レベル ("Level") column. You then must spend MP to get the card. The MP cost is shown under the "MP" column. Your MP is sealed into the card. You cannot get this MP back by resting or any other means as long as you still have the card. Each character can hold up to 12 cards at one time.

---Exploring Dungeons-----[sec2g]---

The dungeon maps are covered with face down cards. Face one and press "A" to flip it and reveal anything underneath. You might find a treasure, a trap, or several other things. When you clear a dungeon by accomplishing a specific objective, all of the cards in the dungeon will be flipped over and you can walk through it easier. Any locked doors will be permanently unlocked as well. Below, I list the common objects that can be found in the dungeons.

Medicine Jar (くすりびん) - Drinking these can have positive effects, such as HP or MP recovery, but also can be negative, such as inflicting status ailments. I recommend avoiding drinking from these unless you're desperate.

Trap - The graphic shown is the symbols "!" when you hit a trap. The effect of a trap can be damage and/or inflict poison or paralysis. Traps are often triggered by trying to open treasure chests.

Treasure Chest (たからばこ) - Although often booby trapped, treasure chests often contain useful or even required items. Sometimes they contain a monster-in-a-box that will attack you, and you will usually get an item after winning those battles.

Stone Statue (せきぞう) - Search stone statues to witness various effects, such as getting an Ancient Statue item, getting money, engaging in battle with a Gargoyle, or having your HP halved. In general, I recommend not interacting with these since the risk isn't worth the potential rewards.

Stone Monument (せきひ) - Searching these will often result in you learning some info. However, bad things can happen, such as getting turned to stone or into a goblin, or having all the cards on the current screen flipped back to face down.

Fear Tile (きょうふ) - These squares are too scary for your party to pass unless you are at a high enough level.

Mirror Room (かがみのま) - If you look into the mirror, you might turn into a goblin or you might warp to a different part of the dungeon. Sometimes you will be attacked by dopplegangers of the character who looked into the mirror. But, when you win those battles, a secret passage will appear.

Cords (つりひも) - Pulling a cord will either spring a trap, cause a chute to open, or open a secret passageway. Cords often appear in pairs, and pulling the left (ひだり) cord will have a different effect than pulling the right (みぎ) cord.

Chute (シュータ) - This causes you to fall down one floor.

Monster Tamer (まものつかい) - An old man that will sell you summon monsters

and heal or revive your summon monsters. You can also trade summon monsters with him.

Spring (いずみ) - Springs can have various effects, such as restoring your HP, inflicting poison or paralysis, or no effect at all. Springs do not have a random effect, so remember where the HP restoring ones are so you can use them when needed. You can smell the water first by selecting におい ("Scent"), but your characters' responses are little indication of the spring's effect. Select のむ ("Drink") to drink.

Evil God Statue (じゃしんぞう) - Evil god statues can have various effects which are often random. When you find one, you can first search it. Searching sometimes leads to you finding money or you might be attacked by the statue. If you find nothing, you are then asked if you want to pray to it. If you pray, the evil god statue's eyes will open and he will ask you for a tribute of some amount of money. Say yes and various effects will happen. You might have your HP or MP restored or you might be warped to another part of the dungeon or even to the world map. Statues that warp you are not random and will always do the same thing.

Elevator (エレベータ) - Elevators move you up and down floors in a dungeon. The options are: のぼる ("Go up"), おりる ("Go down"), and やめる ("Quit").

Locked Doors - Locked doors can be opened with keys found in the dungeon. The name of the door and key required is always the same. For example, the Copper Door (どうのとびら) is opened using the Copper Key (どうのかぎ). If you load a saved game, any doors you opened in a dungeon will be locked again and you'll have to re-find the corresponding key. If you clear a dungeon, all doors will be permanently opened.

Beggar (ものごい) - Pay a beggar money and it will give you clues about the current dungeon.

---Summon Monsters-----[sec2h]---

Early in the game, the "Child of Light" (as your main character is called) will gain the ability to summon monsters. Summon monsters are purchased from the Monster Tamer, found only inside certain dungeons. Only your main character can use the summon monsters.

Summon monsters are kept as items in your inventory. Use one as an item during battle to summon the monster. You can only summon monsters that have non-zero HP or have no major status ailments such as paralysis. You can revive dead summon monsters or heal their status ailments by visiting the Monster Tamer. He can also restore HP to them.

Summon monsters go away at the end of each battle, so you have to re-summon them for each battle. You can summon as many monsters as you want to fill up the six party member maximum. You can only hold five regular party members in your party, so there is always one open slot for a summon monster.

Summon monsters use the same attacks as the wild version of that monster. You cannot control the actions of the summon monster, it is computer controlled. They are able to attack from the back row.

You can hold a maximum of four summon monsters in your main character's inventory at one time.

---Summon Monster Exchange-----[sec2i]---

At the Monster Tamer, you can trade two of your summon monsters for one new one. The monster you receive will depend on which two summon monsters you

chose to trade. You cannot make all of the trades at some of the Monster Tamers. I guess this is a way to prevent you from getting too powerful summon monsters early in the game. So, go to the Monster Tamers at later dungeons to make more powerful trades. The Monster Tamer in the dungeon of Bulgandy Island (ブルガンディとう) will make all of the possible trades with you. See the "Summon Monster Exchange List" section near the end of this guide for the list of which monsters can be traded for which.

---Battles-----[sec2j]---

Battles in this game are mostly the same as in all turn-based RPGs. However, there are some differences that will be discussed in this section.

- (1) Your characters will re-target to a different enemy if the enemy they were about to attack dies before your character's turn to attack.
- (2) You can run from battle even if all of your party members are asleep or afflicted with any other status ailment.
- (3) If you fail to escape from battle, the enemies might get a free turn to attack, but not necessarily. It's random.
- (4) When you defend during battle, you select a party member who you want to defend. It is often good to have a character in the back row defend a character in the front row since characters in the back row cannot be attacked by a regular physical attack.
- (5) You can talk to enemies during battle and attempt to convince them to leave the battle. See the "Battle Menu" section for more info on the talk commands.
- (6) There is a 99 HP maximum damage per attack that both your characters and the enemies can do. It's annoying because enemies with 100 HP will take attacks to kill no matter how much stronger you are. But it does make it so the enemies can't just kill your weaker characters in one hit.

---Status Ailments-----[sec2k]---

There are several status ailments in this game, and you are likely to see all of these many times:

- ねむり - "Sleep". Take no action for a few turns.
- めくらまし - "Blind". Take no action for a few turns.
- かなしばり - "Bind". Take no action for a few turns.
- こおりつき - "Frozen". Take no action for a few turns.
- しびれ - "Numb". Take no action for a few turns.
- いし - "Stone". Character cannot act. Does not go away after battle.
- まひ - "Paralyzed". Character takes no actions and is damage as he/she walks. Doesn't go away after battle.
- どく - "Poison". Damage as you walk. Does not go away after battle.
- ゴブリン - "Goblin". All your stats are decreased. Does not go away after battle.
- こんらん - "Confused". Character attacks random character, foe or ally.
- とりこ - "Confused". Character attacks a random ally.
- まふうじ - "Magic Seal". Cannot cast spells. Also cannot attack with spell-based weapons. Goes away at the end of battle, but persists the entire battle.

---Death in the Party-----[sec2l]---

To revive a member of your party, return to any town. You will automatically be taken to the priest and the dead character will be kept at the church until you pay the fee to have him/her revived. There is also a spell and an

item that will revive dead characters, but these don't appear until later in the game.

If your entire party is wiped out, you get a game over, returning to the title screen. You then have to continue from your last save point.

---Leveling Up-----[sec2m]---

There are no experience points in this game. To level up, you must complete certain objectives, like defeating a boss or clearing a dungeon. This means that you can't just level build to get stronger.

It makes the game challenging in that you are never a lot stronger than the enemies. But it also makes it so you have to think and use strategy to defeat your opponents. I like this leveling system since I hate level building in RPGs.

---Recruiting Party Members-----[sec2n]---

You can recruit party members at the inn in town with the red sign out front. There are other party members you can get in other special locations too. Many dungeons require you to have a specific character in your party for you to enter them or complete a certain task. These characters are of course explained in the walkthrough section of this guide.

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---Title Menu-----[sec3a]---

Pressing "Start" at the title screen brings up a menu with the option はじめから ("From the beginning"). The other two options are save files which you can continue a previous game from.

---Walking Menu-----[sec3b]---

While walking around, press "Select" to open the following menu:

アイテム - "Item". Selecting this option brings up a sub-menu:
つかう ("Use"), わたす ("Transfer"), すてる ("Drop"), そうび ("Equip").
カード - "Card". View or use magic cards. Brings up the sub-menu:
つかう ("Use"), すてる ("Drop").
まほう - "Magic". View or use a character's learned magic spells.
ステイツ - "State". Opens the status menu.
いれかえ - "Replacement". Trade positions of characters in the battle formation.

---Status Menu-----[sec3c]---

On the right side of the screen is shown the following stats for the selected character:

こうげき - "Attack"
めいちゅう - "Accuracy"
ぼうぎょ - "Defense"
かいひ - "Evasion"
つよさ - "Strength"
ちえ - "Wisdom"
きびん - "Quickness"
うん - "Luck"

In the lower-left window is shown the following information about the selected character:

Character's class

レベル - "Level".

じょうたい - "Condition". This is ふつう ("Normal") if the character is not inflicted with a status ailment.

じこまほう - "Personal magic". Next to this phrase will be listed a type of magic if the character has the ability to attack using magic equipment.

In the upper-left window, you can choose to look at the character's equipped items, inventory, magic cards, and learned magic:

そうび - "Equipment"

アイテム - "Item"

カード - "Card"

まほう - "Magic"

---Battle Menu-----[sec3d]---

During battle, you have the following options to choose from at the beginning of each turn:

たたかう - "Fight". Give commands to each character after selecting this option.

オート - "Auto". Each character attacks using their regular attack.

いれかえ - "Replacement". Change positions of characters in the battle formation.

はなす - "Talk". Talk to the enemy to try and convince them to leave the battle. See the "Talking Menu" below for details.

にげる - "Run". Escape from battle. A failed attempt might result in the enemies getting a free turn to attack, but not necessarily.

If you chose the "Fight" option above, you'll have the following options for each character:

こうげき - "Attack". Regular attack.

カード - "Card". Use a magic sealed card.

アイテム - "Item". Use items in your inventory.

まもる - "Defend". Choose a character to defend and boost their defense for the current turn.

まほう - "Magic". Use magic learned by this character.

If you chose the "Talk" option at the start of a turn, you get the following options:

ききだす - "Interrogate"

なだめる - "Soothe"

せっとく - "Persuade"

おどかす - "Threaten"

ダルト - "Dalt". Give money to the enemy.

アイテム - "Item". Give an item to the enemy.

---Monster Tamer Menu-----[sec3e]---

At a monster tamer, you get the following menu options:

うる - "Sell". Sell summon monsters.

かう - "Buy". Buy summon monsters.

こうかん - "Exchange". Exchange summon monsters. Exchanges are always two for one.

ちりょう - "Medical treatment". Restore status of a monster to normal, including "dead" monsters.

かいふく - "Recovery". Restore a monster's HP to full.

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[sec4]

Here are all the playable characters, roughly in order of when you're able to

recruit them. Character classes such as warriors and dwarfs can equip most weapons and armor. Thieves and Shazu can equip less weapons and armor, but they are able to detect traps. Elves are good at using bows, so they can attack from the back row. Magicians use magic based attacks when you attack with their normal weapons, and the type of magic that's used is listed next to each character as "Personal magic". Magicians generally equip items that are bought in the magic equipment shop.

Lufia (ルフィーア) - Character class: Magician (まじゅつし).

Personal magic: Flame (フレイム).

Recruit: You begin the game with her in your party and she cannot be removed.

Child of Light - Character class: Hero (ゆうしゃ).

Personal magic: None. This is the main character of the game, whose name you enter when you find him/her. Can summon monsters.

Recruit: Find this character in the Danshinein Forest.

Hattatasu (ハッタタス) - Character class: Thief (シーフ).

Personal magic: None.

Recruit: Bengu inn.

Golboa (ゴルボワ) - Character class: Dwarf (ドワーフ).

Personal magic: None.

Recruit: Bengu inn.

Rakuna (ラクーナ) - Character class: Warrior (せんし).

Personal magic: None.

Recruit: Bengu inn.

Roliein (ロリエーン) - Character class: Elf (エルフ).

Personal magic: None.

Recruit: Elsem inn.

Gala (ガーラ) - Character class: Magician (まじゅつし).

Personal magic: Binder (バインダー).

Recruit: Elsem inn.

Nimrem (ニムレム) - Character class: Dwarf (ドワーフ).

Personal magic: None.

Recruit: Elf Village.

Diane (ディアーネ) - Character class: Warrior (せんし).

Personal magic: None.

Recruit: Kazusu inn.

Shawna (シャーナ) - Character class: Shazu (シャーズ). Able to detect traps.

Can use the あまいうた ("Sweet Song") skill to put enemies to sleep.

Personal magic: None.

Recruit: Kazusu inn.

Sara (サーラ) - Character class: Elf (エルフ).

Personal magic: None.

Recruit: Kazusu inn.

Elsais (エルサイス) - Character class: Elf (エルフ).

Personal magic: None.

Recruit: Keful inn.

Link (リンク) - Character class: Magician (まじゅつし).

Personal magic: Freeze (フリーズ).

Recruit: Keful inn.

Salieri (サリエリ) - Character class: Priest (しんかん).

Personal magic: None.

Recruit: Keful inn.

Rejik (レジーク) - Character class: Thief (シーフ). Able to detect traps. Can use the めつぶし ("Blinding") skill to blind enemies.

Personal magic: None.

Recruit: Keful inn.

Nora (ノーラ). Character class: Shazu (シャーズ).

Personal magic: None.

Recruit: Entrance to Sarark Channel.

Tamuron (タムローン) - Character class: Warrior (せんし).

Personal magic: None.

Recruit: Rescue from Great Baran Temple.

Gandalf (ガンダウルフ) - Character class: Magician (まじゅつし).

Personal magic: Might (マイト). Recruit in Danshinein Forest after getting six sacred treasures.

Bolgard (ボールガード) - Character class: Magician (まじゅつし).

Personal magic: Bolt (ボルト).

Recruit in Nord Cave by visiting him with all of your party members turned into goblins.

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[sec5]

You begin on the world map outside the Tower of Prophecy, which Lufia (the witch dressed in red) has just exited on her journey to find the Child of Light. Go East until you see a castle icon a few steps to the South. Stand on it and press "A". The guard allows you to enter Bengu (ベング) Castle.

---Bengu Castle-----[sec5a]---

The guard to Bengu Castle tells you that the castle is experiencing a crisis.

See the "Towns" section of this guide for an explanation of the shops, inns, etc. in town. You'll also notice a sword stuck in a pedestal, called the Ur Sword, that only the Child of Light can remove it is said.

Enter the castle and talk to the chancellor at the top of the screen. He says the princess is missing. The king is ill, so she went to look for Green Seeds that have healing properties. He says he'll give you 500 Dalt if you bring her back. Say yes (はい) to agree.

A woman in town tells you that Green Seeds only grow in Danshinein Forest. Exit town to the world map, then head all the way East and search the card to flip it over and enter Danshinein Forest (ダンシネインのもり).

---Danshinein Forest-----[sec5b]---

On this first screen of the forest, you can find four different allies to recruit. You can only recruit two, but you can recruit none if you like. For each ally you recruit, you will have to pay them a portion of the 500 Dalt reward for rescuing the princess. I recommend hiring one ally: Tamuron (タムローン), who is by far the strongest character of the four. It will only be a temporary hire.

You need to make your way to the exit to the next screen, near the top-right part of the screen. Along the way is a pretty difficult non-random encounter with two enemies called Worms (ワーム), but if you have Tamuron in your party, the battle will be pretty easy. The Worms will probably just run away after a few turns anyway.

On the next screen, you can visit the "Monster Tamer's" house, but he is not there at the moment. There is a healing spring that will restore your HP, a treasure chest (probably trapped) containing a random item, and a stone statue that has random effects if searched. There is also a Green Seed (グリンのみ). Make your way once again to the exit to the next screen, located at the top of this screen.

The third screen is larger than the previous two, but you can't explore the whole area since there is a tile that is "too scary" for your party to

venture past at this time. You have to gain some levels to overcome your fear, so you will have to return later to explore that path.

There is another Green Seed on this screen you can get, but more importantly you will find Princess Medea (メデア). Note, you can only find the princess if Lufia is still alive, so return to town to revive her if need be. Lufia chastises her for coming to such a dangerous place alone. The princess says she didn't come alone, and Lufia gasps when she realizes what she is looking at. She asks if you are the boy. Say "yes" to confirm you are male, or "no" to say you are female. Then you're asked to enter your name. You see the Japanese alphabet and the command おわり ("End"). After entering a name, you have the options: けっけい ("Decide") and やりなおし ("Redo"). The Child of Light and Princess Medea join your party.

You will meet the Monster Tamer (まものつかい) on your way out of the forest. He gives you the Cave Bear (ケイブベア) item that can be used to summon a Cave Bear. It is in the Child of Light's inventory (only he/she can summon monsters). Use the Cave Bear in some battles to see how the summoning works. You can buy more summons from the Monster Tamer. I like the Gnome (ノーム) since it casts Vital All, which heals your whole party. See the "Menus" section of this guide for menu commands at the Monster Tamer, and see the "Shops" section for a list of what each Monster Tamer sells.

---Bengu Castle Revisited-----[sec5c]---
Return to Bengu Castle after retrieving Princess Medea. Before entering the castle, you can strip the temporary characters you hired of their items, and you can transfer some Green Seeds from Princess Medea's inventory to Lufia's or the Child of Light's. Then, enter the castle. You deliver Princess Medea back to the king, so she's no longer in your party. You get the 500 Dalt reward and your party levels up. As you exit the castle, the characters you hired will leave your party, taking a portion of your 500 Dalt reward with them.

I'm not sure if you can do this at this point in the game, but you can enter the inn with the red sign out front and pay to have a meal, then talk to customers inside. You can hire some of the customers. In this case, you will find three of the characters that you could have hired in Danshinein Forest: Rakuna, Golbowa, and Hattatasu. If you can't do this yet, come back later to hire one or all of them if you like. You can kick them out of your party and get better characters later too.

Now would be a good time to buy some equipment, such as a Sword for the Child of Light, and some defensive items like the Leather Helm and Leather Shield. Since Lufia has achieved her mission of finding the Child of Light, it's time to return to the Tower of Prophecy and talk to her teacher.

Exit to the world map and head to the far West end of the road, and search the card there to enter the Tower of Prophecy (よげんのとう).

---Tower of Prophecy-----[sec5d]---
Battles are a bit hard if you have just Lufia and the Child of Light unless you make good use of your Cave Bear summon card. Use it at the beginning of every battle and the bear will be a great help. On the first screen, you can find a treasure chest that contains a Copper Key (どうのかぎ). This is needed to open the Copper Door (どうのとびら) on another floor. By the way, the enemies here are supposedly good creatures of the tower and dummies that are testing your abilities as you climb the tower.

There are a couple new dungeon elements that you will come across. First of all is the chutes. They drop you down one floor, which is sometimes good for

reaching new areas, but it's also just annoying most of the time. There are also medicine jars that you can drink which have random effects. I recommend avoiding them since the risks are too large compared to any possible gains. You can smell them, and your characters will tell you how they think it smells, although this seems to be little indication of what will happen if you drink it. If you drink it, you might turn into a goblin, there could be no effect, you could have your HP or MP restored, or other things.

On the third floor, use the Copper Key to open and get past the Copper Door.

In the upper-right corner of the fourth floor, you find Buran (ブラン) and Tarieshin (タリエシン), who congratulates you for making it back with the Child of Light. Your party levels up.

Tarieshin goes on to tell you that there are seven gods/goddesses in the world who carry sacred gems. They have protected the 8 races of this world. There came a time when one of the gods, Zool (ゾール), out of a dark ambition, turned into a god of darkness. The Child of Light and Lufia are the ones who must prevent him and his dark army from obtaining the seven sacred treasures. Also, you need to seek the female soldier named Diane (ディアネ) and get her to join your party. Collect the seven sacred treasures and crush Zool's ambitions!

---Zool Temple-----[sec5e]---

Your next stop will be the Zool Temple (ゾールしんでん). It is just North of Bengu Castle. The region you can explore is small at this time. Find the Zool Priest on the second screen and he will tell you to return when you have six of the sacred treasures. At that time, he will give you the seventh and final gem. As if this wasn't the most obvious, suspicious guy ever, right? At this point, your party will level up and you will have completed this stage.

When you exit to the world map, you will be able to pass the Zool Temple. Further North, you can enter the city of Elsem (エルセム).

---Elsem-----[sec5f]---

In Elsem, a kind townspeople will tell you about the gods/goddesses and the sacred treasures that they possess. Here's the list:

Human god Zool (ゾール) - Diamond
Orc god Baran (バラン) - Ruby
Dwarf god Hefs (ヘフス) - Opal
Elf god Yurin (ユリン) - Emerald
Shazu god Setet (セテト) - Cat's Eye
Goblin god Meira (メーラ) - Black Pearl
Gnome and Kobold god Iris (イリス) - Sapphire

Finding these is your main goal. Another townspeople tells you that the Emerald is in the Elf Forest.

In the Northeast corner of town, you can find a water gate which is currently locked.

In the inn here, you can hire some new party members: Roliein (ロリエーン) and Gala (ガーラ). Roliein is an elf, who you will need to have in your party in order to enter the Elf Village (although this isn't the time to do that, so you can hire her later). She attacks with a bow, so she can be placed in the back row of your party and still attack. Gala is a magician who can paralyze enemies with her regular attack and also can be placed in the back row. I find Gala a bit more useful, but neither is great, and as I said, you need Roliein to enter the Elf Village.

Also in the inn, you can talk to the Holy Knight Mart (せいぎしまルト). He asks you to take a baby (which you get as an item called the Infant - おさなご) to Danshinein Forest and give it to Gandalf (ガンダウルフ). He also gives you a pendant that is the same as the Child of Light's and some money for your trouble.

So let's take that baby to Gandalf.

---Danshinein Forest Revisited-----[sec5g]---

Head back to the third screen of the forest. With your levels raised, you should be able to cross the "fear tile" now. From there, make your way to the top of the screen to find the door to the fourth screen.

On the fourth screen, head to the Northwest corner. You will find a stone monument there. When you search it, you will be warped to a different area of this screen. From there, explore a little farther to find Gandalf. He recognizes it as Mart and Sophia's child and takes it for safe keeping. Your party levels up and this mission is complete.

---Water Gate-----[sec5h]---

Return to Elsem. Enter the house to the left of the armor shop, Neius's (ネイウス) house. He says that there was a loud sound and the house in the Southwest corner of town sunk into the ground. He asks you to seek the cause. Say yes and get the Water Key (みずのかぎ).

Use the key at the gate in the Northeast corner of town to enter the Water Gate (みずのもん).

This dungeon is pretty small. Go down one floor, then make your way to the Northern end of the dungeon. There is a Monster Tamer here, by the way, but your goal is to find the Big Rats (おおねずみ). This is basically a boss battle. You can use the Hell Flame (ヘルフレイム) spell to deal big damage and make this easy. After winning, exit via the nearby stairs to the left to get back to town.

Go back to the guy who gave you the Water Key. He'll say that the Big Rats were the cause of the sinking house and reward you with 500 dalt for taking care of them. Your party also levels up. He then says way that the Orc army has invaded Keful (ケフル) Castle. He doesn't know if the royal family is ok, but asks if you will sneak in and save them. Say yes to agree, of course.

At this point, you should be at a high enough level to cross the "fear tile" on the second floor of the Tower of Prophecy, where you'll find the excellent Aura Robe.

---Elf Forest-----[sec5i]---

The next location to visit is the Elf Forest (エルフのもり), located North of the Tower of Prophecy. If you plan on visiting the Elf Village here, you will need to recruit Roliein from the Elsem inn. You have two choices: to visit the elves and try to get the Emerald, or to pass through the Elf Forest and continue on to Claf Cave to try and get the Sapphire from the kobolds and gnomes.

On the first screen of the Elf Forest, you will have to battle five Kashis (カーシー). They're annoying because they use an ability that can stun all of your party members. If this happens, you can still run away, and then initiate the battle again and hope for better luck. Casting Hell Flame is pretty necessary to take them out.

If you just go through the door at the top of the screen, you won't get far

since it leads to a dead end. Instead, go to the "evil god statue" on the first screen. Say "yes" to search it, and you will find nothing. Then say "yes" to pray to it, and it will open its eyes and request money (250 Dalt) for you to borrow its power. Say yes and you will be warped to a section far into the second screen of the forest. This sequence of events to get warped by an evil god statue is very common in this game.

From the second screen, make your way North to the next screen. On the third screen, you can find the entrance to the Elf Village (Called Esaranbal - エサランバル) located behind an Ogre (オーガ) encounter.

In the Elf village, there is a house in the Southeast corner of the village, with a barred door. You can hear the voice of a dwarf calling for you to get him out of there. Elsaïs (エルサイス), the elf leader in the Northeast house says that only he can get the dwarf out, and he only will if you agree to take the dwarf with you. You will have to have an opening in your party to do so, so return at a later time for him.

Exit the Elf Village via the Southeast corner to enter a new part of the Elf Forest. Make your way to a boss encounter: Forun (フォルン). He seems strong versus magic damage, so cast Power to increase your physical attack power and Guard to raise your party's defense. Come with lots of Vital All spell cards to help you keep your HP up. His two arms have 500 HP each and his head has 900 HP. You have to kill all three parts to win. If you have the Sapphire already from skipping ahead, it can help a lot since it will damage all three of his parts and inflict frozen status on them. His head doesn't attack, but it casts Power and Sleeper. I suggest focusing on his arms first, one at a time. If you kill both, he can no longer attack. When you win, you get the Emerald (エメラルド). Your party levels up as well.

The Emerald, like all the sacred treasures, is entered as a spell for the Child of Light. It takes no MP to cast, but he can only cast it once after each time you rest at an inn. The Emerald casts a thunder-type spell that damages and stuns enemies.

If you killed Forun, as you make your way out of the forest you will encounter a soldier named Zakkarif (ザッカリフ) and four Kashi. He tells you to give him the Emerald. Say "no" obviously and you will engage in another boss battle. Zakkarif has 160 HP and if you managed to beat Forun, then this battle will be easy for you. Cast Hell Flame and Emerald to dispose of them quickly. Maybe cast Power and Guard as well. When you win, he runs away.

Next, you want to make room for the dwarf imprisoned in the Elf Village. So fire someone from your group if you need to (this is done at an inn) and return to the elf village (you will still need Roliein to get into the Elf Village). Go to the barred door to get the dwarf Nimrem (ニムレム) in your party. Then, you can finally get rid of Roliein if you like someone else better since you're done with the Elf Village.

---Claf Cave-----[sec5j]---
Next, let's head to Claf Cave (クルアフのどうくつ), located North of the Elf Forest, to get the Sapphire.

On the first screen, go through the door in the upper-right corner of the screen. Then fall down a couple chutes and find the stairs leading to the Kobold Village.

In the Kobold Village, talk to the king in the big house at the bottom of the screen who says that the sacred treasure of Iris, the Sapphire, was stolen by the gnomes. He asks if you will get it back from them. Say "yes" and he gives

you the Zaag Key (ザークのかぎ).

Back in the cave, use the key on the nearby Zaag Door and use the nearby elevator to get back to the top floor. Go to the upper-left part of the screen to find the entrance to the Gnome Village.

In the Gnome Village, talk to the gnome king in the big house at the bottom of the screen. He says that the gnomes and kobolds take turns keeping the Sapphire for one year. He asks if you came to get the Sapphire. Say yes and he gives you the Goddess Key (めがみのかぎ).

Use the elevator to get back to the bottom floor, then use the key to get past the Goddess Door. Continue to the next screen where you'll find Rejik (レジーク) being attacked by some Orc Guards. Win the battle to get the Sapphire (サファイア), which Rejik was trying to steal. When the Child of Light uses the Sapphire spell, it damages and inflicts frozen status on all enemies. Your party levels up and this mission is complete.

If you return to the gnome king, he tells you to use the Sapphire to battle Zool. If you return to the kobold king, he'll be angry that you have the Sapphire and attack you with some Lizard Men to get it back, so avoid him.

On a side note, you can battle a Magman (マグマン) on floor B2. Behind him, you can find the Flame Bow (フレイムボウ). However, the Magman is so hard it's not really worth the effort for this particular item.

---Galtei Cave-----[sec5k]---

With Nimrem in your party, head to Galtei Cave (ガルテーのどうくつ), located North of Danshinein Forest, to visit the dwarves and try to get the Opal.

On the first screen, fight some Spew Slimes (ゲロスライム) in the upper-left corner of the screen. They inflict paralysis often, so come with Deparalyze (デパラライズ) spell cards. After winning, follow the path to get the Copper Key (どうのかぎ). Go to the upper-right part of the screen to find the door up to the next screen. From there, get past the Copper Door and find the pair of stairs next to each other. Go down the stairs on the left.

On the next floor, go to the lower-right corner to find some stairs up. On the next screen, go all the way up, then all the way right to find the entrance to the Dwarf Village. They will let you enter if Nimrem is in your party. Strip Nimrem of his good items since he's about to leave you.

In the Dwarf Village, enter the house at the top of the screen. Talk to the elder who gives you the Opal (オパール). Then your party levels up and Nimrem leaves your party. This completes the mission, so exit to the world map. There is a Monster Tamer in Galtei Cave, by the way. The Opal spell will restore all of your non-dead party members to full HP.

---Kazusu-----[sec5l]---

Enter the Shazu (cat people) Village of Kazusu (カズス), located North of Galtei Cave.

You can hire some new characters at the inn here:

Sarah (サーラ) - An elf that isn't particularly great.

Shawna (シャーナ) - A Shazu. She can detect traps in the dungeons which helps you avoid springing them sometimes, so she's a pretty helpful character.

Diane (ディアーネ) - The daughter of King Ashadi (アシャデイ) of Keful. This is the warrior woman that Lufia's teacher told her to seek, so you want to hire her for sure. Once in your party, you can't get rid of her.

Enter the temple in the upper-right corner of town. You ask the priest for the Cat's Eye, but he says he requires proof that you are the soldiers of light. He wants you to bring him the crystal ball belonging to Lufia's teacher to prove you are who you say you are. This requires returning to the Tower of Prophecy.

But first, the game might consider Diane to be under-leveled for how far you are in the game. If you visit the "Angel of Ulm", she is likely to gain some levels. The Angel of Ulm is found in several locations. The easiest to find is in the Elf Forest. After using the evil god statue to warp, make your way to the lower-right part of the screen to find him. As far as I can tell, Diane is the only character who can get level ups in this way, and it is a one-time thing.

---Tower of Prophecy Revisited-----[sec5m]---
The tower layout is the same, but there are stronger enemies. At the top, you see Lufia's teacher who asks for the sacred treasures. Say yes and you find it was a trap, losing all of your sacred treasures (although you can get them back later), so say "no". It was actually Dioseril (ディオセリル). She says she killed the teacher. Lufia says to leave the battle to her and levels up in anger before the fight. You fight a one on one battle. Dioseril has 150 HP and casts Flame and Hell Flame. It's not too hard, but you might need to cast a healing spell once or twice. Simply attacking works fine. After winning, Dioseril turns into a Siren and flies away. You were unable to find the crystal ball you came for, so Dioseril must have it.

---Keful Castle-----[sec5n]---
Enter Keful (ケフル) Castle West of Elsem. The orc guard is actually your bat friend Buran now in disguise, who will let you enter. If you talk to the orcs in town, they will attack you. Just make your way to the castle to enter a dungeon area.

In the castle, go to some cords in the lower-left section of the first floor. Pull the left (ひだり) cord to find a hidden door. Enter it to go down one space, where you'll find the Copper Key (どうのかぎ). Toward the middle of the first floor is the Copper Door which you can now pass. From there, go down a little bit to find some stairs leading down. After going down the stairs, go right to fall down a chute. On this floor (B2), go clockwise around the room (ignoring the stairs) to find a chest containing the Iron Key (てつのかぎ).

Use stairs to get back to the first floor. Then go back down the stairs that were behind the Copper Door. This time, go left to unlock the Iron Door, then just follow the path to find the chest containing the Lead Key (なまりのかぎ). Return to the first floor, then go toward the right side of the screen to find the Lead Door which you can now open. You can go up the stairs behind the door and make your way to the top floor to find the sword called Barracuda.

Back on the first floor, take the stairs down that were behind the Lead Door. Go straight up to the upper-right of the next room to find some stairs leading down. On the next floor, follow the path to meet Zakkarif (ザツカリフ) again, the guy you met in the Elf Forest after defeating Forun. He has 350 HP and is pretty easy to defeat. Cast Power if you need some help. Keep your HP up, because when you defeat him, his body explodes, damaging your party.

After the battle, go left to get the Jail Key (ろうやのかぎ), then go down and left to get the Steel Key (はがねのかぎ). Go to the lower-right corner of this room to use the Jail Key to free Diane's father, King Ashadi

(アシャディ).

Make your way back to the first floor, then go up some stairs in the upper-left section of the floor. On the second floor, get the Darkness Key (やみのかぎ) in the upper-left corner of the screen. Continue up to the top floor and use the Darkness Key to open the Darkness Door. Before proceeding further, strip Diane of her equipment and items. Then take a step down to be confronted with two Dianes! One of them is a fake. It asks you to choose which one you think is the true Diane. It doesn't matter which one you pick. You are already in Delaunay's trap. You are attacked by some Orc Knights, which is a pretty tough fight. When you defeat them, you will then be attacked by Delaunay (ドロネ). She is weak versus magic attacks, so use whatever attack spells you have at your disposal to sap her 220 HP. When you win, she jumps out the window and escapes. The true Diane is now rescued and it turns out the one following you all along was a fake and actually Delaunay, so the items she had are gone. Diane wants you to meet her father the king, so go back into the castle and you appear in the throne room. He thanks you and Diane asks to be allowed to go with you on your journey. He grants her permission, then your party levels up.

The shops and stuff will now be open in town. There are some new characters you can hire at the inn:

Elsais (エルサイス) - The elf leader.

Link (リンク) - An ice-magic based magician. One of my favorite characters.

Salieri (サリエリ) - A priest that is supposedly good at healing-type magic.

Rejik (レジーク) - A thief that you've met previously (he was trying to steal the Sapphire from the gnomes).

The next mission requires you to have Rejik in your party, so make room for him and take him with you.

---Burugna-----[sec50]---

Go to Burugna (ブルグナ), North of Keful, with Rejik in your party. There are orc guards that won't let you enter, but Rejik knows a secret passage, so you are able to enter the castle.

In the castle, make your way toward the left-middle part of the first floor to find a chute that will drop you to the basement. There, you can find the Copper Key (どうのかぎ). Then, use the evil god statue to warp outside. Go back in the castle and go through the Copper Door on the left. Go clockwise around the perimeter of the floor to reach some stairs going up on the right side of the screen. On the second floor, go straight up to fall down a chute. Go down from there to find the Iron Key (てつのかぎ).

Go up the stairs at the top-middle part of the first floor. On the second floor, get to the upper-left part of the screen by passing through the Iron Door. Use the mirror room furthest to the right in this portion of the screen to warp to a new area of the first floor. Follow the path to find stairs up to the second floor. Go left to find stairs leading down to the first floor. Then, go down the nearby stairs to reach the basement. In the basement, go up to the top of the screen to meet Vindlas (ヴィンドラス). He completely heals your party, including any dead members, before initiating a battle. He has 400 HP and is strong versus magic, so cast Power and use primarily physical attacks. After winning, go left where you'll find several treasures. The most important is the Ur Helm (ウルのかぶと), but you can also get the Earth Axe (アースアックス). The Ur Helm, like all the Ur equipment, is only equippable by the Child of Light.

Go back to the stairs leading up in the upper-right corner of the first floor, and this time go down to the lower-right corner of the second floor

screen to find some cords. Pull the left (ひだり) cord to make a hidden passage appear leading left. Go through it, then prepare for a nasty battle versus two Magman (マグマン). They are weak against ice magic obviously, so use the Sapphire to damage and freeze them, then you can probably manage to take them out pretty easily.

Past the Magman encounter you will find the Lead Key (なまりのかぎ). If you go up the stairs here, it will lead you to the Ice Staff, although you have to beat some Adepts to reach it, who can be pretty hard.

Still on the second floor, go to the right through a one-way passage and you will be near the Lead Door, which you can now pass. Go up the stairs past the door to be on the third floor where you'll find the Steel Key (はがねのかぎ).

Get to the top part of the second floor, which can be reached using the stairs at the top-middle of the screen on the first floor. To the right is the Steel Door, which you can now pass. Go up past the door to find stairs leading to the third floor. Follow the path to the fourth floor where you will find the boss, Dioseril (ディオセリル). To get revenge for her teacher, Lufia asks to fight alone. Dioseril has 260 HP and casts Flame Bomb and Hell Flame. I found that Lufia's evasion was pretty high at this part of the game, so she avoided most of Dioseril's attacks and the battle wasn't too hard, although you might need to heal once or twice. When Lufia wins, Dioseril turns into her true form, a giant dragon.

Your entire party jumps into the battle at this point. The dragon's wings have 230 HP, its tail has 250 HP, and its torso has 310 HP. You have to defeat each section of the dragon to win. The torso casts Flame Bomb and Flame Bless. Its tail does an attack that damages your whole party by quite a lot, so you might want to focus on taking out the tail first. The Hell Flame spell works well against the dragon. When you win, you get 729 Dalt and you get the Orb (オーブ), which was Lufia's teacher's crystal ball. You also get the gems you lost if you gave them to Dioseril in the Tower of Prophecy.

After this battle, you're still not done! The Orc Lord (オークロード) now attacks. He has 280 HP and is very easy. When you defeat him, say "yes" to allow the orc to explain why they did so much evil. They were influenced by the Zool army, but now they will be peaceful. Your party levels up at this point.

As you make your way out of the castle, Rejik leaves your party, saying he forgot something at Keful Castle. You notice he stole all your gems and the Orb.

---Nord Temple-----[sec5p]---
The next stop is the Nord Temple (ノルドしんでん), located North of Baruguna.

This location is rather small. Go to the upper-left corner of the first screen to fall down a chute. In the basement, you can find the Iron Key (てつのかぎ). Go up the stairs at the bottom of the screen to get back to the first floor, then go past the Iron Door to reach the stairs at the top-middle part of the first floor.

On the second floor, go down and right to meet Vindlas again, who doesn't attack you. Go up the stairs a little below you to reach the third floor. Get the Ariel Seed (エリアルのみ) on the right side of the screen. If you fall down a chute on the left side of the screen, it will lead to the Darkness (ダークネス) sword, which is powerful but cursed. Go to the upper-right part of the third floor to meet Montazuna (モンタズナ). He has 520 HP, but he is extremely weak and it should be no problem. When you win, you get back the

Orb, all of your gems, and your party levels up. Rejik appears and asks for your forgiveness. He says he'll be at the Keful inn if you want him back in your party.

After completing this mission, the Forbidden Door on the right side of the first floor will be gone. You can follow the path behind it to get the Ur Ring (ウルのゆびわ).

---Sarark Channel-----[sec5q]---

Now that you have the Orb, you can talk to the priest in Kazusu to get the Cat's Eye. Go talk to him and you give him the Orb. He goes to get the Cat's Eye for you only to find it has been stolen! Next, head North to the Sarark Channel (サラーク) with an opening in your party.

When you enter the Sarark Channel screen, you will find Nora (ノーラ), a pirate-looking Shazu, who is similar to Shawna. She will join your party for 1000 Dalt if you have an opening. You want to hire her because she will allow your party to cross the whirlpools in the channel, allowing you to progress through this level.

There aren't really any good treasures or anything in the channel. Just try to make your way North to the second screen. There are whirlpools along the way that will send you back to the beginning of the channel unless Nora is in your party, in which case you can pass safely. There are also a lot of tiles that have a strong current which will send you moving in various directions, making navigating the maze a little more confusing. This is all labeled on my map, of course.

Make your way to the upper-right corner of the second screen, where you will encounter Ifinu (イフィーヌ), who has 500 HP, and two Dark Knights (ダークナイト). This battle is pretty easy, but when you defeat her, she calls some monsters to come attack you. You battle five Scylla (スキュラ) that have 155 HP each. They are weak against ice magic, but strong against fire. They can attack with their tails (しっぽ) to damage all your party members at once. Casting Guard helps reduce the damage from their tail attack. Also, the Sleeper spell works on them. After winning, the last monster kills Ifinu and the Cat's Eye, which she had stolen, sinks to the bottom of the sea.

Go to the mermaid a little Southwest of where you had this battle. She fetches the Cat's Eye (ねこめいし) gem for you and your party levels up. The Cat's Eye spell will remove all status ailments from your party.

---Teibirke-----[sec5r]---

Next, go to the Goblin City of Teibirke (テイビルケ), located North of the Sarark Channel. The goblin at the gate makes you pay 200 Dalt to enter. Except for the Magic Guild, all of the shops here are only open at night.

In the house left of the inn with the purple sign, a goblin offers to sell you a shield for 100000 Dalt. He will only make this offer if the Child of Light has an empty space in his/her inventory. Say no and he will lower the price. Repeatedly say no until the price is 40000 Dalt. Pay the 40000 to get the Ur Shield (ウルのたて). You can do this later if you don't have the money now, but you definitely want this shield.

In Northeast corner of town, enter the next dungeon, the Meira Temple (メーラしんでん).

---Meira Temple-----[sec5s]---

Once you enter the temple, you will not be able to get out easily.

On the first floor, go down the stairs in the upper-left corner of the screen. In the basement, make your way to the lower-right corner of the screen to find some stairs leading up. Back on the first floor, go down to find the Copper Key (どうのかぎ). Retrace your steps to get back to the main part of the first floor. From there, use the stairs on the lower-left to get to the second floor. Open the Copper Door and fall down a chute in the upper-left part of the screen. After falling to the first floor, go down to find some stairs leading back up to the second floor. Then go up to get the Lead Key (なまりのかぎ).

Get back to the main part of the first floor and open the Lead Door in the lower-right part of the screen. Go down to find stairs leading up. On the second floor, go up and right to find stairs leading up to the third floor. On the third floor, you'll find Delaunay (ドロネ). She has 280 HP and it's a pretty easy battle. When you win, she runs away, saying you've already fallen into a trap. You get the Darkness Key (やみのかぎ). Go down the stairs to the second floor, then open the Darkness Door at the bottom of the screen. Past the door, go up to fall down a chute that puts you in front of the temple entrance. When you go to leave the temple, you are ambushed by a roman soldier looking guy named Nefelda (ネフェルダ). He pulls a cord that opens a trap door, causing you to fall into a water pit.

If you start walking, you will be unable to breath underwater. Take a few steps and some mermaids will rescue you, taking you outside. They say to use the Ariel Seed (エリアルのみ) next time. This is a good opportunity to rest and save.

Enter the temple again, then try to exit and you will see the cord that Nefelda pulled to open the trap door to the water pit. Pull it and you fall back into the water. Use the Ariel Seed right away and you'll be able to explore the dungeon. Note, you will not be able to use flame based magic underwater.

You have current tiles to deal with here that will send you off in different directions, just like in the Sarark Channel. Make your way to the upper-left part of the screen to find some stairs leading down. On the next screen, you can find a good sword called the Drakkhen (ドラッケン), and you can get the Iron Key (てつのかぎ), which you'll need.

Return to the first underwater screen and make your way to the top-middle of the screen to fight the Kraken (クラケン). He has four arms with 210 HP each, and one arm with 180 HP. He is very easy, since he has no special attacks (that I saw at least). Freeze and sleep spells work against him. When you win, you fight more body parts of the Kraken. This time, its head has 450 HP and its two arms have 310 HP each. Death Freeze works well against it since it inflicts frozen status. When you win, you get 1898 Dalt and the Black Pearl (くろしんじゅ), one of the sacred treasures. Your party levels up at this point.

The Black Pearl will revive all of your dead party members with full HP, which is obviously very useful.

---Nord Cave-----[sec5t]---
Next, enter the Nord Cave (ノルドのどうくつ). Go down the stairs in the upper-left corner of the screen. Then go through the door in the upper-left corner of the second screen.

There are two stairs leading down at the top of the screen. Go down the one that's located down the right-most path at the top of the screen. On the

fourth screen, go through the door in the upper-left corner. On the fifth screen, head to the right-middle portion of the screen to fight a dragon, named Esland (エスランド). His wings have 280 HP and his tail has 310 HP. His head has 420 HP. Fire magic works well against him, but ice and thunder magic don't work. His tail can attack all your party at once. His head uses a Poison Gas attack that can paralyze your party, and he uses Bark (ほえる), which will temporarily stun your party. When you win, you get 1503 Dalt and your party levels up.

Walk down to get the Ur Armor (ウルのよろい).

This concludes your mission in the Nord Cave. However, there are a couple other things you can get here. First of all, you can recruit a character named Bolgard (ボールガード). He is found past a hidden door accessed by pulling the right (みぎ) cord located a little to the left of the dragon battle. First of all, I would say that I wasn't particularly impressed by this character, so it's probably not worth your effort. But if you want to give him a try, he tells you that he's bored and wants you to come back as goblins before he'll join your party. This is hard to do because your party will be very weak as goblins, but here's some tips of how to do this. Be prepared with lots of healing spell cards and Runner cards to escape battles (it's hard to escape battles when you're goblins because your speed is decreased). If you have Amulets, that will help too by preventing random encounters for a limited time. Use the mirror room in the Baran basement to turn your entire party into goblins. Don't enter any cities now or you will be forced to heal all of your party of the goblin status. Enter the Nord Cave and use Amulets if you have them to avoid encounters, and use the Runner spell cards to escape battles. Before reaching Bolgard, you will have to win a non-random encounter with three Hags. This can be hard. Use your gem spells, namely the Ruby and the Diamond, to damage them with the Light Child, and use Mega Flame with Lufia. Don't let any of your party die or else it will not count as having all of your party as goblins and Bolgard won't join you. Reach Bolgard with all of your party as goblins and an opening in your party and he will join you. He is a thunder-based magician.

Other than Bolgard, you can also get the Staff of Destruction (はかいのつえ) on the last screen of the dungeon, which is powerful but cursed.

At this point, you might have all of the Ur equipment. If so, return to Bengu Castle and pull the sword from the pedestal to get the Ur Sword (ウルのつるぎ).

---Great Baran Temple-----[sec5u]---

The next goal is to visit the Great Baran Temple (だいバランしんでん), located further along the path past the Nord Cave.

On the first floor, head to the lower-right area of the screen to find some stairs leading down. In the basement, basically just follow the path which leads to the left side of the screen where you'll find the Copper Key (どうのかぎ). A few steps beyond that is a warp back to the dungeon entrance.

With the Copper Key, you can pass the Copper Door a little up and left from the entrance. A few steps above the door are some stairs leading down. After going down the stairs, head to the upper-left corner of the screen. A few steps to the right from the corner is the Lead Key (なまりのかぎ). Just below the upper-left corner are some stairs leading down. In the second basement, you will get into a non-random encounter with some Dark Knights. Win this battle to receive the Jail Key (ろうやのかぎ). Go to the upper-right corner of the screen to unlock the jail door and free some Angels of Ulm and a character you might recognize, Tamuron (タムローン). Your party levels up and

Tamuron says that she will be waiting at Keful Castle if you want her to join you.

You might remember from the beginning of the game that Tamuron is pretty strong, so she's a good choice for a character to keep in your front row if you don't like everyone you have.

Head back to the first floor of the castle. Toward the upper-left area you will find a mirror room. When you search the mirrors, whatever character you chose to do the search will be reflected in the mirror and three doppelgangers of that character will attack you. Defeat them to find a hidden passage. Enter it and you'll be one space above the mirror room. Head toward the upper-right corner of the screen to find an evil god statue that will warp you to the first basement. Here, you will find some great treasures: three Hama Shields (はまのたて), the Tempest (テンペスト), and the Flame Staff (ほのおのつえ). Go downwards past a non-random encounter, then head left to find the warp back to the first floor.

On the first floor, go to the lower-left corner of the screen to find some stairs leading up. On the second floor, you will pass the Lead Door. Your goal here is to get the Iron Key (てつのかぎ), located on the upper-right region of the screen. With the key, fall down a nearby chute (up and left from the key location), then go up, then left, then down to find a door beyond which is the elevator.

Take the elevator down a floor, then follow the path to the right to fight a non-random encounter with some Manticores (マンティコア). Win the battle and get the Steel Key (はがね) in the chest further right. Go back to the elevator and take it all the way to the top floor. Follow the path (avoiding the upper-left corner where there's a chute) and go through the Steel Door. A little farther, you will find a beggar. The beggar says that only the Child of Light can pass and asks if you are ready to go alone. Say yes and you will go one space right, beyond the wall, but you will be controlling the Child of Light alone.

Follow the path to fight Nefelda (ネフェルーダ). She has 800 HP. You can cast Guard to help yourself, and use healing spells when needed, but it's a pretty easy battle. You get 251 Dalt when you win and the Ruby (ルビー). The Light Child levels up.

You now have six of the seven sacred treasures. A dragon named Muzmark appears and tells you to go to Zool Temple to get the final treasure, the Diamond.

As you exit the Great Baran Temple, your friend the bat, named Buran, tells you that Gandalf wants to see you.

---Danshinein Forest Revisited Again-----[sec5v]---
Return to the first forest of the game, in the Southeast corner of the world map. Follow the steps you took to find Gandalf on the fourth screen. When you find him this time, he will say that you need his help to deal with the evil wizard Mondol. He offers to join your party, but you must remove someone from your party if you already have five. You can get this character back later by going to Keful Castle.

At this time, you can either go straight to Zool Temple to get the Diamond, or you can go to the Ice Cave (located North of Nord Temple) to tackle an optional side quest. The optional side quest has multiple rewards you can choose from. Depending on which one you take, something different can happen in the Zool Temple. I'll spoil it here:

Spoiler***
You can learn the name of Mondol's spell in the Ice Cave, which will prevent you from having to fight him in Zool Temple. If you do not know the spell name, Gandalf will have to sacrifice himself to defeat Mondol. So if you really want Gandalf to stay alive, go to the Ice Cave first. However, there are other rewards in the Ice Cave that you might want instead (you can only choose one reward, and the spell name is one of them). It doesn't really matter what you choose, you'll beat the game anyway, I believe in you.
End Spoiler***

---Zool Temple Revisited-----[sec5w]---
You'll recall that the Zool Priest told you to return when you had six of the seven gems. Go see him now. He offers to warp you to the room where the final gem awaits. Of course, it's a trap. The priest was really the evil wizard Mondol (モンドール). He says he and Gandalf are of the same blood and a battle ensues between him and Gandalf alone.

Mondol has 300 HP and casts Death Freeze, Mega Thunder, and Molt (モルト). But if you just use regular attacks, he should go down easily since Gandalf is so powerful. When you win, Mondol uses the last of his might to cast Mega Might. Gandalf casts Mega Might at the same time. Both figures disappear, dead I guess.

You find yourself lost in the middle of Zool Temple. Go to the lower-right to find a chute. Then fall down another chute to the lower-right. You will be in the lower-right corner of the third basement, which is a big room. Go to the upper-right from where you fell to find the Lead Key (なまりのかぎ).

Next, go left toward the lower-left corner of the room, then go up. Don't go all the way to the top of the screen because there's a tough non-random battle there, but go one step below that. Then go right toward the upper-right corner of the room. You will find two cords to pull. Pull the right (みぎ) one to move one space downward through a hidden passage. Find the non-random encounter with the Manticores in this area. After winning, follow the left path to find the Copper Key (どうのかぎ). Use the evil god statue warp, located further West, to exit this area.

You are warped near the two cords you just encountered. Go right back to those cords, and this time pull the left (ひだり) one to go one space up through a hidden passage. From there, make your way to the Copper Door and go up the stairs behind it.

On the next floor, go left and down to find a Lead Door, which you need to open. There is another Lead Door on this floor you need to pass, but this game has a weird issue that the door should automatically disappear after you used the Lead Key, but it won't unless you first go to another floor. So backtrack to the stairs you just came up and go down them again. Then come back up and the other Lead Door will be gone. Make your way to the lower-right corner of the room. Then go up to the upper-right corner of the room to find the Steel Key (はがねのかぎ).

Go up the stairs a little to the lower-left of where you found the Steel Key. From there, go up, left, right, then all the way up to the upper-right portion of the screen. Go left and up along the nearby path to find the Iron Key (てつのかぎ).

Go a little down and right to find a warp that will send you back to the place that's near the two cords you're growing accustomed to. Go back to the cords, pull the left one, go past the place where the Copper Door used to be,

and go up the stairs. Then go back to the lower-right corner of the next screen and go up the stairs a little up and left from there. This time, after going up the stairs, go down and right, then go left toward the lower-left corner of the screen, passing through an Iron Door, and follow the path to find the Forbidden Key (あかず).

Next, go back toward the right and fall down a chute near where you opened the Iron Door. Then, go up some stairs just above where you landed. After going upstairs, follow the path leading upward until you find a cord. Pull it to go through a hidden door leading up. After going through the hidden passage, you will come across two cords, which you should ignore. Continue toward the left side of the screen where you will find the Forbidden Door. Open it and on the other side you will find the Diamond (ダイヤモンド) and your party levels up.

There is another Forbidden Door past the Diamond. As before, the game will automatically open this door, but you have to go to a different floor first. Backtrack to the two cords you ignored and pull the right (みぎ) cord. This takes you back to the place where you started after the Mondol battle. Seems like you have a long way to go to get back to the second Forbidden Door, but this is what you have to do. Along the way, you can get a good piece of armor, though.

Fall down the chute to the lower-right. On the next floor, go up some stairs to the lower-left. From there, head toward the left to find two cords. Pull the left (ひだり) one to move up one space through the wall. In this area, you'll find the Earth Guard (アースガード). From there, go right through the one-way passage. Then you'll be in the area where you started after the Mondol battle yet again. From here, retrace your steps to get back to the Forbidden Door and continue along that path to reach the dungeon exit.

---Ice Cave-----[sec5x]---
You'll need to get a fifth party member again after Gandalf's demise if you did the Zool Temple first. Next, there is an optional dungeon you can do. I recommend giving it a try since you can only level up by completing missions, so this will give you a level up, and a few other things potentially.

The Ice Cave (こおりのどうくつ) is located North of Nord Temple. Go up on the small first screen to get to the second screen. On the second screen, you will have to battle some Trolls in the upper-right area of the screen. This Ice Cave is the home of the Trolls, after all. Beyond this battle are some cords. Pull the right (みぎ) one to fall down a chute.

On the next floor, go down and left to find stairs leading up. Upstairs, go up and right to get the Steel Key (はがねのかぎ). Go back downstairs, then go toward the lower-right region of the screen. From there, go up to find some cords. Ignore them and take a step up to find a second pair of cords. Pull the right (みぎ) to enter a passage leading left. From there, go up to the next screen. Head toward the upper-left area of this screen to find a door leading to another screen.

On the next screen, go up and left a little to find the Steel Door. Pass it and go up to find two cords. Pull the left (ひだり) one to open a passage leading left. Then go to the upper-left corner of the screen to fall down a chute. After falling, go to the lower-left part of the screen, then go right to find the Copper Key (どうのかぎ). Now, you need to exit the dungeon by going up the stairs that are just above the Copper Key location. Then make your way to a door that's to the right of your current location that leads to the screen downward. Then go down to the bottom of the screen to find another door leading to the screen downward. From there, go straight down to find an

evil god statue that will warp you out of the dungeon.

Re-enter the dungeon, then retrace your steps back to the screen where you opened the Steel Door. Use the cords above that spot to go through the hidden passage to the left again. This time, don't fall down the chute in the upper-left corner, but instead go toward the upper-left corner, then go right and down to the lower-right area of the screen to find stairs leading down to the next floor. After going downstairs, go down and open the Copper Door. Go up and right from there and find the Lead Key (なまりのかぎ).

Go back up the stairs you just used, and go all the way to the upper-left corner of the next screen to fall down the chute you fell down previously. There is a mirror room to your right, but you have to go down and right, then back up to get to it. Use the mirror room to warp. After warping, follow the path and open the Lead Door you find. From there, go right then up to find another mirror room where you can warp. After warping, go down and find the Iron Key (てつのかぎ). Return to the mirror room and warp back to the area where you opened the Lead Door. Go up the path that was above the Lead Door where you'll fight a pretty tough non-random battle. After winning, proceed up to open the Iron Door. Continue going up and find the Troll King (トロールキング).

The Troll King has 800 HP and casts Death Freeze. He's weak versus fire and ice is ineffective against him. Casting Power, Guard, and Barrier can help make this easier. When you win, your party levels up. The Troll King offers you the choice of four rewards:

とみ - "Wealth". Get 100000 Dalt.

ちから - "Strength". Your party levels up again.

けん - "Sword". Get the Death Deliver sword.

なまえ - "Name". Learn Mondol's spell name.

If you want my opinion of what to take, here it is. Obviously you don't want the wealth since money is replaceable. If Gandalf is already dead, then there's no reason to learn Mondol's spell name. If you haven't gotten the Diamond from Zool Temple yet and you want Gandalf to stay alive, then you should consider that option. The Death Deliver is a strong sword, but the Ur Sword is better for your main character. You can get the Holy Axe in the final dungeon, which is better than the Death Deliver. So, there's only one more person that would be in your front row that could use that sword. The Tempest sword is a reasonably strong alternative, so my opinion is the sword is not the best option. My opinion is that the party level up is the best. It is the only option which results in an upgrade of your entire party's stats, rather than just a single character upgrade. Gandalf is pretty awesome though, but level ups are hard to come across in this game.

---Bulgandy Island-----[sec5y]---
With all seven sacred treasures in your possession, you will be able to enter the final dungeon, the Bombeit Volcano on Bulgandy Island (ブルガンディとう).

This is a very large dungeon, full of great equipment. Refer to my map to locate the items, and it may be worth your time to delve into the dungeon just to get one item, then escape and save. Then enter again and get another one and escape and save, and so on until you have the best equipment. Items worth doing this for are the Glam Wand (グラムワンド), Holy Axe (ホリーアクス), Heal Ring (ヒールリング), and two Oracles (オラクルス).

You can also get the Dragon Mail (ドラゴメール) by finding a baby dragon named Muzark (ムザーク) and taking it to its dad, Muzmark (ムズマルク). Muzmark gives you the Dragon Mail as a reward for finding its child. However, if you approach Muzmark without Muzark (who is entered as an item in your

inventory, by the way. The Child of Light needs to have an opening in his inventory for you to take the dragon baby), then Muzmark will attack you and you'll have to kill it. You get no reward for doing that.

There are at least two ways to reach the last boss in this dungeon. I'll explain the most obvious way which relies on finding all of the keys. Here's that path.

On the first floor, go counter-clockwise around the room to get to the stairs leading down at the top of the screen. On the second screen, go clockwise around the perimeter of the screen to reach some stairs leading down to floor B2 in the upper-left corner of the room. You'll probably want to take a detour to get Muzark if you haven't yet. Go to the middle-left side of the screen to find some stairs down. Then go to the lower-right part of B3 to find more stairs down. Muzark will be just beyond a non-random encounter on this floor. Backtrack to B2.

On B2, you want to reach a mirror room located toward the center of the screen. Go clockwise around the screen, then up toward the center to find the mirror room. It warps you to a small area of B3 where you'll find the Iron Key (てつのかぎ). With the key, go back to the mirror room and warp back to B2.

Next, go down and left to find an Iron Door which you can now open. Past the door, you'll find stairs leading down. Head up and right on B3 and you'll come across the Lead Key (なまりのかぎ). Head to the left to find a Lead Door which you can now pass through. From that door, go down and right to find stairs leading down to B4. On B4, go right then up and follow the path to find two cords. Pull the left (ひだり) cord to go up one space through the wall. Then go to the upper-right corner of the screen, then head straight down to find the Steel Key (はがねのかぎ).

Next, go all the way up, then as far as you can left, then straight down to find a Steel Door. Pass through it, then go down and make your way to the right side of the screen. There is another Steel Door here you need to pass, but you have to go to a different floor to make it disappear first. There are stairs directly left from the door, so go up them, then come back down and pass where the Steel Door was to take some stairs down to B5.

On B5, follow the path and you will find a cord. Ignore it and take the upper-right path just beyond it. Soon, you'll see a helmet which belonged to the holy knight Mart, but it has no purpose. Follow the path all the way to Muzmark. As explained above, he will give you the Dragon Mail if you brought his son, Muzark. Otherwise, you will have to fight him. After dealing with Muzmark in whatever way you chose, continue past his lair and follow the path to some stairs leading down to B6.

On B6, get to the lower-right part of the screen to find two cords. Pull the right (みぎ) cord to pass the wall to the right, where you'll find the Copper Key (どうのかぎ). Head back toward the stairs. Instead of going up the stairs, go left near the stairs to find a Copper Door. After opening the door, you can go up to find an elevator, giving yourself a chance to get out of the dungeon fairly conveniently to rest and save.

From this elevator, still on B6, go down and left toward the lower-left part of the screen. Then go right to find stairs at the bottom-middle of the screen. Go down the stairs, then work your way to the upper-right part of B7 to find the Zool Key (ゾールのかぎ). Then, make your way toward the top-middle part of the screen to find the Zool Door, beyond which you'll find a door that leads to Zool's throne room.

---The Final Battle-----[sec5z]---

In Zool's throne room, you'll fight all of his servants again. First you battle Zakkarif (ザッカリフ), who has 520 HP. He casts Vital, but it's a very very easy battle.

Second, you battle Delaunay (ドローネ), who has 650 HP. This is another easy battle.

Third, you fight Montazuna (モンタズナ), who has 720 HP. He casts Thunder, but it's another easy battle.

The fourth battle is against Dioseril (ディオセリル) in her dragon form. It's quite a bit harder because she has so much HP to drain (530 for her wing, 680 for her head, 550 for her tail).

For the fifth battle, Nefeldar (ネフェルターダ) has 999 HP and isn't terribly hard.

Now you'll finally face Zool (ゾール). Hopefully you haven't used too many of your sacred treasure spells, because they will be a great help, especially the Black Pearl.

Before the battle, Zool asks if you will surrender Ulfrend (ウルフrend), the name of this world, to him. Say "no" obviously. He'll then show you a crowd and say he'll make you rich and famous if you devote yourself to him. Say "no" again. If you agree to either of these, the game will end and this is obviously not the good ending.

After rejecting him twice, Zool will attack. In his first form, he casts Terror (テラー) and, after every turn, his life is restored by the Diamond which you hold. There's no point in attacking him because he'll just keep healing himself after every turn. Use the Diamond spell from the Child of Light's magic list and you will throw the Diamond at Zool which causes him to freak out. he changes color, and now the battle really begins. In his second form, he casts Might, Mega Thunder, and Terror. Cast Barrier to increase your magic defense, and Power to increase your attack strength. He has a lot of HP, so be prepared for a long battle. Save your Opal and Black Pearl casts for as long as you can. Unfortunately, magic attacks don't seem to work so well, so you'll want to prioritize keeping your strong physical attackers healthy. Good luck!

When you defeat Zool, you've beaten the game! You have to walk out of Zool's throne room, and the volcano starts filling with lava. As it seems you'll die, the holy knight Mart appears and warps you out of the volcano. You hear the voices of the gods congratulate you, and you see Sophia (ソフィア), Mart's wife. You learn that they are your parents. I don't exactly understand what's happened, but the baby you saved early in the game was also their child, and it had the same pendant as you, so somehow you've time traveled or something? It didn't seem to be explained so well. Anyway, a crowd gathers round and celebrates and all is happy ever after.

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[sec6]

In this section, I list all of the items sold in each town and their prices. The summon monsters sold by monster tamers are also listed at the bottom of this section.

Bengu (ベング) Castle

Magic Guild:

Flame
Hell Flame
Bolt
Dispel
Shine
Sleeper
Power
Guard
Vital
Depoison
Awake
Runner

Item Shop:

Medicine Jar - 10
Panacea - 80
Poison Needle - 60
Bolt-P - 50
Flame-P - 80

Weapon Shop:

Short Sword - 30
Hammer - 80
Sword - 300
Short Bow - 60

Armor Shop:

Leather Shield - 30
Buckler - 60
Leather Helm - 50
Mail - 70
Leather Armor - 90

Magic Equipment Shop:

Yadorigi - 100
Robe - 40
Kouma Staff - 460

Elsem (エルセム)

Magic Guild:

Hell Flame
Bolt
Thunder
Dispel
Shutter
Sleeper
Binder
Power
Guard
Vital
Depoison
Awake
Deparalyze

Item Shop:

Medicine Jar - 10
Panacea - 80
Bolt-P - 50
Flame-P - 80
Charm - 200

Weapon Shop:

Hammer - 80
Axe - 120
Sword - 300

Armor Shop:

Buckler - 60
Iron Helm - 1000
Mail - 70
Leather Armor - 90
Ring Mail - 210

Magic Equipment Shop:

Robe - 40
Silver Ring - 150
Triangle Hat - 260

Elf Village

Magic Guild:

Bolt
Bomber
Freeze
Thunder
Dispel
Shutter
Sleeper
Glamour
Power
Guard
Vital All
Deparalyze
Awake

Item Shop:

Medicine Shop - 10
Panacea - 80
Magic Herb - 600
Charm - 200
Open - 120

Armor Shop:

Leather Shield - 30
Leather Helm - 50
Leather Armor - 90
Aero Mail - 900

Weapon Shop:

Short Sword - 30
Short Bow - 60
Elf Bow - 600

Magic Equipment Shop:

Triangle Hat - 260

Yadorigi - 100

Aura Robe - 420

Kobold Village

Item Shop:

Medicine Jar - 10

Panacea - 80

Poison Needle - 60

Thunder-P - 90

Freeze-P - 100

Weapon Shop:

Short Sword - 30

Axe - 120

War Hammer - 500

Gnome Village

Magic Guild:

Bomber

Freeze

Dispel

Shutter

Binder

Barrier

Vital

Depoison

Deparalyze

Destone

Runner

Magic Equipment Shop:

Silver Ring - 150

Gold Ring - 500

Aqua Ring - 1100

Dwarf Village

Item Shop:

Medicine Jar - 10

Panacea - 80

Bolt-P - 50

Open - 120

Sulphur Pot - 1000

Weapon Shop:

Hammer - 80

Axe - 120

Sword - 300

Battle Axe - 1200

Armor Shop:

Iron Shield - 150

Iron Helm - 1000
Light Helm - 1900
Haubarg - 580
Light Metal - 2500

Magic Equipment Shop:

Earth Staff - 6000
Silver Ring - 150
Gold Ring - 500

Kazusu (カズス)

Magic Guild:

Hell Flame
Flame Bomb
Freeze
Thunder
Dispel
Sleeper
Shutter
Power
Guard
Barrier
Vital
Vital All
Depoison
Deparalyze
Awake
Destone

Item Shop:

Medicine Jar - 10
Panacea - 80
Poison Needle - 60
Assassin Needle - 800
Magic Seal - 500

Weapon Shop:

Sword - 300
War Hammer - 500
Gradius - 900
Elf Bow - 600

Armor Shop:

Iron Shield - 150
Light Helm - 1900
Light Metal - 2500
Full Armor - 1500
Scale Shield - 660

Magic Equipment Shop:

Triangle Hat - 260
Wind Whip - 780
Moon Ring - 2400

Keful

Magic Guild:

Flame Bomb
Mega Flame
Bomber
Mega Thunder
Death Freeze
Dispel
Sleeper
Shutter
Power
Guard
Barrier
Vital All
Full Vital
Destone
Awake
Runner

Item Shop:

Medicine Jar - 10
Panacea - 80
Magic Herb - 600
Life Water - 2500
Sulphur Pot - 1000

Weapon Shop:

Gradius - 900
Battle Axe - 1200
Elf Bow - 600

Armor Shop:

High Shield - 1600
Iron Mask - 3300
Aero Mail - 900
Iron Shield - 150

Magic Equipment Shop:

Diamond Ring - 4500
Hot Rod - 1200
Luna Head - 4500

Teibirke

Magic Guild:

Flame Bomb
Mega Flame
Bomber
Mega Thunder
Death Freeze
Dispel
Terror
Glamour
Shutter
Barrier
Vital All
Full Vital
Destone
Live
Awake
Runner

Item Shop:

Magic Herb - 600
Life Water - 2500
Assassin Needle - 800
Sulphur Pot - 1000
Demon Pot - 2000

Weapon Shop:

Barracuda - 1800
Hell Hammer - 800
Slayer - 5000
Silver Bow - 15000

Armor Shop:

Mega Shield - 11000
Gorago Helm - 9900
Demon Helm - 18000
Heavy Metal - 10000
Hama Armor - 8800

Magic Equipment Shop:

Aqua Robe - 3600
Hama Staff - 19000
Oracles - 17000

Monster Tamers

Danshinein Forest:

Harpy (ハーピー) - 392
Kobold (コボルト) - 512
Gnome (ノーム) - 648
Orc (オーク) - 800
Elf (エルフ) - 968

Water Gate:

Kobold - 512
Gnome - 648
Orc - 800
Elf - 968
Dwarf - 1152

Galtei Cave:

Orc - 800
Elf - 968
Dwarf - 1152
Golem - 1352
Sergeant - 1568

Burugna:

Sergeant - 1568
Cave Bear - 1800
Goblin - 2048
Siren - 2312
Orc Guard - 2592

Meira Temple:

Siren - 2312
Orc Guard - 2592

Hobgoblin - 2888
Lizard Man - 3200
Wight - 3528

Bulgandy Island:

Dragon Cub - 4232
Sparch - 4608
Ogre - 5000
Orc Knight - 5408
Ice Man - 5832

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- - - = = = ===== Magic ===== = = = - - -
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[sec7]

All the spells in the game are listed here. If you can seal the spell in a card, the minimum level you need to be at is listed. The MP cost to cast it or seal it into a card is also listed. If a character can learn the spell, then their name is listed for that spell.

---Attack Magic-----

Flame (フレイム) - Attack single enemy. Level: 3. MP: 3.
Hell Flame (ヘルフレイム) - Attack all enemies. Level: 7. MP: 9.
Learns: Lufia.
Flame Bomb (フレイムボム) - Attack single enemy. Level: 8. MP: 6.
Mega Flame (メガフレイム) - Attack all enemies. Level: 13. MP: 13.
Learns: Lufia, Gandalf.
Bolt (ボルト) - Attack single enemy. Level: 2. MP: 4.
Bomber (ボンバー) - Damage all enemies. Level: 7. MP: 11. Learns: Bolgard.
Molt (モルト) - Instantly kill a single enemy. Level: 13. MP: 7.
Freeze (フリーズ) - Attack single enemy and inflict frozen status. Level: 5.
MP: 4.
Death Freeze (デスフリーズ) - Attack all enemies and inflict frozen status.
Learns: Link, Gandalf.
Thunder (サンダー) - Damage a single enemy and inflict numbness. Level: 4.
MP: 5. Learns: Roliein, Nora.
Mega Thunder (メガサンダー) - Inflict damage and numbness on all enemies.
Learns: Gandalf.
Might (マイト) - Damage single enemy. Level: 14. MP: 14.
Dispel (デイスペル) - Damage and instantly kill all enemies. Most effective against undead enemies. Level: 7. MP: 7.

---Status Inflicting Magic-----

Shine (シャイン) - Inflict blindness. Level: 1. MP: 1. Learns: Nora.
Sleeper (スリーパー) - Put all enemies to sleep. Level: 4. MP: 3.
Learns: Lufia.
Binder (バインダー) - Inflict paralysis on a single enemy. Level: 7. MP: 4.
Shutter (シャッター) - Seal the magic of all enemies. Level: 9. MP: 4.
Learns: Link.
Terror (テラー) - Inflict confused (こんらん) status on all enemies.
Level: 16. 10 MP. Learns: Bolgard.
Glamour (グラマー) - Inflict confused (とりこ) status on a single enemy.
Level: 17. MP: 6.

---Support Magic-----

Power (パワー) - Increases attack power of the party. Level: 5. MP: 2.
Learns: Link.
Guard (ガード) - Increases defensive power of the party. Level: 2. MP: 2.

Barrier (バリアー) - Increases defense against magic for the whole party.
Level: 10. MP: 3. Learns: Bolgard.

-----Healing Magic-----

Vital (バイタル) - Recover HP of a single ally. Level: 2. MP: 3.
Vital All (バイタロール) - Recover HP for whole party. Level: 8. MP: 7.
Full Vital (フルバイタル) - Completely recover HP for a single ally.
Level: 10. MP: 8.
Depoison (デポイズン) - Remove poison status from a single ally. Level: 2.
MP: 2.
Deparalyze (デパラライズ) - Remove paralyzed status from a single ally.
Level: 4. MP: 2.
Destone (デストーン) - Remove stone status from a single ally. Level: 7.
MP: 3.
Awake (アウエイク) - Cure all allies of the following status ailments: Sleep,
Bind, Frozen, Numb, and Confused (とりこ). Level: 3. MP: 1.
Learns: Gala.
Live (ライブ) - Revive a dead ally to full HP. Level: 12. MP: 12.

-----Other Magic-----

Runner (ランナー) - Escape from battle. Level: 4. MP: 2.
Seal (シール) - Effect ? Learns: Gala.
Certain Kill (ひっさつ) - Deal either heavy damage or very weak damage. 0 MP.
Learns: Diane, Tamuron.
Sweet Song (あまいうた) - Put all enemies to sleep. 0 MP. Learns: Shawna.
Blinding (めつぶし) - Inflicts Blind status on enemies. 0 MP. Learns: Rejik.

-----Sacred Treasures-----

The Child of Light can use the sacred treasures as magic spells. They don't cost MP to cast, but they can only be used once each until you rest at an inn. They can only be used during battle, so you can't even use the healing type spells outside of battle.

Sapphire (サファイア) - Attack all enemies with ice-type magic and inflict Frozen status.
Emerald (エメラルド) - Damage all enemies with thunder-type magic and inflict Numb status.
Opal (オパール) - Completely heal all allies.
Ruby (ルビー) - Damage all enemies with flame-type magic.
Cat's Eye (ねこめいし) - Remove all status ailments from the party.
Black Pearl (くろしんじゅ) - Resurrect all fallen allies with full HP.
Diamond (ダイヤモンド) - Damage all enemies with might-type magic.

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[sec8]

Medicine Jar (くすりびん) - Restore HP to a single ally.
Green Seed (グリンのみ) - Restore HP to a single ally.
Magic Herb (まほうやく) - Fully restore HP to a single ally.
Panacea (ばんのうやく) - Restores some HP to a single ally and removes poison and paralysis status.
Magic Seed (まほうのたね) - Restore MP to a single ally.
Life Water (いのちのみず) - Return a deceased ally to life with a small amount of HP.
Poison Needle (どくばり) - Damage a single enemy and possibly inflict paralysis (まひ) or poison (どく).
Assassin Needle (あんさつばり) - Instantly kill a single enemy.
Demon Pot (あくまのつぼ) - Instantly kill a single enemy.

Magic Seal (まふうじ) - Seal a single enemy's spells.
 Charm (チャーム) - Inflict confused (とりこ) status on a single enemy.
 Amulet (アムレット) - If you use this in a dungeon, you will not engage in random encounters for a brief period of time.
 Open (オープン) - Flips over nearby cards in a dungeon.
 Bolt-P (ボルトP) - Use to cast Bolt.
 Flame-P (フレイムP) - Use to cast Flame.
 Thunder-P (サンダーP) - Use to cast Thunder.
 Freeze-P (フリーズ-P) - Use to cast Freeze.
 Sulfur Pot (いおうのつぼ) - Damages all enemies.
 Sleep Flute (ねむりのふえ) - Put all enemies to sleep. Infinite uses.
 Ghost Flute (ようまのふえ) - Use to be instantly attacked in a dungeon.
 Hama Flute (はまのふえ) - Use to cast Dispel.
 Ancient Statue (こだいのぞう) - These can be sold for various amounts of money. Sometimes they are cursed and you will be damaged as you walked as long as it is in your inventory.
 Aquamarine (アクアマリン) - Sell for money.
 Garnet (ガーネット) - Sell for money.
 Onyx (オニキス) - Sell for money.
 Topaz (トパーズ) - Sell for money.

---Event Items-----

Pendant (ペンダント) - Begins in the Child of Light's inventory.
 Infant (おさなご) - Deliver to Gandalf.
 Ariel Seed (エリアルのみ) - Use to breath underwater.
 Muzark (ムザーク) - Take to his father Muzmark (ムズマルク).

---Keys-----

Copper Key (どうのかぎ) - Opens a copper door.
 Water Key (みずのかぎ) - Opens the water gate.
 Zaag Key (ザーグのかぎ) - Opens the Zaag door.
 Goddess Key (めがみのかぎ) - Opens the goddess door.
 Iron Key (てつのかぎ) - Opens an iron door.
 Lead Key (なまりのかぎ) - Opens a lead door.
 Darkness Key (やみのかぎ) - Opens a darkness door.
 Jail Key (ろうやのかぎ) - Opens a jail door.
 Steel Key (はがねのかぎ) - Opens a steel door.
 Forbidden Key (あかずのかぎ) - Opens a forbidden door.
 Zool Key (ゾールのかぎ) - Opens the Zool door.

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[sec9]

---Swords

Short Sword (たんけん) - Attack: 6. Accuracy: 4.
 Sword (ソード) - Attack: 12. Accuracy: 6.
 Gradius (グラデウス) - Attack: 18. Accuracy: 8.
 Barracuda (バラクーダ) - Attack: 27. Accuracy: 12.
 Falcon (ファルコン) - Attack: 38. Accuracy: 20.
 Slayer (スレイヤー) - Attack: 50. Accuracy: 25.
 Drakkhen (ドラッケン) - Attack: 70. Accuracy: 28.
 Ifris (イフリス) - Attack: 90. Accuracy: 35.
 Darkness (ダークネス) - Attack: 100. Accuracy: 70. Note: Cursed item. Damage while walking if equipped.
 Tempest (テンペスト) - Attack: 120. Accuracy: 45.
 Death Deliver (デスデリバー) - Attack: 140. Accuracy: 75.
 Ur Sword (ウルをつるぎ) - Attack: 150. Accuracy: 50. Note: Only the Child of Light can equip this.

---Axes

These require two hands to wield, so a character cannot equip an axe and a shield at the same time.

Hammer (ハンマー) - Attack: 10. Accuracy: 2.

Axe (アクス) - Attack: 15. Accuracy: 3.

War Hammer (ワーハンマー) - Attack: 20. Accuracy: 5.

Battle Axe (バトルアクス) - Attack: 26. Accuracy: 6.

Hell Hammer (ヘルハンマー) - Attack: 80. Accuracy: 8. Note: Cursed item.

Damage while walking if equipped.

Earth Axe (アースアクス) - Attack: 60. Accuracy: 14.

Holy Axe (ホリーアクス) - Attack: 170. Accuracy: 30.

---Bows

Characters equipped with these can attack from the back row.

Short Bow (ショートボウ) - Attack: 7. Accuracy: 10.

Elf Bow (エルフのゆみ) - Attack: 11. Accuracy: 12.

Flame Bow (フレイムボウ) - Attack: 16. Accuracy: 18.

Silver Bow (シルバールボウ) - Attack: 37. Accuracy: 40.

---Weapons for Magicians

Yadorigi (やどりぎ) - Magic strength: 3. Accuracy: 5.

Kouma Staff (こうまのつえ) - Magic strength: 4. Accuracy: 19.

Wind Whip (かぜのむち) - Magic strength: 8. Accuracy: 12.

Hot Rod (ホットロッド) - Magic strength: 12. Accuracy: 18.

Ice Staff (こおりのつえ) - Magic strength: 15. Accuracy: 15.

Earth Staff (だいちのぼう) - Magic strength: 15. Accuracy: 52.

Hama Staff (はまのつえ) - Magic strength: 18. Accuracy: 77.

Flame Staff (ほのおのつえ) - Magic strength: 20. Accuracy: 20.

Glam Wand (グラムワンド) - Magic Strength: 28. Accuracy: 50.

Staff of Destruction (はかいのつえ) - Magic strength: 30. Accuracy: 88.

Note: Cursed item. The person equipping this item begins some battles with Confused (とりこ) status, which can subsequently go away after a few turns.

---Armor

Mail (メイル) - Defense: 4. Evade: 2.

Leather Armor (かわのよろい) - Defense: 6. Evade: 3.

Ring Mail (リングメイル) - Defense: 7. Evade: 4.

Haubarg (ハウバーク) - Defense: 10. Evade: 5.

Aero Mail (エアロメイル) - Defense: 11. Evade: 11.

Light Metal (ライトメタル) - Defense: 14. Evade: 6.

Full Armor (フルアーマー) - Defense: 20. Evade: 1.

Hama Armor (はまのよろい) - Defense: 21. Evade: 8.

Heavy Metal (ヘビイメタル) - Defense: 24. Evade: 6.

Earth Guard (アースガード) - Defense: 28. Evade: 9.

Dragon Mail (ドラゴメイル) - Defense: 30. Evade: 10.

Hell Armor (ヘルアーマー) - Defense: 32. Evade: 16. Note: Cursed item. Damage while walking if equipped.

Ur Armor (ウルのよろい) - Defense: 35. Evade: 12. Note: Only the Child of Light can equip.

---Robes

Robe (ローブ) - Defense: 1. Evade: 7.

Aura Robe (オーラローブ) - Defense: 7. Evade: 10.

Aqua Robe (アクアローブ) - Defense: 17. Evade: 14.

Igna Robe (イグナローブ) - Defense: 20. Evade: 18.

---Shields

- Leather Shield (かわのたて) - Defense: 2. Evade: 4.
- Buckler (バクラー) - Defense: 3. Evade: 5.
- Iron Shield (てつのたて) - Defense: 6. Evade: 3.
- Scale Shield (うろこのたて) - Defense: 7. Evade: 8.
- High Shield (ハイシールド) - Defense: 9. Evade: 10.
- Hama Shield (はまのたて) - Defense: 12. Evade: 15.
- Mirror Shield (かがみのたて) - Defense: 14. Evade: 18.
- Ur Shield (ウルのとて) - Defense: 18. Evade: 20. Note: Only the Child of Light can equip.
- Mega Shield (メガシールド) - Defense: 20. Evade: 12.

---Helmets

- Leather Helm (かわのかぶと) - Defense: 3. Evade: 3.
- Bear Helm (ベアヘルム) - Defense: 5. Evade: 2.
- Iron Helm (てつかぶと) - Defense: 8. Evade: 2.
- Light Helm (ライトヘルム) - Defense: 7. Evade: 5.
- Iron Mask (てつかめん) - Defense: 12. Evade: 4.
- Demon Helm (デモンヘルム) - Defense: 15. Evade: 6.
- Gorago Helm (ゴラゴヘルム) - Defense: 18. Evade: 8. Note: Cursed item. Wearer is damaged as he/she walks.
- Ur Helm (ウルのかぶと) - Defense: 20. Evade: 12. Note: Only the Child of Light can equip.

---Hats

- Triangle Hat (さんかくぼう) - Defense: 2. Evade: 6.
- Luna Head (ルナヘッド) - Defense: 10. Evade: 9.
- Oracles (オラクルス) - Defense: 13. Evade: 10.

---Rings

- Silver Ring (ぎんのゆびわ) - Magic strength: 2.
- Gold Ring (きんのゆびわ) - Magic strength: 4.
- Aqua Ring (アクアリング) - Magic strength: 6.
- Diamond Ring (ダイヤリング) - Magic strength: 7.
- Moon Ring (ムーンリング) - Magic strength: 9.
- Heal Ring (ヒールリング) - Magic strength: 10. Note: Heals wearer one HP per step.
- Ur Ring (ウルのとて) - Magic strength: 14. Note: Only the Child of Light can equip.
- Akukaru (アクカル) - Magic strength: 18. Note: Cursed item. Wearer is damaged as he/she walks.

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 - - - = = = = Summon Monster Exchange List = = = - - -
 - - - = = = ===== = = = - - - [sec10]

Below are the possible trades you can make at a Monster Tamer. You always trade two of your monsters for one new one. Shown on the left side below are the two monsters you chose to give, and on the right is the monster you will receive. Thanks to the following website from which this information was adapted:

http://www.geocities.co.jp/Playtown/1377/04/fc3/mm7_clear.html

- Wooden Doll + Wooden Doll = Kobold
- Zombie + Wooden Doll = Kobold
- Zombie + Zombie = Gnome
- Skeleton + Wooden Doll = Gnome
- Skeleton + Zombie = Gnome
- Skeleton + Skeleton = Orc

Harpy + Wooden Doll = Gnome
Harpy + Zombie = Orc
Harpy + Skeleton = Orc
Harpy + Harpy = Elf
Kobold + Wooden Doll = Orc
Kobold + Zombie = Orc
Kobold + Skeleton = Elf
Kobold + Harpy = Elf
Kobold + Kobold = Dwarf
Gnome + Wooden Doll = Orc
Gnome + Zombie = Elf
Gnome + Skeleton = Elf
Gnome + Harpy = Dwarf
Gnome + Kobold = Dwarf
Gnome + Gnome = Golem
Orc + Wooden Doll = Elf
Orc + Zombie = Elf
Orc + Skeleton = Dwarf
Orc + Harpy = Dwarf
Orc + Kobold = Golem
Orc + Gnome = Golem
Orc + Orc = Sergeant
Elf + Zombie = Dwarf
Elf + Skeleton = Dwarf
Elf + Harpy = Golem
Elf + Kobold = Golem
Elf + Gnome = Sergeant
Elf + Orc = Sergeant
Elf + Elf + Cave Bear
Dwarf + Skeleton = Golem
Dwarf + Harpy = Golem
Dwarf + Kobold = Sergeant
Dwarf + Gnome = Sergeant
Dwarf + Orc = Cave Bear
Dwarf + Elf = Cave Bear
Dwarf + Dwarf = Goblin
Golem + Harpy = Sergeant
Golem + Kobold = Sergeant
Golem + Gnome = Cave Bear
Golem + Orc = Cave Bear
Golem + Elf = Goblin
Golem + Dwarf = Goblin
Golem + Golem = Siren
Sergeant + Kobold = Cave Bear
Sergeant + Gnome = Cave Bear
Sergeant + Orc = Goblin
Sergeant + Elf = Goblin
Sergeant + Dwarf = Siren
Sergeant + Golem = Siren
Sergeant + Sergeant = Orc Guard
Cave Bear + Gnome = Goblin
Cave Bear + Orc = Goblin
Cave Bear + Elf = Siren
Cave Bear + Dwarf = Siren
Cave Bear + Golem = Orc Guard
Cave Bear + Sergeant = Orc Guard
Cave Bear + Cave Bear = Hobgoblin
Goblin + Orc = Siren
Goblin + Elf = Siren
Goblin + Dwarf = Orc Guard

Goblin + Golem = Orc Guard
Goblin + Sergeant = Hobgoblin
Goblin + Cave Bear = Hobgoblin
Goblin + Goblin = Lizard Man
Siren + Elf = Orc Guard
Siren + Dwarf = Orc Guard
Siren + Golem = Hobgoblin
Siren + Sergeant = Hobgoblin
Siren + Cave Bear = Lizard Man
Siren + Goblin = Lizard Man
Siren + Siren = Wight
Orc Guard + Dwarf = Hobgoblin
Orc Guard + Golem = Hobgoblin
Orc Guard + Sergeant = Lizard Man
Orc Guard + Cave Bear = Lizard Man
Orc Guard + Goblin = Wight
Orc Guard + Siren = Wight
Orc Guard + Orc Guard = War Bear
Hobgoblin + Golem = Lizard Man
Hobgoblin + Sergeant = Lizard Man
Hobgoblin + Cave Bear = Wight
Hobgoblin + Goblin = Wight
Hobgoblin + Siren = War Bear
Hobgoblin + Orc Guard = War Bear
Hobgoblin + Hobgoblin = Dragon Cub
Lizard Man + Sergeant = Wight
Lizard Man + Cave Bear = Wight
Lizard Man + Goblin = War Bear
Lizard Man + Siren = War Bear
Lizard Man + Orc Guard = Dragon Cub
Lizard Man + Hobgoblin = Dragon Cub
Lizard Man + Lizard Man = Sparch
Wight + Cave Bear = War Bear
Wight + Goblin = War Bear
Wight + Siren = Dragon Cub
Wight + Orc Guard = Dragon Cub
Wight + Hobgoblin = Sparch
Wight + Lizard Man = Sparch
Wight + Wight = Ogre
War Bear + Goblin = Dragon Cub
War Bear + Siren = Dragon Cub
War Bear + Orc Guard = Sparch
War Bear + Hobgoblin = Sparch
War Bear + Lizard Man = Ogre
War Bear + Wight = Ogre
War Bear + War Bear = Orc Knight
Dragon Cub + Siren = Sparch
Dragon Cub + Orc Guard = Sparch
Dragon Cub + Hobgoblin = Ogre
Dragon Cub + Lizard Man = Ogre
Dragon Cub + Wight = Orc Knight
Dragon Cub + War Bear = Orc Knight
Dragon Cub + Dragon Cub = Ice Man
Sparch + Orc Guard = Ogre
Sparch + Hobgoblin = Ogre
Sparch + Lizard Man = Orc Knight
Sparch + Wight = Orc Knight
Sparch + War Bear = Ice Man
Sparch + Dragon Cub = Ice Man
Sparch + Sparch = Snow Bear

Ogre + Hobgoblin = Orc Knight
Ogre + Lizard Man = Orc Knight
Ogre + Wight = Ice Man
Ogre + War Bear = Ice Man
Ogre + Dragon Cub = Snow Bear
Ogre + Sparch = Snow Bear
Ogre + Ogre = Troll
Orc Knight + Lizard Man = Ice Man
Orc Knight + Wight = Ice Man
Orc Knight + War Bear = Snow Bear
Orc Knight + Dragon Cub = Snow Bear
Orc Knight + Sparch = Troll
Orc Knight + Ogre = Troll
Orc Knight + Orc Knight = Barbegaji
Ice Man + Wight = Snow Bear
Ice Man + War Bear = Snow Bear
Ice Man + Dragon Cub = Troll
Ice Man + Sparch = Troll
Ice Man + Ogre = Barbegaji
Ice Man + Orc Knight = Barbegaji
Ice Man + Ice Man = Dragonette
Snow Bear + War Bear = Troll
Snow Bear + Dragon Cub = Troll
Snow Bear + Sparch = Barbegaji
Snow Bear + Ogre = Barbegaji
Snow Bear + Orc Knight = Dragonette
Snow Bear + Ice Man = Dragonette
Snow Bear + Snow Bear = Ogre Chief
Troll + Dragon Cub = Barbegaji
Troll + Sparch = Barbegaji
Troll + Ogre = Dragonette
Troll + Orc Knight = Dragonette
Troll + Ice Man = Ogre Chief
Troll + Snow Bear = Ogre Chief
Troll + Troll = Chimera
Barbegaji + Sparch = Dragonette
Barbegaji + Ogre = Dragonette
Barbegaji + Orc Knight = Ogre Chief
Barbegaji + Ice Man = Ogre Chief
Barbegaji + Snow Bear = Chimera
Barbegaji + Troll = Chimera
Barbegaji + Barbegaji = Magman
Dragonette + Ogre = Ogre Chief
Dragonette + Orc Knight = Ogre Chief
Dragonette + Ice Man = Chimera
Dragonette + Snow Bear = Chimera
Dragonette + Troll = Magman
Dragonette + Barbegaji = Magman
Dragonette + Dragonette = Salamander
Ogre Chief + Orc Knight = Chimera
Ogre Chief + Ice Man = Chimera
Ogre Chief + Snow Bear = Magman
Ogre Chief + Troll = Magman
Ogre Chief + Barbegaji = Salamander
Ogre Chief + Dragonette = Salamander
Ogre Chief + Ogre Chief = Manticore
Chimera + Ice Man = Magman
Chimera + Snow Bear = Magman
Chimera + Troll = Salamander
Chimera + Barbegaji = Salamander

Chimera + Dragonette = Manticore
 Chimera + Ogre Chief = Manticore
 Chimera + Chimera = Troll King
 Magman + Snow Bear = Salamander
 Magman + Troll = Salamander
 Magman + Barbegaji = Manticore
 Magman + Dragonette = Manticore
 Magman + Ogre Chief = Troll King
 Magman + Chimera = Troll King
 Salamander + Troll = Manticore
 Salamander + Barbegaji = Manticore
 Salamander + Dragonette = Troll King
 Salamander + Ogre Chief = Troll King
 Manticore + Barbegaji = Troll King
 Manticore + Dragonette = Troll King

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[sec11]

Here is a bestiary for the game, although I didn't spend a lot of time completing it. I listed the special attacks or spells some of the monsters can use, but I didn't list everything by far. If you use a summon monster, its abilities will be the same as the enemy monsters listed here.

Robber (ロバー) - 26 HP. 18 Dalt. Note: Can blind you.
 Worm (ワーム) - 73 HP. 81 Dalt. Drops: Medicine Jar.
 Viper (バイパー) - 16 HP. 8 Dalt.
 Banshee (バンシー) - 39 HP. 23 Dalt.
 Dino Bat (ダイノバット) - 32 HP. 26 Dalt.
 Ghost (ゴースト) - 28 HP. 11 Dalt.
 Slimy (スライミー) - 44 HP. 6 Dalt.
 Dummy (ダミー) - 35 HP. 13 Dalt. Note: Can heal himself and cast inflict blindness on your party.
 White Bat (しろこうもり) - 11 HP.
 Doll (ドール) - 19 HP. 8 Dalt. Note: Can cast Sleeper and Shine.
 Skeleton (スケルトン) - 40 HP. 28 Dalt.
 Harpy (ハーピー) - 26 HP. 16 Dalt.
 Wolf (ウルフ) - 36 HP. 16 Dalt.
 Wooden Doll (でくのぼう) - 35 HP. 13 Dalt.
 Shade (シェイド) - 37 HP. 21 Dalt. Note: Can inflict paralysis and summon more Shades to battle.
 Slime (スライム) - 72 HP. 21 Dalt. Drops: Medicine Jar.
 Kashi (カーシー) - 89 HP. 56 Dalt. Drops: Poison Needle.
 Big Lizard (おおとかげ) - 68 HP. 28 Dalt.
 Zombie (ゾンビ) - 80 HP.
 Bandit (バンデッド) - 48 HP. 33 Dalt.
 Gargoyle (ガーゴイル) - 70 HP. 81 Dalt.
 Hobgoblin (ホブゴブリン)
 Goblin (ゴブリン) - 80 HP. 71 Dalt. Note: Casts Hell Flame, Freeze.
 Looper (ローパー) - 140 HP. 31 Dalt. Note: Can inflict poison.
 Big Rat (おおねずみ) - 120 HP. 31 Dalt. Drops: Aquamarine.
 Wight (ワイト) - 140 HP. 186 Dalt. Note: Can cast Mega Thunder, likely killing your whole party in one turn, can turn a party member to stone.
 Zool Knight (ゾールナイト) - 210 HP.
 Orc (オーク) - 60 HP. 51 Dalt.
 Elf (エルフ) - 49 HP. 23 Dalt.
 Sparch (スパルチ) - 97 HP. 91 Dalt.
 Ogre (オーガ) - 150 HP. 226 Dalt. Casts: Thunder.

Ghoul (グール) - 120 HP. Note: Cast Death Touch, can inflict paralysis.
Kobold (コボルト) - 40 HP. 41 Dalt.
Cave Bear (ケイブベア) - 60 HP. 36 Dalt.
Golem (ゴーレム) - 55 HP. 41 Dalt.
Witch (ウィッチ) - 60 HP. 38 Dalt. Note: Casts Shutter and Bomber.
Magman (マグマン) - 313 HP. 351 Dalt. Notes: Casts Flame Bless. Weak vs. ice attacks.
Gnome (ノーム) - 52 HP. 41 Dalt. Casts: Vital All, Hell Flame, Shutter.
Orc Guard (オークガード) - 88 HP. 76 Dalt.
Lizard Man (リザードマン) - 85 HP.
Spew Slime (ゲロスライム) - 200 HP. Note: Can paralyze your party, absorb your HP, and call more Spew Slimes.
Dwarf (ドワーフ) - 90 HP. Note: Casts Vital, Guard.
Lamia (ラミア) - 86 HP. 121 Dalt. Casts: Thunder and spell that makes you a goblin.
Mimic (ミミック) - 62 HP. 76 Dalt.
Sergeant (サージェント) - 85 HP. 63 Dalt.
Siren (セイレーン) - 64 HP. 101 Dalt. Casts: Glamour, Sweet Song.
Marine Spirit (ふなゆうれい) - 66 HP. 73 Dalt. Casts: Death Touch.
Metal Crab (メタルクラブ) - 80 HP. 111 Dalt.
Sea Saurus (シーサウルス) - 110 HP. 96 Dalt.
Kraken (クラークエン) - 180 HP.
Conjurer (コンジャラー) - 48 HP. 56 Dalt.
Orc Knight (オークナイト) - 135 HP. Note: Can call more party members.
Sorcerer (ソーサラー) - 76 HP. Casts: Shutter, Thunder.
Orc Mage (オークメイジ) - 110 HP. 113 Dalt. Casts: Bolt.
Chimera (キマイラ) - 220 HP. Note: Casts Bark (Inflicts Bind on all enemies).
Gorgon (ゴルゴン) - 222 HP. 401 Dalt. Casts Evil Eyes - Turns single party member to stone, Sweet Song puts all party to sleep, Poison Needle.
Warlock (ワーロック) - 110 HP. 161 Dalt. Casts: Freeze, Bomber, Sleeper.
Ogre Chief (オーガチーフ) - 280 HP. 451 Dalt. Casts: Thunder.
Troll (トロル) - 240 HP. 311 Dalt. Casts: Freeze. Drops: Sleep Flute and Amulet.
Ice Man (アイスマン) - 188 HP. 213 Dalt. Casts: Blizzard.
Snow Bear (スノウベア) - 280 HP.
Dragonette (ドラゴネット) - 240 HP. Casts: Binder, Blizzard.
Barbegaji (バーベガジ) - 175 HP. 126 Dalt. Casts: Death Freeze.
Hag (ハッグ) - 250 HP. 226 Dalt. Casts: Become Goblin (makes single party member a goblin), Binder, Glamour.
Death Trap (デストラップ) - 88 HP. 151 Dalt.
Larga Statue (ラーガのぞう) - 100 HP. 258 Dalt.
Blue Man (ブルーマン) - 73 HP. 101 Dalt. Casts: Terror.
Tentacle (テンタクル) - 390 HP. 116 Dalt. Use: Poison Needle. Drops: Ghost Flute.
Dark Knight (ダークナイト) - 301 Dalt.
Aqua Jelly (アクアゼリー) - 138 Dalt.
Cancer (キャンサー) - 132 HP. 126 Dalt.
Dragon Cub (ドラゴンカブ) - 100 HP. 171 Dalt.
Phantom (ファントム) - 125 HP. 276 Dalt. Casts: Death Touch, Terror, Molt (instantly kills a single character.)
War Bear (ワーベア) - 112 HP. 201 Dalt. Casts: Bark.
Manticore (マンティコア) - 300 HP. Casts: Poison Needle, Sakebu (さけぶ) (inflicts Confused - こんらん status on all enemies). Drops: Tempest.
Egimu Statue (エギムのぞう) - 230 HP. 301 Dalt. Casts: Glamour, Mega Thunder, Terror.
Beast (ビースト) - 120 HP. Casts: Flame Bless. Strong vs. all magic.
Troll King (トロルキング) - 800 HP.
Adept (アダプト) - 138 HP. Casts: Might, Mega Thunder, Glamour.
Cobra (コブラ) - 180 HP. 256 Dalt.
Chaos Jelly (カオスゼリー) - 800 HP. 151 Dalt. Casts: なめる (Absorbs HP).

Drops: Magic Seed, Life Water.
Dragon Man (ドラゴンマン) - 190 HP. Casts: Vital All, Flame Bless.
Salamander (サラマンダー) - 380 HP. 376 Dalt. Casts: Flame Bless.

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

Thanks to the NES FAQ Completion Project regulars for providing a fun environment for exploring old, obscure games!

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