

# Darkstone FAQ

by Timothy Chen

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**This walkthrough was originally written for Darkstone on the PSX, but the walkthrough is still applicable to the PC version of the game.**

DARKSTONE FAQ v.1 for the Playstation Game Console

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## 1. Introduction

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This is a FAQ for the videogame DARKSTONE for the Playstation. Please bear in mind that this is my first FAQ ever, so don't hate. If you have any questions, comments, corrections, information, etc., please feel free to email me at yellowaznboy@yahoo.com. I will read and respond to every letter if I have the time.

I have decided to only allow my current/future FAQs to be used on GameFAQs.com, IGN.com, and Neoseeker.com. Keeping my FAQ versions updated is annoying enough as it is, I don't like it when my FAQs aren't updated if I don't do it personally. Therefore, do not ask me if you can use my FAQ for your website.

This FAQ is best viewed under the following conditions: WordPad, Courier New (10), text as "Wrap to ruler."

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## 2. History

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Today, you are called upon to play a vital role in the future of our universe.

Your heart burns with a fire which darkness cannot quench. For you are the pure heart whose destiny is to fight evil. But before you engage in battle, you must learn about Uma's history and thus come to understand why the threat of darkness still hangs over the people of this planet.

Thousands of years ago a titanic struggle between Life and Death took place and mankind was on the brink of destruction. The Goddess Kaliba called upon the Druids who lived in the great forests of Uma to help in this battle. She gave unto them the gift of the Time Orb, which was fashioned from the tears that fell from her cheeks. With the power of the Time Orb behind them the Druids were able to bring this war to an end. After the war, the Druids that had survived the battle against Death decided to break up the Time Orb to prevent it from being used for evil purposes. And so it was divided into Seven Crystals and entrusted to anonymous guardians throughout the land.

A thousand years later one of Kaliba's monks, Draak, tempted by the power of Death, left the monastery, and chose a path of darkness. Death soon found a powerful ally in Draak and gave him access to the secrets of necromancy. Using his powers of necromancy he was able to resurrect a Dragon Lord and take over his body. Now wielding the power of a dragon, he plans on devastating the world, by capturing its people to allow Death to feed on their souls. Kaliba's monks tried to talk sense to Draak, but were set asunder by the flames of his dragon's breath.

To regain the balance of the land of Uma you must embark on a quest marked with death and destruction. Upon this trek you will learn skills and spells that will help you defeat Draak and his minions, thus bringing an end to his dark, demented dream of total annihilation.

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### 3. Characters

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In Darkstone, you are able to select from eight characters belonging to four different classes: Warriors, Wizards, Thieves, and Priests. Each class obviously has its own strengths and weaknesses.

#### Warriors

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You have the option of a Warrior (male) or an Amazon (female). Although there are the obvious physical differences, they essentially have the same attributes and skills. A Warrior's main asset is physical strength, therefore, when distributing experience points (XP points), it is recommended that most of the points are distributed to the Strength attribute. Easily the most powerful class, and with the high strength, they are able to equip better, and heavier, protective armament.

The Warriors starting/maximum stats are as followed:

Strength	20 - unlimited
Magic	5 - 50
Dexterity	10 - 100
Vitality	15 - 150

#### Wizards

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You have the option of a Wizard (male) or a Sorceress (female). Despite the difference in their physical appearance, the two characters are equivalent in starting attribute points and skills. A Wizard's main asset is their extensive knowledge of magic; therefore, when distributing XP points, it is recommended that most of the points go to the Magic attribute. They are possible the

hardest class to get into, because of their low vitality.

The Wizards starting/maximum stats are as followed:

|           |                |
|-----------|----------------|
| Strength  | 5 - 50         |
| Magic     | 20 - unlimited |
| Dexterity | 15 - 150       |
| Vitality  | 5 - 100        |

Thieves

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A Thief (male) and an Assassin (female) is available for this class. With their incredible speed, and natural ability in archery, it is advisable to distribute XP points into the Dexterity attribute. They also have the easiest time acquiring money, as their skills enable them to identify magical objects, bargain over the price they want to buy/sell, and use the amazing ability of Theft.

The Thieves starting/maximum stats are as followed:

|           |                |
|-----------|----------------|
| Strength  | 15 - 150       |
| Magic     | 10 - 100       |
| Dexterity | 20 - unlimited |
| Vitality  | 10 - 50        |

Priests

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A Monk (male) and a Priest (female) are available under this class. Again, there is no difference in skills or starting attributes, only in their physical appearance. The Priest class is interesting. They essentially have two stats that are dominant. With their high vitality and knowledge of magic, they are easily the most well rounded class, able to take hits, because of their high HP, and deal sufficient magic damage.

The Priests starting/maximum stats are as followed:

|           |                |
|-----------|----------------|
| Strength  | 10 - 100       |
| Magic     | 15 - 150       |
| Dexterity | 5 - 50         |
| Vitality  | 20 - unlimited |

\* Note: It is possible to increase a characters stats above the maximum with Elixirs.

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#### 4. Distributing XP Points

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Each character class's attribute points are affected differently from each other with the distribution of XP points. For example, it takes 2 XP points in the Magic attribute for a Warrior/Amazon to increase Mana by 1, while 2 XP in Magic for a Wizard/Sorceress increases Mana by 3.

Warrior/Amazon

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Strength: 5 STR = +1 AC  
2 STR = +1 Damage

Magic: 2 MAG = +1 Mana

Dexterity: 2 DEX = +1 To Hit

Vitality: 1 VIT = +2 Life

#### Wizard/Sorceress

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Strength: 5 STR = +1 AC  
8 STR = +1 Damage

Magic: 2 MAG = +3 Mana

Dexterity: 2 DEX = +1 To Hit  
5 DEX = +1 AC  
4 DEX = +1 Damage

Vitality: 1 VIT = +1 Life

#### Thief/Assassin

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Strength: 5 STR = +1 AC  
4 STR = +1 Damage

Magic: 4 MAG = +3 Mana

Dexterity: 2 DEX = +1 To Hit  
5 DEX = +1 AC  
2 DEX = +1 Damage

Vitality: 2 VIT = +3 Life

#### Monk/Priest

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Strength: 5 STR = +1 AC  
8 STR = +1 Damage

Magic: 1 MAG = +1 Mana

Dexterity: 2 DEX = +1 To Hit  
5 DEX = +1 AC  
8 DEX = +1 Damage

Vitality: 2 VIT = +5 Life

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### 5. Quest Walkthrough

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Quests are randomly generated from a pool of about 20 or so quests every time a character begins a new quest. There are eight areas, each with its own dungeons (levels). Since each area has a randomly chosen quest, except for the last one, each quest will be explained in no particular order, although some quests are more difficult than others.

#### The Town

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##### Town Traders

Madame Irma: Cures you of poison, removes curses, and identifies magical objects.

Perry the Publican: Sells food, buys useless artifacts (quest items), and allows you to rest (for a price).

Gunther the Blacksmith: Buys/Sells/Repairs/Upgrades weapons and armors.

Master Elmeric: Buys/sells magic spell scrolls/books, as well as magical rings and amulets.

Master Dalsin: Teaches skills (for a price).

Ardyl (Levels 1-4)

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The Sun Cross

Tips: Get the amulet from level 4, and return to the monastery in level 3.

There are two Sun Crosses. One is hidden in a secret room. Access it by pulling the switch next to the bookshelf; you must fight a boss to get this Cross. The other one is in the room with all the monks. If you attempt to take that Sun Cross, the monks turn into skeletons. Either way, return the Cross to Drakus, who attacks you. Kill him to get the Crystal.

Items:Lv.1-Nothing

Lv.2-Nothing

Lv.3-Monastery of Kaliba

Lv.4-Amulet

Reward: Crystal of Wisdom, weapon of choice, extra Sun Cross

Difficulty: 1/3

Riken's Ghost (The Horn Of Plenty)

Tips: Head to level 2 and kill the Fire Golem for his Sphere. In level 3,

kill the Ice Golem for his Sphere. Equip the Cloak of Clouds you get from Riken in level 4 and get the Crystal of Wisdom. Kill the boss or run away.

Items:Lv.1-Nothing

Lv.2-Fire Elemental Sphere

Lv.3-Ice Elemental Sphere

Lv.4-Cloak of Clouds, Horn of Plenty

Reward: Crystal of Wisdom, Horn of Plenty (infinite food), Cloak of Clouds

Difficulty: 1/3

Mika The Witch

Tips: Get the mirror in level 2. Head to level 4, and give the mirror to Elos in exchange for the Cursed Mirror. Show Mika the Cursed Mirror so she will release the spell. Get the Crystal from villager.

Items:Lv.1-Nothing

Lv.2-Mirror

Lv.3-Nothing

Lv.4-Cursed Mirror

Reward: Crystal of Wisdom

Difficulty: 1/3

Terrnya (Levels 5-8)

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The Unicorn

Tips: You can use the fairy to get some treasure in level 5. Head down to level 8 and kill the boss to get the key. Return to the Unicorn and use the key on the padlock to receive the Crystal.

Items:Lv.5-Various treasure

Lv.6-Nothing

Lv.7-Nothing

Lv.8-Key

Reward: Crystal

Difficulty: 1/3

The Reeds

Tips: Find all the reeds on each floor (two in level 5). In level 8, you will find 5 faces. Like the fairy said, insert a reed in each face, from smallest to largest, starting from the far left; the music will freeze the snakes in the Crystal Room. Or you could just kill all of the snakes and ignore getting the reeds altogether (I killed all of the snakes but collected all of the reeds, still).

Items:Lv.5-2x Reeds

Lv.6-Reed

Lv.7-Reed

Lv.8-Reed, Crystal

Reward: Crystal

Difficulty: 1/3

Genna's Disease (The Antidote)

Tips: Find the letter under one of the tents. Show Gutrick the letter. Get the Ornate Cup from Ger, and enter the dungeon. Collect all of the Prisms in each floor and place them on a pedestal. Use the Ornate Cup on the center pedestal to get the Antidote. Return with the Antidote to get the Crystal.

Items:Lv.5-Prism

Lv.6-Prism, Crystal

Lv.7-Prism

Lv.8-Prism

Reward: Crystal

Difficulty: 1/3

Marghor (Levels 9-12)

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The Treasure (The Eye Of Ra)

Tips: One of longest/hardest quests in the game IMO. First find the Ocular Globes and place them in their respective statues to get the statue. Once you have all of the statues, head to level 12. Solve the puzzle (place Bonze Statue on III, Silver on X, and the Gold on VII) to open the door, or use telekinesis (like I did) to open the chest and retrieve the Eye of Ra. Return outside to Marghor and give the Eye of Ra to the blind monk in exchange for the Magnifying Glass. Get some Fish from the bucket near Ger, the fisherman, who is outside of Bartalan's Island. Give the Fish to Rhino, who repairs the bridge to Bartalan's Island. Use the Magnifying Glass on the sign, which has directions on how to get to the chest, or you could just run through the mine field (like I did) and get the Blank Bible. Head over to the Temple of Eras, and place food on the plates to get Eras to reveal himself. Show him the Blank Bible in exchange for the Word of Eras book. Give this book to the previously blind monk to reaffirm his faith and talk to Eras for the Crystal.

Items:Lv.9-Gold Statue, 2x Gold Ocular Globes

Lv.10-Silver Statue, Silver Ocular Globe, Bronze Ocular Globe

Lv.11-Bronze Statue, Silver Ocular Globe, Bronze Ocular Globe

Lv.12-The Eye of Ra

Reward: Crystal

Difficulty: 3/3

The Hives

Tips: Head past level 9 and get the Armor of Fear in level 10 (after beating a boss). In level 11, free Rosso, who gives you the Sword of Elron. Equip the sword (and armor, if you want) and kill the Queen in level 12 for the Crystal.

Items:Lv.9-Nothing

Lv.10-Armor of Fear

Lv.11-Sword of Elron

Lv.12-Crystal

Reward: Crystal

Difficulty:1/3

### The Burnt Out Village (The Baby)

Tips: In front of the entrance to level 9 is a man. Give him a Health Potion in exchange for an Invisibility Scroll. Head to level 12, where the Baby is held captive. Use the Invisibility Scroll and grab the baby before the durability expires, or you could fight honorably and kill the baby's captors. Either way, return the baby to the mother (Lucy) for the Crystal.

Items:Lv.9-Nothing

Lv.10-Nothing

Lv.11-Nothing

Lv.12-Baby

Reward: Crystal

Difficulty:1/3

### Dywahd (Levels 13-16)

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#### Poison Vats

Tips: Indeed, an interesting little quest that reaps mediocre rewards. Head to level 16, collecting the Potion of Poisons as you go. In level 16, put an antidote in each poison vat to get the Crystal. You could leave now, but there is more fun to be had. After killing Arachach in level 16 for the key, head back down to level 15, collecting the previously inaccessible Medallion of Aracachs. Head to the Armory for an average weapon of your choice, and then free the girl in level 13. Give her a Teleportation Scroll and head out of the dungeon. Near the entrance, talk to the husband, who refuses to reward you. Keep bugging him until he attacks. Kill him. Talk to the girl you just rescued, and kill her. Use the key to open the chest near the tent for a weak Master's Sword.

Items:Lv.13-nothing

Lv.14-2x Potion of Poisons

Lv.15-2x Potion of Poisons, 2x Medallion of Aracach

Lv.16-Crystal, 3x antidotes, key

Reward: Crystal, weapon of choice, weak treasure

Difficulty:2/3

### Shaddire (The Celestial Sword)

Tips: Get the Celestial Symbol in Level 13, and exit the dungeon. Retrieve the Celestial Sword, and head back into the dungeon. Destroy all of the eggs with the Sword, and exit once more. Talk to Shaddire, who hands over the Celestial Dagger. Enter the dungeon and fight your way to level 16. Once there, place the Celestial Dagger on the pedestal to prevent the Crystal from teleporting out of your grasps.

Items:Lv.13-Celestial Symbol

Lv.14-nothing

Lv.15-nothing

Lv.16-Crystal

Reward: Crystal

Difficulty: 2/3

### Horgan's Amulet

Tips: Horgan has an issue with the Orcs roaming around. Look for Korgon and defeat it to receive the Crystal of Life. Give the Crystal to Horgan, who hands over his amulet. Head to the entrance and place something heavy on the plate, like a sword. Equip the amulet Horgan gave you and enter the dungeon. Defeat each guardian to receive their sword. Head past level 15 and place the two swords of the Guardians to get the Crystal.

Items:Lv.13-Gartol's Sword

Lv.14-Digmar's Sword

Lv.15-nothing

Lv.16-Crystal

Reward: Crystal



Difficulty:2/3

Omar (Levels 17-20)

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Langolin (The Fountains Of Immortality)

Tips: On each of the floors, there is a Fountain of Youth. Whack it with your weapon and collect the Elixir of Immortality. With all three, head to level 20. In the Crystal Room, use your Crystal of Wisdom to get the Crystal.

Items:Lv.17-Elixir of Immortality, Elixir of Youth  
Lv.18-Elixir of Immortality, Elixir of Youth  
Lv.19-Elixir of Immortality, Elixir of Youth  
Lv.20-Crystal

Reward: Crystal, 3x Elixir of Youth

Difficulty: 1/3

Princess Jasmine

Tips: In level 17, you need to get the Horn of Roland. In level 18, get Melchoir's Key, and return to level 17 to get the Horn of Roland. Get the Diadem of Oblivion from Ramal in Level 19 by giving him the Horn of Roland. Head to level 20 and give the Diadem to the Princess so she can leave.

Items:Lv.17-Horn of Roland  
Lv.18-Melchoir's Key  
Lv.19-Diadem of Oblivion  
Lv.20-Crystal

Reward: Crystal

Difficulty: 1/3

Kolos (The Myth of Medusa)

Tips: You need an Elixir of Magic to get the Vial of Spirits in level 17. Head down to level 19, collecting the Elixir of Youth and the two Elixir of Strengths on the way (level 18). Get the two Elixir of Magics and return to level 17 to get the Vial of Spirits. Head back down to level 19 and attempt to grab the Crystal. You will then need to trek down to level 20. In Kolos' chamber, use the Vial of Spirits on the corpse of Kolos, and be prepared to fight the Spirit of Kolos. Defeat him to get the Crystal.

Items:Lv.17-Vial of Spirits  
Lv.18-Elixir of Youth, 2x Elixir of Strength  
Lv.19-2x Elixir of Magic  
Lv.20-Crystal

Reward: Crystal, 2x Elixir of Strength, Elixir of Youth, Elixir of Magic

Difficulty:2/3

Mothada (Levels 21-24)

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Three Demons (The Three Gems Of Hell)

Tips: Before entering the dungeon, kill Gober to retrieve the Gaetan's Axe. Return the Axe to Gaetan in exchange for the Shield of Demons. Then enter the dungeon and collect the Gems in each floor. Not too difficult, but in level 22, the Fire Gem room is full of traps that continuously shoots fireballs. To avoid the entire maze itself, just use Teleportation and teleport into the room with the Fire Gem, saving you a lot of life points, as well as grief. On level 24, head to the Three Gems of Hell, and put the three gems on each pillars to get the Helmet of Demons. Equip the Shield of Demons and the Helmet of Demons to get the crystal.

Items:Lv.21-Gem of Reason  
Lv.22-Fire Gem  
Lv.23-Gem of Courage  
Lv.24-Helmet of Demons, Crystal

Reward: Crystal

Difficulty:2/3

### The Pyramids Of Light (The Circles)

Tips: Collect the Flower of Shade in each floor. You must step on a teleporter outside of the enclosed room that holds the Flower of Shades, or you could use your own spell, Teleportation, to get inside (like I did). After you have the three, exit the dungeon. Near the entrance are three circles. Place a Flower of Shade on each circle. Go to each Circle of Life and collect the newly created Flowers of Life. Head back into the dungeon and trek all the way down to level 24. Place a Flower of Life in each small Pyramid to open the large Pyramid, which holds the Crystal.

Items: Lv.21-Flower of Shade  
Lv.22-Flower of Shade  
Lv.23-Flower of Shade  
Lv.24-Crystal

Reward: Crystal

Difficulty: 2/3

### The Trial Of The Damned

Tips: Get the Key of the Damned before entering the dungeon. Unlock the doors to each Cross and bring them to level 24 to get the Crystal.

Items: Lv.21-Cross of Crime  
Lv.22-Cross of Punishment  
Lv.23-Cross of Pardon  
Lv.24-Crystal

Reward: Crystal

Difficulty:

### Baastehl (Levels 25-28)

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#### Luxurious The Vampire

Tips: Get the Rock Breaking Hammer in level 25. Exit the dungeon and use the Hammer on the rock blocking the Mad Ratman's Camp (or you could just teleport through the rock if your Teleportation spell level is high enough). Get the Vampire's Sceptre. Head back into the dungeon, and trek down to level 28, picking up Luxurious' Cape on level 26, and Luxurious' Ring on level 27 (there will be a large boss to contend with if you check the right treasure chest in the room with the Ring). Show the guard the Sceptre to gain access to the room with Luxurious. Give the Vampire's Sceptre (and other equipment) to Luxurious and be prepared to fight. He is difficult, with over 1000 HP, and the ability to teleport. Defeat him to get the Crystal.

Items: Lv.25-Rock-Breaking Hammer, Vampire's Sceptre  
Lv.26-nothing  
Lv.27-nothing  
Lv.28-Crystal

Reward: Crystal

Difficulty: 3/3

### Statues Of Arkhang (The Council of Druids)

Tips: Simply activate each statue on each floor. In level 28, the Council of Druids will attack once you activate the statue, so be ready to scurry on out of there before they overwhelm you. Return to the Crystal Room on level 25 for the Crystal.

Items: Lv.25-Crystal  
Lv.26-nothing  
Lv.27-nothing  
Lv.28-nothing

Reward: Crystal

Difficulty: 1/3

### The Holy Number

Tips: On each floor, there is a fake crystal (except the last one). Whenever you attempt to take the crystal, a certain number of Potion of Surprises pops out. Note the number of Potions, as that is the Holy Number. Use the Number (5-4-0) to get the Crystal on level 28.

Items: Lv.25-5x Potion of Surprise  
 Lv.26-4x Potion of Surprise  
 Lv.27-nothing  
 Lv.28-Crystal

Reward: Crystal  
 Difficulty: 3/3

### Serkesh (Levels 29-31)

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#### Draak

Tips: There are no quest items to pick up (except for the Time Orb before entering the dungeon), so just blaze through the lower levels. You can pick up a pretty useful weapon (Njolner) with impressive stats in the last level of the dungeon. To defeat Draak, attack Draak until his life is reduced to about 50%, then use the Time Orb (so he won't be able to rejuvenate his life points for about a minute). Attack hard because Draak immediately replenishes his life when time runs out. If it does, you will have to re-energize the Time Orb to be able to use it again, or you could reload your last save file (you did save, right?)

Items: Lv.29-nothing  
 Lv.30-nothing  
 Lv.31-Njolner, key, Dragon Scale, Astral Hand

Reward: Key (unlock door to get lots of money), Dragon Scale (used to get 4x Elixir of Strength/Dexterity/Vitality/Magic)  
 Difficulty: 4/3 (hard!)

## 6. Spells

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Spell books permanently allow you to use that particular spell. Although many books can be found throughout your quest in dungeons (from Desks), it will be necessary to purchase spells as well. There is a Magic requirement to learn higher-level spells, so putting a few XP points in the Magic attribute every level-up is a necessity, unless purchasing massive quantities of Elixir of Magics from town is your thing. Actually, it will be a necessity to purchase Elixirs, especially if you are of a class other than the Wizard/Sorceress class.

### Absorption

| LEVEL | MAGIC REQ. | MANA COST | DURABILITY | DESCRIPTION                                     |
|-------|------------|-----------|------------|-------------------------------------------------|
| 1     | 105        | 75        | 60         | Absorbs the enemy's vital energy during combat. |
| 2     | 155        | 70        | 120        |                                                 |
| 3     | 205        | 65        | 180        |                                                 |
| 4     | 255        | 60        | 240        | NOTES                                           |
| 5     | 305        | 55        | 300        |                                                 |
| 6     | 355        | 50        | 360        | Not really that useful. Use a                   |
| 7     | 405        | 45        | 420        | wep with vampire enchantment                    |
| 8     | 455        | 40        | 480        | instead. [\$180,000]                            |

### Antidote

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                                              |
|-------|-------------------|-----------|----------------------------------------------------------|
| 1     | 5                 | 7         | Is used to heal characters when they have been poisoned. |
| 2     | 30                | 7         |                                                          |
| 3     | 55                | 6         |                                                          |
| 4     | 80                | 6         | NOTES                                                    |
| 5     | 105               | 5         |                                                          |
| 6     | 130               | 5         | This is a space saver since                              |
| 7     | 155               | 4         | you don't need antidote                                  |
| 8     | 180               | 4         | potions anymore. [\$16,800]                              |

#### Berserk

| LEVEL | MAGIC REQ. | MANA COST | DURABILITY | AC INCREASE | HIT% INCREASE |
|-------|------------|-----------|------------|-------------|---------------|
| 1     | 5          | 10        | 33         | 25          | 50            |
| 2     | 30         | 12        | 42         | 50          | 100           |
| 3     | 55         | 14        | 50         | 75          | 150           |
| 4     | 80         | 16        | 58         | 100         | 200           |
| 5     | 105        | 18        | 65         | 125         | 250           |
| 6     | 130        | 20        | 73         | 150         | 300           |
| 7     | 155        | 22        | 81         | 175         | 350           |
| 8     | 180        | 24        | 90         | 200         | 400           |

DESCRIPTION | Ups AC, speed of attack | NOTES | Excellent for melee fighters. & hit %. HP regen also. | Great bonuses. [\$180,000]

#### Magic Bomb

| LEVEL | MAGIC REQ. | MANA COST | DAMAGE                           | DESCRIPTION                                               |
|-------|------------|-----------|----------------------------------|-----------------------------------------------------------|
| 1     | 55         | 8         | Dmg. depends on Magic attribute. | Similar to a mine, explodes on contact or in time period. |
| 2     | 105        | 10        |                                  |                                                           |
| 3     | 155        | 12        |                                  |                                                           |
| 4     | 205        | 14        | Fire damage.                     | NOTES                                                     |
| 5     | 255        | 16        |                                  |                                                           |
| 6     | 305        | 18        | Single-Enemy target.             | One of the best spells. Very inexpensive Mana cost for    |
| 7     | 355        | 20        |                                  | good damage. [\$19,200]                                   |
| 8     | 405        | 22        |                                  |                                                           |

#### Fire Ball

| LEVEL | MAGIC REQ. | MANA COST | DAMAGE                           | DESCRIPTION         |
|-------|------------|-----------|----------------------------------|---------------------|
| 1     | 105        | 8         | Dmg. depends on Magic attribute. | Launches fireballs. |
| 2     | 155        | 9         |                                  |                     |
| 3     | 205        | 10        |                                  |                     |
| 4     | 255        | 11        | Fire damage.                     | NOTES               |

|   |     |    |                                           |
|---|-----|----|-------------------------------------------|
| 5 | 305 | 12 |                                           |
| 6 | 355 | 13 | Single-Enemy With a little more Mana, you |
| 7 | 405 | 14 | target.  can use the far superior         |
| 8 | 455 | 15 | Magic Bomb. [\$19,200]                    |

### Confusion

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                                                    |
|-------|-------------------|-----------|----------------------------------------------------------------|
| 1     | 155               | 100       | Plunges an enemy into total<br> confusion, attacking comrades. |
| 2     | 205               | 97        |                                                                |
| 3     | 255               | 94        |                                                                |
| 4     | 305               | 91        | NOTES                                                          |
| 5     | 355               | 88        |                                                                |
| 6     | 405               | 85        | Don't use this spell relig-<br> iously. High Mana cost, they   |
| 7     | 455               | 82        | can still hit you. [\$240,000]                                 |
| 8     | 505               | 79        |                                                                |

### Detection

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                                                    |
|-------|-------------------|-----------|----------------------------------------------------------------|
| 1     | 55                | 7         | Helps detect magic objects,<br> which are highlighted in blue  |
| 2     | 80                | 7         |                                                                |
| 3     | 105               | 6         |                                                                |
| 4     | 130               | 6         | NOTES                                                          |
| 5     | 155               | 5         |                                                                |
| 6     | 180               | 5         | Higher levels only make items<br> even more blue, so don't use |
| 7     | 205               | 4         | too much money. [\$12,000]                                     |
| 8     | 230               | 4         |                                                                |

### Death Dome

| LEVEL | MAGIC REQ. | MANA COST | DAMAGE                                                                             | DESCRIPTION |
|-------|------------|-----------|------------------------------------------------------------------------------------|-------------|
| 1     | 155        | 8         | Dmg. depends Creates a protection dome,<br> on Magic anyone who touches it is hit. |             |
| 2     | 205        | 9         | attribute.                                                                         |             |
| 3     | 255        | 10        |                                                                                    |             |
| 4     | 305        | 11        | Light dmg.                                                                         |             |
| 5     | 355        | 12        |                                                                                    |             |
| 6     | 405        | 13        | Area target.  Good spell to keep enemies at<br> bay. However, Poison Cloud         |             |
| 7     | 455        | 14        | does more damage. [\$28,800]                                                       |             |
| 8     | 505        | 15        |                                                                                    |             |

### Spark

| LEVEL | MAGIC REQ. | MANA COST | DAMAGE                                  | DESCRIPTION |
|-------|------------|-----------|-----------------------------------------|-------------|
|       |            |           | Dmg. depends Throws sparks at a target. |             |

|   |     |    |              |                              |
|---|-----|----|--------------|------------------------------|
| 1 | 55  | 4  | on Magic     |                              |
| 2 | 105 | 5  | attribute.   |                              |
| 3 | 155 | 6  |              |                              |
| 4 | 205 | 7  | Lightning    | NOTES                        |
| 5 | 255 | 8  | damage.      |                              |
| 6 | 305 | 9  |              | Barely better than Magic     |
| 7 | 355 | 10 | Single-Enemy | Missile, and weaker than all |
| 8 | 405 | 11 | target.      | other spells. [\$9,600]      |

#### Healing

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                          |
|-------|-------------------|-----------|--------------------------------------|
| 1     | 5                 | 15        | Provides healing for your character. |
| 2     | 30                | 17        |                                      |
| 3     | 55                | 19        |                                      |
| 4     | 80                | 21        | NOTES                                |
| 5     | 105               | 23        |                                      |
| 6     | 130               | 25        | Not as good as Health Potion.        |
| 7     | 155               | 27        | Somewhat expensive Mana cost.        |
| 8     | 180               | 29        | Use potions. [\$36,000]              |

#### Haste

| LEVEL | MAGIC REQ. | MANA COST | DURABILITY | DESCRIPTION                  |
|-------|------------|-----------|------------|------------------------------|
| 1     | 55         | 25        | 8          | Allows you to move faster.   |
| 2     | 80         | 25        | 15         |                              |
| 3     | 105        | 25        | 23         |                              |
| 4     | 130        | 25        | 30         | NOTES                        |
| 5     | 155        | 25        | 38         |                              |
| 6     | 180        | 25        | 45         | Makes you run faster. It has |
| 7     | 205        | 25        | 53         | been said that Haste lowers  |
| 8     | 230        | 25        | 60         | speed of attack. [\$60,000]  |

#### Invisibility

| LEVEL | MAGIC REQ. | MANA COST | DURABILITY | DESCRIPTION                              |
|-------|------------|-----------|------------|------------------------------------------|
| 1     | 55         | 50        | 20         | Makes a character invisible to everyone. |
| 2     | 80         | 46        | 40         |                                          |
| 3     | 105        | 42        | 60         |                                          |
| 4     | 130        | 38        | 80         | NOTES                                    |
| 5     | 155        | 34        | 100        |                                          |
| 6     | 180        | 30        | 120        | You can be revealed with your            |
| 7     | 205        | 26        | 140        | footsteps, so use it with the            |
| 8     | 230        | 22        | 160        | skill Silence. [\$120,000]               |

#### Invocation

| LEVEL | MAGIC REQ. | MANA COST | DURABILITY | DESCRIPTION                                       |
|-------|------------|-----------|------------|---------------------------------------------------|
| 1     | 155        | 100       | 8          | Invokes a fire golem, which attacks your enemies. |
| 2     | 205        | 100       | 15         |                                                   |
| 3     | 255        | 100       | 23         |                                                   |
| 4     | 305        | 100       | 30         | NOTES                                             |
| 5     | 355        | 100       | 38         |                                                   |
| 6     | 405        | 100       | 45         | I encourage getting it, as it                     |
| 7     | 455        | 100       | 53         | is fun to use. Be careful, as                     |
| 8     | 505        | 100       | 60         | it hits you, too. [\$240,000]                     |

#### Slowness

| LEVEL | MAGIC REQ. | MANA COST | DURABILITY | DESCRIPTION                                                 |
|-------|------------|-----------|------------|-------------------------------------------------------------|
| 1     | 155        | 75        | 6          | Slow down your enemy target's speed of movement and combat. |
| 2     | 200        | 75        | 12         |                                                             |
| 3     | 245        | 75        | 18         |                                                             |
| 4     | 290        | 75        | 24         | NOTES                                                       |
| 5     | 335        | 75        | 30         |                                                             |
| 6     | 380        | 75        | 36         | Why waste time slowing the                                  |
| 7     | 425        | 75        | 42         | enemy down when you can just                                |
| 8     | 470        | 75        | 48         | kill it? [\$180,000]                                        |

#### Light

| LEVEL | MAGIC REQ. | MANA COST | DURABILITY | DESCRIPTION                                              |
|-------|------------|-----------|------------|----------------------------------------------------------|
| 1     | 5          | 5         | 40         | Creates a luminous aura. It's power depends on XP level. |
| 2     | 30         | 6         | 50         |                                                          |
| 3     | 55         | 7         | 60         |                                                          |
| 4     | 80         | 8         | 70         | NOTES                                                    |
| 5     | 105        | 9         | 80         |                                                          |
| 6     | 130        | 10        | 90         | Sometimes the dungeon is just                            |
| 7     | 155        | 11        | 100        | not possible to navigate with                            |
| 8     | 180        | 12        | 110        | out this. [\$12,000]                                     |

#### Magic Missile

| LEVEL | MAGIC REQ. | MANA COST | DAMAGE                | DESCRIPTION                   |
|-------|------------|-----------|-----------------------|-------------------------------|
| 1     | 5          | 2         | Dmg. depends on Magic | Launches magic projectiles.   |
| 2     | 55         | 3         | attribute.            |                               |
| 3     | 105        | 4         |                       |                               |
| 4     | 155        | 5         | Magic                 | NOTES                         |
| 5     | 205        | 6         | damage.               |                               |
| 6     | 255        | 7         |                       | Worst offensive spell. Good   |
| 7     | 305        | 8         | Single-Enemy          | for the first few levels, but |
| 8     | 355        | 9         | target.               | useless thereafter. [\$4,800] |

Wall of Fire

| LEVEL | MAGIC REQ. | MANA COST | DAMAGE                           | DESCRIPTION                                                                      |
|-------|------------|-----------|----------------------------------|----------------------------------------------------------------------------------|
| 1     | 105        | 13        | Dmg. depends on Magic attribute. | Creates a wall of fire.                                                          |
| 2     | 155        | 15        |                                  |                                                                                  |
| 3     | 205        | 17        |                                  |                                                                                  |
| 4     | 255        | 19        | Fire damage.                     | NOTES                                                                            |
| 5     | 305        | 21        |                                  |                                                                                  |
| 6     | 355        | 23        | Area target.                     | The Wall stays a bit after casting, hitting the enemy multiple times. [\$31,200] |
| 7     | 405        | 25        |                                  |                                                                                  |
| 8     | 455        | 27        |                                  |                                                                                  |

Food

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                                                                             |
|-------|-------------------|-----------|-----------------------------------------------------------------------------------------|
| 1     | 55                | 10        | Provides your character with food.                                                      |
| 2     | 80                | 10        |                                                                                         |
| 3     | 105               | 10        |                                                                                         |
| 4     | 130               | 10        | NOTES                                                                                   |
| 5     | 155               | 10        |                                                                                         |
| 6     | 180               | 10        | Unless you have no food, you never, ever need this. Food is plentiful in DS. [\$24,000] |
| 7     | 205               | 10        |                                                                                         |
| 8     | 230               | 10        |                                                                                         |

Forgetfulness

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                                                                    |
|-------|-------------------|-----------|--------------------------------------------------------------------------------|
| 1     | 105               | 75        | Causes you to forget spells for monsters.                                      |
| 2     | 155               | 70        |                                                                                |
| 3     | 205               | 65        |                                                                                |
| 4     | 255               | 60        | NOTES                                                                          |
| 5     | 305               | 55        |                                                                                |
| 6     | 355               | 50        | Again, just as useless as the spell Slowness. Just kill the enemy. [\$180,000] |
| 7     | 405               | 45        |                                                                                |
| 8     | 455               | 40        |                                                                                |

Fear

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                          |
|-------|-------------------|-----------|--------------------------------------|
| 1     | 105               | 75        | Causes panic amidst the enemy lines. |
| 2     | 155               | 73        |                                      |
| 3     | 205               | 71        |                                      |
| 4     | 255               | 69        | NOTES                                |



|   |     |    |                             |
|---|-----|----|-----------------------------|
| 5 | 305 | 67 |                             |
| 6 | 355 | 66 | If you just don't feel like |
| 7 | 405 | 65 | fighting, scare the enemies |
| 8 | 455 | 63 | away with fear. [\$180,000] |

### Poison Cloud

| LEVEL | MAGIC REQ. | MANA COST | DAMAGE       | DESCRIPTION                   |
|-------|------------|-----------|--------------|-------------------------------|
|       |            |           | Dmg. depends | Produces a green cloud, which |
| 1     | 155        | 20        | on Magic     | poisons anyone who nears it.  |
| 2     | 205        | 22        | attribute.   |                               |
| 3     | 255        | 24        |              |                               |
| 4     | 305        | 26        | Poison       | NOTES                         |
| 5     | 355        | 28        | damage.      |                               |
| 6     | 405        | 30        |              | Like Magic Bomb, but targets  |
| 7     | 455        | 32        | Multiple-    | multiple enemies. Better than |
| 8     | 505        | 34        | enemy target | Death Dome. [\$48,000]        |

### Stone

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                  |
|-------|-------------------|-----------|------------------------------|
|       |                   |           | Turns the target creature to |
| 1     | 105               | 60        | stone.                       |
| 2     | 155               | 62        |                              |
| 3     | 205               | 64        |                              |
| 4     | 255               | 66        | NOTES                        |
| 5     | 305               | 68        |                              |
| 6     | 355               | 70        | With a high Mana cost, it is |
| 7     | 405               | 72        | better to just blast a few   |
| 8     | 455               | 74        | Magic Bombs. [\$144,000]     |

### Magic Door

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                    |
|-------|-------------------|-----------|--------------------------------|
|       |                   |           | Makes a door that allows you   |
| 1     | 5                 | 20        | to go to town and back.        |
| 2     | 30                | 18        |                                |
| 3     | 55                | 16        |                                |
| 4     | 80                | 14        | NOTES                          |
| 5     | 105               | 12        |                                |
| 6     | 130               | 10        | An essential spell. Get one    |
| 7     | 155               | 8         | as soon as possible and level  |
| 8     | 180               | 6         | it for a lower cost.[\$48,000] |

### Reflection

| LEVEL | MAGIC REQ. | MANA COST | DURABILITY | DESCRIPTION                   |
|-------|------------|-----------|------------|-------------------------------|
|       |            |           |            | Rebounds any spell/projectile |

|   |     |    |    |                              |
|---|-----|----|----|------------------------------|
| 1 | 5   | 16 | 5  | onto your aggressor.         |
| 2 | 30  | 17 | 8  |                              |
| 3 | 55  | 18 | 11 |                              |
| 4 | 80  | 19 | 14 | NOTES                        |
| 5 | 105 | 20 | 17 |                              |
| 6 | 130 | 21 | 20 | Good for those pesky Amazon/ |
| 7 | 155 | 22 | 23 | skeleton archers. Durability |
| 8 | 180 | 23 | 26 | is short, though. [\$38,400] |

#### Flame Thrower

| LEVEL | MAGIC REQ. | MANA COST | DAMAGE       | DESCRIPTION                   |
|-------|------------|-----------|--------------|-------------------------------|
|       |            |           | Dmg. depends | Launches huge flames at enemy |
| 1     | 155        | 15        | on Magic     | targets.                      |
| 2     | 205        | 16        | attribute.   |                               |
| 3     | 255        | 17        |              |                               |
| 4     | 305        | 18        | Fire damage. | NOTES                         |
| 5     | 355        | 19        |              |                               |
| 6     | 405        | 20        | Line target. | Better version of fireball,   |
| 7     | 455        | 21        |              | still not as strong as Magic  |
| 8     | 505        | 22        |              | Bomb/Poison Cloud. [\$36,000] |

#### Telekinesis

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                   |
|-------|-------------------|-----------|-------------------------------|
|       |                   |           | Can be used to open chests,   |
| 1     | 55                | 20        | pick up items & pull levers.  |
| 2     | 80                | 18        |                               |
| 3     | 105               | 16        |                               |
| 4     | 130               | 14        | NOTES                         |
| 5     | 155               | 12        |                               |
| 6     | 180               | 10        | Telekinesis has a secret abi- |
| 7     | 205               | 8         | lity as well; it has the same |
| 8     | 230               | 6         | power as Storm. [\$48,000]    |

#### Teleportation

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                   |
|-------|-------------------|-----------|-------------------------------|
|       |                   |           | Allows you to move instantly  |
| 1     | 105               | 20        | to anywhere he chooses.       |
| 2     | 130               | 18        |                               |
| 3     | 155               | 16        |                               |
| 4     | 180               | 14        | NOTES                         |
| 5     | 205               | 12        |                               |
| 6     | 230               | 10        | At higher levels, you wont be |
| 7     | 255               | 8         | needing to pull switches. Use |
| 8     | 280               | 6         | Teleportation! [\$48,000]     |

#### Storm

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                                              |
|-------|-------------------|-----------|----------------------------------------------------------|
| 1     | 105               | 15        | Pushes enemies away. Causes damage if enemy hits a wall. |
| 2     | 155               | 17        |                                                          |
| 3     | 205               | 21        |                                                          |
| 4     | 255               | 23        | NOTES                                                    |
| 5     | 305               | 25        |                                                          |
| 6     | 355               | 27        | If you want to push enemies                              |
| 7     | 405               | 29        | away, uses Telekinesis; lower                            |
| 8     | 455               | 31        | Mana Cost! [\$48,000]                                    |

#### Thunder

| LEVEL | MAGIC REQ. | MANA COST | DAMAGE                           | DESCRIPTION                                     |
|-------|------------|-----------|----------------------------------|-------------------------------------------------|
| 1     | 155        | 40        | Dmg. depends on Magic attribute. | Throws lightning bolts at the enemy.            |
| 2     | 205        | 42        |                                  |                                                 |
| 3     | 255        | 44        |                                  |                                                 |
| 4     | 305        | 46        | Lightning damage.                | NOTES                                           |
| 5     | 355        | 48        |                                  |                                                 |
| 6     | 405        | 50        |                                  | Strong, but too costly. Use                     |
| 7     | 455        | 52        | Multiple-enemy target            | something like Poison Cloud instead. [\$36,000] |
| 8     | 505        | 54        |                                  |                                                 |

#### Mutation

| LEVEL | MAGIC REQUIREMENT | MANA COST | DESCRIPTION                             |
|-------|-------------------|-----------|-----------------------------------------|
| 1     | 155               | 100       | Turns the enemy targets into a chicken. |
| 2     | 205               | 100       |                                         |
| 3     | 255               | 100       |                                         |
| 4     | 305               | 100       | NOTES                                   |
| 5     | 355               | 100       |                                         |
| 6     | 405               | 100       | Quite amusing, but again, too           |
| 7     | 455               | 100       | costly Mana-wise. Only use it           |
| 8     | 505               | 100       | when you're bored. [\$48,000]           |

#### Night Vision

| LEVEL | MAGIC REQ. | MANA COST | DURABILITY | DESCRIPTION                                       |
|-------|------------|-----------|------------|---------------------------------------------------|
| 1     | 55         | 20        | 8          | Allows you to see the enemy better in dark areas. |
| 2     | 80         | 20        | 15         |                                                   |
| 3     | 105        | 20        | 23         |                                                   |
| 4     | 130        | 20        | 30         | NOTES                                             |
| 5     | 155        | 20        | 38         |                                                   |
| 6     | 180        | 20        | 45         | The color effect is cool, but                     |
| 7     | 205        | 20        | 53         | use light instead, as it uses                     |
| 8     | 230        | 20        | 60         | less Mana. [\$48,000]                             |

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## 7. Skills

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Each character class has its own unique skills, but they share some common ones as well, such as Learning. It is advisable that you check Master Dalsin as soon as you meet the level requirement. It also costs a price to actually learn the skill. Some skills are worth the price, while others are essentially useless.

Warrior/Amazon:            Learning  
                                 Concentration  
                                 Master of Arms  
                                 Repair  
                                 Trade  
                                 Forester

Wizard/Sorceress:        Learning  
                                 Lycanthropy  
                                 Communion  
                                 Meditation  
                                 Identification

Thief/Assassin: Learning  
                                 Trade  
                                 Defusing  
                                 Silence  
                                 Theft

Monk/Priest:            Learning  
                                 Communion  
                                 Master of Arms  
                                 Concentration  
                                 Perception  
                                 Prayer  
                                 Recharging

Learning: Allows you to gain more experience, therefore increasing the speed of leveling up. Try to level this up every chance you get.

Trade: Allows you to bargain over the price you want to buy/sell items at. Make bigger profits from your trips in and out of the dungeons.

Communion: Allows you to regain Mana for you Mana stock more quickly. This skill is pretty useless, since you need to wait a long time still. Use Mana Potions instead.

Master of Arms: Allows you to attack faster and increases your chance of a successful hit. Very good for melee fighters.

Perception: Allows you to detect traps. Higher levels make it easier to determine whether chests/barrels are booby-trapped.

Concentration: Allows you to increase strength and dexterity. Good for melee fighters, but not as good as the spell, Berserk. Level it up anyways.

Defusing: Allows you to remove traps from chests/barrels. Pretty good, although the damage from traps isn't that bad (just take the hit with a full

health bar if this skill is not available to your class).

Detection: Allows you to detect magic objects. Same as the spell with the same name.

Forester: Allows you to find food. Food is everywhere, so you don't really need a skill like this.

Identification: Allows you to identify unknown objects. Cool skill. If you find an unknown object, it is identified automatically, rendering Irma useless in this department.

Lycanthropy: Allows you to change your character into a werewolf. Very fun skill to use. Switches your magic attribute points with strength for a limited time. Also, your speed is greatly increased.

Meditation: Allows you to increase your Mana points temporarily. Since it is only temporarily, it really isn't that useful. Just bring a few extra Mana Potions to replenish your Mana stocks.

Orientation: Allows you to temporarily display the entire map (including regions/locations). If you want to go directly to a particular location, then use this Skill, otherwise it can cause a bit of confusion for people who want to explore the dungeons for treasure, etc.

Prayer: Allows you to increase your character's armor class (AC). Very good skill, especially for melee fighters. The durability is long, and the increase in AC is excellent.

Recharging: Allows you to recharge the magic objects that you have. Free recharging of spells imbued in weapons and renders Master Elmeric useless in that department.

Repair: Allows you to repair the weapons you have. This skill renders Gunther the Blacksmith somewhat useless. By using this skill, some durability is permanently lost. Good for weapons you are not going to use and want to sell, as it saves you a lot of money.

Silence: Allows your character to move around without being noticed. Coupled with the Invisibility Spell, you can essentially run through the dungeons undetected.

Theft: Allows you to rob characters/enemies. One of the best money-making skills available. At higher levels, you'll be stealing stuff like crazy, finding better stuff as well.

| SKILL LEVEL | LEVEL REQUIREMENT | PRICE |
|-------------|-------------------|-------|
| 1           | 1                 | 800   |
| 2           | 6                 | 3200  |
| 3           | 12                | 7200  |
| 4           | 18                | 12800 |
| 5           | 24                | 20000 |
| 6           | 30                | 28800 |
| 7           | 36                | 39200 |
| 8           | 42                | 51200 |
| 9           | 48                | 64800 |

|       |       |       |
|-------|-------|-------|
| 10    | 54    | 80000 |
| _____ | _____ | _____ |

## 8. Armory

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You will be able to find/buy numerous types of weapons and protection during your journey through Uma. Objects however do not last forever; they eventually wear out and will break. Each armament in the game has a durability value that decreases with usage (which must be repaired by Gunther the Blacksmith, or with the Repair skill). If not repaired, the item will eventually break and will be lost forever.

There are also unique weapons in the game. Although they are obviously stronger than their standard counterparts, they have a steep requirement before being able to equip them. Uniques also have two enchantments attached to the weapon, making it even more valuable, especially enchantments that do not pertain to your character.

Lastly, weapons/armor can be upgraded by Gunther the Blacksmith. It costs a price as well as a few points of durability from the weapon or armor, though. Upgrade weapons/armor if it has lots of durability and is an item you like.

### Armor

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Each armor class has a range of AC values, durability values, and requirement values. Some armor have magical attributes as well that may affect the ranges.

#### Warrior/Amazon

| NAME               | AC    | DURABILITY | REQUIREMENTS |
|--------------------|-------|------------|--------------|
| Rags               | 2-8   | 20-31      | 0-10 STR     |
| Suit               | 14-26 | 37-50      | 20-40 STR    |
| Reinforced Leather | 32-44 | 56-68      | 50-70 STR    |
| Light Armor        | 50-62 | 75-87      | 80-100 STR   |
| Plate Armor        | 68-74 | 93-100     | 110-120 STR  |
| Mystic Armor       | 80-86 | 106-112    | 140-160 STR  |

#### Wizard/Sorceress

| NAME            | AC   | DURABILITY | REQUIREMENTS |
|-----------------|------|------------|--------------|
| Neophyte's Cape | 2-14 | 20-37      | 0-20 MAG     |

|                       |       |         |             |
|-----------------------|-------|---------|-------------|
| Novice's Cape         | 20-32 | 43-60   | 30-50 MAG   |
| Apprentice's Cape     | 38-50 | 62-75   | 60-80 MAG   |
| Sorcerer's Cape       | 56-68 | 81-93   | 90-110 MAG  |
| Chief Sorcerer's Cape | 74-86 | 100-112 | 120-160 MAG |

#### Thief/Assassin

| NAME            | AC    | DURABILITY | REQUIREMENTS |
|-----------------|-------|------------|--------------|
| Rags            | 2-8   | 20-31      | 0-10 DEX     |
| Coat of Shadows | 14-26 | 37-50      | 20-40 DEX    |
| Leather Armor   | 32-44 | 56-68      | 50-70 DEX    |
| Chain Mail      | 50-62 | 75-87      | 80-100 DEX   |
| Studded Armor   | 68-74 | 93-100     | 110-120 DEX  |
| Master's Armor  | 80-86 | 106-112    | 140-160 DEX  |

#### Monk/Priest

| NAME               | AC    | DURABILITY | REQUIREMENTS |
|--------------------|-------|------------|--------------|
| Neophyte's Robe    | 2-14  | 20-37      | 0-20 VIT     |
| Initiate's Robe    | 20-32 | 43-56      | 30-50 VIT    |
| Priest's Robe      | 38-56 | 62-75      | 30-80 VIT    |
| High Priest's Robe | 56-68 | 81-93      | 90-110 VIT   |
| King Priest's Robe | 80-86 | 106-112    | 140-160 VIT  |

#### Miscellaneous

| NAME             | AC  | DURABILITY | REQUIREMENTS |
|------------------|-----|------------|--------------|
| Cloak of Clouds  | 8   | 00         | None         |
| Armor of Fear    | 8   | 00         | None         |
| Luxurious' Cape  | 8   | 00         | 10 MAG       |
| Shield of Demons | 8   | 00         | None         |
| Helmet of Demons | 2   | 00         | None         |
| Luxurious' Ring  | N/A | N/A        | N/A          |
| Amulet of Kaliba | N/A | N/A        | N/A          |
| Horgan's Amulet  | N/A | N/A        | N/A          |

#### Weapons

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Each weapon class has a damage range, a minimum damage and a maximum damage. This range gives you an idea of what the damage will be dealt every time a hit connects. Like armor, weapons have ranges in their requirement values/damage range values/durability values as well.

#### Standard Weapons:

##### Warrior/Amazon

| NAME               | DAMAGE RANGES      | DURABILITY | REQUIREMENTS |
|--------------------|--------------------|------------|--------------|
| Swords             | (1-5) - (33-60)    | 10-62      | 20-30 STR    |
| Master's Swords    | (24-30) - (72-90)  | 53-112     | 80-180 STR   |
| Axes               | (3-9) - (6-27)     | 10-31      | 20-50 STR    |
| Double-Handed Axes | (20-75) - (32-102) | 87-125     | 150-200 STR  |

##### Wizard/Sorceress

| NAME | DAMAGE RANGES | DURABILITY | REQUIREMENTS |
|------|---------------|------------|--------------|
|------|---------------|------------|--------------|



|          |                   |        |                                |
|----------|-------------------|--------|--------------------------------|
| Sceptres | (1-2) - (5-11)    | 10-87  | 0-80 MAG                       |
| Staves   | (1-3) - (9-21)    | 15-62  | 30-140 MAG                     |
| Lances   | (4-6) - (20-34)   | 25-68  | (25 S/50 M) -<br>(45 S/150 M)  |
| Tridents | (24-36) - (40-60) | 75-100 | (40 S/150 M) -<br>(80 S/200 M) |

#### Thief/Assassin

| NAME            | DAMAGE RANGES    | DURABILITY | REQUIREMENTS |
|-----------------|------------------|------------|--------------|
| Bows            | (2-4) - (36-46)  | 20-150     | 20-180 DEX   |
| Throwing Axes   | (5-20) - (27-32) | 62-112     | 80-140 DEX   |
| Throwing Knives | (1-3) - (5-7)    | 10-31      | 10-31 DEX    |
| Shurikens       | (2-4) - (4-8)    | 12         | None         |

#### Monk/Priest

| NAME     | DAMAGE RANGES     | DURABILITY | REQUIREMENTS |
|----------|-------------------|------------|--------------|
| Clubs    | (1-3) - (19-30)   | 12-62      | 0-120 VIT    |
| Maces    | (2-9) - (65-121)  | 14-80      | 20-100 VIT   |
| Halberds | (4-7) - (20-34)   | 15-67      | 20-140 VIT   |
| Hammers  | (2-10) - (32-72)  | 22-92      | 30-190 VIT   |
| Scythes  | (24-42) - (40-70) | 72-90      | 150-180 VIT  |

#### Miscellaneous

| NAME            | DAMAGE RANGES | DURABILITY | REQUIREMENTS |
|-----------------|---------------|------------|--------------|
| Celestial Sword | ???           | 00         | None         |

|                      |       |    |      |
|----------------------|-------|----|------|
| Celestial Dagger     | ???   | 00 | None |
| Sword of Elron       | ???   | 00 | None |
| Gartol's Sword       | ???   | 00 | None |
| Digmar's Sword       | ???   | 00 | None |
| Gaetan's Axe         | 4-8   | 00 | None |
| Vampire's Sceptre    | 2-4   | 00 | None |
| Rock Breaking Hammer | 10-12 | 00 | None |

Unique Weapons:

Warrior/Amazon

| NAME                 | DAMAGE RANGES | DURABILITY | REQUIREMENTS       | ENCHANTMENTS                  |
|----------------------|---------------|------------|--------------------|-------------------------------|
| Master's Sword       | 80-100        | 110        | 250 STR            | +40% damage/<br>Eternal Youth |
| Master's Sword       | 100-120       | 110        | 250 STR            | Communion/<br>Mana Shield     |
| Axe                  | 30-90         | 80         | 150 STR            | Stone Curse/<br>Perception    |
| Double-Handed<br>Axe | 50-<br>120    | 130        | 250 STR/<br>50 DEX | Storm/<br>Fastest<br>Attack   |

Wizard/Sorceress

| NAME    | DAMAGE RANGES | DURABILITY | REQUIREMENTS | ENCHANTMENTS                   |
|---------|---------------|------------|--------------|--------------------------------|
| Sceptre | 10-15         | 70         | 150 MAG      | +50 Magic/<br>Quick Recovery   |
| Sceptre | 15-20         | 80         | 150 MAG      | Touch of Con-<br>fusion/ Trade |
| Staff   | 10-30         | 90         | 200 MAG      | Storm/<br>Master of Arms       |
| Staff   | 30-40         | 100        | 250 MAG      | Medicine/<br>Life Recovery     |

### Thief/Assassin

| NAME | DAMAGE RANGES | DURABILITY | REQUIREMENTS | ENCHANTMENTS                |
|------|---------------|------------|--------------|-----------------------------|
| Bow  | 30-35         | 100        | 150 DEX      | Poison/<br>Concentration    |
| Bow  | 40-45         | 150        | 200 DEX      | Fire Element/<br>Light Aura |

### Monk/Priest

| NAME | DAMAGE RANGES | DURABILITY | REQUIREMENTS        | ENCHANTMENTS                             |
|------|---------------|------------|---------------------|------------------------------------------|
| Mace | 20-25         | 100        | 150 VIT             | +25% Damage/<br>Theft                    |
| Mace | 80-<br>150    | 80         | 130 STR/<br>200 VIT | Pushes Target<br>Back/ Quick<br>Recovery |

### Miscellaneous

| NAME    | DAMAGE RANGES | DURABILITY | REQUIREMENTS      | ENCHANTMENTS        |
|---------|---------------|------------|-------------------|---------------------|
| Njolner | 30-40         | 00         | 80 STR/<br>20 DEX | +30 STR/<br>+40 DEX |

### 9. Items

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There are a host of items to find/buy. Probably the item you will purchase most as a magic character are Mana Potions. At dirt cheap prices (Darkstone economics), it would not hurt to bring several groups of 9. Other items include unique potions such as the Potion of Surprise. It randomly "edits" your attribute points, i.e. taking some points from DEX while adding some points to VIT; it's totally a surprise!

Other items include Magic Books/Scrolls, which give you the ability to use spells. Also, amulets and rings with special enhancements can be purchased. Amulets and rings are randomly generated, therefore providing variety in game play.

Moreover, the items that the merchants sell frequently change. Therefore, if you see an item that you might want to buy, purchase it as soon as possible, because the next time you enter the town, it could be gone. This goes for weapons and armor, as well.

### Standard Items

| NAME | BUY PRICE | SELL PRICE | DESCRIPTION |
|------|-----------|------------|-------------|
|------|-----------|------------|-------------|

|                     |        |        |                                                          |
|---------------------|--------|--------|----------------------------------------------------------|
| Health Potion       | 150    | 50     | Fully replenishes your life stocks.                      |
| Mana Potion         | 200    | 66     | Fully replenishes your Mana stocks.                      |
| Antidote Potion     | 150    | 50     | Removes poison status.                                   |
| Potion of Poison    | N/A    | ???    | ???                                                      |
| Potion of Surprise  | N/A    | 3333   | Randomly "edits" your attribute points.                  |
| Potion of Youth     | N/A    | 33333  | Reduces age by 5.                                        |
| Elixir of Youth     | 100000 | 33333  | Reduces age by 5.                                        |
| Elixir of youth     | N/A    | 3333   | Reduces age by 5. Notice the sell price and name. (???)  |
| Elixir of Magic     | 10000  | 3333   | Permanently adds 1 point to your magic attribute.        |
| Elixir of Strength  | 10000  | 3333   | Permanently adds 1 point to your strength attribute.     |
| Elixir of Dexterity | 10000  | 3333   | Permanently adds 1 point to your dexterity attribute.    |
| Elixir of Vitality  | 10000  | 3333   | Permanently adds 1 point to your vitality attribute.     |
| Torch               | 1050   | ???    | Equippable item that creates a luminous aura around you. |
| Scrolls             | Varies | Varies | Allows you to use the particular spell once.             |
| Magic Books         | Varies | Varies | Permanently adds the spell to your spell book.           |
| Amulets             | Varies | Varies | Equippable item with various enhancements/enchantments.  |
| Rings               | Varies | Varies | Equippable item with various enhancements/enchantments.  |

#### Quest Items

| NAME      | LOCATION/LEVEL | QUEST         |
|-----------|----------------|---------------|
| Sun Cross | Level 3        | The Sun Cross |

|                     |               |                                    |
|---------------------|---------------|------------------------------------|
|                     |               | The Sun Cross                      |
| Kaliba's Amulet     | Level 4       |                                    |
| Fire Elmntal Sphere | Level 2       | Riken's Ghost (The Horn of Plenty) |
| Ice Elmntal Sphere  | Level 3       | Riken's Ghost (The Horn of Plenty) |
| Cloak of Clouds     | Level 4       | Riken's Ghost (The Horn of Plenty) |
| Mirror              | Level 2       | Mika the Witch                     |
| Cursed Mirror       | Level 4       | Mika the Witch                     |
| Fairy               | Terrnya       | The Unicorn                        |
| Padlock Key         | Level 8       | The Unicorn                        |
| Reed                | Level 5,6,7,8 | The Reeds                          |
| Prism               | Level 5,6,7,8 | Genna's Disease (The Antidote)     |
| Ornate Cup          | Terrnya       | Genna's Disease (The Antidote)     |
| Antidote            | Level 6       | Genna's Disease (The Antidote)     |
| Gold Ocular Globe   | Level 9       | The Treasure (The Eye of Ra)       |
| Silver Ocular Globe | Level 10,11   | The Treasure (The Eye of Ra)       |
| Bronze Ocular Globe | Level 10,11   | The Treasure (The Eye of Ra)       |
| Gold Statue         | Level 9       | The Treasure (The Eye of Ra)       |
| Silver Statue       | Level 10      | The Treasure (The Eye of Ra)       |
| Bronze Statue       | Level 11      | The Treasure (The Eye of Ra)       |
| Eye of Ra           | Level 12      | The Treasure (The Eye of Ra)       |
| Blank Bible         | Marghor       | The Treasure (The Eye of Ra)       |

|                     |                |                                         |
|---------------------|----------------|-----------------------------------------|
| Magnifying Glass    | Marghor        | The Treasure (The Eye of Ra)            |
| Word of Eras        | Marghor        | The Treasure (The Eye of Ra)            |
| Armor of Fear       | Level 10       | The Hives                               |
| Sword of Elron      | Level 11       | The Hives                               |
| Baby                | Level 12       | The Burnt-Out Village (The Baby)        |
| Medllion of Aracach | Level 15       | Poison Vats                             |
| Key (Spider Prison) | Level 16       | Poison Vats                             |
| Celestial Symbol    | Level 13       | Shaddire (The Celestial Sword)          |
| Celestial Sword     | Dywahd         | Shaddire (The Celestial Sword)          |
| Celestial Dagger    | Dywahd         | Shaddire (The Celestial Sword)          |
| Horgan's Amulet     | Dywahd         | Horgan's Amulet                         |
| Crystal of Life     | Dywahd         | Horgan's Amulet                         |
| Gartol's Sword      | Level 13       | Horgan's Amulet                         |
| Digmar's Sword      | Level 14       | Horgan's Amulet                         |
| Elxr of Immortality | Level 17,18,19 | Langolin (The Fountains of Immortality) |
| Horn of Roland      | Level 17       | Princess Jasmine                        |
| Melchoir's Key      | Level 18       | Princess Jasmine                        |
| Diadem of Oblivion  | Level 19       | Princess Jasmine                        |
| Vial of Spirits     | Level 17       | Kolos (The Myth of Medusa)              |
| Gaetan's Axe        | Mothada        | Three Demons (The Three Gems of Hell)   |

|                     |                |                                       |
|---------------------|----------------|---------------------------------------|
| Shield of Demons    | Mothada        | Three Demons (The Three Gems of Hell) |
| Gem of Reason       | Level 21       | Three Demons (The Three Gems of Hell) |
| Fire Gem            | Level 22       | Three Demons (The Three Gems of Hell) |
| Gem of Courage      | Level 23       | Three Demons (The Three Gems of Hell) |
| Helmet of Demons    | Level 24       | Three Demons (The Three Gems of Hell) |
| Flower of Shade     | Level 21,22,23 | The Pyramids of Light (The Circles)   |
| Flower of Life      | Mothada        | The Pyramids of Light (The Circles)   |
| Key of Damned       | Mothada        | The Trial of the Damned               |
| Cross of Crime      | Level 21       | The Trial of the Damned               |
| Cross of Punishment | Level 22       | The Trial of the Damned               |
| Cross of Pardon     | Level 23       | The Trial of the Damned               |
| Rock Breaking Hammr | Level 25       | Luxurious the Vampire                 |
| Vampire's Sceptre   | Baastehl       | Luxurious the Vampire                 |
| Vampire's Cape      | Level 26       | Luxurious the Vampire                 |
| Vampire's Ring      | Level 27       | Luxurious the Vampire                 |
| Time Orb            | Serkesh        | Draak                                 |
| Dragon Scale        | Draak's Lair   | Draak                                 |
| Key (Draak's Money) | Draak's Lair   | Draak                                 |
| Astral Hand         | Draak's Lair   | Draak                                 |

Food Items

| NAME      | BUY PRICE | NOTES |
|-----------|-----------|-------|
| Fish      | 100       |       |
| Apple     | 50        |       |
| Chicken   | 120       |       |
| Drumstick | 80        |       |
| Mushroom  | 40        |       |
| Egg       | 60        |       |
| Cherry    | 30        |       |
| Grapes    | 70        |       |

## 10. Enchantments/Curses

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There are many enchantments that add special abilities to weapons and armor. Some enhance the attack speed, while others have imbued magic attacks and elements. Certain enchantments make life much easier in Darkstone, such as the Abundance enchantment, which stops your hunger levels from ever dropping.

Items can also carry curses. Once a cursed item is equipped, it is impossible to remove the item without help. Most curses will make your life dreadful, frustrating you with odd quirks like random item drops and faster food consumption. The only way to remove a curse is to talk to Madame Irma, who will remove the curse from you (unequip the cursed item) for 20,000 gold.

To ascertain whether an item is cursed or not, look at its various attributes to see if something seems suspicious. For example, an item, which usually has a certain attribute requirement, requires nothing is usually cursed (i.e. Master's Armor requires 100+ strength to equip, if you find one without a requirement, it might be cursed). Also, if the sell price of an object is below what the average price usually is, then it is probably cursed. Finally, if something looks too good to be true (like +50 points to each attribute), then it probably is.

### Armor Enchantments

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Abundance: Allows you to never go hungry again.

Eternal Youth: Allows you to stop the aging process. If you equip this, you still age, but you don't see the effects. For example, if you equipped an item with Eternal Youth at age 25, and you play for 25 years (Darkstone years), once the item is unequipped, you will be 50 years old.



Life Recovery: Allows you to recover life at a gradual pace.

Light Aura: Allows you to have an aura around you at all times (same as the spell Light, but without the durability).

Mana Shield: Allows you to use your Mana stock as life points, losing Mana points before losing your health. Magic users with low vitality and high magic should use this.

Permanent Perception: Allows you to detect traps (same as the skill Perception).

Poison's Effects Slowed Down: Allows you a longer period of time before the poison effect takes HP away.

Spell Duration Increased: Allows your spells to last twice as long.

Quick Mana Recovery: Allows you to recover Mana at an accelerated pace (a little better than the skill Communion).

#### Weapon Enchantments

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Faster Attack: Allows you to attack faster than normal.

Fastest Attack: Allows you to attack even faster than normal.

Fire Element: Allows your weapon to be imbued with the fire element. This has its disadvantages. Many enemies are immune to fire attacks, therefore rendering a weapon with this imbuelement useless.

Magic Missile: Allows you to cast the spell Magic Missile with an attack, requiring no Mana at all.

Poison: Allows your weapon to be imbued with the poison element. This also has its disadvantages, similar to those experienced with a weapon with the fire element imbued.

Quick Recovery: Allows you to recover much faster after being damaged by an enemy.

Stone Curse: Allows you to freeze an enemy with an attack.

Storm: Allows you to cast the spell Storm with an attack, requiring no Mana at all.

Touch of Confusion: Allows you to confuse an enemy with an attack.

Vampire: Allows you to steal the enemy's vital energy with an attack, replenishing your own life stock.

#### Curses

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Bulimia: Food decreases faster.

Leaking Pockets: Randomly drop items.

Old Age: Adds 50 years to your age (i.e. if your age is 25, you will become 75 years old).

Slow Motion: All of your actions are significantly reduced in speed.

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## 11. Frequently Asked Questions

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Why can't I put any more points into [insert attribute here] anymore?

There is a cap in the stats for each attribute (see Characters section). Once an attribute has reached its cap, you cannot distribute anymore XP points to that attribute anymore. However, it is still possible to increase a stat that has reached its cap. Just use an Elixir that raises the attribute and you can, essentially, "max out" your stats.

What is the Dragon Scale for?

After defeating Draak, you can use the Dragon Scale to get a few items. Remember the room with the four dragon circles on the ground (just search Draak's Lair for a while)? Use the Dragon Scale on each circle to receive some nice Elixirs.

Why doesn't Maria and Garth talk to me anymore?

After finding four Crystals, Maria and Garth (and the chicken) will be frozen in place (although they are randomly placed every time you enter the town) until you receive the Astral Hand.

Why doesn't anyone in town talk to me anymore?

After defeating Draak, you need to use the Astral Hand you received from Draak's corpse on the Monolith. After that, everyone should be functioning again, and you can buy/sell stuff again.

Note: If you talk to Maria, Garth, or the chicken, the end sequence will commence.

Oops, I sold a required item for the quest. What do I do?

Don't worry about the item. It is impossible for you to sell a quest item that is used to get the crystal until after you receive the crystal. If you find a quest item that you can sell before you have received the crystal, it is usually an item that is used for an extramural sidequest. Examples of such items include the Potion of Poison and the Armor of Fear.

I entered a room and died. Now I can't access the room because the switch is out of reach. Is there a way to get my stuff back?

There sure is! You have a very cool spell called Telekinesis that can pick up items, open chests/doors, and PULL SWITCHES. Use Telekinesis to pull the switch, or, if you don't want to enter the room and end up dying again, just use it to gather all of your items back.

Why are the dungeons so dark? It's too difficult to see the enemies and the surroundings without using the spell Light.

There could be several reasons why your screen is so dark. First of all, consider adjusting the Brightness on your television screen. Certain areas in the game were decisively made dark to add a sense of murkiness and obscurity. If the dark dungeons are too frustrating, find a helmet with the enchantment Light Aura and you never have to worry about not being able to see the surroundings anymore.

What are the major differences between the PC version and the Playstation

version?

Firstly, there isn't an option to create two characters and control them at the same time (two characters in one quest).

There also aren't a few spells and skills in the game, as they are irrelevant to single character-only quests, such as the spell Resurrection and the skill Medicine. Who would you cast them on?

The obvious differences in the graphics speak for themselves, but the Playstation version has many more areas than the PC counterpart (eight areas on the Playstation compared to the four on the PC version).

The PC version also has many sidequests (money quests) that are given to the character by the many NPCs in the game. They mainly consisted of finding items and returning them, although a couple of quests called for the extermination of some enemies.

Lastly, the online aspect of the game is obviously not in the Playstation version. The PC version could support four characters in one game.

Furthermore, a quest editor was released for the PC version for people to download, where people could create their own quests (along with custom items).

The PC version also allowed new character skins to be used, ranging from superhero costumes, to even more drab Monk outfits.

Still, the Playstation version was a pretty faithful conversion. If only you could control two characters in one quest. Oh well, there still is that Invocation spell...

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## 12. Advanced Strategies

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Here are some strategies that will hopefully assist you in your adventure. If you have some cool tricks, or "advanced strategies," please email them to me so I can compile all of them here. Thanks.

- When casting magic, there is a slight lag before you can cast another spell. However, if you are moving (walking/running) when you cast magic, you can immediately cast another spell. Since you are moving, the game won't be able to show the animation of you casting magic. Once you master this technique, you'll be popping off five Magic Bombs in less than two seconds!

- It is possible to cast magic into other rooms. Use this to your advantage by defeating enemies before they have a chance to enter your room. Spells like Poison Cloud and Thunder can effectively eliminate enemies behind doors/walls.

- The three best spells in the game just happens to begin with the letter "T," Telekinesis, Teleportation, and Thunder.

- Telekinesis is one of the coolest spells in the game. Not only does it pick up items, pull switches, and open chests/doors/barrels for you, it also pushes enemies back, similar to the spell Storm. Enemies will also take damage if they hit the wall after a cast of Telekinesis. With the lower Mana cost, it is recommended you use Telekinesis (instead of Storm) for your enemy-pushing fun. Even better, Telekinesis will also activate Mana/Health fountains for you. So, the next time you're at the brink of death with no curative items, and there is a Health fountain in the other room but is full of Wizards, cast Telekinesis to activate the fountain at a safe distance. Moreover, don't forget that Telekinesis can pick up objects for you. It is helpful if you can't figure out a puzzle that opens up a door to an item (like the Eye of Ra Quest). Just use

Telekinesis to get the item from behind the door, eliminating the need to pick up particular quest items (in the case of the Eye of Ra quest, the Gold/Silver/Bronze statues).

- Teleportation is another great spell. At higher levels, you can teleport pretty far. Teleportation is great for accessing difficult to reach areas, or enclosed rooms (like the rooms that hold the Flower of Shade in the Pyramids of Light quest). The only problem is the Mana cost, which is somewhat expensive.

- Thunder is the strongest spell in the game. Not only that, but it targets all enemies that are near, instead of only a specific area (like Poison Cloud). If the target is in reach, it WILL be struck with lightning.

- If you find an item that is unidentified, go to Gunther the Blacksmith and see how much it is worth. If the sell price is 1 gold, then it is worth identifying. If it is of any other value, sell it immediately because it is a cursed item. You will usually get more money as opposed to identifying it and then selling it.

- Food is always abundant, so there's no reason to purchase/carry food. However, if you get the Horn of Plenty, just use the Horn's Abundance ability to get as much food as you want for free.

- Scrolls will disappear if you leave them lying on the ground and enter a new area. Therefore, if you are heading back to town with a full bag and scrolls on the ground, consider dropping weapons/armors for the scrolls instead, and then return to pick up the items you dropped.

- If you have an Analog controller, use the ability to rotate the camera while running to your advantage. You can effectively strafe around your opponent while casting magic. Since you are moving, there will be no time for the game to show the animation, and you will essentially circle the enemy unharmed. This tactic is especially useful against bosses, including Draak himself.

- Draak is a difficult boss, especially with the Mystical Wyverns floating about. The first thing you should do is lure the Mystical Wyverns to one side of the room. Then immediately run back to Draak and begin attacking. Avoid his fire attack, or cast Reflections. When his life is down to 50%, use the Time Orb and continue to fight. If the Time Orb's durability is almost up and you are not even close to defeating Draak, immediately cast a Magic Door and return to town. Return to Sebastian and restore the durability of the Time Orb. Return to Draak and his life should still be the same as before you left the lair. Cast the Time Orb again and finish him off.

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### 13. Secrets

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Hidden Song: Pay the Bard and the woman 1 gold to hear the Darkstone Song.

Hidden Costumes (skins): Complete the game once to unlock additional character skins.

Bonus Option: Complete the game once to unlock a Bonus Option. Available in the Bonus Option include a video clip (music video), an art gallery, and a cinema viewer.

Double Crystals: It is possible to steal a crystal from Kolos in the Kolos quest (The Myth of Medusa). Even better, after defeating Kolos, you are rewarded the Crystal you normally receive, making that two crystals for one quest. Furthermore, you can use the double Crystals to reconstruct the Time

Orb, making it possible to play one less quest. There must be more double Crystals quests.

Free Money: When purchasing weapons from Gunther the Blacksmith, look for a Mace that costs around 3,000 gold. Buy it and sell it back to him. You should make about a 400 gold profit.

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#### 14. Acknowledgements

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- Big thanks goes out to Thanato's Dark Stone website for various info on weapons and armor.

- Thanks to various other contributors who indirectly gave me some information.

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#### 15. Author's Final Words

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Please email me if you have some information you would like to share, or if you have a gripe about something in the FAQ (or me in general). You can email me at [yellowaznboy@yahoo.com](mailto:yellowaznboy@yahoo.com).

I hope you enjoyed this FAQ. Thanks for reading.

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