

# Dungeon Maker II: The Hidden War FAQ/Walkthrough

by \_MJ\_

Updated on Jan 23, 2009

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Update History:

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1/22 - Started FAQ  
3/06 - Walkthrough complete.  
4/14 - Quests complete.  
4/22 - Monsters complete.  
5/21 - weapon/armor/Genju update

Use CTRL + F to Find something.

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- Monster Locations
- Thanks

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Email me any missing Weapons/Accessory/Genju/Titles at [goforbrokehub@yahoo.com](mailto:goforbrokehub@yahoo.com)  
I won't be getting them all so any help would be appreciated. Thanks!

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Locations  
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Old Soldier Gate: Entrance. Talk frequently for hero titles and rewards.

Fatnose's Armorer: Buy weapons, armor or sell items.

Greg's Apothecary: Buy Potions here.

Your house: Eat, sleep here. Also store items and view your journal.

Museum: View all enemies, weapon, armor or accessory acquired here.

Shara's Build shop: Buy and sell materials for the Dungeon.

Prof. & Niko's Magic Lab: Buy magic spells here or magic equipment, or sell.  
Niko can also tell you your fortune (quest clues).

Waldo's Market: Buy or sell Cooking ingredients, Root or armor strength.

Dungeon: Where you will spend most of the time. Go to Dungeon building for more info.

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Walkthrough  
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You will begin the journey by talking to the old guard. Create a name and head to the market to meet your personal slave, err I mean new friend. Give her a name and then head to your house. After you talk to the guard you can head to the other areas if you like first, then enter the dungeon (pass the gate).

This is the games main area. You create dungeons and then fight the monsters hiding in them. There's no wrong way in placing corridors in the dungeon. You

can only do 1 floor at a time but you can edit them in menu. Start your dungeon by opening doors with the triangle button. When you reach a dead end you can place a corridor by pressing triangle and pick your piece to place.

#### Fighting Enemies:

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You will encounter your first enemy, the bat! Attack with the circle button. When you attack enough your SP gauge will fill up, you can unleash a unique attack with it, hurting multiple enemies possibly. Press triangle to use.

Continue building and then exit the dungeon by walking on the symbol in the middle of the map and press triangle, highlight 'exit'. Once you exit the dungeon you cannot enter the dungeon again until the next 'day'. You have to go home and rest to re-enter the dungeon. When you exit the guard will give you a Blade root, it will increase your weapon power when you feed it fangs and claws. Or you can sell it for a whopping 750! Go eat and rest. Lets start building the dungeon for the manticore.

First head to the market to recieve your first quest (Bat Leg). We will do this later. Head to Build shop to start on the manticore room. Once it's ordered head to your house to rest if you haven't already or go back into the dungeon to fight more enemies and collect items.

Head back to Build shop and buy the Jungle room for 1000. Head to Apothecary and you will recieve a other quest (Windbug Feather). Talk to the guard to recieve another (Lawrence). Do these quests now for rewards. Rest and head to Magic Lab for yet another quest (Aura Ring). You will get lots of building materials for a reward! Continue entering the dungeon to gain more items and quest items. If you think you're strong enough for manticore then fight him. I would wait until you killed 50 monsters. You will recieve 500g and a ring that gives you 3 to strength when you speak to the guard.

Go back to market for another quest (Mongrel Liver). Lets begin the Manticore room now.

#### Manticore

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First the Jungle room piece is quite large so you might have to erase your dungeon to fit it. Go to Command > Architecture and Erase floor. Place the piece and design the rest of the area and exit. Enter in to fight. He can be a little tough if you didn't bother equiping better items or armor. Attack him and then run away when he starts flying in the air. Fireballs work really well against it too. So buy this spell and plenty of magic juices.

Congrats on beating the first boss. You will obtain the Manticore Fang. Exit. After the brief talk name your Genju and enter your house.

Now that we have our next mission. Lets start building again. First go to build shop to order a room. Then go to Apothecary for another quest (Blue Bat Fang). Then to Armory for (Water Iron Piece) and Market for (Blue Bat Leg). Talk to the guard for a Wind Ring! Enter the dungeon.

Now you can set Genju in the menu screen to fight! Use the transform option to turn it into a human ally. Find a area to use your 4D Small room and place it. Then in the architecture menu use the modify to turn it into a stair room. Now you can go to floor 2 and start building! Exit the dungeon afterwards and rest. You will get a collar from your slave for Genju. Head to the museum for another quest (Bandit Mask).

Now that you have 2 active floors you can easily switch between them to obtain items to sell for the big pieces needed. This is a great way to level up Genju while collecting stuff. When you have enough money go and buy the pieces in the build shop. Talk to the guard for another quest (Jack). Head to build shop to receive the Corner room and Jail kit for the Jack quest for free! Rest to receive another item for Genju (Guard Bell). Finish any quest and lets start on killing Revenger. When you placed the Prison room piece you will notice a genju dungeon marker in the 2nd floor (look for it).

#### Genju Dungeon

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Make sure you have good equipment for genju before entering here. This is a area that only genju can enter. It is a big dungeon filled with monsters and great hidden items that can be unlocked with a stone key. To find the stone key you have to find a monster in the area that is carrying it. Once you have it find a room with the the key logo on it and grab your prizes. The items here are the Water iron for a quest and a random item. Exit dungeon and claim your reward at the armory. Stock up on healing and magic potions.

#### Blackguard (not Revenger)

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Since he's a undead type use Book of Angel to take it down easier. Run away and unleash the spell, when he gets too close run away. Easy fight. You will get Giants ring from him. Talk to the guard for another reward, Earth ring. Head to the museum for another quest (Old armguard) and Market (Wild dog flank). Go to your house to be greeted by a new face. Rest.

Go to the Magic Lab to talk about the elf girl some more, then head to the Market to see her again. Back to Magic Lab for more convo. When you exit the Guard will speak to you about the 3rd floor. You will get a free stair room piece. Talk to the build shop to get the magic scale piece started. Also buy a corner room, a jail kit, and a 4D sm room here, you'll need it for the 2nd floor.

Place the 4D room somewhere and place the stairs in there. Also place a jail here too, thats for later though. Go back to build shop to buy the new piece and talk to the elf girl. Go to apothecary for a new quest (Beetle horn) and Guard (Shiva). Return to Build shop later to get a free fountain room and Small 2D room and a Guard quest (Pinky Slime) and later on (Lava Beetle).

Start building your 3F with all the parts needed like Volcano Roads, Smithy, Fountain and Attribute room. Head back to town and get a other quest from the museum (Orc Loincloth) and market (Red Bat Leg). You must build enough Volcano roads to open the fire magic hole in the Attribute room. Once you do so you can enter the hole.

#### Fire Ruins

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Explore the area and chat with Crimson. Exit fire ruin and re-enter to find fire bats and beetles. You can also find treasures with ruby stones inside. If you have a Firebug Feather give it to the fire root. You can get them from Spark bugs.

Exit to town. You will have access to 4th floor and new quests (Lizard Armor) at museum, (Monkey Ring) at Magic lab and (Tempting Tree) from the Guard. Also visit build shop to order the water pieces. Later on (Bobby) quest will be

available from the Guard.

Start working on the 4F. Buy plenty of ice corridors and place the fruit tree in there too to complete a quest. Talk to the market guy for a new quest (Wolf Fillet) and Guard (Gilbert).

#### Water Ruins

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Explore the area. Talk to the ghost. Grab the B Ice armor from the chest and go right. You will find a sapphirestone in the other chest. Return back to the dungeon and pay a visit to Crimson in 3F. He will give you a Fire Iron Piece. Take it to the armorer. Rest and go pick up your new weapon. Talk to the other shops. Re-visit the build shop to buy the Ice field room. Buy any potions for the next boss fight. Head back to 4F and place the piece, it's quite big like the boss rooms are. Go rest. To open the door you must have a high floor rating of around 40-ish and maximum depth of around 18.

#### Mammoth

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This thing is tough. I would suggest buying lots of magic juices for this fight. I wouldn't try to use anything but fire magic on him. Trying to fight him with a weapon is too deadly, he can do lots of damage with charges and his suction move. Like the first boss runaway until you are far enough to use the fireball then quickly get out of the way when it gets close. You should have heal spell by now and you'll probably have to use it here. When you kill it you will get the Ivory needed. This is your first Valuables item. Grab the Mammoth Fang and exit the dungeon.

Talk to the magic lab and market merchants for new quests (Silver Wolf Throat / Jade Ring). The guard will have a prize for you for killing the Mammoth, a Storm ring. Take the Ivory to the armory and rest. Go buy the weapon and head back to the water ruin.

#### Water Ruins

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Find a stone slab in the northern parts (next to ghost) and insert the ivory to open the path. Head left to find a Ice root sprite and a sapphire stone. Talk to the other ghost. Warp out to town.

Head to market to listen to a story by elf girl. Go to build shop and buy some Wind corridors for the next floor. Rest.

Talk to the armorer for another quest (Holy Water) and Market (Lizard Leg). Buy a stair kit at the build shop for the next floor. Start building and return to town for a new quest like the Guard's (Lancer) and Curator's (Centaur Hat). Also buy long rooms and kitchen kit at the build shop when available. Visit back often for the new quest like the guards (Neomandrake). Visit the build shop to buy the new Weather Vane Kits. Later on the magic lab guy will have a quest for you (Aquamarine Ring) and Market (Griffon Meat).

When you built enough to open the wind ruin go in it.

#### Wind Ruin

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Explore the area and grab the wind sprite root. Grab the B Wind Armor from the chest and Emeraldstone. You can't get the other chests just yet. Talk to the

ghost and leave. Talk to the Professor for more info about the Windflight. Head to Market to talk to elf girl about the smoke monster.

#### Fire Ruin

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Head back to fire ruins and chat with Crimson (walk into his little room). Looks like he's not home. Go to Water ruin and talk to the ghost. He will give you a Fire compass which you can now explore the Fire ruin more. Head back there. You can now pass thru the fire pillars with the compass. Watch out for the Lv. 99 Fire Elementals, they are tough and can kill you easily, just runaway for now. Grab the B Fire Armor and Ruby stone from the chests and talk to Crimson. Head back to town for a talk with the Guard and then rest to gain permission.

Buy the stair kit in the build shop (and a 4D sm room). Talk to the guard for another quest (Flame Ogre), also theres a new shield spell at the lab but it's costly! Start building on the 6F and head back to build shop. Elf girl will put out new parts to buy. Go rest and then buy the Parlor kits and the Shrine. Build up 6F to open up the shrine.

#### Enenra

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The Vorpal Sword is pretty good to use here. Since shes a undead type using lots of Angel will also help. It's not over yet!

#### True Enenra

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Nothing to hard here. When it starts it's fireball attack run behind him and start slashing away. With heal this fight is pretty easy. You will get a Smoke Fang needed for the Windflight and a Spectre Ring. You will also get a Magma Ring from the guard. Give the Fang to the armorer. Talk to the curator for another quest (Tiger Mask). Go rest and pick up the windflight at the armory. Head back to Wind Ruin.

#### Wind Ruin

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Head to the ore to open the path to the airship. Get on the airship and find the ghost. Warp back to town. Talk to elf girl at the Market for your next monster and then go rest.

Talk to the guard for a new quest (Johnson). The magic lab will have a new magic to buy, Magic Barrier. Buy the stair kit at the build shop. Start building your 7F. Head back to town to buy the Spirit room, and later on the Haunted kit.

#### Twin Daughters

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These 2 can be tough. They have many magic spells that prevent you from getting too close to them. I would recommend buying Magic Barrier and many magic juices. Also equip a bow like the Long Bow. The way I beat them was to cast Heal and Magic Barrier at the same time, run in and attack. When you get a few hits in run away and heal up a little, re-cast barrier and heal when they wear out and repeat the process. They will run to other rooms when you hit them enough, blocking the doorway. Just stay outside and hit arrows thru the doorway. Some magics can pass thru walls so be careful. Just hit and run and they're toast. This is pretty much how I did it. You will get a Silver root for your efforts and a Dark ring from the guard.

Talk to Estine at the market, and then to the Professor. Talk to the guard for another quest (Animated Armor). Rest and talk the Guard.

Buy a medium 2D room and the Ghost Garden at the build shop. You can't build 8F just yet so go to the dungeon and start killing monsters. We need to collect money. Go back and rest to gain permission and some nice money. Talk to the Guard again for another quest (Satanic Skull) and Curator (Evil Boots). Talk to the build shop owner to buy a stair kit. Later on buy the Bone dump kit. Also an other guard quest for you (Escaped Slime), talk to the build shop to get a room for the slime. Greg at Apothecary will have a new quest later on (MagicWolf Fang). When you built enough head into the Graveyard.

Dragon Zombie

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First equip any dark stats gear you may have, any bracelets with poison-r stats on like silver bracelets and the mushroom root. Buy many nectars and equip that long bow again. They way I beat it was to get inside his area and head to a corner. You can attack the dragon without the actual target icon on it. Get close enough so the arrows hit and runaway. The attack you have to watch out for is his stomp. He stomps twice but you will only be close to actually get hit once probably. Heal when he does and keep your HP above 250. Ignore the bugs they should only do 0 damage to you. The dragon can kill the bugs with stomp if any of them are near him. Use the bugs to fill up your SP gauge and use it on the dragon. This fight took me around 35 minutes because I didn't bother using any strengtheners just yet. But it works well. You will get the Dragon horn after the fight. Exit.

After the initial talk with the guard talk to him again and he will give you a Holy ring. Talk to the professor, market guy, and the armorer. Go to build shop to talk to Estine, but shes not there. Head to the Mine entrance (above dungeon) to talk to her. Head back to the armorer for a chat. Chat with your slave friend at home and the guard will interupt you. Now we can start 9F! Buy the stair room at the shop and rest.

Head to the build shop again to buy new parts, buy some swamp corridors too. Later on Greg will have a quest for you (Snake Fang). Build up enough to open the earth ruin and talk to Crimson. Head back to town and talk to the armorer and the build shop girl.

Lets find some granite. Mountain Goblins carry them. Give it to the armorer and rest. Head back to Earth ruin.

Earth Ruin

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Explore the area. Grab the topaz stone, B Earth Armor and Earth root. Go talk to the ghost. Talk to the Professor, Estine at the build shop, and the armorer about the gems. New quest will open up at the Market (Mole Leg). Rest.

Take this time to finish any active quests. Head to fire ruin and talk to Crimson. Head back to town. Talk to the market guy and the Professor. Go to the curator to get the compass. Head back to fire ruin.

Fire Ruin

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Use the compass to explore the new area. It's quite big so get the treasures first before heading into the furnace. Once you examined the furnace head to

the build shop to get it replicated. Rest and buy the furnace kit. Professor has a new quest for you (Carnelian Ring). Off to water ruin!

#### Water Ruin

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Talk to both ghosts and exit. Talk to the armorer about the ivory and rest. Pick it up and head back to the ruin. Put the piece into the slab at the east. The ghost will be right there to talk. Explore the rest of the area for some treasures and the water summon spell Undine, you can't get her just yet. You need a silver fur. Back to build shop to order it. Rest. To the wind ruin..

Talk to both ghosts and go talk to the armorer again. Go to magic lab for more info. Talk to elf girl at the build shop. The guard will have more info about the samurai Shingen, which is a quest as well. Buy some tea rooms and head to 9F to place it. Talk to the guard for another quest (Robin). Later on the market guy will have another quest (Boss Mole Leg). Find a smoke fang from Samurai's in the tea shop and give it to the armorer. Visit the armorer again to talk to Estine and hear some hilarious dialogue.

Pick up the windflight and the armory. The build shop girl will have a quest for you (Boss's Birthday). Now we can go back to Wind ruin. Talk to the next ghost and grab the wind iron in the chest and exit. Head to magic lab for more info. Talk to build shop for a garden replica and armorer for a Granite ring. Go rest. Grab your ring at the armory and head to earth ruin. Buy the garden at the shop first.

#### Earth Ruin

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You can now open the next gate. Grab the chests and head to town and buy the rooms for the archmages.

#### Getting the gems

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Buy the Stone figure hall kit and head back to 9F. To make the archmages appear you have to build 9F into each attribute element. Buying multiple rooms will increase the chance for the mages to appear. A floor rating of around 70 should be enough for them to show up. If not go rest and try again. 9F is big so buy enough materials to cover the map. Head back to each previous floor rooms and take the element increasing materials with you for 9F like the smithys, icebox, weather vanes, stone figure rooms and the special corridors. Use the init corridors option in the menu to strip the floors corridors all at once.

When you get all 4 you can now build in 10F. Head to build shop to pick up your stair kit.

Later on talk to the guard for a new quest (Ed). Talk to the build shop to buy a bedroom for the quest. Start building 10F and place the gems in the 4 rooms in the corners. Head back to town and talk to Estine at the build shop. Place the order and rest. Keep building until the Hellish room is opened.

#### Revenger

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Buy many health and magic potions and a couple of revive potions as well. Don't stay still because he can hit you from far away. Cast heal and physical shield to run it and attack. Run away and re-cast when they wear out. You should have at least 1000 HP by now so keep your HP above 600 and this phase shouldn't be a



problem. Watch for the poison attacks, heal quickly afterwards. When he dies it's not over yet!

#### True Revenger

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Use guard (L button) to absorb most of the ball projectiles. Run in and attack as before. Watch your HP and this time he'll be dead for good. He will drop Chaos Bringer sword afterwards which is cool looking. Head back to town and talk to everyone to be congratulated. Head to your house for some text and to see the credits. HahHAHhahHAHa bwhahaha. ??

After the credits it will go back to the game. Rest, exit and re-enter your house. Talk to the guard again to gain a reward, Chalice Gloves. Head back to your house to tell your friend the good news. Now you can switch between you and your friend in the menu. Also you can increase the size of the first few floors with your new spell.

Switch to your friend and talk to the curator for a new quest (Bone ring). Enter the dungeon. She can't use any heavy weapons/armor but she can use daggers, bows, and staves. Also you will retain your genju's and levels. They will be helpful for protection. Head to water ruin.

#### Water Ruin

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Talk to the first ghost. Afterwards head back to town. Don't venture too deep in the ruin! Talk to the guard again for a new quest (Alp). Talk to the build shop girl for the special corridor. Buy some and head to the magic lab for some info about the compass. Go rest to head to fire ruin. Talk to the armorer first for a new quest (Ice Ring).

#### Fire Ruin

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As the female hero head into the old furnace in the ruin to defeat Hellhound. Use Undine to kill it the fastest and collect the compass. You can open the next gate with it. If the drawbridge is up go rest and come back and it'll be down. I wouldn't recommend fighting Crimson with the girl, use the male hero.

#### Crimson

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A simple fight here. Use Undine a lot and it'll be dead. His attacks have a lot of startup animation so you can see it coming. Just run to a side and slash away. Afterwards he'll drop a Fire sword. Explore the ruins more and get the goodies in the chests. Talk to the ghost and warp back to town to talk. You will get a nice Chalice shoes for beating Crimson from the guard. Some new quests will open up. Switch to female and chat with the Professor, Curator, and Armorer. First we have to get that False Bracelet. Talk to the build shop to buy two stair kits to get to 12F, go rest.

A new magic spell should be available, Unicorn. Start building 11F and 12F. Find crested orcs to get the bracelet and give it to Fatnose. Head to Water ruin.

#### Water Ruin

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Head to the third section and use the ivory at the slab next to the ghost. Find a slab that reads "Spring rain turns to autumn rain..." This will make a new path. Grab the keys in the chests and head back to the beginning where the teleporter is at. Use the Rain key on the slab to open the next path. Grab the treasures and head back to the 2nd section to open the locked chest (near a ghost) which contains a water crystal. Head back to town and go to your house. Rest after the chat.

Head to build shop to order some kits. You have to wait for the next day to buy them. Buy the stair kit and the Large parlor. Start building 13F.

Dark Assassin

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With plenty of magic potions this fight is easy. As always never stay still and wait for him to start a attack to hit him. I wouldn't recommend using any slow weapons like axes or staves because he can combo fast for big damage. A sword can be used though, you just have to run away quickly. For a easier fight use Thunder a lot because it does pretty good damage on him and the magic sequence is fast so you can runaway without being hit. Afterwards he will drop the Rainmaker. Talk to the guard to recieve a Chalice Crown. Talk to the curator to give back the Rainmaker. Talk to the build shop girl to buy stairs for 14F. Go rest and start building.

Later on as the female hero talk to Fatnose and Niko several times. Go to your house and Niko will be there. Talk to the Professor and Estine at the Market as well for more chat. Fatnose will have a Granite ring ready for you to explore the Earth Ruin more.

Earth Ruin

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Open the next gate and find the ore in a room and activate it. Get the treasures and go talk to the gnome. Go back and talk to Fatnose, Estine at the market and Niko at your house. Rest to go to Wind ruin.

Wind Ruin

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Head in and talk to the first ghost. Find the second ghost which isn't there, head inside to get a chat window. Talk to the Queen at the third section and head back to town. Talk to Fatnose for a Windflight. Talk to male hero to get info where to get one. Buy a stair kit and rest. Start building 15F and buy some Tea rooms. Find Samurai's in these rooms for the smoke fang. Give it to the armorer, rest and go to wind ruin.

Open the next area. Grab the treasures and the ore on the ground. Talk to the sylph and she will join you! Head back to the previous section to use the ore you just found (bottom right corner). Ride on the ship to go to a new area in the map. Grab the nice bow and head back to town.

Go to build shop to buy the stair kit. Start building 16F. Make it into a dark floor for the Queen Elf to show up so buy bone dumps and spirit rooms.

Queen Elf

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Buy many magic juices and a few revives just incase. Using Thunder again is also good here to use. Stay away in front of her because she can cast magic fairly fast. When she raises her bow above her run away or you will get rain of

arrows for multiple damage. Keep your HP over 900 and it'll be a easy fight. You will get a Elf Key and a Buster Knife drop. The key will open a chest in the Wind Ruin. Talk to the guard for a Chalice Fauld reward.

Talk to the Professor, exit, and talk to Niko and the Curator in the next day. Start building 17F. Find Liliths in Library rooms or Marble corridors to obtain God's Lost Item, the item where looking for in 17F. Talk to the Professor, Curator and Estine at the market about the item. Go home and talk to the male hero and then rest. Enter the dungeon but don't go in just yet. Head back to Fatnose for a Granite ring. Enter the dungeon if you like or go rest to pick up the ring. To Earth ruin.

#### Earth Ruin

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Talk to the Gnome and he will join you. Nothing more to do here so head back to town. Talk to the Professor and Fatnose. Rest and head to build shop to buy the stairs for 18F. Start building your dark floor to open Darkness room.

#### Pazuzu

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With the Pressure Club this fight is easy. Obtain it by completing the Skuld quest. Buy enough potions and just run in and attack. Runaway to heal and it'll die fairly quickly. I did him in 11 min. Easy. You'll get the Vampire root and the Mark of Prophet for your rewards. Now you can enter the manor in Earth ruin. Talk to the guard to recieve a Royal Shield. Head to earth ruin to talk to the ghost. Head back to town and talk to the guard and professor. Order the new rooms at the build shop and rest.

Buy the stairs and start building 19F. Build enough to open the boss room.

#### Ancient Warrior

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With Unicorn and enough magic potions this is easy. As all bosses stay away in front of him or he will combo you for good damage, he also has good range on his physical attacks so beware. I would still use the Pressure club here because it does good damage on him. When he rises in the air run behind him and start attacking. You might get hit by some of his attacks but by now you should have enough HP to survive and runaway to heal. If you get hit by his wave move which disables your magic temporarily just run around the room and wait for it to go away and heal. Keep your HP above 900 and he'll go down with enough patients. You'll get the Moon Sword afterwards. Talk to the guard again to get Chalice Plate. Go rest.

Buy your final stair room at the shop. Talk to the guard and return to the shop to buy the Rebirth kit, which is 90000 gilberts! Ouch. You will fight all bosses in this room. So be prepared! But first we need to build 20F.

#### Rebirth Room

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You will face every boss in the game in order of appearance. You can only defeat one boss per day. They are all level 99's but by now they should be easy to defeat so they won't be a big problem. They drop new items that they didn't when you face them the first time. Like Crimson will drop a key to open a chest in the Fire ruin. Queen Elf Dress will drop a key to be used in the Wind Ruin. After defeating Pazuzu again you will recieve the Lord Fauld from the guard. After defeating Light Warrior then you will face Revenger. He will drop Lord's

Blade (great weapon) and Monarch root.

After that the game is pretty much done. You can finish up any remaining quest and look for those missing items. No credits this time ?? :P

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Quests  
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1. Lawrence: Head to build shop to start. Buy the guest room kit. Place the room in a 1D Sm Room by going to Command > Architecture > Modify Room and select Guest Room. Exit dungeon and re-enter. He is high level but slow. Also examine the treasure chest in the room for G.

Reward: 500

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2. Jack: Place Jail Kit in 2F.

Reward: Bone memory (give to Genju) / Battle Ax

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3. Shiva: Place fountain piece in 3F. Randomly appears.

Reward: Spiked club / Breeze Sword

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4. Pinky Slime: Buy a Trashdump in build shop (and a corner room). Use in 3F. Randomly appears.

Reward: Ruby Ring / Chain Fauld

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5. Lava Beetle: Find near smithy rooms or volcano corridors in 3F.

Reward: Beetle Feather / Chain Mail

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6. Tempting Tree: Put fruit tree in 4F. Randomly appears.

Reward: Bronze Greaves

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7. Bobby: Place a medium room in 4F with a bar kit. It will appear inside.

Reward: Magic Juice / 1000

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8. Gilbert: Find in ice areas like iceboxes. Randomly appears.

Reward: Lizard Crest / Bronze Spear  
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9. Lancer: Find in 5F Kitchens.

Reward: Orc Armor / Long Ax  
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10. Neomandrake: Find in Weather vanes.

Reward: 1500  
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11. Flame Orge: Find in 6F Parlors.

Reward: Ogre Loincloth / Iron Gauntlets  
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12. Johnson: Find in Spirit rooms.

Reward: Dark Slayer  
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13. Animated Armor: Find in 7F Ghost garden rooms.

Reward: Miracle Water  
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14. Satanic Skull: Find in Bone dumps.

Reward: 2500  
.....

15. Escaped Slime: Find in Crypts.

Reward: Obsidian Ring / Mushroom Root  
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16. Shingen: Find in 9F Tea room.

Reward: Dragonslay Ring / Silver Treasure Room Kit  
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17. Robin: Find in 9F Field rooms.

Reward: Bastard Sword / 3000

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18. Ed: Find in 10F bedrooms.

Reward: Oracle Bracelet / Crescent Ax  
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19. Alp: Find in 11F Magic corridors. (use female hero)

Reward: Demon Ring / Gladius  
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20. Dorothy: Find in 12F Library.

Reward: Thrush Feather / Silver Shield  
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21. Platinum Horn: Find in 14F Beast Lair rooms. (use female hero)

Reward: War Wolf Root (use male hero to collect prize)  
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22. Skuld: Find in Study rooms.

Reward: Maiden Ring / Pressure Club  
.....

23. Lilly: Find in 17F Magic rooms.

Reward: Hades Ring / Jewelled Bow  
.....

24. Despair Wisp: Find in Alter rooms.

Reward: Silver Tiara  
.....

25. Light Element: Find in 20F Chapel room

Reward: Holy Crystal / Princess Blouse  
.....

26. King Pazuzu: Defeat in rebirth room.

Reward: Metal  
.....

27. Bat Leg: Kill bats and collect bat legs. Take it to market.

Reward: 500 / Bat Stew

.....  
28. Mongrel Liver: Kill mongrels. Return to market.

Reward: 700 / Liver Stew  
.....

29. Blue Bat Leg: Find Blue bats in 2F.

Reward: 900  
.....

30. Wild Dog Flank: Find in 3F.

Reward: 1000 / Hound Steak  
.....

31. Red Bat Leg: Find them in smithy rooms or near volcano roads or in Fire ruin

Reward: Stone treasure room piece  
.....

32. Wolf Fillet: Find Wolves in 4F.

Reward: 3000 / Fried Wolf  
.....

33. Silver Wolf Throat: Find in Water ruin.

Reward: 400 / Silver Wolf Pie  
.....

34. Lizard Leg: Giant Lizards carry them in 6F.

Reward: 500 / Lizard Ham  
.....

35. Griffon Meat: Find Griffons in Wind Ruin.

Reward: 600 / Griffon Stew  
.....

36. Mole Leg: Find them in earth ruin.

Reward: 800 / Mole Sausage  
.....

37. Boss Mole Leg: Find them in earth ruin.

Reward: 1000 / Boss Mole and Dryad Stew

.....  
38. Beef: Find Water Buffalo's in water ruin.

Reward: 600 / Beef Steak  
.....

39. Fox Fillet: Fox-o-Nine-Tails carry them in 11F Parlor rooms.

Reward: 1500 / Fox Fillet Saute  
.....

40. Gold Buffalo Meat: Find Golden Buffalo's in Beast Lairs.

Reward: 1000 / Golden Beef Steak  
.....

41. Black Griffon Meat: Find Black Griffons in 19F (Wind) Gardens.

Reward: Iron Treasure Kit / Mystical Black Steak  
.....

42. Manticore Meat: Defeat Manticores in Rebirth room.

Reward: 1500 / Manticore Cubed Steak  
.....

43. Mammoth Meat: Defeat Mammoths in Rebirth room.

Reward: 2000 / Mammoth Steak  
.....

44. Dragon Essence: Dragon Baby drop them.

Reward: 4000 / Dragon Protein Dish  
.....

45. Aura Ring: Kill Grass Slimes. Head to Magic Lab.

Reward: Building materials  
.....

46. Monkey Ring: Find Goblins in 4F or in Bar Rooms.

Reward: nothing  
.....

47. Jade Ring: Goblin Shamens drop them.

Reward: nothing



.....  
48. Aquamarine Ring: Find them in stone treasure rooms or Lizardmans.

Reward: nothing  
.....

49. Nimbus Ring: Kill Ice slimes in Water floor or Water ruin.

Reward: nothing  
.....

50. Carnelian Ring: Find Frame slimes in 3F or Fire ruin.

Reward: nothing  
.....

51. Opal Ring: Find White Orcs in 7F, 9F, also Long rooms.

Reward: nothing  
.....

52. Tourmaline Ring: Find Noble Thief Witches in 8F / 10F

Reward: nothing  
.....

53. Loki's Ring: Succubus drop them. Find them in Magic corridors.

Reward: nothing  
.....

54. Raijin Ring: Wizards drop them. Find them in Magic corridors.

Reward: nothing  
.....

55. Demon Ring: Liliths drop them

Reward: nothing  
.....

56. Windbug Feather: Head to Magic Lab for info. Kill grass bugs in dungeons.  
Get reward in Apothecary.

Reward: Small potion  
.....

57. Blue Bat Fang: Find in 2F or Water ruin.

Reward: 1000

.....  
58. Beetle Horn: Find in 3F and Fire ruin.

Reward: 1000  
.....

59. Hellcat Claw: Kill Hellcats.

Reward: Magic Nectar  
.....

60. Magic Wolf Fang: Find Magic Wolves in 9F.

Reward: Large potion  
.....

61. Snake Fang: Find Quetzalcoatl's in 9F / 10F

Reward: Magic Jam  
.....

62. Fox Fur: Fox-o-Nine-Tails carry them in 11F Parlor rooms.

Reward: Full health potion  
.....

63. White Tiger Fang: Kill White Tigers

Reward: Miracle Water  
.....

64. Bandit Mask: Find Bandits in 2F.

Reward: Larger item bag  
.....

65. Old Armguard: Kill Skeletons in 2F (in Jail rooms).

Reward: Iron Root  
.....

66. Orc Loincloth: Find Orcs in 3F.

Reward: Pick from Goblin, Kobold, or Orc memory for Genju /  
Bigger item bag.  
.....

67. Lizard Armor: Find Lizardmen's in 3F cold areas and water ruin.

Reward: Bigger Item bag

.....  
68. Centaur Hat: Find Centaurs in 5F or 6F Dungeons.

Reward: Stone treasure room piece

.....  
69. Tiger Mask: Kill War Tigers in 6F.

Reward: Larger item bag

.....  
70. Evil Boots: Disciples of Evil carry them in 8F / 18F.

Reward: Larger item bag

.....  
71. Snake Skin: Find Quetzalcoatl's in 9F / 10F

Reward: Larger item bag

.....  
72. Bone Ring: Skeletons drop them in Alter and Jail rooms.

Reward: Apple Staff

.....  
73. Thunder Pants: Find Lord Thunders in 11F Tea rooms.

Reward: Iron Treasure Room kit

.....  
74. B Holy Sword: Find Holy Knights in Holy floors.

Reward: Larger item bag

.....  
75. Death Ring: Dark Demon Dolls carry them in Spirit rooms

Reward: Silver Treasure Room kit

.....  
76. Boss's Birthday: Find Dryad's in Wind ruin.

Reward: Stone Treasure Room kit / Soft-Boiled Dryad

.....  
77. Lost Ring: Human Ally drop them in 12F Marble corridors.

Reward: Iron Treasure Room kit

.....  
78. Star Omega Stone: Holy Knights drop them. Find in Magic Corridors.

Reward: Silver Treasure Room kit

.....  
79. Mom's Present: Disciple of Evil carry them in 18F.

Reward: Stone Treasure Room kit

.....  
80. Water Iron Piece: Get it in 2F Genju dungeon.

Reward: 1000

.....  
81. Holy Water: Goblin Soldiers carry them in 6F.

Reward: Buy Vorpall Sword

.....  
82. Ice Ring: Lizard Leader drop them in 11F Water floor / Ruin.

Reward: Blizzard Bow

.....  
83. Black Force: Find Herculean Ax on Demon Armors or Giant Skeletons (20F Dark)  
Give to Armorer. Find Black Force on Blackguard in Rebirth  
Room.

Reward: Mighty Ax / Demon Glove at shop

.....  
84. Pure Shield: Defeat Ancient Warriors in Rebirth room.

Reward: Clear Shield at shop

.....  
85. Sun Blade: Defeat Ancient Warriors in Rebirth room.

Reward: Lord's Crown at shop

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Dungeon Building Tips  
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..to be added

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Store Item Prices  
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\* Armory  
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- stats on weapons/armor may vary, go to Weapon/Armor guide for different stats
- the stats of the weapon/armor you sell will replace the stats of that same weapon/armor in the shop.

Weapons

-----	Cost:	Stat:
	----	----
Short Sword	400	ATK +14, Stun +4
Long Sword	1000	ATK +22, Stun +16
Spear	800	ATK +24, Stun +8
Short Bow	400	ATK +16, Stun +1, Kill +1
Dagger	Equipped	ATK +11, Stun +2
Ice Dagger	1800	ATK +4, Stun +2, Wa +23 Wa-R +20
Battle Ax	600	ATK +24, Stun +27
Club	400	ATK +24, Stun +45
Spiked Club	700	ATK +32, Stun +51
Bandit's Bow	800	ATK +19, Stun +1, Kill +1
Rapier	1100	ATK +26, Stun +5
Broad Sword	1200	ATK +30, Stun +11
Spiked Club (Iron)	1000	ATK +36, Stun +52
Bronze Spear	1100	ATK +30 Stun +8
Dirk	1200	ATK +25, Stun +4
Long Ax	1100	ATK +43, Stun +32
Vorpal Sword	4000	ATK +20, Holy +34, Stun +10
Long Ax (Double sided)	800	ATK +28, Stun +30
Lance	1300	ATK +34, Stun +8
Glaive	1700	ATK +42, Stun +8
Noble Dagger	1000	ATK +20, Stun +2
Saber	1300	ATK +35, Stun +8
Bastard Sword	2900	ATK +48, Stun +15

Granite Club	1200	ATK +41, Stun +53, Earth +22, Ea-R +5
Holy Flail	2400	ATK +31, Holy +30, Stun +61
Long Bow	1100	ATK +26, Wind +12, Stun +1, Kill +1
Silver Spear	2700	ATK +45, Holy +12, Stun +8, Ho-R +5
Tiger Ax	1500	ATK +44, Stun +43, HP +30
Flamberge	2600	ATK +34, Fire +23, Stun +10, Fi-R +10
Gladius	2100	ATK +30, Stun +4
Murasame	5000	ATK +26, Stun +4, Water +30, Wa-R +10
Halberd	1800	ATK +57, Stun +31
Fire Dagger	2200	ATK +5, Fire +22, Stun +2, Fi-R +20
Earth Dagger	3200	ATK +18, Stun +2, Earth +34, Ea-R +20
Kunai	1300	ATK +22, Stun +2
Morningstar	2100	ATK +57, Stun +57
Sword	1600	ATK +35, Stun +4
Forked Pike	3000	ATK +57, Stun +8, Steal +10, Kill +1
Breeze Sword	2400	ATK +24, Wind +11, Stun +11, Wi-R +5
Poison Dagger	6000	ATK +23, Stun +2, Po-R +40
Ice Sword	4100	ATK +43, Stun +10, Water +32, Wa-R +10
Poison Bow	8000	ATK +36, Wind +10, Stun +1, Poison +40, Kill +1
Orc Spear	3700	ATK +67, Stun +8, HP +20, Kill +1
Blood Soul	3000	ATK +66, Stun +54, HP +30, STR +10
Chaos Bringer	4500	ATK +36, Stun +15, Dark +32, Poison +20, Steal +20
Chaos Buster	4700	ATK +51, Holy +41, Stun +10, Ho-R +20

Wind Sword	4200	ATK +54, Wind +32, Stun +11, Wi-R +10
Fire Sword	4000	ATK +40, Fire +32, Stun +11, Fi-R +10
Buster Knife	6000	ATK +40, Stun +2
Wind Dagger	3500	ATK +20, Wind +33, Stun +2, Wi-R +20
Elf Bow	55000	ATK +60, Wind +36, Stun +1, MP +30, Kill +1
Blizzard Bow	2000	ATK +30, Wind +11, Stun +1, Water +31, Wa-R +10, Kill +1
Valk Spear	4500	ATK +76, Stun +8, Steal +20, Kill +1
Centaur Spear	2300	ATK +54, Stun +8
Smith Hammer	400	ATK +40, Fire +33, Stun +66, Fi-R +10
Red Ogre Club	1500	ATK +31, Fire +21, Stun +66, Fi-R +5
Blue Ogre Club	1500	ATK +31, Stun +68, Water +22, Wa-R +5
Tiger Soul	4500	ATK +90, Stun +62, HP +30, STR +10, SOL +10
Kobold Sword	3800	ATK +71, Stun +11
Lizard Sword	2800	ATK +39, Stun +10, Water +20, Wa-R +10
Thunder Sword	4500	ATK +56, Fire +17, Wind +17, Stun +11, Water +17, Fi-R +3, Wi-R +3, Wa-R +3
Claymore	3500	ATK +63, Stun +15
Fire Spear	4000	ATK +49, Fire +32, Stun +15, Fi-R +20, Kill +1
Evil Dagger	8500	ATK +50, Fire +20, Wind +20, Stun +2, Water +20, Earth +20
Great Ax	2900	ATK +70, Stun +30
Marble Sword	2700	ATK +39, Stun +11, Earth +22, Ea-R +5
Mighty Ax	80000	ATK +97, Stun +70, STR +20
Herculean Ax	6000	ATK +95, Stun +86, SOL +20
Sun Blade	10000	ATK +80, Fire +20, Holy +20,





Iron Greaves	1300	AML +7
Gauntlets L	1100	AML +3
Crest Shield	1300	AML +8, Guard +17
Bronze Helm	1500	AML +5, St-R +62
Evil Armor	2700	AML +16, Da-R +6
War Armor L	1800	AML +13
Evil Gauntlet	1200	AML +4, Da-R +4
Evil Boots	1400	AML +6, Da-R +5
Leather Gloves	500	AML +1
Silver Fauld	2200	AML +9, Po-R +10
Quilt Blouse	800	AML +2
Leather Halter	1300	AML +7
Iron Fauld	1800	AML +7
Warrior Helm	2000	AML +7, St-R +64
Goblin Greave	1200	AML +7
Goblin Armor	2000	AML +16
White Mask	2500	AML +3, St-R +50, STR +10
Thrush Feather	1000	AML +1, Wi-R +11, St-R +25, Wind +5
Fox Mask	1200	AML +3, St-R 32, MP +10
Oaken Shield	1100	AML +3, Wi-R +20, Guard +7, Wind +5
Fox Shoes	1100	AML +7, Wa-R +5, Ea-R +5, HP +10
Gold Greaves	2100	AML +11
Silver Greaves	1700	AML +9, Po-R +5
Gold Gauntlet	1900	AML +9
Quilt Skirt	700	AML +1
Goblin Fauld	1700	AML +7
Leather Sandals	600	AML +1
Tiger Mask	1800	AML +3, St-R +50, STR +5
Silver Helm	2100	AML +8, St-R +67, Po-R +20
Chain Helm	1100	AML +4, St-R +60
Silver Shield	2200	AML +16, Guard +22, Po-R +40
Kite Shield	1800	AML +13, Guard +20
Cent Shield	1400	AML +10, Guard +15
Platinum Greaves	2500	AML +12
Goblin Gloves	1100	AML +4
Chain Skirt	1800	AML +7
Platinum Fauld	3000	AML +14
Gold Fauld	2600	AML +12
Kobold Robe	3000	AML +10, Fi-R +6, Wi-R +9, Ho-R +7, Wa-R +7, Ea-R +11, Da-R +6
White Robe	2800	AML +7, Fi-R +9, Wi-R +9, Ho-R +11, Wa-R +7, Ea-R +9, Holy +5
Chain Halter	1900	AML +10
Undead Plate	2200	AML +19
Platinum Plate	3600	AML +28
Golden Plate	3200	AML +23
Silver Plate	2800	AML +21, Po-R +10

Plate Armor	2600	AML +17
Platinum Helm	3200	AML +14, St-R +76
Golden Helm	2600	AML +11, St-R +70
Viking Helm	2400	AML +6, St-R +66, Wa-R +20, Water +5
Full Visor	1900	AML +7, St-R +71
Mirror Shield	4000	AML +27, Guard +52
Knight Shield	2600	AML +18, Guard +26
Platinum Collar	3000	AML +12
Elven Boots	40000	AML +10, Fi-R +4, Wi-R +7, Wa-R +4, Ea-R +7, Po-R +20
Golden Boots	2000	AML +10
Leather Boots (Female)	1000	AML +3
Town Clogs	800	AML +2
Dark Greaves	2300	AML +12, Da-R +10, Dark +5
Dark Gauntlet	2200	AML +9, Da-R +8, Dark +3
Neko Armguard	1000	AML +2
Chain Gloves	1300	AML +3
Gold Armguard	1900	AML +6
Elven Gloves	35000	AML +7, Fi-R +6, Wi-R +9, Wa-R +6, Ea-R +9
Platinum Gauntlet	2300	AML +11
Elven Skirt	45000	AML +11, Fi-R +8, Wi-R +12, Wa-R +8, Ea-R +12
Silver Skirt	2100	AML +7, Po-R +10
Elven Halter	50000	AML +24, Fi-R +12, Wi-R +15, Wa-R +12, Ea-R +15, Wind +10
Black Robe	2800	AML +7, Fi-R +10, Wi-R +10, Wa-R +10, Ea-R +10, Da-R +11, Dark +5
Town Blouse	1000	AML +4
Dark Armor	3500	AML +24, Da-R +11, Dark +3
Buffalo Skull	2000	AML +12, Guard +27, Wa-R +16, Water +5
Princess Blouse	7500	AML +13, Fi-R +18, Wi-R +18, Ho-R +18, Wa-R +18, Ea-R +18, Da-R +18
Ninja Outfit	2600	AML +16, Fi-R +6, Wi-R +5, Wa-R +6, Ea-R +5
Holy Collar	7500	AML +7, Ho-R +20, Holy +10
Tower Shield	2500	AML +18, Guard +41
Silver Bell	2000	ATK +5, Po-R +10
Holy Bell	5000	Ho-R +10, ATK +10, Holy +5
Gold Halter	2700	AML +22

Mole Face Shield	2300	AML +19, Guard +30, Ea-R +15, Earth +10
Silver Boots	1700	AML +7, Po-R +5
Cursed Plate	2500	AML +21
Ice Shield	1200	AML +4, Guard +8, Wa-R +21, Water +5
Platinum Bell	2500	ATK +20
Clear Shield	30000	AML +35, Guard +65, HP Drain
Dark Collar	7500	AML +7, Da-R +20, Dark +10
Demon Gloves	16000	AML +12, Da-R +20, Dark +5
Demon Greaves	18000	AML +14, Da-R +15, Dark +5
Lord's Crown	40000	AML +20, Fi-R +10, Wi-R +10, Ho-R +10, St-R +90, Wa-R +10, Ea-R +10, Da-R +10
Platinum Boots	2300	AML +12
Platinum Halter	3100	AML +27
Neko Halter	1600	AML +7, Wa-R +12
Lord's Guard	60000	AML +40, Fi-R +18, Wi-R +18, Ho-R +18, Guard +80, Wa-R +18, Ea-R +18, Da-R +18, Po-R +30, St-R +20
Lord Fauld	50000	AML +20, Fi-R +8, Wi-R +8, Ho-R +8, Wa-R +8, Ea-R +8, Da-R +8
Lord Greaves	20000	AML +18, Fi-R +5, Wi-R +5, Ho-R +5, Wa-R +5, Ea-R +5, Da-R +5
Fire Collar	2000	AML +5, Fi-R +20, Fire +10
Ice Collar	2000	AML +5, Wa-R +20, Water +10
Wind Collar	2000	AML +5, Wi-R +20, Wind +10
Earth Collar	2000	AML +5, Ea-R +20, Earth +10
Fire Bell	1500	Fi-R +10, ATK +5, Fire +5
Ice Bell	1500	Wa-R +10, ATK +5, Water +5
Wind Bell	1500	Wi-R +10, ATK +5, Wind +5
Earth Bell	1500	Ea-R +10, ATK +5, Earth +5
Dark Bell	5000	Da-R +10, ATK +10, Dark +5
Demon Fauld	22000	AML +16, Da-R +25, Dark +5
Demon Helm	20000	AML +15, St-R +85, Da-R +40, Dark +10
Demon Mail	24000	AML +32, Da-R +30, Dark +5

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-----	Cost:	Description:
	----	-----
S Potion	70	Heal 100 HP
Antidote	100	Cures Poison
Magic Juice	200	Replenish 50 MP
Rebirth	5000	Revive
M Potion	500	Heals 500 HP
Magic Nectar	1200	Replenish 200 MP
L Potion	1500	Heal 1000 HP
Magic Jam	2500	Replenish 500 MP
Full Health Potion	2500	Heal 1000 HP
Miracle Water	4000	Restores all HP/MP

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\* Build Shop  
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-----	Cost:	Description:
	----	-----
I Corridor	100	Straight corridor
L Corridor	100	This can hide monsters
T Corridor	150	T-shaped fork
+ Corridor	200	4 way corridor
1D Small Room	200	Small room with 1 door
2D Small Room	500	2 door room
Corner Room	500	Corner room with 2 doors
4D Small Room	500	Room with 4 doors
Long Room	1000	Small but long room
1D Medium Room	1500	Medium size room
2D Medium Room	1800	Medium size with 2 doors
M Room (Mid D)	2000	Create a bigger room.
Jungle Room	1000	Manticore room
Prison Room	2000	Blackguard room
Ice Field	4000	Mammoth room
Shrine	5000	Enenra room
Haunted Room	10000	Twin Daughters room
Graveyard	10000	Dragon Zombie room
Hellish Room	20000	Revenger Room
Large Parlor	20000	Dark Assassin room
Crystal Room	30000	Queen Elf room
Darkness	40000	Pazuzu room
Tabernacle	60000	Ancient Warrior room
Wood C Kit	100	Woodgrain corridor
Stone C Kit	300	Stone corridor
Marble C Kit	1000	Give the corridor a marble look
Magical Corridor	2000	Magical corridor
Volcano Road	400	Change corridor to volcano room
Ice Cave Kit	400	Change corridor to ice cave
Wind Corridor	400	Change corridor to wind
Swamp Storage Kit	400	Change corridor to swamp road
Storage Kit	200	Change 1D Sm. room into storage
Guest Room Kit	400	Change 1D Sm. room to fancy room
Study Room Kit	1000	Change 1D Sm. room to study
Tea Room Kit	800	Change 1D Sm. room to tea room

Spirit Room Kit	600	Change 1D Sm. to spirit room
Smithy Kit	500	Change 1D room to smithy
Icebox Kit	500	Change 1D room to icebox
Stone Treasure Kit		Change 1D Sm room to stone room with 2 chests
Iron Treasure Kit		Change 1D Sm rm to iron tr room with 2 chests
Silver Treasure Kit		Change 1D Sm room to silver treasure room with 2 chests
Fruit Tree Kit	1000	Change 2D Sm room to fruit room
Fountain Kit	1000	Change 2D Sm room to fountain Rm
Weather Vane Kit	500	Change 2D Sm to Weather Vane Rm
Stone Figure Kit	500	Change 2D Sm to stone fig. gate
Trashdump Kit	400	Change corner room to trashdump
Jail Kit	400	Change corner room into Jail
Bone Dump Kit	600	Change corner room to bone dump
Trick Room Kit	2000	Change corner room into trick
Recovery Room Kit	5000	Change 4D Sm room to heal room
Attribute Scale	2000	Change 4D Room to open ruins
Stair Kit	500	Change 4D Sm room to stair room
Elevator Kit		Elevator room
Bedroom Kit	1200	Change 1D Sm. room into bedroom
Kitchen Kit	1000	Change long room to a kitchen
Beast Layer Kit	1500	Change long room to beast layer
Prayer Room Kit	1000	Change long room to Prayer Room
Crypt Kit	1000	Change long room to crypt
Rebirth Kit	90000	Change long room to rebirth room
Field Kit	2000	Change 1D medium room in a field
Bar Kit	2000	Change 1D medium room to bar
Parlor Kit	3000	Change Medium to parlor
Magic Room Kit	4000	Change Medium to magic room
Library Kit	4000	Change Medium to a fancy library
Ghost Garden Kit	3500	Change medium 2D to ghost garden
Furnace Kit	3000	Change medium 2D to furnace
Ice House Kit	3000	Change medium 2D to ice house
Garden Kit	3000	Change medium 2D to garden
Stone Figure Hall	3000	Change medium 2D to stone hall
Chapel Kit	3000	Change medium to chapel
Altar Kit	5000	Change medium altar to draw undead

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 \* Magic Lab  
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	MP Cost:	Cost:	Description:
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 Magic Books

Fireball	10	1000	Single attack Fire
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Water	10	1000	Single attack Water
Windcutter	10	1000	Single attack Wind
Angel	10	1000	Good versus undead
Heal	25	8000	Cures poison / Auto-regen HP
Speed	4	1000	Increase walk movement
Hard Rock	20	5000	Multiple Earth attack
Cyclone	20	2000	Multiple Wind attack
Shield	30	10000	Cuts damage to half
Magic Barrier	30	10000	Cuts magic dmg to half
Ice	20	3000	Multiple attack Ice
Thunder	20	5000	Multiple attack
Flame	20	5000	Multiple attack Fire
Holy Ring	20	2000	Single attack Light Good versus undead
Laser	30	20000	Wide range multi attack
Unicorn	50	30000	Heals all HP and stats
Demon Blow	75	40000	Deals great dark damage. Complete Demon Ring quest.

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MP Cost:

Cost:

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#### Summons

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Salamander	50	Fire attack enemies. Find in Fire ruin, give Beetle Feather to join
Undine	50	Ice attack enemies. Find in Water ruin, give Silver Wolf Fur to join
Sylph	50	Wind attack enemies. Find in Wind Ruin.

Gnome	50		Earth attack enemies. Find in Earth ruin.
Holy Ray	60	40000	Holy attack enemies. Complete Loki's Ring quest.
Raijin	70	60000	Thunder attack enemies. Complete Raijin Ring quest.
Death Wish	80		Causes instant death. Doesn't work on bosses. Gain Magic Professor title to obtain.

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- stats on items may vary, go to Armor / Accessory guide for different stats
- the stats of the Armor / Accessory you sell will replace the stats of that same weapon/armor in the shop.

Items	Cost:	Stat:
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Staff	500	ATK +16, Fire +7, Wind +7 Stun +6, Water +6
Cone Hat	800	AML +2, Fi-R +5, Wi-R +5 Ho-R +5, St-R +37, Wa-R +5 Ea-R +6, Da-R +5
Robe	900	AML +3, Fi-R +5, Wi-R +6 Ho-R +6, Wa-R +5, Ea-R +6 Da-R +6
Comfort Ring	400	AML +1
Copper Bracelet	400	AML +2
Lead Bracelet	200	AML +1
Silver Bracelet	600	AML +2, Po-R +20
Gold Bracelet	800	AML +2
Kobold Ring	200	no stats
Silver Ring	200	no stats
Silver Ring	500	Po-R +10
Copper Ring	100	no stats
Slasher Ring	1000	ATK +1
Priest Hat	1900	AML +3, Fi-R +3, Wi-R +4, Ho-R +3, St-R +33, Wa-R +3, Ea-R +4, Da-R +3
White Hood	1500	AML +2, Fi-R +4, Wi-R +4, Ho-R +5, St-R +37, Wa-R +4,

Ea-R +5, Holy +5

Earth Robe	2700	AML +8, Fi-R +3, Ho-R +3, Wa-R +3, Ea-R +31, Da-R +2, Earth +10
Priest Robe	2300	AML +10, Fi-R +10, Wi-R +9, Ho-R +16, Wa-R +10, Ea-R +10, Da-R +13, Holy +5
Dryad Staff	1000	ATK +35, Wind +8, Stun +6, Water +9, Earth +9, Dark +2
Costly Bracelet	4000	AML +4, MP +10
Bone Ring	100	no stat
Snake Ring	1200	Po-R +20
Killer Ring	2200	ATK +3
Platinum Ring	900	no stat
Golden Ring	700	no stat
Giant's Ring	600	AML +3, HP +10
Red Ogre Bracelet	700	AML +2, Fi-R +3
Blue Ogre Bracelet	700	AML +3, Wa-R +3
Platinum Bracelet	1000	AML +2
Mage's Hat	2400	AML +3, Fi-R +11, Wi-R +10, Ho-R +10, St-R +35, Wa-R +10, Ea-R +10, Da-R +10, INT +3, WIS +3
Thunder Staff	4100	ATK +47, Wind +30, Stun +6, Water +30, INT +3
Holy Rod	3100	ATK +41, Holy +32, Stun +6
Apple Staff	2300	ATK +37, Wind +11, Stun +6, Water +11, Earth +16, MP +10
Death Ring	2400	Steal +10
Cursed Ring	1600	no stat
Hades Ring	2800	AML +3, Steal +5
Armor Ring	1800	AML +3, St-R +21
Health Ring	200	Recover HP
Wind Ring	1700	Wi-R +5, Wind +5
Ice Ring	1700	Wa-R +5, Water +5
Black Hood	1500	AML +2, Fi-R +5, Wi-R +5, St-R +36, Wa-R +6, Ea-R +6, Da-R +6, Dark +5
Water Robe	2700	AML +8, Wi-R +2, Ho-R +3, Wa-R +31, Ea-R +2, Da-R +2, Water +10
Sun Bracelet	2000	AML +5, Fi-R +2, Wi-R +2, Ho-R +5, Wa-R +2, Ea-R +2, HP +30
Moon Ring	2500	AML +3, Fi-R +2, Wi-R +2, Wa-R +2, Ea-R +2, Da-R +5, MP +30



Noble Ring	8000	INT +5, Po-R +30
Ghost Ring	2000	no stat
Demon Ring	1800	AML +2, Fi-R +5, Wi-R +6, Wa-R +6, Ea-R +5, Fire +5, Wind +5, Earth +5
Moon Bracelet	2000	AML +5, Fi-R +2, Wi-R +2, Wa-R +2, Ea-R +2, Da-R +5, MP +30
Sun Ring	2500	AML +3, Fi-R +2, Wi-R +2, Ho-R +5, Wa-R +2, Ea-R +2, HP +30
Ice Hat	2200	AML +2, Wi-R +6, Ho-R +6, St-R +41, Wa-R +32, Ea-R +5, Da-R +6, Water +5
Earth Hat	2200	AML +2, Fi-R +6, Ho-R +6, St-R +42, Wa-R +6, Ea-R +31, Da-R +6, Earth +5
Fire Cone	2200	AML +2, Fi-R +32, Wi-R +6, Ho-R +6, St-R +42, Ea-R +6, Da-R +6 or 5, Fire +5
Fire Robe	2700	AML +8, Fi-R +31, Wi-R +3, Ho-R +2, Ea-R +2, Da-R +2, Fire +10
Wind Robe	2700	AML +8, Fi-R +3, Wi-R +32, Ho-R +3, Wa-R +2, Da-R +2, Wind +10
Earth Wand	2400	ATK +30, Stun +6, Earth +42, Ea-R +20
Wind Hat	2200	AML +2, Fi-R +6, Wi-R +32, Ho-R +5, St-R +42, Wa-R +6, Da-R +5, Wind +5
Wind Wand	2400	ATK +30, Wind +44, Stun +6, Wi-R +20
Fire Staff	2400	ATK +30, Fire +43, Stun +6, Fi-R +20
Dragon Ring	4800	AML +5, Fi-R +23, Wi-R +12, St-R +21
Fiend Ring	6000	Da-R +10, Dark +20, HP Drain
Dragonslay Ring	1500	AML +3, Fi-R +11, St-R +11
Specter Ring	2000	AML +1, Fi-R +2, Wi-R +2, Wa-R +2, Ea-R +2, Fire +3, Water +3, Wind +3, Earth +3
Magma Ring	1700	Fi-R +3, Ea-R +2, Fire +3,

		Earth +3
Storm Ring	1700	Wi-R +3, Wa-R +2, Water +3, Wind +3
Elven Ring	3200	AML +2, Fi-R +2, Wi-R +2, Ho-R +2, Wa-R +2, Ea-R +2, Da-R +2, Po-R +20
Cherry Staff	2700	ATK +39, Wind +13, Stun +6, Water +12, Earth +18, MP +20

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 Root List  
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Blade Root: Base:  
 15% ATK, Kill +3, 15 strength slots

Iron Root: Base:  
 AML +10, St-R +20, 15 strength slots

Fire Root: Base:  
 Fire +30, Fi-R +10, 20 strength slots

Ice Root: Base:  
 Water +30, Wa-R +10, 20 strength slots

Silver Root: Base:  
 Holy +20, Po-R +10, 15 strength slots

Mushroom Root: Base:  
 25% ATK, Poison +20, 15 strength slots

Earth Root: Base:  
 Earth +30, Ea-R +10, 20 strength slots

War Wolf Root: Base:  
 35% ATK, HP +50, STR +10, SOL +10, 15 strength slots

Vampire Root: Base:  
 Dark +30, Da-R +10, Steal +20, 20 strength slots

Monarch Root: Base:

30% ATK, Kill +5, Poison +5, Steal +5, 30 strength slots

Corrupt Root: Base:

Fire +10, Wind +10, Water +10, Earth +10, MP +30, INT +10,  
WIS +10, 25 strength slots

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Armor List

... to be added

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Museum Guide Lists

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\* Monster Guide: Collect all 151 enemies.

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Enemy:

Items obtained:

Enemy:	Items obtained:
1. Black Bat	Legs / Fang
2. Blue Bat	Legs / Fang
3. Red Bat	Legs
4. Mongrel	Fang / Liver / Fur
5. Wild Dog	Flank / Fang
6. Hellhound	Fang / Essence
7. Wild Cat	Claw / Cat tail / Fur
8. Cave Cat	Fur / Liver / Claw
9. Hellcat	Fur / Tail
10. Wolf	Fang / Fur / Fillet

11. Silver Wolf	Fang / Throat / Fur
12. Magic Wolf	Essence / Fang / Golden Fur / Memory
13. Goblin	Lead Bracelet / G / Leather Cap / Buckler / Goblin Fauld / Club / Monkey Ring
14. Mountain Goblin	Dried Fish / Granite Club / Battle Ax
15. Goblin Soldier	Spiked Club / G / Holy Water / Slasher Ring / Chain Mail / Iron Helm
16. Goblin Guard	Round Shield / Goblin Armor / Goblin Greave / Goblin Fauld / Morning Star / Golden Ring / Memory / Viking Helm / Goblin Hammer
17. Goblin Shaman	Magic Juice / White Hood / Staff / Jade Ring / Dried Fish / Memory / Holy Rod
18. Blackgoblin	Dark Robe
19. Kobold	Long Sword / G / Dried Meat / Leatherfauld / Leather Armor / Kobold Ring
20. Kobold Leader	G / Broad Sword / Bronze Fauld / Bronze Armor / Silver Bracelet / Copper Gauntlets / Silver Ring / Crest Shield / Bronze Plate
21. Kobold Knight	G / Silver Gauntlet / Platinum Bracelet / Wind Sword
22. Kobold Master	Memory / Gold Gauntlets / Golden Plate / Gold Fauld / Fan Shield / Kobold Sword
23. Kobold Mage	Kobold Robe / Earth Dagger / Wind Dagger / Magic Juice / Magic Nectar / Memory
24. Orc	Dried veg. / Spear / Boar Fang / Orc Loincloth / Copper Bracelet / Orc Armor
25. Black Orc	Blackboar Fang / Bronze Spear / Gold Bracelet
26. White Orc	Orc Armor / Whiteboar Fang / Glaive / Silver Spear
27. Crested Orc	Costly Bracelet / Boss Boar Fang / Orc Loincloth / Orc Armor / Forked Pike / Orc Spear
28. Bandit	S potion / Comfort Ring /

	Bandit Mail / Bandit Bow / Bandit Fauld / Bandit Boots / Bandit Memory / Short Bow / Bandit Mask / Dagger / Long Bow
29. Disciple of Evil	Evil Gauntlet / Crest Shield / Evil Armor / Evil Boots / Silver Ring / Broad Sword / Kite Shield / Fire Sword / Memory
30. Dark Knight	Silver Helm / Dark Greaves / Dragonslayer / Dark Armor / Memory / Cursed Ring / Platinum Shield / Dark Gauntlet
31. Holy Knight	Mirror Shield / Chaos Buster / Platinum Greaves / Platinum Fauld / Platinum Ring / Magic Shield / B Holy Armor / Star Omega / Dragon Ring
32. Corrupt Warrior	Dirk / G / War Armor L / Gauntlets L
33. Samurai	Smoke Fang / Warrior Armor / Waistguard / Warrior Helm / Memory
34. Apostate Priest	Holy Flail / Priest Robe / Priest Hat / Memory / Corrupt Mace
35. Wizard	G / Thunder Staff / Raijin Ring
36. Skeleton	Old Armguard / G
37. Skeleton Soldier	Old Boots / Bronze Shield
38. Chain Skeleton	Chain Fauld / Knight Shield / Kite Shield / Chain Helm
39. Bronze Armor	B Bronze Armor / Copper Gauntlet / Long Ax / Bronze Plate
40. Iron Armor	B Iron Armor / Iron Greaves / Long Ax / Memory / Full Visor
41. Silver Armor	B Silver Armor / Silver Greaves / Silver Helm / Halberd
42. Gold Armor	B Gold Armor / Gold Greaves / Golden Plate / Halberd / Armor Ring / Golden Helm
43. Platinum Armor	B Platinum Armor / Halberd
44. Flame Armor	B Fire Armor
45. Ice Armor	B Ice Armor
46. Wind Armor	B Wind Armor

47. Earth Armor	B Earth Armor
48. Demon Armor	B Dark Armor / Demon Greaves / Herculean Ax / Demon Mail
49. Ghost	
50. Spirit	G
51. Fervid Wisp	G
52. Cruel Wisp	G
53. Despair Wisp	G
54. Giant Lizard	Lizard Leg / Skin / Fang / Memory
55. Quetzalcoatl	Snake Slice / Oil / Memory
56. Griffon	Griffon Meat / Beak / Claw / Key (Will open up chest in Wind ruin) / Memory
57. Black Griffon	Beak / Claw
58. Succubus	G / Loki's Ring / Moon Bracelet / Memory
59. Lilith	Gods Lost Item / G / Moon Ring / Demon Ring
60. Nekomata	Nekomata Ears / Memory / Claw / Armguard
61. Valkyrie	Chain Skirt / Gold Skirt / Chain Halter / Killer Ring / Sun Bracelet / Chain Gloves / Golden Boots / Valkyrie Spear / Memory / Fire Spear / Gold Halter / Silver Boots
62. Victoria	Noble Ring / Platinum Skirt / Sun Ring / Platinum Halter / Platinum Boots
63. Frame Slime (typo?)	G / Carnelian Ring
64. Ice Slime	G / Sapphire Ring / Nimbus Ring
65. Grass Slime	G / Aura Ring / Emerald Ring
66. Sand Slime	G / Topaz Ring
67. Dark Slime	G / Obsidian Ring / Snake Ring
68. Princess	
69. Spider	Fang

70. Fire Beetle	Beetle Horn / Feather / Memory
71. Blizzard Bug	Icebug Feather
72. Grass Bug	Windbug Feather
73. Spark Bug	Firebug Feather
74. Rock Bug	Earth Feather
75. Poison Bug	
76. Sand Worm	Fang
77. Hades Worm	
78. Fire Bunny	Fur / Meat
79. Water Buffalo	Beef / Horn
80. Golden Buffalo	Horn / Skin / Meat
81. Mole	Fur / Leg / Armor / Mole Shield
82. Boss Mole	Leg / Armor / Mole Face Shield
83. Centaur	Centaur Hat / Lancer / Breastplate / Memory / Cent Shield / Rusty Spear / Centaur Spear
84. War Tiger	G / Tiger Ax / Tiger Mask / Fang / Blood Soul
85. White War Tiger	White Mask / Tiger Soul / Fang
86. Lizardman	Scale / Rapier / Lizard Armor / G / Lizard Fauld / Round Shield / Saber / Memory
87. Lizard Leader	Lizard Crest / Crest Shield / Lizard Sword / Thunder Sword / Scale / Ice Ring
88. Foxgirl	Memory / G / Fox Mask / Fox Shoes / Sword / Ninja Outfit
89. Foxgirl Tengu	Kunai / Tengu Shoes / Grass Blade
90. Red Ogre	Red Ogre Bracelet / Ogre Boots / Red Ogre Club
91. Blue Ogre	Blue Ogre Bracelet / Ogre Loincloth / Ogre Boots / Blue Ogre Club
92. Lord Thunder	Thunder Fauld
93. Sorcerer	Fire Ruby / Fire Cone / Fire Robe / Fire Staff
94. Necromancer	Water Sapphire / Ice Hat / Ice Wand /

	Water Robe
95. Druid	Wind Emerald / Wind Hat / Wind Wand / Wind Robe
96. Mage	Earth Topaz / Earth Robe / Earth Hat / Earth Wand
97. Noble Thief Witch	Noble Dagger / Magic Juice / Leather Gloves / Leather Halter / Gladius / Long Bow / Leather Skirt / Blizzard Bow
98. Human Ally	Thrush Feather / Town Blouse / Memory Apple Staff / Town Clogs / Ghost Ring
99. Maid	Thrush Feather / G / Maid Outfit / Staff / Maid Shoes / Cherry Staff
100. Fox-o-Nine-Tails	Tail / Fillet
101. Dryad	Dryad Staff / Sap / Fruit
102. Ghoul	Dagger / G
103. Fire Ghoul	G /
104. Water Ghoul	G / Short Sword / Ice Dagger
105. Dark Ghoul	G
106. Wolfen Skeleton	
107. Satanic Skull	Fang
108. Dark Skull	Fang
109. Giant Skeleton	Long Ax / Giant Plate / Memory / Tower Shield
110. Undead Giant	Undead Plate / G / Buffalo Skull
111. Cursed Giant	G / Great Ax / Cursed Plate / Dragon Skull
112. Volcano Golem	Fire Stone
113. Ice Golem	Water Stone
114. Wood Golem	Wind Stone
115. Stone Golem	Earth Stone
116. Fire Element	Fire Crystal
117. Water Element	Water Crystal
118. Wind Element	Wind Crystal
119. Earth Element	Earth Crystal



120. Holy Element	Holy Crystal
121. Dark Element	Dark Crystal
122. Lava Gargoyle	Fire Core / Lava Shield
123. Ice Gargoyle	Water Core / Ice Shield
124. Stone Gargoyle	Earth Core
125. Wood Gargoyle	Wind Core / Breeze Sword / Oaken Shield
126. Demon Doll (F/Wt)	Ruby Ring
127. Demon Doll (Wn/E)	Topaz Ring
128. Demon Doll (Dark)	Death Ring / Obsidian Ring
129. Poison Fruit Tree	
130. Healing Tree	
131. Mandrake	
132. Man-Eater	
133. Large Devil Plant	
134. Devil Plant	Memory
135. Chestrap Beast	Memory
136. Dragon Baby	Meat / Claw / Horn / Essence
137. Manticore	Fang / Claw / Fur / Meat
138. Blackguard	Giants Ring / Guard Armor / Black Force
139. Mammoth	Ivory / Metal / Meat
140. Enenra	
141. True Enenra	Smoke Fang / Metal
142. Twin Daughters	Silver Root / Metal
143. Dragon Zombie	Metal / Fang / Horn
144. Revenger	
145. True Revenger	Chaos Bringer / Monarch Root / Lord's Blade
146. Crimson	Fire Sword / Red Key / Metal / Flame Greaves
147. Dark Assassin	Murasame / Metal
148. Queen Elf	Buster Knife



21. Marble Sword	ATK +37 or 39, Stun +10 or 11, Earth +20 or 22, Ea-R +5
22. Breeze Sword	ATK +24, Wind +12 or 11, Stun +11, Wi-R +5
23. Vorpall Sword	ATK +18, Holy +31, Stun +10
24. Dark Slayer	ATK +25 or 28, Stun +11 or 10, Dark +30 or 31, STR +3
25. Flamberge	ATK +35 or 33 or 36 or 34, Fire +21 or 23 or 22 or 20, Stun +11 or 10, Fi-R +10
26. Lizard Sword	ATK +38 or 39 or 42, Stun +10 or 11, Water +21 or 20, Wa-R +10
27. Bastard Sword	ATK +49 or 48 or 47, Stun +16 or 15
28.	
29. Claymore	ATK +63, Stun +15
30. Gaia Buster	ATK +59, Stun +25, Earth +32, Ea-R +20
31. Fire Sword	ATK +40 or 41 or 39, Fire +32 or 31 or 33 or 30, Stun +11 or 10, Fi-R +10
32. Ice Sword	ATK +43, Stun +10, Water +32, Wa-R +10
33. Wind Sword	ATK +53 or 54 or 52, Wind +33 or 30 or 32 or 31 or 34, Stun +10 or 11, Wi-R +10
34. Thunder Sword	ATK +56, Fire +17, Wind +17, Stun +11, Water +17, Fi-R +3, Wi-R +3, Wa-R +3
35. Chaos Bringer	ATK +36 or 37, Stun +15 or 16, Dark +32 or 33, Poison +20, Steal +20
36. Chaos Buster	ATK +50 or 51 or 52, Holy +42 or 40 or 41 or 43, Stun +10 or 11, Ho-R +20
37. Dragonslayer	ATK +81 or 77, Stun +22 or 20
38. Kobold Sword	ATK +71, Stun +11
39. Moon Sword	ATK +60, Fire +10, Wind +10, Stun +12, Water +10, Earth +10, Dark +20, Da-R +20
40. Fire Shamshir	ATK +73, Fire +40, Stun +8, Fi-R +20
41.	
42. Sun Blade	ATK +80, Fire +20, Holy +20, Stun +10, Fi-R +5, Wa-R +5, Wi-R +5, Ea-R +5
43. Lord's Blade	ATK +95, Holy +30, Stun +10, HP +200, AML +5
44. Dirk	ATK +25 or 27 or 28, Stun +4

45. Sword	ATK +35 or 34 or 33, Stun +4
46. Grass Blade	ATK +27, Wind +20, Stun +4, Wi-R +10
47.	
48. Murasame	ATK +26, Stun +4, Water +30, Wa-R +10
49.	
50. Battle Ax	ATK +24 or 27, Stun +27 or 26
51. Long Ax (Double sided)	ATK +29 or 28 or 30 or 31, Stun +32 or 30 or 31
52. Long Ax	ATK +43 or 41 or 42, Stun +32 or 31 or 30
53. Tiger Ax	ATK +48 or 44 or 45, Stun +41 or 43, HP +30
54. Halberd	ATK +57 or 55 or 58 or 56, Stun +31 or 30 or 32
55. Crescent Ax	ATK +61 or 62 or 60, Stun +32 or 31
56. Blood Soul	ATK +66 or 63, Stun +54 or 53 or 51, HP +30, STR +10
57. Great Ax	ATK +70, Stun +30
58. Tiger Soul	ATK +90 or 89, Stun +63 or 62 or 64, HP +30, STR +10, SOL +10
59. Rock Buster	ATK +67, Stun +66, Earth +30, Ea-R +20
60. Mighty Ax	ATK +97, Stun +70, STR +20
61. Herculean Ax	ATK +95, Stun +86 or 85 or 88, SOL +20
62. Club	ATK +24 or 22 or 25 or 23 or 21, Stun +45 or 46 or 47 or 48
63. Spiked Club	ATK +31 or 32 or 30 or 29 or 28, Stun +51 or 50 or 53 or 52
64. Spiked Club (Iron)	ATK +36 or 37 or 38 or 35, Stun +52 or 51 or 53 or 50
65. Red Ogre Club	ATK +30 or 33, Fire +20 or 22, Stun +65 or 66, Fi-R +5
66. Blue Ogre Club	ATK +31 or 30 or 32 or 33, Stun +68 or 67 or 66, Water +22 or 20 or 21 or 23, Wa-R +5
67. Granite Club	ATK +42 or 40 or 41 or 43 or 44, Stun +51 or 53 or 52, Earth +20 or 22 or 21, Ea-R +5
68. Holy Flail	ATK +35 or 33 or 31, Holy +33 or 30, Stun +62 or 63 or 61
69. Morningstar	ATK +58 or 57 or 59, Stun +55 or 57 or 58

70. Corrupt Mace	ATK +62 or 63, Stun +62 or 63
71. Smith Hammer	ATK +40 or 38, Fire +33 or 32, Stun +66, Fi-R +10
72.	
73.	
74.	
75. Goblin Hammer	ATK +78 or 74, Stun +77 or 76, SOL +10
76. Pressure Club	ATK +73, Stun +81, STR +3
77.	
78.	
79. Staff	ATK +18 or 17 or 16 or 14 or 15, Fire +6 or 7, Wind +6 or 7, Stun +6, Water +7 or 6
80. Dryad Staff	ATK +35, Wind +8, Stun +6, Water +8 or 9, Earth +8 or 9, Dark +1 or 0 or 2
81. Apple Staff	ATK +37, Wind +11 or 10, Stun +6, Water +11, Earth +16 or 18, MP +10
82. Fire Staff	ATK +30, Fire +43, Stun +6, Fi-R +20
83.	
84. Wind Wand	ATK +30, Wind +44, Stun +6, Wi-R +20
85. Earth Wand	ATK +28 or 30, Stun +6, Earth +40 or 42, Ea-R +20
86. Holy Rod	ATK +38 or 41, Holy +34 or 31 or 32, Stun +6
87. Cherry Staff	ATK +39, Wind +13, Stun +6, Water +12, Earth +18, MP +20
88. Thunder Staff	ATK +46 or 47 or 44, Wind +32 or 30 or 31, Stun +6, Water +31 or 30 or 32, INT +3
89.	
90. Spear	ATK +20 or 24 or 21, Stun +8
91. Bronze Spear	ATK +32 or 30 or 31, Stun +8
92. Lance	ATK +34 or 36 or 37 or 33, Stun +8
93. Glaive	ATK +44 or 42 or 40 or 41 or 43, Stun +8
94. Silver Spear	ATK +44 or 42 or 45 or 46 or 43, Holy +10 or 11 or 12, Stun +8, Ho-R +5
95. Centaur Spear	ATK +54, Stun +8

96. Forked Pike	ATK +57 or 58 or 59 or 60, Stun +8, Steal +10, Kill +1
97. Fire Spear	ATK +49, Fire +32, Stun +15, Fi-R +20, Kill +1
98. Storm Spear	ATK +56, Wind +27, Water +26, Wa-R +10, Wi-R +10, Kill +1
99. Orc Spear	ATK +67 or 68, Stun +8, HP +20, Kill +1
100. Valk Spear	ATK +76 or 75 or 77, Stun +8, Steal +20, Kill +1
101.	
102. Short Bow	ATK +19, Wind +7 or 6, Stun +1, Kill +1
103. Bandit's Bow	ATK +19 or 22, Wind +8 or 9, Stun +1, Kill +1
104. Long Bow	ATK +25 or 26, Wind +13 or 12 or 10, Stun +1, Kill +1
105. Poison Bow	ATK +36, Wind +10, Stun +1, Poison +40, Kill +1
106.	
107. Fire Bow	ATK +30, Fire +31, Wind +10, Stun +1, Fi-R +10, Kill +1
108. Blizzard Bow	ATK +31 or 30, Wind +11, Stun +1, Water +33 or 31, Wa-R +10, Kill +1
109. Jewelled Bow	ATK +60, Wind +12, Stun +1, Kill +1
110. Sylph's Bow	ATK +41, Wind +43, Stun +1, INT +5, Kill +1
111. Elf Bow	ATK +60, Wind +36, Stun +1, MP +30, Kill +1
112. Dark Elf Bow	ATK +62, Wind +30, Stun +1, Dark +30, MP Regen, Poison +40, Steal +30, Kill +1

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\* Armor Guide: Collect all 273  
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1. Buckler	AML +3, Guard +8 or 9
2. Oaken Shield	AML +3, Wi-R +20 or 22, Guard +7 or 8, Wind +5
3.	
4. Lava Shield	AML +4, Fi-R 20 or 21, Guard +8, Fire +5
5. Ice Shield	AML +4, Guard +8, Wa-R +21, Water +5
6. Bronze Shield	AML +4, Guard +13 or 11 or 12
7. Mole Shield	AML +6, Guard +16, Ea-R +5, Earth +5

8. Round Shield	AML +5 or 6, Guard +15 or 14 or 16
9.	
10. Crest Shield	AML +8 or 7, Guard +17 or 19 or 18
11. Cent Shield	AML +9 or 10, Guard +15 or 16
12. Kite Shield	AML +13 or 12, Guard +20 or 21 or 22
13. Buffalo Skull	AML +12, Guard +27, Wa-R +16, Water +5
14. Tower Shield	AML +18, Guard +41 or 42
15. Silver Shield	AML +16 or 17, Guard +22 or 21, Po-R +40
16.	
17. Mole Face Shield	AML +19, Guard +30, Ea-R +15, Earth +10
18. Knight Shield	AML +18, Guard +26
19. Dragon Skull	AML +20, Fi-R +15, Guard +36, Wa-R +15
20. Platinum Shield	AML +25 or 24, Guard +30 or 29
21. Fire Shield	AML +14, Fi-R +50, Guard +20, Fire +20
22. Ice Shield	AML +14, Wa-R +50, Guard +20, Water +20
23. Wind Shield	AML +14, Wi-R 50, Guard +20, Wind +20
24.	
25. Fan Shield	AML +24 or 23 or 22, Guard +36 or 35 or 37
26. Mirror Shield	AML +27 or 28 or 26, Guard +51 or 52
27. Royal Shield	AML +28, Guard +60, Po-R +40
28. Magic Shield	AML +24, Fi-R +26 or 27, Wi-R +25 or 27, Ho-R +28 or 25, Guard +30, Wa-R +28 or 26, Ea-R +25 or 27, Da-R +25 or 28, WIS +5
29. Clear Shield	AML +35, Guard +65, HP Drain
30. Pure Shield	AML +35, Guard +65, MP Drain
31. Lord's Guard	AML +40, Fi-R +18, Wi-R +18, Ho-R +18, Guard +80, Wa-R +18, Ea-R +18, Da-R +18, Po-R +30, St-R +20
32. Quilt Hat	AML +1, St-R +32
33. Leather Cap	AML +2, St-R +36 or 37
34.	
35. Chain Helm	AML +4, St-R +60 or 61

36. Bronze Helm	AML +5, St-R +64 or 62
37. Iron Helm	AML +6, St-R +64 or 65 or 66
38. Full Visor	AML +7, St-R +71
39. Silver Helm	AML +9 or 8, St-R +68 or 67 or 66, Po-R +20
40. Viking Helm	AML +6 or 7, St-R +66 or 65, Wa-R +20 or 22, Water +5
41. Golden Helm	AML +11 or 10, St-R +70 or 71 or 72
42. Platinum Helm	AML +14, St-R +76 or 77 or 75
43. Cone Hat	AML +2, Fi-R +6, Wi-R +6, Ho-R +6, St-R +36, Wa-R +6, Ea-R +6, Da-R +6
44. Fire Cone	AML +2, Fi-R +32 or 30, Wi-R +5 or 6, Ho-R +6, St-R +41 or 42, Ea-R +6, Da-R +6 or 5, Fire +5
45. Ice Hat	AML +2, Wi-R +6, Ho-R +6, St-R +41, Wa-R +31 or 32, Ea-R +5, Da-R +6, Water +5
46. Wind Hat	AML +2, Fi-R +6, Wi-R +32, Ho-R +5, St-R +42, Wa-R +6, Da-R +5, Wind +5
47. Earth Hat	AML +2, Fi-R +6, Ho-R +6, St-R +42, Wa-R +6, Ea-R +31, Da-R +6, Earth +5
48. Bandit Mask	AML +3, St-R +43 or 42
49. Lizard Crest	AML +2, St-R +31 or 30, Wa-R +11 or 10, Water +5
50. Centaur Hat	AML +6, St-R +65 or 64 or 63
51. Priest Hat	AML +3, Fi-R +3 or 4, Wi-R +4 or 3, Ho-R +3 or 4, St-R +33 or 34, Wa-R +3 or 4, Ea-R +3 or 4, Da-R +4 or 3
52. Mage's Hat	AML +3, Fi-R +11 or 10, Wi-R +10 or 11, Ho-R +10 or 11, St-R +35 or 36, Wa-R +10, Ea-R +10 or 11, Da-R +10, INT +3, WIS +3
53. Warrior Helm	AML +7, St-R 64
54. Tiger Mask	AML +3, St-R +50 or 51 or 52, STR +5
55. White Mask	AML +3, St-R +50 or 51, STR +10
56.	
57. Inferno Helm	AML +8, Fi-R +25, St-R +80, Fire +5
58. Neptune Helm	AML +8, Wa-R +25, St-R +80, Water +5
59. Gale Helm	AML +8, Wi-R +25, St-R +80, Wind +5
60. Terra Helm	AML +8, Ea-R +25, St-R +80, Earth +5
61. Demon Helm	AML +15, St-R +85, Da-R +40, Dark +10



62.	
63.	
64. Chalice Crown	AML +10, Fi-R +3, Wi-R +3, Ho-R +3, St-R +60, Wa-R +3, Ea-R +3, Da-R +3
65. Lord's Crown	AML +20, Fi-R +10, Wi-R +10, Ho-R +10, St-R +90, Wa-R +10, Ea-R +10, Da-R +10
66.	
67. Thrush Feather	AML +1, Wi-R +10 or 11, St-R +25, Wind +5
68. Nekomata Ears	AML +3, St-R +26 or 25
69. White Hood	AML +2, Fi-R +5 or 4, Wi-R +5 or 4, Ho-R +6 or 5, St-R 37 or 35, Wa-R +4 or 5, Ea-R +5 or 4, Holy +5
70. Black Hood	AML +2, Fi-R +5, Wi-R +5, St-R +36, Wa-R +6, Ea-R +6, Da-R +6, Dark +5
71. Fox Mask	AML +3, St-R +32, MP +10
72.	
73.	
74.	
75.	
76.	
77. Elf Acc	AML +6, Fi-R +15, Wi-R +15, St-R +40, Wa-R +15, Ea-R +15, INT +5, Po-R +20
78. Silver Tiara	AML +1, Fi-R +5, Wi-R +5, Ho-R +15, St-R +30, Wa-R +5, Ea-R +5, Da-R +15, Po-R +40, Holy +10
79.	
80. Leather Armor	AML +5 or 4
81. Chain Mail	AML +10 or 9
82. Breastplate	AML +12 or 13
83. Bronze Plate	AML +15 or 16
84. Plate Armor	AML +17 or 18
85. Silver Plate	AML +20 or 21, Po-R +10
86. Golden Plate	AML +23 or 24
87. Platinum Plate	AML +28 or 29
88.	

89. Fire Robe	AML +8, Fi-R +31, Wi-R +3, Ho-R +2, Ea-R +2, Da-R +2, Fire +10
90. Water Robe	AML +8, Wi-R +2, Ho-R +3 or 2, Wa-R +31, Ea-R +2, Da-R +2, Water +10
91. Wind Robe	AML +8, Fi-R +3, Wi-R +32, Ho-R +3, Wa-R +2, Da-R +2, Wind +10
92. Earth Robe	AML +8, Fi-R +2 or 3, Ho-R +3 or 2, Wa-R +2, Ea-R +30 or 32, Da-R +2 or 3, Earth +10
93. Orc Armor	AML +6, Wa-R +5 or 6
94. Bandit Mail	AML +7
95. Lizard Armor	AML +10 or 11, Wa-R +11 or 10, Water +5
96. Evil Armor	AML +16 or 17, Da-R +6
97. Priest Robe	AML +10, Fi-R +8 or 9 or 10, Wi-R +8 or 9 or 10, Ho-R +15 or 16 or 17, Wa-R +8 or 9 or 10, Ea-R +9 or 10, Da-R +12 or 13 or 9, Holy +5
98. War Armor L	AML +13
99. Warrior Armor	AML +18
100. Goblin Armor	AML +16
101. Giant Plate	AML +15
102. Undead Plate	AML +19
103. Cursed Plate	AML +21
104. Dark Armor	AML +25 or 24, Da-R +10 or 11, Dark +3
105. Guard Armor	AML +34, STR +10
106.	
107.	
108. Inferno Armor	AML +30, Fi-R +25, Fire +5
109. Neptune Armor	AML +30, Wa-R +25, Water +5
110. Gale Armor	AML +30, Wi-R +25, Wind +5
111. Terra Armor	AML +30, Ea-R +25, Earth +5
112. Demon Mail	AML +32, Da-R +30, Dark +5
113.	
114.	

115. Chalice Plate	AML +30, Fi-R +4, Wi-R +4, Ho-R +4, Wa-R +4, Ea-R +4, Da-R +4
116.	
117. Quilt Blouse	AML +2
118. Town Blouse	AML +4
119. Leather Halter	AML +6 or 7
120. Neko Halter	AML +7, Wa-R +12
121. Chain Halter	AML +10
122. Silver Halter	AML +17, Po-R +10
123. Gold Halter	AML +22
124. Platinum Halter	AML +27
125. White Robe	AML +8 or 7, Fi-R +9 or 7, Wi-R +7 or 9 or 8, Ho-R +12 or 10 or 11, Wa-R +9 or 8 or 7, Ea-R +8 or 7 or 9, Holy +5
126. Black Robe	AML +7, Fi-R +10 or 8, Wi-R +10 or 9, Wa-R +10 or 8, Ea-R +10 or 8, Da-R +11 or 10, Dark +5
127. Kobold Robe	AML +10 or 9, Fi-R +6 or 7, Wi-R +9 or 11, Ho-R +7 or 6, Wa-R +7 or 6, Ea-R +11, Da-R +6
128. Ninja Outfit	AML +16, Fi-R +6, Wi-R +5, Wa-R +6, Ea-R +5
129. Maid Outfit	AML +14
130.	
131. Ice Dress	AML +26, Wa-R +40, Water +10
132. Wind Dress	AML +26, Wi-R +40, Wind +10
133.	
134. Elven Halter	AML +24, Fi-R +12, Wi-R +15, Wa-R +12, Ea-R +15, Wind +10
135. Princess Blouse	AML +13, Fi-R +18, Wi-R +18, Ho-R +18, Wa-R +18, Ea-R +18, Da-R +18
136.	
137. LeatherFauld	AML +3
138. GoblinFauldL	AML +3
139. Chain Fauld	AML +5
140. Bronze Fauld	AML +6
141. Iron Fauld	AML +7

142. Silver Fauld	AML +9, Po-R +10
143. Gold Fauld	AML +12 or 13
144. Platinum Fauld	AML +14
145. Orc Loincloth	AML +5 or 3, Wa-R +5 or 6
146. Bandit Fauld	AML +4
147. Lizard Fauld	AML +5 or 6, Wa-R +8 or 9, Water +5
148. Ogre Loincloth	AML +6 or 7
149. Waistguard L	AML +5
150. Waistguard	AML +8
151. Goblin Fauld	AML +7 or 8
152. Thunder Pants	
153.	
154. Inferno Fauld	AML +11, Fi-R +20, Fire +5
155. Neptune Fauld	AML +11, Wa-R +20, Water +5
156. Gale Fauld	AML +11, Wi-R +20, Wind +5
157. Terra Fauld	AML +11, Ea-R +20, Earth +5
158. Demon Fauld	AML +16, Da-R +25, Dark +5
159.	
160.	
161. Chalice Fauld	AML +16, Fi-R +3, Wi-R +3, Ho-R +3, Wa-R +3, Ea-R +3, Da-R +3
162. Lord Fauld	AML +20, Fi-R +8, Wi-R +8, Ho-R +8, Wa-R +8, Ea-R +8, Da-R +8
163. Quilt Skirt	AML +1
164. Town Skirt	
165. Leather Skirt	AML +3
166.	
167. Chain Skirt	AML +7
168. Silver Skirt	AML +7, Po-R +10
169. Gold Skirt	AML +10 or 11
170. Platinum Skirt	AML +12

171.	
172.	
173. Ice Skirt	AML +12, Wa-R +25, Water +5
174. Wind Skirt	AML +12, Wi-R +25, Wind +5
175.	
176. Elven Skirt	AML +11, Fi-R +8, Wi-R +12, Wa-R +8, Ea-R 12
177. Queen Skirt	AML +18, Fi-R +15, Wi-R +10, Wa-R +15, Ea-R +10, Da-R +31
178.	
179. Copper Gauntlet	AML +2
180. Silver Gauntlet	AML +7 or 6, Po-R +5
181. Iron Gauntlet	AML +5 or 4
182. Gold Gauntlet	AML +9 or 8
183. Platinum Gauntlet	AML +12 or 11
184. Old Armguard	AML +2
185. Bandit Gloves	AML +4 or 3
186. Evil Gauntlet	AML +4, Da-R +4
187. Gauntlets L	AML +3 or 4
188. Gauntlets	AML +7
189. Goblin Gloves	AML +4
190. Dark Gauntlet	AML +9, Da-R +8, Dark +3
191.	
192. Inferno Gloves	AML +7, Fi-R +15, Fire +5
193. Neptune Gloves	AML +7, Wa-R +15, Water +5
194. Gale Gloves	AML +7, Wi-R +15, Wind +5
195. Terra Gloves	AML +7, Ea-R +15, Earth +5
196. Demon Gloves	AML +12, Da-R +20, Dark +5
197.	
198.	
199. Chalice Glove	AML +6, Fi-R +2, Wi-R +2, Ho-R +2, Wa-R +2, Ea-R +2, Da-R +2

201.		
202.	Leather Gloves	AML +1
203.	Neko Armguard	AML +2
204.	Chain Gloves	AML +3
205.		
206.	Gold Armguard	AML +6
207.		
208.	Elven Gloves	AML +7, Fi-R +6, Wi-R +9, Wa-R +6, Ea-R +9
209.		
210.	Leather Boots	AML +1
211.	Bronze Greaves	AML +5 or 4
212.	Iron Greaves	AML +7 or 6
213.	Silver Greaves	AML +9 or 8, Po-R +5
214.	Gold Greaves	AML +10 or 11
215.	Platinum Greaves	AML +12 or 13
216.	Old Boots	AML +2
217.	Bandit Boots	AML +3
218.	Evil Boots	AML +6 or 5, Da-R +5
219.	Ogre Boots	AML +6 or 5
220.	Goblin Greave	AML +7 or 6
221.	Dark Greaves	AML +12 or 11, Da-R +10, Dark +5
222.		
223.	Inferno Greaves	AML +9, Fi-R +12, Fire +5
224.	Neptune Greaves	AML +9, Wa-R +12, Water +5
225.	Gale Greaves	AML +9, Wi-R +12, Wind +5
226.	Terra Greaves	AML +9, Ea-R +12, Earth +5
227.		
228.	Demon Greaves	AML +14, Da-R +15, Dark +5
229.	Flame Greaves	AML +15, Fi-R +15, Fire +5
230.		

231. Chalice Shoes	AML +8, Fi-R +1, Wi-R +1, Ho-R +1, Wa-R +1, Ea-R +1, Da-R +1
232. Lord Greaves	AML +18, Fi-R +5, Wi-R +5, Ho-R +5, Wa-R +5, Ea-R +5, Da-R +5
233. Leather Sandals	AML +1
234. Town Clogs	AML +2
235. Leather Boots	AML +3
236.	
237.	
238. Silver Boots	AML +7, Po-R +5
239. Golden Boots	AML +10 or 9
240. Platinum Boots	AML +12
241. Fox Shoes	AML +7, Wa-R +5, Ea-R +5, HP +10
242. Tengu Shoes	AML +9, Fi-R +6, Wi-R +6, HP +20
243. Maid Shoes	AML +10
244. Fire Pumps	AML +12, Fi-R +13, Fire +5
245. Ice Pumps	AML +12, Wa-R +13, Water +5
246. Wind Pumps	AML +12, Wi-R +13, Wind +5
247.	
248. Elven Boots	AML +10, Fi-R +4, Wi-R +7, Wa-R +4, Ea-R +7, Po-R +20
249.	
250. Guard Collar	AML +3
251. Silver Collar	AML +6, Po-R +20
252. Platinum Collar	AML +12
253. Fire Collar	AML +5, Fi-R +20, Fire +10
254. Ice Collar	AML +5, Wa-R +20, Water +10
255. Wind Collar	AML +5, Wi-R +20, Wind +10
256. Earth Collar	AML +5, Ea-R +20, Earth +10
257. Dark Collar	AML +7, Da-R +20, Dark +10
258. Holy Collar	AML +7, Ho-R +20, Holy +10
259.	

- 260.
- 261.
262. Guard Bell                    ATK +3
263. Silver Bell                   ATK +5, Po-R +10
264. Platinum Bell                AML +20
265. Fire Bell                    Fi-R +10, ATK +5, Fire +5
266. Ice Bell                     Wa-R +10, ATK +5, Water +5
267. Wind Bell                    Wi-R +10, ATK +5, Wind +5
268. Earth Bell                   Ea-R +10, ATK +5, Earth +5
269. Dark Bell                    Da-R +10, ATK +10, Dark +5
270. Holy Bell                    Ho-R +10, ATK +10, Holy +5

- 271.
- 272.
- 273.

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 \* Accessory Guide: Collect all 92  
 -----

- |                   |                          |
|-------------------|--------------------------|
| 1. Blade Root     | Adds to attack           |
| 2. Silver Root    | Adds to Holy attack      |
| 3. Mushroom Root  | Adds to Poison attack    |
| 4. Iron Root      | Adds to Defensive stats  |
| 5. Fire Root      | Adds to Fire attack      |
| 6. Ice Root       | Adds to Ice attack       |
| 7. Wind Root      | Adds to Wind attack      |
| 8. Earth Root     | Adds to Earth attack     |
| 9. Holy Root      | ???                      |
| 10. Vampire Root  | Adds power-sucking skill |
| 11. War Wolf Root | Adds greatly to attack   |
| 12. Corrupt Root  | Adds greatly to magic    |



13. Monarch Root	many powers, 30 slots
14. Lead Bracelet	+3 Strength or AML +1
15. Copper Bracelet	AML +2
16. Silver Bracelet	AML +2, Po-R +20
17. Gold Bracelet	AML +2
18. Platinum Bracelet	AML +2
19. Red Ogre Bracelet	AML +2, Fi-R +3
20. Blue Ogre Bracelet	AML +3, Wa-R +3
21. Giant's Ring	AML +3, HP +10
22. Costly Bracelet	AML +4, MP +10
23. Dragon Ring	AML +5, Fi-R +21 or 23, Wi-R +11 or 12, St-R +21
24. Oracle Bracelet	AML +1, WIS +5
25.	
26. Moon Bracelet	AML +5, Fi-R +2, Wi-R +2, Wa-R +2, Ea-R +2, Da-R +5, MP +30
27. Sun Bracelet	AML +5, Fi-R 2, Wi-R +2, Ho-R +5, Wa-R +2, Ea-R +2, HP +30
28. Copper Ring	no stat
29. Silver Ring	no stat / minor poison Resistance
30. Silver Ring	Po-R +10
31. Golden Ring	no stat
32. Platinum Ring	no stat
33. Ruby Ring	Fi-R +3 or 4
34. Sapphire Ring	Wa-R +3 or 4
35. Emerald Ring	Wi-R +3 or 4
36. Topaz Ring	Ea-R +3 or 4
37. Opal Ring	Ho-R +3 or 4
38. Obsidian Ring	Da-R +3
39. Diamond Ring	AML +1
40. Aura Ring	HP +5
41. Carnelian Ring	Fire +5

42. Aquamarine Ring	Water +5
43. Jade Ring	Wind +5
44. Monkey Ring	Earth +5
45. Nimbus Ring	Wi-R +4, Wa-R +3 or 4
46. Tourmaline Ring	MP +10
47. Demon Ring	Da-R +6, Dark +5
48. Loki's Ring	Ho-R +5 or 6, Holy +5
49. Raijin Ring	Water +5, Wind +5
50. Comfort Ring	AML +1
51. Fire Ring	Fi-R +6, Fire +5
52. Ice Ring	Wa-R +5, Water +5
53. Wind Ring	Wi-R +5, Wind +5
54. Earth Ring	Ea-R +6, Earth +5
55. Storm Ring	Wi-R +3, Wa-R +2, Water +3, Wind +3
56. Magma Ring	Fi-R +3, Ea-R +2, Fire +3, Earth +3
57. Holy Ring	Ho-R +5, Holy +5
58. Dark Ring	Da-R +5, Dark +5
59.	
60. Fiend Ring	Da-R +10, Dark +20, HP Drain
61. Health Ring	Auto-regen HP
62.	
63. Wizard Ring	AML +3, MP +50
64. Fighter	Kill 50 monsters - AML +1, STR +3
65. Warrior	Kill many monsters - AML +1, SOL +3
66. Prominent	Kill 500 monsters - +20 HP
67. Wizard	AML +1, INT +3
68. Valkyrie	AML +1, SOL +3
69.	
70. High Master	Kill 5000 monsters - AML +2, STR +5
71. Lord	Kill 20,000 monsters - AML +3, HP +200

72.	
73. Slasher Ring	ATK +1
74. Killer Ring	ATK +3
75. Armor Ring	AML +3, St-R +20 or 21 or 22
76. Dragonslay Ring	AML +3, Fi-R +11, St-R +11
77. Maiden Ring	AML +2, Holy +10
78. Demon Ring	AML +2, Fi-R +5, Wi-R +6, Wa-R +6 or 5, Ea-R +5, Fire +5, Wind +5, Earth +5
79. Noble Ring	INT +5, Po-R +30
80. Snake Ring	Po-R +20
81. Hades Ring	AML +3, steal +5 (HP draining effect)
82.	
83. Elven Ring	AML +2, Fi-R +2, Wi-R +2, Ho-R +2, Wa-R +2, Ea-R +2, Da-R +2, Po-R +20
84. Kobold Ring	No stat ring
85. Bone Ring	No stat ring
86. Cursed Ring	No stat ring
87. Death Ring	Steal +10
88. Ghost Ring	No stat ring
89. Moon Ring	AML +3, Fi-R +2, Wi-R +2, Wa-R +2, Ea-R +2, Da-R +5, MP +30
90. Sun Ring	AML +3, Fi-R +2, Wi-R +2, Ho-R +5, Wa-R +2, Ea-R +2, HP +30
91. Specter Ring	AML +1, Fi-R +2, Wi-R +2, Wa-R +2, Ea-R +2, Fire +3, Water +3, Wind +3, Earth +3
92.	

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Meal Guide  
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Collect from monsters to raise stats.

Extra Large: Pressing L or R will make the meal bigger and use more Ingredients but some stats will increase by +1 up to +20 (depends on meal).

Menu

Menu	Stat Raise:	Ingredients needed:
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1. Veg Soup	HP +1	1 Dried Veggie
2. Fried Fish	HP +1, MP +1	1 Dried Veggie & Fish
3. Meat Stew	HP +2	1 Dried Veggie & Meat
4. Bat Stew	HP +6	2 Bat Leg, 1 Dried Veggie
5. Tail Soup	HP +3, STR +1	2 Wild Cat Tail, 1 Dried Veggie
6. Liver Stew	HP/MP +3, INT +1	2 MongrelLiver, 1 Dried Veg & Meat
7. Cave Cat Liver	MP +5, WIS +1	2 Cave Cat Liver, 1 Dried Fish
8. Hound Steak	HP +10, SOL +1	2 Wild Dog Flank, 1 Dried Fish
9. Cold Cat Soup	HP +3, STR +1, WIS +1	2 Wild Cat Tail, 1 Blue Bat Leg, 1 Dried Veggie
10. Spicy Liver Stew	HP/MP +3, STR +1, INT +1	2 MongrelLiver, 1 Red Bat Leg, 1 Dried Veggie & Meat
11. Fancy Bat Stew	HP +8, STR +1, SOL +1	3 Bat Leg, 2 Blue Bat Leg, 2 Red Bat Leg, 1 Dried Veggie
12. Mixed Grill	HP +7, MP +2, STR +1	1 Wild Dog Flank, 1 Wolf Fillet, 1 Dried Meat & Veggie
13. Fried Wolf	HP +12, STR +1	2 Wolf Fillet, 1 Snake Oil
14. Silver Wolf Pie	HP +6, STR +2	2 Silver Wolf Throat, 1 Dried Fish
15. Cat-Pot-Au-Feu	HP/MP +4, STR +1, SOL +1	1 Wild Cat Tail, 1 Cave Cat Liver, 1 Hellcat Tail, 1 Dried Fish & Veggie
16. Lizard Ham	HP +14, SOL +2	2 Lizard Leg's, 1 Dried Veggie
17. Griffon Stew	HP +20, MP +3, STR/INT +2	1 Griffon Meat, 1 Wolf Fillet, 1 MongrelLiver, 3 Bat Leg, 2 Dried Veggie
18. Grilled Wolf	HP +16, MP +7, STR +2	2 Wolf Essence, 2 S Wolf Throat, 2 Wolf Fillet
19. Fried Curse	MP +15, INT +2, WIS +1	2 Hellcat Tail, 1 Snake Oil, 1 Cave Cat Liver, 1 Dried Fish
20. Snake Salad	HP +7, WIS +2	1 Snake Slice, 1 Dried Veggie & Fish
21. Snake Nugget	HP +7, MP +4, INT +2	2 Snake Oil, 1 Snake Slice

22. Mole Sausage	HP +9, STR +1	2 Mole Leg Meat, 1 Dried Fish
23. Boiled Dryad	HP +3, INT +2, WIS +2	2 Silver Wolf Throat, 1 Dryad Fruit
24. Boss Mole & Dryad Stew	HP +6, MP +9, INT +1, WIS +1	2 Boss Mole Leg, 1 Dryad Sap, 1 Dried Veggie
25. Beef Steak	HP +15, STR +1, SOL +2	1 Beef, 1 Dried Veggie
26. Bat Beef & Tongue Stew	HP +6, MP +3, STR +2, WIS +1	3 Bat Leg Meat, 1 Beef Tongue, 1 Dried Veggie
27. Hell Stew	HP +15, MP +7, INT +2	1 Hell Essence, 1 Snake Slice, 2 Wild Cat Tail, 3 Bat Leg Meat, 2 Dried Veggie
28. Bunny Dumpling	HP +25, WIS +2	1 Fire Bunny Meat, 1 Snake Oil, 1 Dryad Sap, 1 Dried Fish
29. Fox Fill Saute	HP/MP +10, STR +1, SOL +2	1 Fox Fillet, 1 Dried Fish & Veg
30. Gold Beef Steak	HP +22, STR +2, SOL +2	1 Gold Buffalo Meat, 1 Dried Veg
32. Black Steak	HP +18, STR +4	1 Black Griffon Meat, 1 Dried Veg
33. Manticore Cube Steak	HP +15, MP +10, SOL +2, WIS +3	1 Roast Manticore, 1 Dried Fish
36. Mammoth Steak	HP +25, STR +3, SOL +1	1 Roast Mammoth, 1 Dried Veg
37. Mammoth Nugget	HP +25, STR +1, SOL +3	1 Mammoth Leg, 2 Snake Oil
38. Dragon Stew	HP +28, STR +3, SOL +3	1 Dragon Meat, 1 Lizard Leg, 2 Wild Dog Flank, 4 Bat Leg Meat, 2 Dried Veggie
39. Dragon Protein	HP +8, MP +25, INT/WIS +4	1 Dragon Essence, 1 Hellcat Tail, 2 Mongrel Liver, 2 Cavecat Liver, 2 Dried Veggie

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 Hero Titles  
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Earn them by mastering magic, helping those in need, collecting and achieving a high rating, or even mastering cooking!

Fighter - Kill 50 monsters  
 Reward: 500 / Title ring 'Fighter'

Cook - Eat meals

Reward: Ingredients

Bruiser - Kill 500 monsters

Reward: 3000 / Title ring 'Prominent'

Dungeon Maker - A dungeon with a rating of 100

Reward: 1000

Monster Novice - Defeat all sorts of monsters

Reward: 3000

Magic Student - Learn magic spells

Reward: 2000

Quest Novice - Complete many quests

Reward: Rebirth Potion

Item Collector - Collect many items

Reward: Various Root & Armor strengtheners

Blade Master - Kill 5000 monsters

Reward: Title ring 'Master' / 10,000

Gourmet - Finish many market quests

Reward: Lots of Ingredients

Monster Maniac - Defeat many types of monsters

Reward: Health Ring

Quest Maniac - Complete many quests

Reward: Rebirth potion

Dungeon Author - A dungeon with a rating of 500

Reward: Basic Building materials

Warrior - Have STR/SOL over 100 on male hero

Reward: 10,000 / Title ring 'Warrior'

Lord - Defeat 20,000 monsters

Reward: 30,000 / Title ring 'Lord'

Item Maniac - Collect many items

Reward: Dragon Fang and Mammoth Fur

Magic Scholar - Buy many magic spells

Reward: Evil Root

Wizard - Have INT/WIS over 100 on male hero

Reward: 10,000 / Title ring 'Wizard'

Magic Professor - Buy many magics

Reward: Evil Death Wish Book / Death Wish spell

Warrior Lord - Have STR/SOL over 200 on male hero

Reward: Lord Guard

Valkyrie - Have STR/SOL over 100 on female hero

Reward: Title ring 'Valkyrie'

Quest Master - Finish all quests

Reward: Rebirth potion

Sorcerer - Have INT/WIS over 200 on male hero

Reward: Wizard Ring

Sorceress - Have INT/WIS over 200 on female hero

Reward: Phoenix Staff

Dungeon Master - Dungeon rating of 2,000

Reward: Advance building materials

Valkyrie Queen - Have STR/SOL over 200 on female hero

Reward: Holy Root

These I don't have the reward for (aka: help!):

King Breeder - Learn all Genju's magic and self skill

Royal Chef - Learn at least 39 recipes

Treasure Hunter - Get 100% items collected

Dungeon King - Dungeon rating of 3,000

..more to be added

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Genju  
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Giving the genju a existing memory will give it a free level up of that monster.

Would you like to email me Lv. 99 stats? Feel free <goforbrokehub@yahoo.com>.

I won't be able to get every stat because it takes forever to do it and I don't have every Genju memory! Make sure to unequip weapons/bells that may affect the stats.

Transformations

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Magic Wolf

Goblin

Goblin Shaman \*

Kobold

Kobold Mage

Orc \*

Bandit \*  
Apostate Priest  
Dark Knight \*  
Samurai  
Disciple of Evil  
Skeleton  
Iron Armor \*  
Quetzalcoatl  
Giant Lizard  
Griffon \*  
Succubus  
Nekomata  
Valkyrie  
Fire Beetle  
Centaur \*  
War Tiger  
Lizardman  
Foxgirl  
Human Ally  
Giant Skeleton  
Devil Plant  
Chestrap Beast  
Princess

\* = Lv.99 stats

Monster Info / Skill

---

Magic Wolf:

Weapon Type: none

Skill: Bite / Wolf Head / Wolf Ray / Biting 2 / Gold Heal /  
Wolf Defense

---

Goblin:

Weapon Type: Club

Skill: Hit / Brute Force

---

Goblin Shaman:

Weapon Type: Staff

Skill: Hit / Staff Power / Thunder Punch / Rock / Barrier /  
Staves 2

Level 99 stats: HP | 550           MP | 668  
                  STR | 86           SOL | 94  
                  INT | 124         WIS | 128  
                  AML | 9



Thanks cult\_ofthe\_dragon from Gamefaqs for the stats.

---

Kobold:

Weapon Type: Long Sword

Skill: Swing Sword / Ogre Stab / Kobold Spin / Longsword 1 /  
Kobold Defense

Level 99 stats: HP | 569           MP | 255  
                  STR | 110        SOL | 111  
                  INT | 94         WIS | 96  
                  AML | 7

---

Kobold Mage:

Weapon Type: Dagger

Skill: Swing Dagger / Kobold Ball / Ice / Magic 2 / Dagger 3

---

Orc:

Weapon Type: Spear

Skill: Stab / Boar Charge / Sweep / Spears 1 / Orc Defense

Level 99 stats: HP | 727           MP | 137  
                  STR | 118        SOL | 86  
                  INT | 78         WIS | 80  
                  AML | 11

Great monster to level up early on. High HP and great attack range.

---

Bandit:

Weapon Type: Bow

Skill: Arrows / Arrow Swing / Hidden Knife / Bows 1 / Daggers 1 /  
Bows 2

Level 99 stats: HP | 432           MP | 0  
                  STR | 94         SOL | 92  
                  INT | 50         WIS | 72  
                  AML | 21

Thanks sswoy for the stats.

---

Apostate Priest:

Weapon Type: Club

Skill: Hit / Evil Deeds / Evil Blow / Clubs 2

---

Dark Knight:

Weapon Type: Long Sword

Skill: Swing Sword / Dark Thrust / Dark Wave / Long Sword 3

Level 99 stats:   HP | 1021           MP | 0  
                  STR | 128          SOL | 126  
                  INT | 70           WIS | 110  
                  AML | 76

---

Samurai:

Weapon Type: Sword

Skill: Sword / Sword Stab / Deadly Stab / Swords 2 / Swords 3

---

Disciple of Evil:

Weapon Type: Long Sword

Skill: Swing Sword

---

Skeleton:

Weapon Type: Long Sword

Skill: Swing Sword / Soul Drain / Soul Blast / Shields 1 / Undead Def

---

Iron Armor:

Weapon Type: 2-Handed Ax

Skill: Strike / Toss / Axes 1

Level 99 stats:   HP | 491           MP | 0  
                  STR | 127          SOL | 141  
                  INT | 86           WIS | 81  
                  AML | 41

Thanks sswoy for the stats.

---

Giant Lizard:

Weapon Type: none

Skill: Bite

---

Quetzalcoatl:

Weapon Type: none

Skill: Bite

---

Griffon:

Weapon Type: none

Skill: Scratch / Wind Slash / Holy Ring / Bless / Claws 2 / Wind Power

Level 99 stats: HP | 1336            MP | 550  
                  STR | 138            SOL | 134  
                  INT | 126            WIS | 128  
                  AML | 0

---

Succubus:

Weapon Type: none

Skill: Kick / Dazzle / Succulast / Thunder / Laser / Hand 2 Hand 3 /  
Magic 3

---

Nekomata:

Weapon Type: none

Skill: Kick / Cat Drop / Magic Ball / Windcutter / Hand 2 Hand 1 /  
Cat Defense

---

Valkyrie:

Weapon Type: Spear

Skill: Stab / Spear Flash / Jump Strike / Spears 3

---

Fire Beetle:

Weapon Type: none

Skill: Horn / Beetlance / Fire Dance / Horns 1 / Flame Def /  
Bug Defense

---

Centaur:

Weapon Type: Spear

Skill: Swing Spear / Pinhole / Full Moon / Spears 2

Level 99 stats:	HP		864	MP		432
	STR		124	SOL		120
	INT		110	WIS		112
	AML		18			

---

War Tiger:

Weapon Type: 2-Handed Ax

Skill: Strike / Tiger Pounce

---

Lizardman:

Weapon Type: Long Sword

Skill: Stab Sword / Swift Hit / Backstep / Water / Ice Defense /  
Longsword 2

Level 99 stats:	HP		648	MP		216
	STR		106	SOL		122
	INT		86	WIS		88
	AML		17			

---

Foxgirl:

Weapon Type: Sword

Skill: Cut / Kunai / Medium / Hard Rock / Swords 1

---

Human Ally:

Weapon Type: Staff

Skill: Hit / Staff Power / Fireball / Staves 1 / Potions 1

Level 99 stats:	HP		451	MP		746
	STR		80	SOL		106
	INT		136	WIS		138
	AML		9			

Thanks Joseph Sciallo for the stats

---

Giant Skeleton:

Weapon Type: 2-Handed Ax

Skill: Strike / Stun Wave / Big Wave / Axes 2

---

Devil Plant:

Weapon Type: none

Skill: Bite / Devil Drill / Death Dance / Wind Def. / Plant Defense

You can get the memory easily on 19F Wind Floor. They drop it frequently.

---

Chestrap Beast:

Weapon Type: none

Skill: Hidden Sword / Projectile / Land / Shield

---

Princess:

Weapon Type: none

Skill: Slap / Unicorn (attack) / Angel / Heal / Unicorn (spell)

Thanks cult\_ofthe\_dragon from Gamefaqs for the skills.

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..under construction

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Monster Locations  
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These are areas where you can usually find them, not always though. Having a high floor rating will make them appear more frequently.

Disciple of Evil: 8F / 18F (Dark Floors)

Spiders: 11F Spirit Room / Ghost Garden (Dark Floor)

Griffons / Black Griffons: Wind Ruin / Garden in 17F / 19F (Wind Floor)

Valkyries: Chapel Rooms / Marble Corridors on higher floors

White War Tiger: Garden / Wind Corridors (Wind Floor) on 19F (Rare)  
17F (Fire Floor, Rare)  
13F (Rare)

Holy Knights: Chapel Rooms / Magic Corridors on higher floors

Lilith: Magic Corridors on higher floors

Succubus: Magic Corridors on higher floors  
12F Marble

Golden Buffalo: 20F Beast Lairs with Wood Corridors (Rare)

Platinum Armor: Magic Corridors on higher floors

Quetzalcoat1: 9F, 10F, 11F

White Orcs: Kitchens, Long Rooms. Common in later floors.

Noble Thief Witch: Dark Floors

Healing Tree: 19F Fruit Tree Room (Wind Floor)

Dragon Baby: 14F / 19F / 20F Beast Lairs (Rare)

Nekomata: 6F / Parlor Rooms

Lord Thunder: 11F Tea Rooms (Dark Floor)

Human Ally: 12F Marble Corridors

Giant Lizard: 9F

Sorcerer, Necromancer, Druid, Mage: Create each attribute in 9F and buy some  
Furnace, Ice House, Garden, Stone Fig to  
find them inside.

Fire Bunny: 17F Smithy's and Volcano Corridors (Fire Floor)

Demon Armor: 20F Dark Floor

Hellhound: Fire Ruin furnace

Maid: 13F Marble Corridor

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Thanks  
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Hollywood Carmona for some genju stats / weapon and armor items  
cult\_ofthe\_dragon on Gamefaqs for some Genju skills and stats  
Joseph Sciallo for some Genju skills and stats

sswoy for some Genju skills and stats  
Robert Parham for some Titles

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