

Torneko: The Last Hope FAQ

by Terii Senshi

Updated to v2.1 on Feb 24, 2002

Torneko: The Last Hope

FAQ V. 2.1

By

Terii Senshi (teriisenshi@aol.com)

Table of contents

1.0 Getting Started

- 1.1 Story
- 1.2 Controls
- 1.3 Basic Tips
- 1.4 Warrior Class
- 1.5 Mage Class

2.0 Torneko Village

- 2.1 Torneko's House
- 2.2 The Castle
- 2.3 Town Square
- 2.4 Graveyard
- 2.5 Magic Shop
- 2.6 Old Man's House
- 2.7 Explorer's Inn
- 2.8 Melding Shop
- 2.9 Blacksmith
- 2.10 Decrepit Mansion

3.0 The Dungeons

- 3.1 Odd Field
- 3.2 Mansion
- 3.3 Castle Dungeon
- 3.4 Cemetery Dungeon
- 3.5 Mt. Fiery
- 3.6 Lost Forest
- 3.7 Toro Ruins
- 3.8 The Magic Dungeon
- 3.9 The Magic Dungeon Revisited
- 3.10 The Well
- 3.11 Mage Dungeon
- 3.12 Sword Dungeon
- 3.13 More Magical Dungeon
- 3.14 Ordeal Mansion

4.0 Exploration Log

- 4.1 Exploration Log List
- 4.2 Exploration Log Titles

5.0 Advanced Tips and Secrets

- 5.1 Gargoyle Shops
- 5.2 Identifying Items

- 5.3 Infinite Clone Trick
- 5.4 Start as a Warrior or Mage
- 5.5 Backing up Saves
- 5.6 Disappear Trick
- 5.7 Sacrifice Trick

6.0 Location of Rare Items

- 6.1 Monster Scroll
- 6.2 Golden Items
- 6.3 Loto Sword & Shield
- 6.4 Misc. Items

7.0 Monsters

- 7.1 Monster Table
- 7.2 Extended Monster List
- 7.3 Monster Abilities

8.0 Items

- 8.1 Item Tables
- 8.2 Extended Item Lists

9.0 Skills & Spells

- 9.1 Shield Skills
- 9.2 Sword Skills
- 9.3 Spells

10.0 Experience Chart

Version Changes:

2.1 Added methods to get a lot more sword skills. Also added which swords you need to be equipped with to get the skills. Updated the prices of almost all the items in the item list.

2.01 Just a minor update. I had the methods to get Invisible and Disappear Warrior skills reversed so I switched them. Not much else.

2.0 A major update. The entire FAQ was reordered and reformatted. Added sections for all the dungeons before the Magic Dungeon. Added a lot of new information in other sections. Most noteworthy is some new tricks in section 5.0. Also, now contains the location of all Golden items as well as the Miracle and Falcon swords. Still has a few '?'s left, but I won't be able to update it for a while, as my memory card decided to erase my save.

1.11 A minor update. Added a section on how to get warrior skills. Made a few other minor changes as well.

1.1 Updated and reformatted all existing lists. Added the following sections : General Tips, Dungeon Tips, and Rare Item Locations.

1.0 The first version of this FAQ. Contained only a Monster List, Item List, Skill List, and Exploration Log List. Not very complete.

1.0 Getting Started

1.1 The Story

"Legends told of the Joy Chest that lay hidden in the depths of the mysterious Magic Dungeon. It was described as a mystic chest that bestowed happiness on whomever held it. Many brave souls ventured into the Magic Dungeon seeking the chest, but none were ever successful.

"Then Torneko, a man who dreamed of becoming the worlds greatest merchant came to the kingdom. He began his dungeon exploration at the request of the King. Soon he had his own store which grew bigger and more popular each time he emerged from the dungeons with goods to sell.

"Thanks to the support of his wife Nina, his son Paulo, the friendly carpenters Ed and Mondo, and store employees Gon and Polly, Torneko eventually succeeded in fighting his way through the Magic Dungeon and bringing back the Joy Chest. The magic song of the Chest not only made Torneko happy, but the entire village as well.

"And so Torneko settled down to a peaceful life. However, just six months after his original adventure, more troubles arose. Monsters appeared outside of dungeons and began threatening people's homes. The King was distraught. Eager to put things right, Torneko decides to once again set out on a grand adventure." - Torneko Instruction booklet

1.2 The Controls

DIRECTIONAL BUTTONS - Selects command from menus.
Moves Torneko.

SELECT BUTTON - Displays the map in the dungeons.

START BUTTON - Not used.

SQUARE BUTTON - Changes Torneko's direction without moving. Hold and press the direction you want Torneko to face.

TRIANGLE BUTTON - Opens menu.

CIRCLE BUTTON - Moves Torneko extra fast. Hold down and press the direction you wish to move.
Cancels commands on the menu.

X BUTTON - Attacks directly in front of Torneko.
Accepts command on the menu.
Scrolls text messages.

CIRCLE & X - Hold both down to have Torneko sit and wait (used to heal).

L1 BUTTON - Shoots and arrows.

R1 BUTTON - Toggles Diagonal movement.

L2 BUTTON - Cast the selected spell. Can only be used if Torneko is a Mage.
Use skills set on sword. Can only be used if Torneko is a warrior.

R2 BUTTON - Not used.

1.3 General Tips

Learn the basics of the game in the Odd Field (the first dungeon Torneko enters). It provides many helpful hints on how to play.

Watch Torneko's HP. If they fall too low, have Torneko sit and rest by pressing CIRCLE and X.

Try items to see what they do. In later dungeons some items may be unidentified, try using them or equipping them to see what they do. Just watch out for cursed items. Check section 5.2 for ways to unidentify items.

There are many ways to escape from a dungeon -- Complete the objective, use an Outside Scroll, have a priest teleport you out, use the Escape Sword Skill, or use the Outside spell. If you are in trouble it's wise to not risk defeat and exit so you can keep the items you found.

If you do get defeated it's usually best to reset the game, you don't want to lose items that took you many hours to obtain.

Talk to the people in the village, they can give you many useful hints.

Don't stay on any floor too long. If you take 2000 steps on a floor a gale force wind will blow Torneko out of the dungeon, this has the same effect as if Torneko had died.

Use ranged attacks to beat monsters. If you are having trouble with monsters try shooting them with arrows, or waving staves, or even hurling herbs at them. There's no reason to risk getting hit if you don't have to.

Gargoyles are extremely tough. In later dungeons you will find shops run by Gargoyles, do NOT try stealing from them, they will smite you with a single blow. If you really feel like stealing though, check the Gargoyle Shop section (5.1)

1.4 Warrior Class

After you defeat the Darkevil chest, you can change your job at Remi's Magic Shop. You can be a Merchant, Mage, or Warrior.

The Warrior class can not equip rings, nor can it waves staves or read scrolls. These can drawbacks can be annoying, but to make up for it a Warrior can learn skills. There are a total of 100 warrior skills, 40 shield skills, and 60 sword skills.

Each sword and shield can have only 3 skills set on it, and once you set a skill to one item it can't be set on another. Skills are set by the type of equipment, so for example if you set Escape on a Copper sword, all Copper swords can use that ability until you leave the dungeon. When you use a

skill, it reduces your belly, so be sure to bring lots of bread.

Setting skills on your equipment makes them breakable. If your equipped sword and shield has one or more skills set on it, then it may break if you step on certain traps (Land Mine, Falling Boulder, Flying Rock), they also may break if you get hit by a brutal hit. This is why you should always swing your sword before making a step, to reveal traps so you can avoid them. Also try not to let monsters with that Charge Up ability hit you with a brutal hit.

With the right skills, the Warrior is easily the most powerful class. The problem is obtaining all those skills. In the skills section (9.0) it lists all 100 possible skills. Also listed are methods to obtain most of the skills (Unfortunately I don't have the methods to get every skill). You can fairly easily be able to obtain about 30 skills, the rest can be tricky to get. Numerous skills have a random chance to get, sometimes that chance is extremely low (less than 1%).

The most essential skill to get is Bread Drop. The chances to get it are very low, but if you keep trying eventually you'll learn it. It's possible to survive as a warrior without Bread Drop, but doing so severely limits the amount of skills you can use. To get this skill you can go into the Lost Forest and keep cloning and killing Onionos, about half the time they will drop a bread. Just keep picking up the breads, and eventually you'll get Bread Drop (but it will take a while).

There is one item that will make your life much easier, the Lifedrain sword. When you hit a monster with this sword it reduces the monster to 1 HP, or kills it if it only had 1 HP. The sword also gains a number of plusses equal to the amount of the damage it did. Unfortunately it breaks if it goes over +99. Swinging the sword will also reduce the number of plusses by 1, but don't go below -99 or it will break as well.

By itself the sword can be fairly useful. It can kill any monster in 2 hits. If the sword starts getting too strong just sit still and swing the sword to reduce it back down.

However, the sword's true power shines when you equip it with certain skills. If you use an ability on the sword it won't lose its plusses, and it also won't gain plusses from dealing damage. The absolute best skill to use it with is Miracler. Just get the sword up to +99 (or close to it), and start using Miracler. Miracler does the same damage as a normal attack would do (without the Lifedrain ability), so with a +99 Lifedrain sword, you can do major damage and heal 10 HP as well! The only drawback is that Miracler weakens the sword by 1 every time you use it. But with a LifeDrain that's not a problem, just attack normally if it starts getting low. But be very careful not to go over +99.

There are a number of other useful Warrior Skills as well:

Bread Drop:

The most useful skill. The most powerful skill ever is worthless if you don't have the belly to use it. For only 10 bread you can cause a monster to drop a bread that restores 50 belly! With this skill food is no longer a problem, and with almost every skill making you hungry, the skill is a necessity.

Dragon Breath:

This is a good ranged attack. It lets you weaken the monster before it even reaches you. At early levels it can easily kill monsters before they get a

chance to hit you.

Escape:

Another very handy skill. With this you don't need to worry about finding an Escape scroll (which you can't read anyway). Any time you have a sword you can escape.

Kamikaze:

If you really get into a difficult spot, this skill can be a life saver. But it reduces you to 1 HP so be careful.

KO-Hit:

Even better than Kamikaze, because it doesn't reduce your HP, but it does reduce your belly by 15.

Miracler:

As mentioned above this skill is extremely powerful combined with a Lifestrain sword. With other swords it just can't do enough damage though, but still early on healing 10 HP can be very helpful. Another good use of this skill is to equip it on a sword with another ability. If you equip it with Multi-Cut or Spin-Cut, the sword will do the Multi-Cut or Spin-Cut ability, but will also heal you 10 HP for each monster hit (possibly 80 with a Spin-Cut!).

Multi-Cut:

One of the best abilities. It does good damage and can hit up to three monsters. Very useful for finding invisible monsters. It does however weaken the sword though, so try to equip it on a sword you have multiples of.

Quick Step:

Another very useful skill. It can allow you to kill monsters with them having less chance to hit you, but can also be used to easily run from monsters.

Surge:

Healing is always useful, which makes this skill a must. It can easily be a lifesaver when facing tough monsters. It uses 10 hunger though so watch your belly.

1-Damage:

Reduces any damage to only 1 point, the only drawback is that your shield strength is reduced by 1. Not a really huge problem though.

Defense Up:

This skill will increase your defense by 20. At the mid levels this can be a life saver, but at the lower levels, the monsters will still be doing too much damage. Of course if you have your +99 equipment on then this skill isn't as necessary.

Disappear:

The skill so helpful that it has its own section (5.6). With this skill set Torneko will be invisible and monsters will ignore you. It does however use belly at the rate of 1 every 2 steps. Of course with Bread Drop, that's not a problem.

Hunger-X:

Tied with Bread Drop as the most useful skill. This will eliminate the food usage from walking around, so you can use all your bread on skills. But more importantly it will let you stay on the floor until the wind comes, killing monsters.

Magic Back:

The equivalent of having a Magic shield. If you don't have the Spell Bounce ability on your shield, this skill can be very helpful. It prevents the Hypnotic attacks of the Clowns and Druinlords, as well as stopping other annoying magic attacks.

Parry Pass:

This skill will save your life in Monster rooms. As long as 2 or more monsters are near you, their attacks will hit each other instead of you.

Skill-X:

The equivalent of having a Skill-X shield. If you don't have the Skill-X ability on your shield, this skill can be very helpful. It prevents the Executer family monsters from doing brutal hits that can destroy your equipment, also stops monsters from charging up to do brutal hits. It stops the Eyeball's confusion attack and other annoying skills as well.

Trap-X:

With this skill you won't need to constantly swing your sword to find traps. A must have skill. If you set this and Skill-X on a shield, it makes your equipment unbreakable.

1.5 Mage Class

After you defeat the Darkevil chest, you can change your job at Remi's Magic Shop. You can be a Merchant, Mage, or Warrior.

The Mage class can not equip a sword or shield, and the damage done bare-handed does not increase past level 1. Basically this means that other than slimes, and other little monsters, a Mage can not stand up to monsters on their own. To make up for this large drawback, Mages learn spells that they can cast. There are a total of 50 spells that a Mage can learn, however you can only know 30 spells at any given time. One other advantage Mages have is that they don't get hungry.

When you enter a dungeon, the only spells you know are Blaze and Sacrifice. Every time you go up a level as a Mage you learn a random spell (or two, sometimes you won't learn a spell). Since the spells you learn are random you need to rely on luck to get the spells you need.

When you cast a spell it takes a certain number of HP. The more powerful spells taking more HP. With spells taking HP, and Mages having extremely low defense, you really need to be watch you HP carefully. Be sure to make good use of Super Herbs and Healing Pots.

Whenever you learn a new spell that you've never known before it gets added to your spell list in the Exploration Log. If you have an item called a Spellbook, you can write the name of a spell you know on it, and use the Spellbook to cast that spell. This can help reduce the reliance on luck of getting the right spells.

The Sacrifice spell that you start with can sometimes get you out of tough situations. When you cast the spell you have a 50% chance of immediately dying, or slaying all monsters on the floor. You even get XP for the monsters killed. If you're in a tough spot, you may want to try Sacrifice.

If you encounter a Mage type monster, you can be in some trouble. Torneko's

damaging spells will only do 1 damage to a Mage monster. However utility spells such as Sleep and Disperse still work, as do instant death spells such as Beat. If you run into a Mage monster (and you will run into many of them), you can't rely on damaging spells to defeat them. For weaker Mages such as Derangers and Druids you may be able to defeat them physically but anything tougher and that's not an option. Hopefully you have an instant death spell (Expel, Beat, Defeat, DefeatMax)

If Torneko is hit by a magic attack you may also lose a random spell you have learned, some traps make you lose spells as well. This can make Mage monsters even tougher. The Stopspell spell can prevent Mages from using their magic attacks, so if you've learned that be sure to use it.

Of course, you don't have to rely entirely on spells. Be sure to make good use of any items you have. Just remember that Mage monsters will be your worst problem, other monsters you can use spells to deal with, so try and save your best items for use against Mages.

One item that is extremely helpful for a Mage is the Heal Ring. This item will restore 10 HP a turn, which can allow you to cast spells much easier. Its drawback is that it makes you use food faster, but since Mages don't get hungry, that's not a problem. Life Rings and Guard Rings also work well. The Life Ring increases your HP by 50, which lets you cast more powerful spells, plus you restore HP a little faster, and of course you can take more hits from monsters. The Guard Ring increases your defense by 30, earlier on this can be a real lifesaver.

Also since Mages don't get hungry, you should try and stay on each floor until the wind comes. This way you can hopefully be a high enough level, and learn enough spells to make it through the dungeon. Once you learn 30 spells however, it's probably best to just run through the rest of the floors. By that time you'll have enough HP, and since you can't learn any more spells, leveling up won't have much of an impact. You may want to try and level up to get more HP, but it depends on how easily you can defeat the monsters.

Here are some useful spells, try and write these in a Spellbook if you get one.

Blaze / Blazemore / Blazemost :

These don't do much damage, but early on they can kill monsters, and they don't use many HP.

Bang / Boom/ Explodet / Hellblast / Big Bang :

These damage all monsters in the room. If you run into a monster house, they can be a lifesaver. Bang and Boom are extremely useful early on. They do decent damage at a low HP cost.

Infernos :

Good damage at a low cost, and it can hit more than one monster. The higher level versions cost too much though.

Bolt :

A very nice ranged attack for early on. As with Infernos, the higher versions aren't cost effective.

Expel / Beat / Defeat / DefeatMax :

Instantly slay monsters, even Mages. These spells are almost essential. Expel doesn't give any XP though, but at least it's relatively cheap. DefeatMax is like a Sacrifice that always works in monster houses. These spells are rather expensive though, and won't be of use till the lower floors.

Stopspell :

Won't defeat Mage creatures, but at least they can't use their abilities and remove your spells.

Sleep :

Useful for running away from monsters. Good for getting away from Mages.

Rob Magic :

Early on this spell is extremely powerful, it actually heals you rather than hurting you. Later on though, it doesn't do enough damage to be of any use, the monsters will be able to do damage quicker than you can heal.

Farewell :

Unfortunately this spell goes away when you cast it. But you should be sure to cast it as soon as possible. If you die it will bring you back from the dead one time.

Radiant :

Not only allows you to quickly make your way to the exit, but also lets you see where monsters are so you can avoid them. Another almost essential spell.

Disperse :

If you can't beat a monster, this works almost as well. Another very good spell for dealing with Mages.

Warp :

This spell can be very useful in getting out of ugly situations.

2.0 Torneko Village

2.1 Torneko's House

Torneko's House contains many things to do both inside and outside.

Inside there is the Joy Chest on the left side. Depending on whether the Joy Chest is open or closed it changes what BGM is played in Torneko Village, after you beat the Magic Dungeon, it also determines whether you can visit the Magic Dungeon or the More Magical Dungeon.

On there right side are three Journals. The red journal contains tips on exploring the dungeons, these can be helpful when you first start the game so be sure to read them. The blue journal is used to save you game, you can also sell items, and store them in your warehouse. The storehouse is not available until after you beat the Castle Dungeon. The green journal contains your exploration log, see the Exploration Log section (4.0) for more info.

There are also statues inside that you get for beating each dungeon. When you start the game there aren't any but you get the following statues for each dungeon:

- Mansion Dungeon - Demonite
- Castle Dungeon - Slime Nite
- Cemetery Dungeon - Mummy

Mt. Fiery - Golem
Lost Forest - Hork
Toro Ruins - Spectet
Magic Dungeon - DarkEvil Chest

Outside you can find Ed the carpenter, by giving him 1000 GP you can increase the number of items you storehouse can hold up to a maximum of 250 items. Each time you give him 1000 GP he will increase the number of items your storehouse can hold by 10, but you need to go into a dungeon, and come back out before he is finished.

On the right side of Torneko's house is a bank. You can deposit money in the bank so that you don't lose it when you get defeated in a dungeon. The bank is not available until after you beat the Mansion Dungeon. After you beat Mt. Fiery the banker will also give you gifts depending on how much money you have in the bank. The gifts are as follows:

5,000 GP - Joy Herb
10,000 GP - World Leaf
30,000 GP - Melding Pot
50,000 GP - Joy Ring
100,000 GP - 3 Blank Scrolls
200,000 GP - Hunger-X Ring
400,000 GP - Club + 30
800,000 GP - Leather Shield + 30
1,500,000 GP - Clone Pot, Vacuum Scroll, Prayer Scroll

2.2 The Castle

To get to the Castle you must pass through Odd Field. After you beat Odd Field once you can go straight to the Castle or go through Odd Field.

There's not much useful in the castle. There is an entrance to the Castle Dungeon, but the guard won't let you pass until you beat the Mansion Dungeon.

There are numerous guards which will give you tips, you should talk to all of them.

After you beat the Darkevil Chest you can give the King small medals. Small medals can be found on floor 20+ of the Ordeal Mansion, floor 40+ of the Magic Dungeon, and any floor of the More Magical Dungeon. If you give the King 20 small medals you will receive the Metal King Sword, if you give him 40, you receive the Metal King Shield. After that he alternates giving you a Metal King sword or shield for every 20 small medals you give him.

2.3 Town Square

There are many people running around in the town square, some of them are only there at certain times so you should definitely talk to them all.

After you beat the Cemetery Dungeon the baker will sell bread here. You can buy Bread, Huge Bread, or Magic Bread.

After you beat the Odd Field, come back and you can enter the Mansion Dungeon.

2.4 Graveyard

The graveyard can be accessed after you beat the Castle Dungeon.

There is a magic shop (see section 2.5) in the graveyard as well as an entrance to the Cemetery Dungeon.

2.5 Magic Shop

The Magic Shops is located next to the cemetery.

At the magic shop you can increase your level. It costs 1000 Gold per level, and the maximum level you can reach is 5. Once you exit a dungeon however you go back to level 1, but you can increase the level that you enter at.

You can also increase the numbers of used of your pots and staves (for a charge of course). Pots can have up to 8 uses, and staves can have up to 99.

You can disperse down into a dungeon you've already entered as well. You can only disperse down as far as you've gotten however. The lowest you can disperse into the Magic Dungeon is floor 50, and the More Magical Dungeon can't be dispersed into. Dispersal costs 1000 Gold per floor.

After beating the DarkEvil Chest, you can also change you class to a Mage or Warrior for free.

2.6 Old Man's House

After you beat the Lost Forest you can go to the Old Man's house. You need to go here after you beat the Lost Forest and talk to the guard outside, he'll tell you that the Old Man went to the Toro Ruins. Now you can go to the Toro Ruins.

After you beat the Toro Ruins, you need to talk to the Old Man here so that you can visit the Magic Dungeon.

After you beat the Darkevil Chest, you can enter the Sword or Mage Dungeon here. To enter these dungeons, exit through the back door of the house. If you are a Warrior you enter the Sword Dungeon, as a Mage you enter the Mage Dungeon, Merchants will be denied access.

The mayor is also outside the house, talk to him to rename the village.

2.7 Explorer's Inn

The explorer inn is full of adventurers that can give you tips on the game. You can go to the inn after you beat the Lost Forest, but they won't let you in until you beat the Toro Ruins.

2.8 Melding Shop

You get access to the Melding shop once you beat the Toro Ruins. At the shop you can meld together weapons and shields. First you need to select a base item, then you select an item to meld with the base item. The items are then melded together and you get a more powerful sword or shield as a result. The resulting item is of the same type as the base item. Its strength is equal to the strength of the base item plus the strength of the other item. The resulting item also all abilities that both items had. For example if the base item is a Copper Sword + 2 with the Critical ability, and the other item is a Metabble sword + 7 with the 3-space sweep, and 2x Damage: Demons, then the resulting item would be a Copper Sword +9 with all 3 abilities. Since the resulting item is the same as the base item, it's best to put the sword or shield with the highest base strength as the base item.

There are 20 possible sword abilities:

- 2x Damage: Demon
- 2x Damage: Doll
- 2x Damage: Dragon
- 2x Damage: Fire
- 2x Damage: Flying
- 2x Damage: Zombie
- 2-hit
- 360-degree
- 3-Space sweep
- Breakable
- Critical
- Destroys Material
- Gold Bonus
- Hit & Heal
- LifeDrain
- Rustproof
- Seal
- Sure-hit
- Tunneling Tool
- Wont Break

If one sword has the Breakable ability and the other has the Wont Break ability then the resulting sword will have neither ability, a weapon can't have both those abilities. If one sword has the 360-degree ability and one has the 3-Space Sweep then the resulting item has the 360-degree ability, it overrides the 3-Space Sweep ability. See the items section (8.2) for which weapons have which abilities.

There are 12 possible shield abilities:

- Payback
- 50% Fire Damage
- 50% Explosion Damage
- Rustproof
- 50% Hunger Growth
- Spell Bounce
- 2x Hunger Growth
- Parry
- Strength Maintenance
- Seal
- Skill-X
- Thief-proof

If one shield has the 50% Hunger Growth and one has the 2x Hunger Growth ability, the resulting item will have neither, they cancel each other out. See the items section (8.2) for which shields have which abilities

2.9 Blacksmith

You can go to the Blacksmith after beating the Toro Ruins.

At the blacksmith you can upgrade the power of your weapons. The blacksmith will ask for two items (scrolls or herbs), if you give him the items, he will increase the power of your weapon by 1. For every ten times you increase your weapon he tells you a stupid rumor (please note the stupid part, these rumors have no bearing on the game).

The Melding shop is generally a much easier way to increase the power of your weapons.

2.10 Decrepit Mansion

The Decrepit Mansion is located in the center of Torneko Village. You can not get here until after you beat the Toro Ruins.

The main attraction here is the large mansion which is the Ordeal Mansion (See section 3.14) however you can not enter until after you beat the Darkevil chest. Be warned however, the monsters inside are very powerful, and it is unwise to enter with strong weapons (+99 preferably).

On the left side of the mansion at the back is a man who will take you into The Well (See section 3.10). You can enter The Well as soon as you beat the Toro Ruins.

3.0 The Dungeons

3.1 Odd Field

Items :	2
Job :	Any
Floors :	3
Items Found :	Bread, Flame herb, Herb, Joy herb, Bang scroll, Thunder staff, Bronze shield, Leather shield, Club, Copper Sword
Cursed Items :	No
Unidentified Items:	No
Traps :	No
Save Points :	No

This dungeon is quite easy and is here to introduce you to how the game works. Each time you descend a floor it gives you some advice, be sure to pay attention. If you lose 8 times, Nina will give you a Metabble Shield and Metabble Sword. If you can't beat the dungeon with those, then you probably shouldn't be playing this game.

3.2 Mansion

Items : 0
Job : Any
Floors : 6
Items Found : Bread, Herb, Life herb, Strength herb, HearAll scroll,
See-All scroll, Iron Arrows, Silver Arrows, Leather shield
Cursed Items : No
Unidentified Items: No
Traps : No
Save Points : No

There aren't any weapons in this dungeon, and the only shield you can get is a Leather shield. However you will find a lot of arrows lying around. If you find a Life or Strength herb be sure to eat them.

You'll need to rely on your arrows to defeat the monsters in here. Remember that Iron arrows do the most damage, Silver arrows and Wooden arrows do less. Silver arrows will however go through walls and enemies, so they can hit multiple enemies. Be sure to use the right arrows for the right situation.

As long as you stay at a range, most of the monsters are relatively easy. Phantoms can do a lot of damage at level 1, so stay away from them. Pillow Rats can also do heavy damage, but luckily they won't advance Torneko making them easy to shoot with arrows. If you find a Leather shield it can help reduce the damage slightly.

3.3 Castle Dungeon

Items : 0
Job : Any
Floors : 6
Items Found : Bread, Herb, Life herb, Blowback staff, Panic Staff,
Sleep Staff, Thunder Staff
Cursed Items : No
Unidentified Items: No
Traps : No
Save Points : No

There are no weapons or shields in this dungeon, so you'll need to be careful about staying away from monsters. Chew the Life herb if you find one, extra HPs are always helpful. Try and save herbs for the lower floors when the monsters can do higher damage. This dungeon focuses on staves, you'll find plenty of them, and you need to rely on them, your regular attack won't do much damage. Remember that if a staff has no uses you can still hurl it for one last effect.

Blowback staves aren't very useful, they can kill the wimpy monsters, but otherwise they're mostly useful for knocking away monsters so you can run. The Panic staff can be quite helpful, it will allow you to attack the monster without it attacking you, sometimes it can also cause a monster to attack another monster. Sleep staves can be very helpful, allowing you to easily kill the monster while it sleeps. Disperse staves can be used to get rid of a monster temporarily. Thunder staves are the best however, they do enough damage to kill any monster in this dungeon in one hit.

The two monsters to watch out for are Derangers and Demighouls. Derangers can be very annoying as they can warp you away. Demighouls can split into two if you hit them and they don't die. Even if they are asleep or confused they can still clone themselves. Try and save your Thunder staves for them. Otherwise try and kill them in corridors, where only one can attack you at a time. If possible to get another monster behind the Demighoul so that it can't split.

3.4 Cemetery Dungeon

Items : 0
Job : Any
Floors : 6
Items Found : Bread, Antidote herb, Blinding herb, Dance herb, Herb, Ironize herb, Life Herb, Panic Herb, Paralyze herb, Sleep herb, Strength herb, Super herb, Warp herb
Cursed Items : No
Unidentified Items: No
Traps : No
Save Points : No

Another dungeon with no weapons or shields. In this dungeon you'll need to rely on the many herbs that are lying around the dungeon. Dance, Panic, and Sleep herbs are all useful for defeating monsters while they are incapacitated. Ironize and Paralyze herbs are mostly useful for running from monsters. Warp herbs can also get rid of a monster for a short while until it finds you again, or you can chew one yourself to get out of a bad situation. Strength and Life herbs should be eaten immediately to help make Torneko more powerful. Herbs and Super herbs are of course used for healing. Make sure not to chew bad herbs though.

The only two monsters that should be a problem are Bigshrooms and Hammermen. Bigshrooms can reduce Torneko's strength. Be sure to use an antidote herb to restore you strength, if you use a Strength herb it will only restore 1 point, rather than increasing your max strength. If a Hammerman charges up, simply step back a step and then attack, that way you won't get hit by a brutal hit. Herbs are only one use items though, and you may need to attack some monsters normally, try and save the herbs for tougher monsters like Mummymen or Iron Ants.

3.5 Mt. Fiery

Items : 2
Job : Any
Floors : 10
Items Found : Bread, Big Bread, Various herbs, pots, scrolls, staves, shields, and swords
Cursed Items : No
Unidentified Items: No
Traps : Yes
Save Points : Yes

This is the first dungeon that you can bring items into. If you have them, be sure to bring in a sword and shield. This is also the first dungeon with traps. The main trap to be concerned with in this dungeon is this land mine, stepping on it reduces your current HP by 1/2. Try swinging your sword before stepping

to reveal traps. This is also the first dungeon with save points, check section 5.5 for how to back up saves.

The first three floors should pose no problem. On floors 4 to 6 the Flames can be pretty tough, and remember not to throw anything at them (such as herbs, staves or arrows) because they will burn up with no effect. If a Brunie charges power step back and then attack. The last 4 floors have some tougher monsters. To fight Iron Turtles alternate between attacking and stepping back, since they move at half speed they will never get to attack if you do this. As Watch out for Goopis, they can grab your feet so that you can't move and then call for help from Stone Man, be sure to kill them fast. Of course Goopis can't move making them easy to attack at a range.

3.6 Lost Forest

Items : 2
Job : Any
Floors : 12
Items Found : Gold Bags only. In the shops you can find various items of all types except rings.
Cursed Items : No
Unidentified Items: No
Traps : Yes
Save Points : Yes

This is the first dungeon with Gargoyle shops. See section 5.1 for information on shops. You'll find lots of gold lying around, and you'll need to buy items in the shops. You'll even need to rely on shops for bread, as well as a sword and shield.

You can bring in two items, you should have a decent sword and shield from Mt. Fiery, so bring them in. If you are really having problems, try to save up 50,000 gold and put it in the bank, the Banker will give you a Joy ring. The Joy ring gives you 1 XP for each step you take, this can get you to high levels very quickly.

There are many traps in this dungeon, but the main one that will give you a problem is the poison arrow trap, combined with the Bigshroom's poison you can easily find yourself with 0 strength. At 0 strength even a +3 sword won't do much damage. This is why I recommend having a Scale shield (or a shield with the Strength maintenance ability melded). Of course you should make sure to check for traps before you step as well.

As before floors 1 to 3 are easy, use them to level up. Floors 4 to 6 have some mean monsters Pillow Rats have high HP and do high damage, try to avoid them or kill them at a range. Bigshrooms can poison you so kill them quickly as well.

Floors 7 to 10 get a lot tougher. The Iron Turtles are here, so make sure to step back every other attack to avoid them from attacking you. Stay away from Dance Vegi, their dance attack can prevent you from attacking for a while, if you start dancing just run away till it wears off. Yetis always come in groups of 4, but they will sleep until you attack one of them. If you can't kill them in one hit, then leave them alone.

Floors 11 and 12 can be very nasty. The Horks can rust you shield, the Shaman can curse your equipment, and Skeletors like to knock your shield off. The

biggest problem however is the Berserkers, they will attack anything, including monsters. Every time they kill a monster they go up a level and get tougher. A leveled up Berserker can kill Torneko in one hit. Another problem is that every monster here is a zombie. When you kill them, they may leave a grave, and if another monster wanders near the grave they will come back to life. Because of this, try to kill the monsters individually while no other monsters are around, that way they won't get right back up. However, since everything is a zombie, if you have a Zombie-X sword you can kill them real easily.

3.7 Toro Ruins

Items : 5
Job : Any
Floors : 12
Items Found : Various types of all items except rings
Cursed Items : No
Unidentified Items: No
Traps : Yes
Save Points : Yes

Toro Ruins can be fairly difficult, it has 15 floors and some pretty tough monsters at the bottom. You can find traps of all different varieties, so it is wise to swing your sword to find traps.

You can bring in 5 items, so make good use of them. You should bring in a good sword and shield. If you deposit 30,000 gold in the bank you'll get a Melding Pot which you can use to make a good sword and/or shield. Make sure your shield has the 50% Hunger Growth ability as well as Rust-Proof (meld with a Leather shield to get this), Strength Maintenance ability can be useful as well. Good sword abilities include all the 2x damage abilities as well as 3-Space Sweep. But just make sure to get your weapons as strong as possible.

If you deposit 50,000 gold you'll get a Joy Ring. This can make the dungeon much easier, so if you're having problems save up to get this. Otherwise you should bring in an Outside Scroll, and maybe some good staves you've found.

The first three floors are really easy, so try to build up some levels on the early floors. If you brought in some bread, you should be able to stay on each floor long enough to gain a few levels.

The next floors can be a little trickier. The Druids and Derangers can be annoying, but the biggest problem is the Demighouls. Try to fight them in corridors, so that if they split only one can attack you. Of course if you can kill them in one hit, then there is no need to worry.

On Floors 7 to 10, watch out for the Druins. If you see won't don't attack it, just let it sleep. If you can kill them in one hit, then you may want to kill them to gain experience. Be sure to kill the Evillamps in corridors, that way they can only summon 1 monster.

On the last floor, be careful of the Enchanter, their staff can have many different effects, and can be quite dangerous. The Skeletors can be dangerous too, you don't want to lose a shield. There really isn't much you can do to easily stop these creatures, so just make for the exit as quickly as possible.

3.8 The Magic Dungeon

Items : 10
Job : Any
Floors : 27
Items Found : Various items of all kinds
Cursed Items: Yes
Unidentified Items: Yes
Traps: Yes
Save Points : Yes

That dungeon can be quite hard, but you can bring in up to 10 different items. You'll also have access to the Blacksmith and Melding Shop. If you are having trouble, just keep upgrading your weapons and shield, with both at +99 this dungeon is a breeze.

The best shield abilities are Spell Bounce, and Skill-X they can both prevent incredibly annoying and dangerous monster abilities. 2x Damage vs. Demons is a good sword ability too, lots of monsters count as Demons.

Plus you can now find rings in this dungeon, Joy Ring is obviously worth bringing in. If you can find a Shadow Ring, or Trap-X Ring bring them in too, you can bring in 10 items, so don't worry too much.

The first 10 or so floors just have the same old monsters you've seen before. Nothing too difficult here. Floor 14 introduces Shadows. These monsters are invisible, and you can't see them. If they attack you, try to run into a corridor, that way you know they are directly in front of you. In a room, you never know which direction they are attacking from. 3-Space Sweep sword ability can really help find, and defeat them. If you have a Shadow Ring it will let you see them.

At Floor 18 you start running into some tough monsters. A lot of them are demons, so try to find a Demon-X sword. The Revirocks can revive a monster you defeat, so try to defeat them first.

Starting at floor 23, You'll encounter much tougher monsters. Shadowers are here (they are just tougher Shadows). Bomb Crags will explode if you reduce them to below 10 HP without killing them. Pay attention to their HP to make sure they don't explode. Eyeballs however are probably the toughest monsters though, as long as they are in the same room as you, they can confuse you. Confuse-X Ring can be very helpful, so can the Skill-X shield ability.

On Floor 27 you'll encounter the Darkevil Chest. On Floor 27 you'll run into a huge room full of monsters, including Darkevil Chests. The Eyeballs like to confuse you, so hopefully you have something to prevent it. If not, the 3-Space Sweep sword ability can help you hit monsters even when you are confused. If you don't kill a Darkevil Chest in one hit they'll split open into multiple other monsters, plus Darkevil Chests can do high damage.

Try to have a Heal Pot, or some Super Herbs. Bang, Defense, Pause, and TieDown scroll can all be helpful too. Once you kill all the monsters proceed to the door on the north wall to find the Darkeveil chest.

Items to be found:

Floor 15 : 20 Gold Bags

These gold bags are easy to get. They're in a room with a locked door. You can get keys in the well.

Floor 23 : 2 Melding Pots

You'll need a key to open the door to this room as well. Inside are 7 Bomb Craggs and 2 Melding Pots. Each Bomb Crag is also on a Mine trap, you'll need a Trap-X Ring, to avoid them. You also need to be kill the Bomb Craggs without them exploding. If they explode, or get hit by a land mine explosion it starts a chain reaction which will destroy the Melding Pots.

3.9 Magic Dungeon Revisited

Items :	10
Job :	Any
Floors :	100
Items Found :	Various items of all kinds
Cursed Items :	Yes
Unidentified Items:	Yes
Traps :	Yes
Save Points :	Yes

Since you can bring 10 items in to this dungeon, it's pretty easy as long as you have a good sword and shield. If you're having trouble try to get better equipment before attempting again. The Skill-X and Magic Bounce shield abilities are extremely helpful in here so make sure your shield has them. 50% Hunger Growth is good too (you don't want to run out of food).

Basically if you have problems, just keep melding your sword and shield to make them tougher. Try visiting the other dungeons to get some new items.

Items to be found:

Floor 15 : 20 Gold Bags

These gold bags are easy to get. They're in a room with a locked door.

Floor 23 : 2 Melding Pots

You'll need a key to open the door to this room as well. Inside are 7 Bomb Craggs and 2 Melding Pots. Each Bomb Crag is also on a Mine trap. You'll need a Trap-X Ring, or the Trap-X / Bust Trap skill. You need to be kill the Bomb Craggs without them exploding. If they explode it starts a chain reaction which will destroy the Melding Pots.

Floor 30 : Ice Sword

This sword is in a room with no entrance, you'll need to tunnel through the wall to get in (a Pick or Tunnel / Tunneler skill will do). Inside is the Ice Sword in the center and 8 Gargoyles around it. If you step on the Ice Sword, it will activate the Gargoyles. If you can't fight them (which you likely won't be able to) you'll need to escape immediately. Alternatively you can use a Thief Pot to suck up the sword, it won't activate The Gargoyles.

Floor 50 : Whirlwind

This is inside a room with a locked door at the entrance. The sword is at the end of a large spiral. The spiral is filled with spikes, so you'll need the stepguard scroll or skill. At each corner is a trapdoor, so you'll need a Trap-X Ring or Trap-X / Bust Trap skill as well.

Floor 60 : Golden Pot & Golden Arrows

These are in the same type of room as floor 30. The first time you will get a Golden Pot. If you come back again, you'll get the Golden Arrows, inside a Magic Box. After that all you'll get is Magic Box with a Scrap Scroll in it.

Floor 70 : Seal Sword

This sword is in a room with a locked door at the entrance. Inside the room is a sort of cross-shaped ice patch. Since you can't control yourself on ice, getting this sword can be difficult. To get it, lure a monster to right in front of the door, now slide to the top and wait for the monster to be one square in front on the intersection. Now slide down, the monster will stop you at the intersection. Now slide to the right, and wait for the monster to be two steps away, now slide into the monster then slide up to where the sword is. There is a warp trap next to the sword, you can use it to get back out of the room. There actually 4 items in this room, however 3 of them are mimics so you only need to get the one in the upper right corner

Floor 80 : Seal Shield

The Seal Shield is in a room identical to the Seal Sword, you can use the same method to get it.

Floor 98 : Loto Sword & Golden Bread

On Floor 98 you can get the almighty Loto Sword. The sword is on an island behind a locked door. This island is covered in warp traps so you can't get to the bread. There are two ways to get this item.

1. Kill all the monsters on the floor. Equip a Passage Ring. Shoot a Change Staff at a crystal so that it bounces back and turns Torneko into a monsters. As a monster Torneko is immune to traps so just walk to where the sword is and wait for the transformation to wear off.

2. If you come in a Warrior, set Ford and Trap-X to your shield, now you can walk right over the water and traps to get the bread. If you don't have Trap-X, you can use Bust Trap to destroy the traps instead.

The Sword is behind a second locked door, so you'll need 2 keys to get it. If you come back in after having gotten the Loto Sword, you'll find the Golden Bread here. Further attempts will yield a Scrap Scroll.

3.10 The Well

Items :	5
Job :	Merchant
Floors :	10 (1)
Items Found :	Various Scrolls, Herbs and Pots.
Cursed Items :	No
Unidentified Items:	Yes
Traps :	Yes
Save Points :	No

The well can be found by talking to the man behind the Decrepit Mansion. You can only enter it after you beat the Toro Ruins, and he won't let you in unless you're a Merchant.

The Well works differently than other dungeons. Each time you enter there is only floor, but you get to choose what level you want to try before you enter. There are a total of 10 levels, and how far you've made it in the Magic Dungeon determines which levels you can enter. If you haven't gone into the Magic Dungeon then you can only try level 1.

Leveling up to level 5 at the Magic Shop is almost a necessity. As long as you have a good enough Sword and Shield, you should be able to handle the appropriate level.

Be careful of Mimics, on the easier levels they can be quite dangerous. Just Remember that the only items you can get in here are Scrolls, Herbs, Staves, and Pots. If you see a Sword or Shield then you know it's a Mimic.

After finding the stair down, you'll enter a room with 3 gold bags, a key, and a warp out. The Well is a good place to get keys, as well as a good place to get money. The gold bags have the following amount of gold (and remember there are 3 gold bags):

Level 1 - 5400
Level 2 - 12000
Level 3 - 21000
Level 4 - 30000
Level 5 - 39000
Level 6 - 54000
Level 7 - 60000
Level 8 - 69000
Level 9 - 84000
Level 10 - 90000

3.11 Mage Dungeon

Items : 0
Job : Mage
Floors : 35
Items Found : Outside scroll, Spellbook, and various herbs, and staves
Cursed Items : No
Unidentified Items: Yes
Traps : Yes
Save Points : Yes

This dungeon can be found at the Old Man's house, you'll need to be a Mage to enter though. Be sure to check the Mage section for good tips (Section 1.5).

You can't bring any items into this dungeon, although as a Mage that's not as big of a drawback as with other classes. You'll really need to rely on the luck of which spells you learn as well as which items you get. It can be very difficult to beat this dungeon.

Be sure to check the Mage Section (1.5) on tips for playing as a Mage. The easiest way to beat this dungeon is to disperse down as far as you can, and then cast Sacrifice, if it works, you can make your way to the stairs, and then next time you can disperse further down.

If you want to beat it the standard way, then it can be very hard. Make sure to swing you fist to look for traps, and be sure to stick around on each floor to level up.

This is the only dungeon where you can find Spellbooks. If you find one, be sure to choose a good spell to write in it (Beat and DefeatMax come to mind). If you find a Joy Herb, try saving it a while, and make sure to chew it immediately after leveling up. You want to maximize it's effectiveness.

Disaster Herbs can be handy too. Chew it after leveling up, and you'll only lose a small amount of experience, but you gain another chance at learning new spells.

The first 4 floors are easy - no mage creatures. Derangers appear on floor 4, and Druids on floor 5. These are probably the only mage creatures you can defeat with physical attacks.

The next 3 floors are pretty easy. Use this chance to level up. But whatever you do, leave the Druins alone. You don't want to deal with mage creatures. Although if you have the beat spell (or one of its varieties), you can kill them for experience.

The next 3 floors are full of Zombie creatures, not too hard, but try not to get surrounded. Use these floors to level up as well.

Floor 13 is where it starts to get really hard. Shadows live here, and can sneak up on you and attack. Use spells that damage everything in a room, they can defeat Shadows even though you can't see them. There really isn't much you can do against the Enchanters and MagiWyverns. If you can kill them then good, otherwise StopSpell can at least prevent them from making you lose spells.

If you make it to floor 16 the monsters get even tougher. Shadowers live here, and they hurt more than Shadows. Wing Sages and Healers are the mage creature to watch for. Healers can actually be beneficial though. Try to get them to heal you.

From here on down, the monsters just keep getting tougher. There really isn't much you can do without an instant kill spell (and hopefully the Radiant spell). Just keep running, and with luck you can make it to floor 35. On Floor 35 make sure to find the Magic Sword before leaving.

Items to be found:

Floor 35 : Magic Sword

3.12 Sword Dungeon

Items :	0
Job :	Warrior
Floors :	35
Items Found :	All swords and shields, various herbs and breads
Cursed Items :	Yes
Unidentified Items:	No
Traps :	Yes
Save Points :	Yes

This dungeon can be found at the Old Man's house, you'll need to be a Warrior to enter though. Be sure to check the Warrior section for good tips (Section 1.4).

The Sword Dungeon can be very hard. You can't bring in any items, yet the monsters get tougher much faster than in the Magic Dungeon. You'll need to rely on your Warrior Skills if you plan on making it to the bottom.

The easiest way to make it to the bottom is to take advantage of the Disappear trick (See section 5.6). Finding a sword that can use Bread Drop

shouldn't be too difficult, but it may take a few tries before you do. Once you have a good sword and shield, you can easily breeze down to the bottom. There are also save points so you can back up your save, and start over from the last save point if you die.

If you find a LifeDrain sword and have the Miracler skill it can make the dungeon a lot easier (See section 1.4). You won't be able to meld your weapons in this dungeon, so you can't make a sword with lots of abilities. The Demon-X sword works well as lots of monsters count as demons. Surehit and Windshear swords have nice abilities too. Of course attack power wise the best sword you can get is an Abacus. When you are setting skills on your swords make sure to take into account what abilities the sword has, you'll want a good sword as your standard attacking sword.

For shield abilities Defense Up is extremely useful, it can help you reach the lower floors, although the monsters in the last 10 floors do enough damage that you still won't be able to survive many hits. Hunger-X is obviously good as it allows you to stay on the floor gaining levels, and not having to worry about food (other than for skills) is nice too. Trap-X can make the dungeon much easier as well. However, the most useful skills are Skill-X and Magic Back. Skill-X will stop the abilities of more monsters but Magic Back can stop the Hypnotic attack of the Clowns and Druinlords. I personally recommend using Magic Back, but Skill-X is very helpful too. Just remember that each shield can only have 3 skills so choose them wisely.

If you step on a falling boulder, steel ball trap or land mine, that you may lose your equipment, so make sure to always swing your sword before you step (or use the Find Trap / Trap-X skill).

You'll find a lot of helpful herbs, be sure to make good use of them. Save the Super Herbs for lower floors. Joy Herbs should be used right after you level up, and try to save them for when you are at a high level. Hopefully you can find a World Leaf or two, they will save you life once each.

Your first objective will be to find a sword and shield. If you don't manage to find both a sword and shield then you won't make it very far. Once you find a shield set Hunger-X on it. This will allow you to stay on each floor until the wind comes, and go up many levels. Bread Drop can allow you to stay on each floor as well, but it's more work.

Once you get a decent sword and shield, you should have little trouble getting to floor 10. Dance Vegi can be annoying, and make sure to kill Evillamps in a hallway so they can't call for help. If you can't kill a Yeti in one hit then leave them alone.

Floors 10 to 12 can be very annoying, the Shaman can curse your equipment, Hork can rust your shield, and Skeletor can knock your shield off. However, the worst enemy is the Berserker, if it levels up it can easily kill Torneko in one hit. It's best just to run through these floors down to floor 13. If you have a Zombie-X sword it is helpful here.

Floor 13 to 15 is fairly easy just be careful because Shadows live here. Zombies can be annoying too as they can rust your sword. Try to level up on these floors.

Floors 16 to 20 is where it really starts to get hard. Ag Devil are fairly easy to kill but do heavy damage, Arc Demon and Gigantes are tougher to kill but don't do quite as much damage. A Demon-X sword will prove very beneficial on these floors. Healers and Revirocks are also a problem as they make it harder to kill the other enemies. If you haven't set Defense Up already,

you should do it now, these monsters do heavy damage.

Floors 21 to 25 can be very tough. You'll encounter Dragons, Troll Max, KillArmors and other tough monsters. The Eyeball confusion attack can be devastating, hopefully you have a Skill-X shield (or the Skill-X ability). In addition Shadows roam around on these floors. You may still be able to stick around and level up, but you'll probably end up just running through these floors. Quickstep can be extremely useful in running. If you feel like fighting, then Dragon Breath can help defeat the monsters at a range.

Floors 26 to 35 are a nightmare. Druinlords, Devil Clowns, and Evil Clowns all live on these floors. If you don't have Magic Back then their Hypnotic Attack will be very nasty. Of course other powerful creatures live here as well, Rock Doll, Eliminato, Hellcrab, etc. The Mandoras will reduce your belly making it harder to use your skills, and the Revirocks like to revive any thing you kill. Definitely just run through these levels, you'll likely be high enough level anyway. Remember to grab the Life Ring on Floor 35, you don't want to have to go all the way back down to floor 35 again.

Items to be found:

Floor 35 : Life Ring

3.13 More Magical Dungeon

Items : 0
Job : Any
Floors : 100
Items Found : Almost every item in the game
Cursed Items : Yes
Unidentified Items: Yes
Traps : Yes
Save Points : No
Monsters:

To get into this Dungeon, you must open the Joy Chest in Torneko's house. Now you can leave town, and instead of the Magic Dungeon, you can enter the More Magical Dungeon.

Not only can't you take any items into this dungeon, you also can't take an money, plus you can't level up at the Magic Shop before coming in. And to make it even worse, you can't go to the Magic Shop and Disperse down below floor 1.

The easiest method is to use the Disappear trick (section 5.6). The hardest part will be finding a sword that you can use Bread Drop. Once you have a shield, and an appropriate sword. You can set Disappear on your shield and Bread Drop on your sword. Since this dungeon is 100 floors it would be a good idea to make sure you have some spare bread, in case you run into an area where there aren't enough monsters. I also recommend setting Trap-X on your shield, and be sure to add Ford if you want to get the special items in the dungeon.

If you don't want to use that method, or don't have the skills, then here are some more strategies:

The More Magical Dungeon, can be practically impossible, but with the right

strategy, it's definitely possible. You can enter as a Merchant, Mage, or Warrior. I Strongly Recommend against a Merchant, The lowest I made it with one was floor 21. Some people have suggested a Mage, personally I hate Mages, however with right spells (Radiant, Beat, and DefeatMax), I can see how it may be possible. If you choose to go in as a Mage, the tips for the Mage Dungeon section (3.11) should work here too. The job I recommend using is a Warrior.

This dungeon can be a lot harder than the Sword Dungeon for a few reasons.

1. LifeDrain swords are very rare in here, and can only be found in shops. 2. You'll end up getting a lot of useless scrolls, and rings. Staves aren't completely useless though, you can hurl them once for an effect. 3. There are more floors (100). 4. The items are unidentified, so you may end up putting on a cursed item. That being said, you should be able to get further because the monsters increase in toughness at a much slower rate. This gives you more chances to level up.

As soon as you find a Shield, equip it and set the Hunger-X ability on it. Now you can stay on each floor until the wind comes. Don't set any skills on your sword though, and don't put any other skills on your shield. Wait till the lower floors when the monsters start getting nasty.

Rather than swinging your sword every step to find traps, a good trick is to have a shield with Find Trap set on it. Make sure it isn't your shield with Hunger-X though. All you need to do is equip the shield when you first enter a room, you can see the traps and go swing your sword to reveal them. Now equip your other shield, and carry on as usual.

If you've equipped a cursed shield or sword don't worry about it too much right now. A good trick is to find an unequip trap. Now you can equip each item and see if it is cursed. The unequip trap will remove cursed items, so you can drop them. Also try setting Havoc Cut on a cursed sword, it will destroy the sword and let you equip another one.

To avoid the Zombie monsters rusting your equipment, you should have a set of worthless equipment that you don't mind being rusted. Equip these when you fight them. They don't do any damage so you don't need to worry. Of course the Zombie family monsters don't ever attack, so you could just remove all your equipment when fighting them as well.

Hopefully you've found some Melding Pots, in addition to the two on floor 23 try to make a really powerful Shield and Sword. Good abilities for a shield are: 50% Fire Damage, Parry, Magic Bounce, and Skill-X. Unfortunately Skill-X and Magic shields can only be found in shops. Good sword abilities are: Demon-X, Surehit, and 3 space sweep. The other 2x damage abilities are good as well, but there are a lot more monsters that take 2x damage from Demon-X.

Magic-X and Skill-X are almost a necessity. Magic-X prevents the hypnotic attacks of the Druinlords and Clowns. Skill-X, can prevent brutal hits which can destroy your equipment, it can also prevent some other nasty abilities. Trap-X can also be very important, combined with Skill-X you don't have to worry about your equipment breaking.

The three skills I usually put on my shield are: Defense Up, Skill-X, and Magic-X. Sometimes I exchange Trap-X for Defense Up, and rely more on Surge to stay alive. You only get three skills, so you have to choose wisely, hopefully you can get a Skill-X or Magic shield, that will make the decision a lot easier.

Of course all these skills can take a lot of hunger. You should have stockpiled some bread at lower levels, but you'll still need to be using Bread

Drop a lot.

On Floor 22, the monsters start getting real nasty. If you found some Magic Arrows, use them as much as possible, hopefully you can weaken the monsters so that they can be killed in 1 hit, and never get a chance to hit you. If you don't have Magic Arrows you'll need to rely on Dragon Breath.

This is also a good time to set Defense Up on your shield. Don't set it on the same shield as Hunger-X though, you only get 3 abilities on your shield, so use them wisely. You should put Defense Up on your strongest shield. You need to rely on Bread Drop from now on though, so you should still try to stay on each floor and level up.

Once you get lower, you'll most likely be using Quickstep constantly. Critical works well too. Those two combined can frequently kill monsters before they can hurt you. If you do get hurt though, Surge can come in handy. Parry Pass can save your life in monster houses, and attack parry can be helpful as well.

If you choose to go in as a Mage, then you really need to rely on the luck of which spells and items you get. Check sections 1.5 (Mage class), and 3.11 (Mage Dungeon for some good tips. This dungeon can be a lot harder than the Mage dungeon simply because it has 100 floors. However, you can find rings in this dungeon, if you find a Heal Ring then it makes the dungeon a LOT easier. Other good rings are Shadow and Trap-X. Unfortunately rings are fairly rare.

Although there are no save points in the dungeon, if you come in as a Mage (or Merchant) you'll have a Quicksave scroll. This means you get one opportunity to create a save point. What I recommend doing is keep trying the dungeon until you get just the right spells and items, preferably Radiant, Beat, DefeatMax, and a Heal Ring. Now you can create a save point, and using the backup save trick (See section 5.5) you can always start off where you saved it with the good items and spells.

Mages need to watch out for traps just as much as Warriors (if not more). It is extremely unwise to move around without first checking for traps, although if you're running from a monster, it can be worth the risk. If you find a Trap-X ring or Shadow ring then you won't need to worry about traps.

Another big problem is the fact the all the items are unidentified, not to mention that you'll find a lot of worthless swords, shields, and breads. Be sure to check section 5.2 for ways to unidentify items.

As with the Mage Dungeon be sure to stay on each floor going up levels and getting new spells. However once you get 30 spells it's definitely wise to keep running to stairs down, with 100 floors you don't want to take any chances. The Radiant spell makes this task much easier.

One problem with doing it as a Mage is that you'll need to have good luck and find a Passage Ring if you want most of the special items. The items that you need to tunnel to get simply can't be obtained as a Mage, yet another reason to try as a Warrior instead.

Items to be found:

Floor 15 : 5 1000 Gold Bags

These can be found behind a locked door. To get them you must slide across the ice. Be sure to slide across on the left or you'll fall through a trapdoor.

Floor 23 : 2 Melding Pots

You'll need a key to open the door to this room as well. Inside are 7 Bomb Craggs and 2 Melding Pots. Each Bomb Crag is also on a Mine trap. You'll need a Trap-X Ring, or the Trap-X / Bust Trap skill. You need to be kill the Bomb Craggs without them exploding. If they explode it starts a chain reaction which will destroy the Melding Pots. These melding pots can be very helpful.

Floor 27 : Monster Scroll

It's found at the end of a spiral. There are 6 groups of two monsters blocking your way through. Luckily the monsters will not act until you hit them, so you only have to fight 6 of the monsters, and you can choose which monster in each pair to fight.

Floor 35 : 20 Prayer Scrolls

These can be found behind a locked door.

Floor 50 : Golden Scroll

This can be found in a room with two locked doors. You only need to open one door to enter though. Inside is an island much like on floor 98 of the Magic Dungeon. Check that section on how to get on the island. This time however, the island has trapdoors instead of warp traps. In addition, there are two gargoyles which will activate when you get the scroll. With the right skills you may be able to defeat them, otherwise use a Thief Pot to grab the scroll without waking the gargoyles.

Floor 70 : Miracle Sword

The sword is on an island similar to that which is on floor 98 of the Magic Dungeon. You'll need a key to open the door to the island. Then you need the Ford skill to cross the water. The island is covered in Land Mine traps, so you'll need Trap-X skill, unless you want to get hit by the mines. The door with the sword behind it is on the north side of the island.

Floor 90 : Falcon Sword

The Falcon Sword is in a room with a locked door entrance, you'll need a key top open it. At the top of the room is some water, use the Ford skill to cross it, and you'll be in the inner room. The sword on the left is the Falcon Sword, the sword on the right is a Mimic.

Floor 98 : GoldPick, Gold Staff & Gold Ring

These items are in a room with no entrance, you'll need to tunnel through the wall to get in (a Pick or Tunnel / Tunneler skill will do). Inside is the GoldPick the first time, the Gold Staff the second time, and the Gold Ring the third time. The item is in the center and 8 Gargoyles are around it. If you step on the item, it will activate the Gargoyles.

3.14 Ordeal Mansion

Items : 20
Job : Any
Floors : 50
Items : Found Identify Staff, Outside Scroll. Various items in shops.
Cursed Items : None
Unidentified Items: All
Traps : Yes
Save Points : No
Monsters:

This dungeon is much harder than the Magic Dungeon. In fact the strongest monsters in the game can be found at the bottom (even tougher than the Gargoyles). You can bring in any items you want so that really helps. Even on the first floor you will fight tough monsters so I highly recommend leveling up to 5 before entering. You'll also need as powerful of a sword and shield as possible (preferably +99). As well as Skill-X, and Magic Bounce, your shield should also have 50% Fire Damage as well, otherwise you won't stand a chance against the Red Dragons. You should also bring in a few Heal Pots as well as some Big Breads (you won't find any bread here).

One strange thing about this dungeon is that all the monsters are unidentified until you hit them, this really isn't a big deal, but can sometimes be annoying.

Getting down to floor 20 shouldn't be too hard, but that's where three insanely powerful monsters live:

Red Dragon:

Besides having the highest attack power in the game (600), and the highest HP (220) second only to Gargoyles, they have the extremely annoying ability to launch fireballs at you from anywhere on the floor; fireballs that can go straight through walls. You'll have to try and find them as quickly as possible, while they keep shooting fire at you (that's why you'll need the 50% Fire Damage). And they have the same defense as a Land Turtle (i.e. very high) so they will take a few hits to kill.

Gold Slime:

These wouldn't be so hard except for their MegaMagic ability. This ability will kill Torneko if he has under 200 HP. And if he has more, it will reduce him to under 10 HP. With the Red Dragons lurking around, being that low can easily be fatal, so you'll need to heal after every time they use this ability.

Venom Zombie:

Not exactly a very tough monster, but they have the ability to permanently remove abilities from you sword and shield. I highly recommend cloning your equipment and keeping a backup in your vault at home. These guys can quickly reduce your equipment to nothing.

One last note: the infinite clone trick is your friend. If you bring in a clone pot, and two vacuum scrolls, you don't need to worry about all the Heal Pots and bread. Just bring in a World Leaf and Big Bread, and keep cloning them. You can also try cloning Strength herbs and Life herbs to max out your strength and HP.

Items to be found:

Floor 30 : Loto Shield & Gold Shield

Although the Ordeal Mansion has 50 floors, it's floor 30 that you'll want to get to. The first time through, the Loto Shield will be hiding somewhere on this floor (in a Magic Box of course). Come back in again to find the Golden Shield hiding on floor 30.

4.0 Exploration Log

4.1 Exploration Log List

Page 1:

Defeated the Darkevil chest

The Darkevil chest can be found on floor 27 of the magic dungeon the first time through. After you defeat it, you "beat" the game, and that's when the fun starts.

Read the Monster Scroll

The monster scroll can be found on floor 27 of the more magical dungeon. Since the scrolls creates a monster room, it's best to use this while standing on stairs so you can immediately go down.

Page 2:

Learned all skills

Getting all the Warrior skills can be very difficult. Check the skills section for how to get each skill.

Learned all spells

Getting all the spells is a lot easier. One easy way to it is to disperse down to floor 21 of the Ordeal Mansion, and cast Sacrifice. If you succeed you'll get close to 30 spells. Just keep doing this until you get all the spells. This can get expensive so make sure you have a lot of gold.

Gave the king X tiny medals

Tiny Medals can be found on floor 50+ of the Magic Dungeon, floor 20+ of Ordeal Mansion, and any floor of the More Magical Dungeon. Once you get one, you can clone more with the infinite clone trick.

Obtained Loto's sword & shield

Loto's Sword is on floor 98 of the Magic Dungeon.

Loto's Shield is on floor 30 of the Ordeal Mansion.

Check the rare items section (6.3) on how to get them.

Obtained Metalking sword & shield

Just give the king 40 Tiny Medals. The easy way is to get one Tiny Medal and clone the rest.

Obtained all golden items

Golden Herb is dropped randomly by Gold Slimes

Golden Pot is on floor 60 of the Magic Dungeon

Golden Arrows are on floor 60 of the Magic Dungeon

Golden Bread is on floor 98 of the Magic Dungeon

Gold Shield is on floor 30 of the Ordeal Mansion

Gold Scroll is on floor 50 of the More Magical Dungeon

GoldPick is on floor 98 of the More Magical Dungeon

Gold Staff is on floor 98 of the More Magical Dungeon

Gold Ring is on floor 98 of the More Magical Dungeon

Check the rare items section (6.2) on how to get these.

Made a superb sword by melding

Meld a sword with all positive abilities. This includes: Seal, Tunneling Tool, Destroys Material, Won't Break, 360 Degree, Hit & Heal, 2 Hit, 2x Damage: Flying, 2x Damage: Demon, 2x Damage: Doll, 2x Damage: Zombie, Critical, Surehit, 2x Damage: Dragon, and 2x Damage: Fire. You'll also need to use a Plating Scroll on it to make it rustproof. 2x Damage: Fire has a negative side effect of reducing damage to 1 against ice creatures, so it's a good idea to clone your sword before melding that ability to it.

Made a superb shield by melding

Meld a shield with all positive abilities. This includes: Seal, 50% Explosion Damage, Skill-X, Thief-proof, Parry, Spell Bounce, Payback, 50% Fire Damage, Rustproof, Strength Maintenance, and 50% Hunger Growth

Page 3:

Felled by a trapdoor

Felled by a poison arrow

Felled by a falling boulder

Felled by a steel ball

To get these 4 you must be defeated by a specific trap. The best way to do this is to go into the Magic Dungeon with a Shadow Ring to find the trap, then just keep stepping on it. The trapdoor can only be stepped on once before you fall, so you'll need to be below 5 HP before you step on it.

Defeated while asleep

Defeated while dancing

Defeated while confused

Defeated while berserk

To get these you need to be defeated while under a specific condition. The easiest way is to get low on HP, then eat the appropriate herb, and get killed by a monster.

Page 4:

Defeated a gargoyle

Check the Gargoyle Shop section(5.1) for how to kill a Gargoyle.

Brought home a mimic

There are two ways to do this. The first is to keep putting items into a Change pot until you get a mimic. If the pot gets filled up simply vacuum out it's contents and try again. The second method involves switching places with a monster standing on a mimic. With a mimic staff or mimicize skill you can change a monster into a mimic, then wait for another monster to step on it and use a tradespot staff to switch places, then pick up the mimic.

Defeated a gold slime

Gold Slimes can be found rarely on floor 90+ of the Magic Dungeon. They are more common on floor 20+ of the Ordeal Mansion.

Hit by megamagic

Gold Slimes use this, check above for where to find them.

Chain-exploded ten bomb crags

Since ten Bomb Crag can never be found anywhere, you'll need to find a Bomb Crag and clone ten of them. In order to make sure the Bomb Crag explodes and starts a chain reaction, try throwing an Exploding pot at it. You should also make sure to stand in a corridor so that only one explosion hits you, or be more than 1 space away when you throw the pot.

Felled by an explosion

Get this the same way you got the other defeated by traps ones, or you could get it by letting a Bomb Crag explosion kill you.

Felled by an lv 5+ berserker

To get this you need to let a berserker kill at least 4 monsters and then kill Torneko.

Smote by divine retribution

If you kill a priest and then take a step, the priest will use divine retribution, reducing Torneko's HP to 1.

Page 5:

Thieved X times

Successfully thieved X times

Check the Gargoyle Shop section (5.1) on how to thief.

Returned alive X times

Pretty simple, just return from a dungeon alive.

Read a chance scroll

Chance scrolls can be found in the More Magical Dungeon. (See Rare Item section 6.4) To read it you will need to equip a Shadow Ring because the scroll is invisible.

Melded a weapon with a pick

Using a pot or the shop, meld any weapon with a pick. Try not to do this with a weapon you like though, as picks are breakable.

Threw a melding pot through walls

Equip a Javelin Ring and throw a melding pot through a wall.

Felled by hunger

Not too hard here, just let Torneko run out of food and die.

Blown out by wind

Wait around on a floor for 2000 steps. Torneko will be blown out by the wind and lose all the items he had.

4.2 Exploration Log Titles

This is your title that is listed in the Exploration log. As you fill up the Exploration Log, your title will increase.

1. Dungeon Man
2. Dungeon Maniac
3. Dungeon Pro
4. Dungeonist
5. Cool Dungeonist
6. Super Dungeonist
7. Dungeon Victor
8. Dungeon Master
9. Dungeon King
10. Dungeon Emperor
11. Dungeon Lord

5.0 Advanced Tips and Secrets

5.1 Gargoyle Shops

In the Lost Forest, Magic Dungeon, More Magic Dungeon, and very rarely in the Ordeal Mansion, you'll encounter shops run by Gargoyles. Each shop has 9 different items for sale. To buy an item simply pick it up. The gargoyle will then block then exit, so talk to it, and you can buy the item. If you drop an item in a gargoyle shop, you can talk to the gargoyle to sell it.

The main thing to do in shops, however is steal the items. If you want to actually steal an item, and have it be recorded in your exploration log, you'll need to remove an item from the shop without paying for it, and make it to the next floor down. The easiest way to remove the item without paying for it is to kill the gargoyle, so it doesn't block the exit. Normally the gargoyles are friendly and you can't attack them, so you need to make them hostile first. The way to do this is simply damage them or change their status. Any spell or warrior skill that does damage or changes status will do the trick, as will various staves, herbs, and scrolls. If you want you can just throw something at it.

However once a gargoyle becomes hostile it will attack you, and gargoyles are VERY tough (500 HP, 200 attack, and 2 attacks per turn). Do not mess with them unless you have a +99 sword and shield (preferably Loto sword and shield). In addition once you leave the shop with an item, more gargoyles will be summoned

and chase you down. Generally taking the easy way out is not the best way to steal. After you leave the shop, you won't be able to exit either. Thieves can't use an outside scroll, spell, or skill.

There are other methods of getting items out of the shop that work much better. The best is to use an ItemPull scroll, this will cause items on the floor, including those in the shop to be pulled right next to you. Try to use this next to the stairs down. You can then pick up the items you want and leave. The gargoyles will still be summoned, but you should be able to go down the stairs before they find you.

Another method is to chew a Warp herb after you've picked up the items you want. You'll be warped out of the shop, and the gargoyles will be summoned, but hopefully you'll be closer to the stairs down. You can also try tunneling your way out of a shop. However, the ItemPull method is probably the safest, most reliable method.

You can also try using a BigRoom scroll. This will cause the gargoyle to guard the stairs down to the next floor, rather than the exit of the shop (technically the stairs down are the new exit for the shop). Then you can pick up the items you want, and get rid of the gargoyle, who will be standing on the stairs. You don't need to kill the Gargoyle though, a warp herb or disperse staff can get rid of it long enough for you to exit. However, this method is not technically stealing, and won't show up in the exploration log.

One last word about stealing. If you pick up an item in a shop, then exit the dungeon before you pay, you won't have the item when you get to town. Stealing isn't quite that easy.

If you don't plan on stealing then you need to be careful in a shop. If you break an item, the gargoyle will expect you to pay for it. If you don't have enough gold then your out of luck. Be very careful of traps, Land Mines can destroy items, forcing you to pay for them. Warp traps can warp you away, and if you're carrying an item, the gargoyle will consider you a thief. Rocks can cause you to trip, and drop items, which may land outside of the shop, at which point the gargoyle will come to attack you. Sweep the shop for traps so this won't be a problem.

You can also use the gargoyle shop to identify items. The price the gargoyle buys / sells an item for can give an indication of which item it is. This is especially helpful for swords and shields, if the price the gargoyle buys or sells it for is less than the normal price, then you know it's cursed.

5.2 Identifying Items

The easiest way to identify items is with an X-Ray Pot, Scroll or Ring. However you don't always have one of those handy.

Identifying items can be a tricky procedure. But here are some methods to help discover what each item is:

#1) If you have identified an item, then any unidentified items can not be the same item. It may be obvious but it can help rule out what the item is.

#2) Be sure to check where each item can appear. For example if you are in the Magic Dungeon, and get an unidentified scroll, then you know it can't be a Trap Scroll (which only appear in the More Magical Dungeon). Also some items such as the Golden Items never appear randomly in any dungeons.

#3) Make use of Gargoyle shops. If you try to sell an item at a shop, the Gargoyle will tell you how much it's worth. Combining with #1 & #2 this can narrow down which items it can considerably. For swords and shields, this can automatically identify the strength of the item. The base cost and cost per "+" are listed in section 8.0. If it's a cursed item just sell it to the shopkeeper and make some money.

Bread:

The only place you'll ever find unidentified bread is the Ordeal Mansion so this isn't much of a concern. Basically just eat the bread it will automatically identify it.

Herbs:

Be sure to use the 3 tips listed above. If the item is likely to be a bad herb throw it at a monster. Judging by what happens you can get a good idea of what it is. The problem is you won't be able to name the item after you hurl it, so you'll need to keep track of what it is. Otherwise just chew the herb yourself, this will automatically identify it, but try to do this near stairs with no monsters around.

Pots:

Pots are relatively easy to identify since there are only 14 types. Clone, Golden and Magic pots will never be found lying around so you know it's not one of those. Monster pots can only be found below floor 30 in the More Magical Dungeon, so if you're not there you know it's not a Monster Pot.

Only Thief, Heal, and Monster pots can be used, and as stated above Monster pots are usually not a possibility. If it can be used, just use it, neither a Heal or Thief pot will have negative consequences.

Otherwise try putting an unidentified item you don't want in. If you can remove the item, you know it's a Preserve pot. If the item changes it's either a Change pot or Liar pot. To find out which just check the item again, Liar pots will change what item it claims to be each time you look. If the item disappears it's a Storage pot. If the item put in was unidentified and you check and see that the item is identified it's an X-Ray pot, but be careful it could be change pot that changed the item to one that you previously identified.

That leaves only Exploding, Melding and No-Break. So hurl the pot against the wall. If it explodes, it's an Exploding Pot. If it doesn't break, it's a No-Break pot. If it breaks normally it's a melding pot.

Scrolls:

About the only way to identify a scroll is just to read it. Make sure to be near stairs when you do though. If it asks you to select an item when you use it you know it's a Bread, Prayer, Vacuum or X-Ray scroll. Try using it on an item you don't want, preferable an unidentified one. Remember that Blank, Outside, Quicksave, and SpellBook scrolls are always unidentified, and Chance scrolls are invisible.

Rings:

Rings can be the hardest to identify, you'll need to equip it and see what the effect is.

Staves:

The only way to identify a staff is simply to wave it at an enemy. This won't identify the staff, but you can get a good idea what it is from the effect it had.

Shields & Swords:

You always know what type of Shield or Sword it is, what you don't know is its strength. If you equip it, it is automatically identified, but if its cursed you can't remove it. Try to equip them near an unequip trap. That way if it's cursed you can remove it. Gargoyle shops works wonders for identifying Swords and Shields, you can figure the exact strength simply from the sell cost.

5.3 Infinite Clone Trick

To clone an item as many times as you want all you'll need is a Clone Pot, two Vacuum Scrolls, and of course the item you want to clone. If you don't have two Vacuum Scrolls you can use a Blank Scroll instead. First put a Vacuum Scroll into the Clone Pot. Second put in the item you want clone. Third read the other Vacuum Scroll on the Clone Pot. Now you'll still have a Clone pot and two Vacuum Scrolls, but now you'll have two of the item you want. Just repeat this process as many times as you like.

5.4 Start as a Warrior or Mage

It's possible to start from the beginning of the game (at Odd Field) as either a Warrior or a Mage, rather than a standard Merchant. To do this you will need to have a save where Torneko is the class that you want to start as. Make sure the save with that memory card is in slot 1. At the screen that lets you continue or start a new game, choose to view the Exploration Log. When you exit the Exploration Log, the game will reset. Now start a new game. You will look like a Merchant while in town, but in the dungeons you will be a Warrior or Mage.

5.5 Disappear Trick

The Disappear shield skill can make any dungeon very easy. To do this all you need is a shield, and a sword that can use Bread Drop. Disappear makes you invisible so that all monsters will ignore you, the drawback is that you use 1 belly every 2 turns. If you have Bread Drop however, you can rob enough bread from monsters in order to keep Torneko well fed. You should probably keep a few extra breads in case you run into an area with no monsters. If you can find a Leather shield, or have a shield with the 50% hunger ability, it reduces your food intake to 1 belly for every 3 turns making it even easier. This trick can make the Sword Dungeon and More Magical Dungeon extremely easy.

5.6 Backing up Your Saves

It's always a good idea to back up your save onto the memory card in slot

1. That way if something unfortunate happens you can restore your save. However the best use for backing up saves is the interruption points in dungeons. If you use one your game will be saved, but you will exit the game. However you can only reload this save once. To get around that problem copy your save on memory card 1 into memory card 2. Now reload the save, and continue playing. If you die then delete the save in slot 1 and copy your backup save in slot 2 into slot 1. Now you can reload and try again.

5.7 Sacrifice trick

To do this trick all you need to do is disperse into a dungeon as far down as you can go. Once there case Sacrifice, if it fails, try again. If it works you can then make your way down to the next floor and try again. By doing this you can slowly disperse down further and further and eventually make it to the bottom of most dungeons. You'll also get lots of XP, and therefore spells from all the monsters you kill so this is a good way to get all the spells in the spell list in your Exploration Log. This works especially well in the Mage Dungeon, as well as the Ordeal Mansion. You can't disperse below floor 50 of the Magic Dungeon, and you can't disperse into the More Magical Dungeon at all, and of course, you can't be a Mage in the Sword Dungeon.

6.0 Location of Rare Items

6.1 Monster Scroll

Floor 27 of the More Magical Dungeon (Section 3.13)

6.2 Golden Items

Golden Bread:
Floor 98 of the Magic Dungeon (Section 3.9)

Golden Herb:
Dropped by Gold Slimes, found in the Ordeal Mansion (Section 3.14)

Golden Pot:
Floor 60 of the Magic Dungeon (Section 3.9)

Gold Scroll:
Floor 50 of the More Magical Dungeon (Section 3.13)

Gold Ring:
Floor 98 of the More Magical Dungeon (Section 3.13)

Golden Arrows:
Floor 60 of the Magic Dungeon (Section 3.9)

Gold Staff:
Floor 98 of the More Magical Dungeon (Section 3.13)

Golden Shield:
Floor 30 of the Ordeal Mansion (Section 3.14)

GoldPick:

Floor 98 of the More Magical Dungeon (Section 3.13)

6.3 Loto Sword & Shield

Loto Sword:

Floor 98 of the Magic Dungeon (Section 3.9)

Loto Shield:

Floor 30 of the Ordeal Mansion (Section 3.14)

6.4 Miscellaneous Items

Keys:

Each time you complete a level of the well you will find a key. Keys can also be found rarely in the Magic Dungeon and Ordeal Mansion. They can be found more often in the More Magical Dungeon.

Tiny Medals:

Tiny Medals can be found rarely in the Magic Dungeon, Ordeal Mansion, and More Magical Dungeon.

Clone Pot:

After depositing 1,500,000 or more gold in the bank for the first time, the banker will give you a Clone Pot, Prayer Scroll, and Vacuum Scroll.

Chance Scroll:

Chance Scrolls can be found in the More Magical Dungeon. Chance Scrolls are invisible, so unless you have equipped a Shadow Ring or the Find Traps skill you won't see them, and will have to hope that you stumble over one. You will also need a Shadow Ring or Find Traps skill to read one.

Guard Ring:

If you enter the Magic Dungeon with no items and make it safely to floor 28 and return, a man in the town square will give you a Guard Ring.

Life Ring:

Floor 35 of the Sword Dungeon (Section 3.12)

Seal Shield:

Floor 70 of the Magic Dungeon (Section 3.9)

Seal Sword:

Floor 80 of the Magic Dungeon (Section 3.9)

Magic Sword:

Floor 35 of the Mage Dungeon (Section 3.11)

Miracle Sword:

Floor 70 of the More Magical Dungeon (Section 3.13)

Falcon Sword:

Floor 90 of the More Magical Dungeon (Section 3.13)

 7.0 Monsters

 7.1 Monster Table

Monster	HP	XP	ATK	DEF
Ag Devil	70	300	22	18
Arc Demon	85	400	33	24
Army Ant	15	13	8	7
Army Crab	195	3500	480	35
Arrop	18	18	11	12
Atlas	125	4000	350	35
Avenger	180	3100	500	35
Bad Gopher	6	3	3	3
Batboon	140	3500	120	37
Bazuzu	120	1800	30	26
Berserker	35	55	10	15
Big Sloth	120	2000	70	25
Bigshroom	15	10	6	7
Blizzard	85	450	30	23
Blue Dragon	150	5000	150	37
Bomb Crag	100	550	20	23
Brunie	16	14	7	9
Cannibox	110	3000	50	30
Copycat	30	10	5	5
Crabus	24	20	12	11
Curer	130	2700	85	32
Dance Vegi	18	15	9	10
Darkevil Chest	165	3000	125	27
Dead Nite	140	2800	80	25
Demighoul	14	7	6	8
Demonica	120	2100	0	30
Demonite	35	70	0	15
Deranger	13	9	6	7
Devil Clown	120	2500	105	30
Dog Sniper	95	1800	80	23
Drackeema	100	1700	70	24
Dracky	5	3	4	4
Dragon	100	1250	50	26
Druid	14	14	7	7
Druin	30	35	14	12
Druinlord	85	900	30	25
Eliminato	130	2800	95	30
Enchanter	45	50	15	3
Evil Clown	130	3500	130	35
Evilamp	19	18	12	13
Executer	60	150	22	17
Eye Ball	95	800	38	25
Flame	18	11	10	8
Flufbeast	95	1700	50	25
Fly Mage	135	2500	130	33
Gargoyle	500	1	200	50
Ghoul	55	150	0	17
Giant Slug	6	3	3	3
Gigantes	65	250	30	22
Gold Slime	200	9000	250	35

Goldman	120	4000	380	38
Golem	48	155	26	17
Goopi	30	35	9	14
Gragoopi	120	2700	120	32
Grand Titan	220	4200	200	38
Hammerman	12	12	9	10
Healer	75	500	25	20
Hellcrab	120	3500	125	33
Hellnite	105	3300	520	35
Hork	30	45	0	13
Iceman	75	700	45	25
Iron Ant	55	130	20	17
Iron Turtle	18	20	23	24
Jellyfish	50	180	18	16
Killarmor	85	650	35	25
Land Turtle	70	3500	165	40
Last Ten	145	3900	100	30
Lavaman	40	110	23	16
Lilypa	10	8	6	7
Mad Gopher	7	4	4	3
Mage Monja	120	2300	80	25
Magestool	110	3000	100	33
Magic Ant	140	3900	135	32
MagiWyvern	39	115	22	15
Mandora	110	1900	50	25
Metabble	5	5500	100	197
Metal Hunter	105	5500	250	37
Metal Rider	24	20	12	11
Metaly	10	1500	50	70
Mimic	45	100	25	14
Minidemon	100	800	0	19
Mommonja	7	4	5	2
Mud Doll	30	60	10	11
Mummy	17	15	10	9
Mummy Man	14	10	8	9
Mystifier	65	500	30	22
Onion Man	95	800	40	20
Oniono	8	5	0	3
Phantom	7	6	6	4
Pillow Rat	20	20	12	12
Poltergeist	100	3100	90	31
Puppet Man	90	2000	250	30
Reaper	80	800	50	25
Red Dragon	220	8500	600	40
Red Slime	6	3	3	3
Revirock	75	300	15	22
Roboster	65	250	19	18
Rock Doll	85	1600	100	30
Rock Golem	120	3300	150	33
Roguenite	25	40	14	17
Shadow	40	175	23	14
Shadower	75	350	35	18
Shadownite	150	4500	330	30
Shaman	33	85	15	13
Skeletor	40	70	15	14
Slime	5	2	2	2
Slime Nite	20	8	9	6
Specter	145	3000	150	37
Spectet	45	50	20	13
Spooky	6	4	3	3

Star Wyvern	145	3000	135	33
Stone Man	23	25	13	14
Super Ten	115	2000	95	29
Tah Dracky	6	5	5	5
Tentsuk	33	75	13	14
Toadstool	100	1500	60	20
Tonghoul	120	1800	120	30
Toxarrop	100	2500	300	35
Trick Bag	15	6	0	6
Troll	30	30	14	12
Troll King	160	3000	150	34
Troll Max	110	1350	45	25
VenomZombie	95	3500	0	40
Voodoll	65	100	15	11
Voodoo Man	120	2500	70	25
War Doll	170	3500	350	35
Wing Sage	85	850	30	25
Wizard	130	3300	120	30
Wyvern	21	36	17	12
Yeti	17	30	10	8
Zarlox	130	2800	350	35
Zombie	40	45	0	14

7.2 Extended Monster List

Explanation of terms:

Dropped Item : If you defeat the monster it may drop this item. In parenthesis next to the item is the percentage chance it will drop the item. If no item is listed then the monster will drop a random item about 10% of the time. If you defeat the monster with a sword that has the Babyfork ability, then the monster will not drop the item listed but will instead drop a gold bag 50% of the time (Random Item is an exception to this).

Type : What type of monster it is for determining if the 2x Damage abilities will do 2x damage. Please note that 2x Damage Fire works differently than the rest. It makes the sword an ice attack, so if the monster is weak to ice it will do 2x damage, but if the monster is resistant to ice it will do 1 damage.

Mage : Whether the monster is a mage or not. Mage monsters takes 1 damage from all mage spells that deal damage. They are however normally affected by other spells.

Material : Whether the monster is considered material family. If it is then any attack with a pick against it will instantly slay the monster while breaking the pick.

Abilities : An abbreviated list of abilities the monster has. For specific info on each ability check 7.3 Monster abilities.

Weak to : Which element(s) the monster takes double damage from.

Resistant to : Which element(s) the monster takes only 1 damage from.

Where found : Which dungeon(s) the monster can be found in. In parenthesis is what floors of that dungeon the monster can be found on.

Ag Devil

HP : 70 XP : 300 ATK : 22 DEF : 18
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Double Move, Double Attacks
Weak to :
Resistant to :

Arc Demon

HP : 85 XP : 400 ATK : 33 DEF : 24
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : None
Weak to :
Resistant to :

Army Ant

HP : 15 XP : 13 ATK : 8 DEF : 7
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Tunnels, Help (1 Army Ant)
Weak to : N/A
Resistant to : N/A

Army Crab

HP : 195 XP : 3000 ATK : 480 DEF : 35
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to :
Resistant to :

Arrop

HP : 18 XP : 18 ATK : 11 DEF : 12
Dropped Item : Iron Arrows
Type : N/A Mage : No Material: No
Abilities : Shoots Arrows
Weak to :
Resistant to :

Atlas

HP : 125 XP : 4000 ATK : 350 DEF : 35
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Charge Power
Weak to :
Resistant to :

Avenger

HP : 180 XP : 3100 ATK : 500 DEF : 35
Dropped Item : Reaper Axe
Type : Demon Mage : No Material: No
Abilities : Brutal Hits
Weak to :
Resistant to :

Bad Gopher

HP : 6 XP : 3 ATK : 3 DEF : 3
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None

Weak to : N/A
Resistant to : N/A

Batboon

HP : 140 XP : 3500 ATK : 120 DEF : 37
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Double Move, Double Attacks
Weak to :
Resistant to :

Bazuzu

HP : 120 XP : 1800 ATK : 30 DEF : 15
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Double Move, Double Attacks
Weak to :
Resistant to :

Berserker

HP : 35 XP : 55 ATK : 10 DEF : 15
Dropped Item : None
Type : Zombie Mage : No Material: No
Abilities : Berserk, Double Move, Tunnels, Zombie
Weak to : N/A
Resistant to : N/A

Big Sloth

HP : 120 XP : 2000 ATK : 70 DEF : 25
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Double Move
Weak to :
Resistant to : Ice

Bigshroom

HP : 15 XP : 10 ATK : 6 DEF : 7
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Poison
Weak to : N/A
Resistant to : N/A

Blizzard

HP : 85 XP : 450 ATK : 30 DEF : 23
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : None
Weak to : Fire
Resistant to : Ice

Blue Dragon

HP : 150 XP : 5000 ATK : 150 DEF : 37
Dropped Item : None
Type : Dragon Mage : No Material: No
Abilities : Fire Breath Level 2
Weak to :
Resistant to :

Bomb Crag

HP : 100 XP : 550 ATK : 20 DEF : 23
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : Explodes
Weak to :
Resistant to :

Brunie

HP : 16 XP : 14 ATK : 7 DEF : 9
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Charge Power
Weak to :
Resistant to :

Cannibox

HP : 110 XP : 3000 ATK : 50 DEF : 30
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : Mimic
Weak to :
Resistant to :

Copycat

HP : 30 XP : 10 ATK : 5 DEF : 5
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Copycat
Weak to : N/A
Resistant to : N/A

Crabus

HP : 24 XP : 20 ATK : 12 DEF : 11
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to :
Resistant to :

Curer

HP : 130 XP : 2700 ATK : 85 DEF : 32
Dropped Item : None
Type : Bird Mage : Yes Material: No
Abilities : Heal All Spell
Weak to :
Resistant to :

Dance Vegi

HP : 18 XP : 15 ATK : 9 DEF : 10
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Dance
Weak to : N/A
Resistant to : N/A

Darkevil Chest

HP : 165 XP : 3000 ATK : 125 DEF : 27
Dropped Item : None
Type : ??? Mage : No Material: ???
Abilities : Double Move, Splits Open

Weak to :
Resistant to :

Dead Nite

HP : 140 XP : 2800 ATK : 80 DEF : 25
Dropped Item : None
Type : Zombie Mage : No Material: No
Abilities : Remove Shield, Zombie
Weak to :
Resistant to :

Demighoul

HP : 14 XP : 7 ATK : 6 DEF : 8
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Clones Self
Weak to : N/A
Resistant to : N/A

Demonica

HP : 120 XP : 2100 ATK : 0 DEF : 30
Dropped Item : Random Item
Type : Demon Mage : No Material: No
Abilities : Steal Item
Weak to :
Resistant to :

Demonite

HP : 35 XP : 70 ATK : 0 DEF : 15
Dropped Item : Random Item
Type : Demon Mage : No Material: No
Abilities : Steal Item
Weak to :
Resistant to :

Deranger

HP : 13 XP : 9 ATK : 6 DEF : 7
Dropped Item : Disperse Staff
Type : Demon Mage : Yes Material: No
Abilities : Disperse Spell
Weak to : N/A
Resistant to : N/A

Devil Clown

HP : 120 XP : 2500 ATK : 105 DEF : 30
Dropped Item : None
Type : Demon Mage : Yes Material: No
Abilities : Hypnotic Attack
Weak to : N/A
Resistant to : N/A

Dog Sniper

HP : 95 XP : 1800 ATK : 80 DEF : 23
Dropped Item : None
Type : Bird Mage : No Material: No
Abilities : Double Move, Double Attacks, Shoots Arrows
Weak to :
Resistant to :

Drackeema

HP : 100 XP : 1700 ATK : 70 DEF : 24
Dropped Item : None
Type : Bird Mage : No Material: No
Abilities : None
Weak to :
Resistant to :

Dracky

HP : 5 XP : 3 ATK : 4 DEF : 4
Dropped Item : None
Type : Bird Mage : No Material: No
Abilities :
Weak to :
Resistant to :

Dragon

HP : 100 XP : 1250 ATK : 50 DEF : 26
Dropped Item : None
Type : Dragon Mage : No Material: No
Abilities : Fire Breath Level 1
Weak to :
Resistant to :

Druid

HP : 14 XP : 14 ATK : 7 DEF : 7
Dropped Item : Druid Staff
Type : Demon Mage : Yes Material: No
Abilities : Druid Staff
Weak to : N/A
Resistant to : N/A

Druin

HP : 30 XP : 35 ATK : 14 DEF : 12
Dropped Item : None
Type : Demon Mage : Yes Material: No
Abilities : Sleep Spell
Weak to : N/A
Resistant to : N/A

Druinlord

HP : 85 XP : 900 ATK : 30 DEF : 25
Dropped Item : None
Type : Demon Mage : Yes Material: No
Abilities : Hypnotic Attack
Weak to : N/A
Resistant to : N/A

Eliminato

HP : 130 XP : 2800 ATK : 95 DEF : 30
Dropped Item : Eliminato Axe
Type : Demon Mage : No Material: No
Abilities : Brutal Hits
Weak to :
Resistant to :

Enchanter

HP : 45 XP : 50 ATK : 15 DEF : 3
Dropped Item : Enchanter Staff
Type : Demon Mage : Yes Material: No
Abilities : Enchanter Staff

Weak to : N/A
Resistant to : N/A

Evil Clown

HP : 130 XP : 3500 ATK : 130 DEF : 35
Dropped Item : None
Type : Demon Mage : Yes Material: No
Abilities : Hypnotic Attack
Weak to : N/A
Resistant to : N/A

Evil Lamp

HP : 19 XP : 18 ATK : 12 DEF : 13
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : Help (Random)
Weak to : N/A
Resistant to : N/A

Executer

HP : 60 XP : 150 ATK : 22 DEF : 17
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Brutal Hits
Weak to :
Resistant to :

Eye Ball

HP : 95 XP : 800 ATK : 38 DEF : 25
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Confusion Attack
Weak to :
Resistant to :

Flame

HP : 18 XP : 11 ATK : 10 DEF : 8
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : Flammable
Weak to : Ice
Resistant to : Fire

Flufbeast

HP : 95 XP : 1700 ATK : 50 DEF : 25
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Double Move
Weak to :
Resistant to :

Fly Mage

HP : 135 XP : 2500 ATK : 130 DEF : 33
Dropped Item : None
Type : N/A Mage : Yes Material: No
Abilities : Fly Spell
Weak to : N/A
Resistant to : N/A

Gargoyle

HP : 500 XP : 1 ATK : 200 DEF : 50
Dropped Item : None
Type : Bird Mage : No Material: No
Abilities : Double Move, Double Attacks
Weak to :
Resistant to :

Ghoul

HP : 55 XP : 150 ATK : 0 DEF : 17
Dropped Item : None
Type : Zombie Mage : No Material: No
Abilities : Rotten Fluid: Either
Weak to :
Resistant to :

Giant Slug

HP : 6 XP : 3 ATK : 3 DEF : 3
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to :
Resistant to :

Gigantes

HP : 65 XP : 250 ATK : 30 DEF : 22
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : None
Weak to :
Resistant to :

Gold Slime

HP : 200 XP : 9000 ATK : 250 DEF : 35
Dropped Item : Golden Herb
Type : ??? Mage : No Material: No
Abilities : Megamagic
Weak to :
Resistant to :

Goldman

HP : 120 XP : 4000 ATK : 380 DEF : 38
Dropped Item : 5000 Gold
Type : Doll Mage : No Material: Yes
Abilities : None
Weak to :
Resistant to :

Golem

HP : 48 XP : 155 ATK : 26 DEF : 17
Dropped Item : None
Type : Doll Mage : No Material: Yes
Abilities : None
Weak to :
Resistant to :

Goopi

HP : 30 XP : 35 ATK : 9 DEF : 14
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : Help (1 Stone Man), Grab Foot

Weak to :
Resistant to :

Gragoopi

HP : 120 XP : 2700 ATK : 120 DEF : 32
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : Help (1 Grand Titan), Grab Foot, Draw Close
Weak to :
Resistant to :

Grand Titan

HP : 220 XP : 4200 ATK : 200 DEF : 38
Dropped Item : None
Type : Doll Mage : No Material: Yes
Abilities : None
Weak to :
Resistant to :

Hammerman

HP : 12 XP : 12 ATK : 9 DEF : 10
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Charge Power
Weak to :
Resistant to :

Healer

HP : 75 XP : 500 ATK : 25 DEF : 20
Dropped Item : None
Type : Bird Mage : Yes Material: No
Abilities : Heal Spell
Weak to : N/A
Resistant to : N/A

Hellcrab

HP : 120 XP : 3500 ATK : 125 DEF : 33
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to :
Resistant to :

Hellnite

HP : 105 XP : 3300 ATK : 520 DEF : 35
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : None
Weak to :
Resistant to :

Hork

HP : 30 XP : 45 ATK : 0 DEF : 13
Dropped Item : None
Type : Zombie Mage : No Material: No
Abilities : Zombie, Rotten Fluid: -1 Shield
Weak to :
Resistant to :

Iceman

HP : 75 XP : 700 ATK : 45 DEF : 25
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : Encircle, Ice Attack
Weak to : Fire
Resistant to : Ice

Iron Ant

HP : 55 XP : 130 ATK : 20 DEF : 17
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Tunnels
Weak to :
Resistant to :

Iron Turtle

HP : 18 XP : 20 ATK : 23 DEF : 24
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Half Speed
Weak to : N/A
Resistant to : Wind

Jellyfish

HP : 50 XP : 180 ATK : 18 DEF : 16
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Numb Attack
Weak to :
Resistant to :

Killarmor

HP : 85 XP : 650 ATK : 35 DEF : 25
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : None
Weak to :
Resistant to :

Land Turtle

HP : 70 XP : 3500 ATK : 165 DEF : 40
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Half Speed
Weak to :
Resistant to :

Last Ten

HP : 145 XP : 3900 ATK : 100 DEF : 30
Dropped Item : None
Type : Demon, Doll? Mage : No Material: No
Abilities : Dance
Weak to :
Resistant to :

Lavaman

HP : 40 XP : 110 ATK : 23 DEF : 16
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : Encircle

Weak to : Ice
Resistant to : Fire

Lilypa

HP : 10 XP : 8 ATK : 6 DEF : 7
Dropped Item : Wooden Arrows
Type : N/A Mage : No Material: No
Abilities : Shoots Arrows
Weak to :
Resistant to :

Mad Gopher

HP : 7 XP : 4 ATK : 4 DEF : 3
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to : N/A
Resistant to : N/A

Mage Monja

HP : 120 XP : 2300 ATK : 80 DEF : 25
Dropped Item : None
Type : N/A Mage : Yes Material: No
Abilities : Mouthseal
Weak to : N/A
Resistant to : N/A

Magestool

HP : 110 XP : 3000 ATK : 100 DEF : 33
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Poison -3
Weak to :
Resistant to :

Magic Ant

HP : 140 XP : 3900 ATK : 135 DEF : 32
Dropped Item : None
Type : N/A Mage : Yes Material: No
Abilities : Tunnels, Sleep Spell
Weak to :
Resistant to :

Magiwyvern

HP : 39 XP : 115 ATK : 22 DEF : 15
Dropped Item : None
Type : Bird Mage : Yes Material: No
Abilities : Stopspell
Weak to : N/A
Resistant to : N/A

Mandora

HP : 110 XP : 1900 ATK : 50 DEF : 25
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Hunger Attack
Weak to :
Resistant to :

Metabble

HP : 5 XP : 5500 ATK : 100 DEF : 197
Dropped Item : Joy Herb
Type : N/A Mage : No Material: ???
Abilities : Double Move, Warps Away
Weak to :
Resistant to :

Metal Hunter

HP : 105 XP : 5500 ATK : 250 DEF : 37
Dropped Item : None
Type : Doll Mage : No Material: Yes
Abilities : Double Attacks
Weak to :
Resistant to :

Metal Rider

HP : 24 XP : 20 ATK : 12 DEF : 11
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Double Move
Weak to : N/A
Resistant to : Wind

Metaly

HP : 10 XP : 1500 ATK : 50 DEF : 70
Dropped Item : None
Type : N/A Mage : No Material: ???
Abilities : Double Move
Weak to :
Resistant to :

Mimic

HP : 45 XP : 100 ATK : 25 DEF : 14
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : Mimic
Weak to :
Resistant to :

Minidemon

HP : 100 XP : 800 ATK : 0 DEF : 19
Dropped Item : Random Item
Type : Demon Mage : No Material: No
Abilities : Steal Item
Weak to :
Resistant to :

Mommonja

HP : 7 XP : 4 ATK : 5 DEF : 2
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to : N/A
Resistant to : N/A

Mud Doll

HP : 30 XP : 60 ATK : 10 DEF : 11
Dropped Item : None
Type : Doll Mage : No Material: Yes
Abilities : Level - 1

Weak to :
Resistant to :

Mummy

HP : 17 XP : 15 ATK : 10 DEF : 9
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to : N/A
Resistant to : N/A

Mummy Man

HP : 14 XP : 10 ATK : 8 DEF : 9
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to :
Resistant to :

Mystifier

HP : 65 XP : 500 ATK : 30 DEF : 22
Dropped Item : Mystifier Staff
Type : Demon Mage : Yes Material: No
Abilities : Mystifier Staff
Weak to : N/A
Resistant to : N/A

Onion Man

HP : 95 XP : 800 ATK : 40 DEF : 20
Dropped Item : Onion Bread
Type : N/A Mage : No Material: No
Abilities : Double Move
Weak to :
Resistant to :

Oniono

HP : 8 XP : 5 ATK : 0 DEF : 3
Dropped Item : Bread
Type : N/A Mage : No Material: No
Abilities : Double Move
Weak to :
Resistant to :

Phantom

HP : 7 XP : 6 ATK : 6 DEF : 4
Dropped Item : None
Type : Bird, Demon Mage : No Material: No
Abilities : Flies
Weak to : N/A
Resistant to : N/A

Pillow Rat

HP : 20 XP : 20 ATK : 12 DEF : 12
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Double Move
Weak to : N/A
Resistant to : N/A

Poltergeist

HP : 100 XP : 3100 ATK : 90 DEF : 31
Dropped Item : None
Type : Bird, Demon Mage : No Material: No
Abilities : Double Move
Weak to : N/A
Resistant to : N/A

Puppet Man

HP : 90 XP : 200 ATK : 250 DEF : 30
Dropped Item : None
Type : Doll Mage : No Material: Yes
Abilities : Level - 1
Weak to :
Resistant to :

Reaper

HP : 80 XP : 800 ATK : 50 DEF : 25
Dropped Item : None
Type : Bird, Demon Mage : No Material: No
Abilities : Flies
Weak to : N/A
Resistant to : N/A

Red Dragon

HP : 220 XP : 8500 ATK : 600 DEF : 40
Dropped Item : None
Type : Dragon Mage : No Material: No
Abilities : Fire Breath Level 3
Weak to :
Resistant to :

Red Slime

HP : 6 XP : 3 ATK : 3 DEF : 3
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to : N/A
Resistant to : N/A

Revirock

HP : 75 XP : 300 ATK : 15 DEF : 22
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : Sacrifice
Weak to :
Resistant to :

Roboster

HP : 65 XP : 250 ATK : 19 DEF : 18
Dropped Item : None
Type : Doll Mage : No Material: Yes
Abilities : Double Attacks
Weak to :
Where found :

Rock Doll

HP : 85 XP : 1600 ATK : 100 DEF : 30
Dropped Item : None
Type : Bird, Doll Mage : No Material: Yes
Abilities : Doll Attack Level 2

Weak to :
Resistant to :

Rock Golem

HP : 120 XP : 3300 ATK : 150 DEF : 33
Dropped Item : None
Type : Doll Mage : No Material: Yes
Abilities : None
Weak to :
Resistant to :

Roguenite

HP : 25 XP : 40 ATK : 14 DEF : 17
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : None
Weak to : N/A
Resistant to : N/A

Shadow

HP : 40 XP : 175 ATK : 23 DEF : 14
Dropped Item : None
Type : Bird, Demon Mage : No Material: No
Abilities : Invisible
Weak to : N/A
Resistant to : N/A

Shadower

HP : 75 XP : 350 ATK : 35 DEF : 18
Dropped Item : None
Type : Bird, Demon Mage : No Material: No
Abilities : Invisible
Weak to : N/A
Resistant to : N/A

Shadownite

HP : 150 XP : 4500 ATK : 330 DEF : 30
Dropped Item : None
Type : Zombie Mage : No Material: No
Abilities : Zombie, Remove Shield
Weak to :
Resistant to :

Shaman

HP : 33 XP : 85 ATK : 15 DEF : 13
Dropped Item : None
Type : Zombie Mage : No Material: No
Abilities : Zombie, Curse
Weak to : N/A
Resistant to : N/A

Skeletor

HP : 40 XP : 70 ATK : 15 DEF : 14
Dropped Item : None
Type : Zombie Mage : No Material: No
Abilities : Remove Shield, Zombie
Weak to :
Resistant to :

Slime

HP : 5 XP : 2 ATK : 2 DEF : 2
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to : N/A
Resistant to : N/A

Slime Nite

HP : 20 XP : 8 ATK : 9 DEF : 6
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : None
Weak to : N/A
Resistant to : N/A

Specter

HP : 145 XP : 3000 ATK : 150 DEF : 37
Dropped Item : None
Type : Bird, Demon Mage : No Material: No
Abilities : Double Move
Weak to : N/A
Resistant to : N/A

Spectet

HP : 45 XP : 50 ATK : 20 DEF : 13
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Ironize
Weak to :
Resistant to :

Spooky

HP : 6 XP : 4 ATK : 3 DEF : 3
Dropped Item : None
Type : Bird, Demon Mage : No Material: No
Abilities : Double Move
Weak to : N/A
Resistant to : N/A

Star Wyvern

HP : 145 XP : 3000 ATK : 135 DEF : 33
Dropped Item : None
Type : Bird Mage : No Material: No
Abilities : None
Weak to :
Resistant to :

Stone Man

HP : 23 XP : 25 ATK : 13 DEF : 14
Dropped Item : None
Type : N/A Mage : No Material: Yes
Abilities : None
Weak to :
Resistant to :

Super Ten

HP : 115 XP : 2000 ATK : 95 DEF : 29
Dropped Item : None
Type : Demon, Doll? Mage : No Material: No
Abilities : Dance

Weak to :
Resistant to :

Tah Dracky

HP : 6 XP : 5 ATK : 5 DEF : 5
Dropped Item : None
Type : Bird Mage : No Material: No
Abilities : None
Weak to : Wind
Resistant to : N/A

Tentsuk

HP : 33 XP : 75 ATK : 13 DEF : 14
Dropped Item : None
Type : Demon, Doll? Mage : No Material: No
Abilities : Dance
Weak to : N/A
Resistant to : N/A

Toadstool

HP : 100 XP : 1500 ATK : 60 DEF : 20
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Poison -2
Weak to :
Resistant to :

Tonghoul

HP : 120 XP : 1800 ATK : 120 DEF : 30
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Clones Self
Weak to :
Resistant to :

Toxarrop

HP : 100 XP : 2500 ATK : 300 DEF : 35
Dropped Item : Poison Arrows
Type : N/A Mage : No Material: No
Abilities : Shoots Poison Arrows
Weak to :
Resistant to :

Trick Bag

HP : 15 XP : 6 ATK : 0 DEF : 6
Dropped Item : Gold Bag
Type : N/A Mage : No Material: No
Abilities : Steal Gold
Weak to :
Resistant to :

Troll

HP : 30 XP : 30 ATK : 14 DEF : 12
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Charge Power
Weak to : N/A
Resistant to : N/A

Troll King

HP : 160 XP : 3000 ATK : 150 DEF : 34
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Charge Power
Weak to :
Resistant to :

Troll Max

HP : 110 XP : 1350 ATK : 45 DEF : 25
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Charge Power
Weak to :
Resistant to :

VenomZombie

HP : 95 XP : 3500 ATK : 0 DEF : 40
Dropped Item : None
Type : Zombie Mage : No Material: No
Abilities : Rotten Fluid: Unmeld, Zombie
Weak to :
Resistant to :

Voodoll

HP : 65 XP : 100 ATK : 15 DEF : 11
Dropped Item : None
Type : Bird, Doll Mage : No Material: Yes
Abilities : Doll Attack Level 1
Weak to :
Resistant to :

Voodoo Man

HP : 120 XP : 2500 ATK : 70 DEF : 25
Dropped Item : None
Type : Zombie Mage : No Material: No
Abilities : Cut Usage, Zombie
Weak to :
Resistant to :

War Doll

HP : 170 XP : 3500 ATK : 350 DEF : 35
Dropped Item : None
Type : Bird, Doll Mage : No Material: Yes
Abilities : Doll Attack Level 3
Weak to :
Resistant to :

Wing Sage

HP : 85 XP : 850 ATK : 30 DEF : 25
Dropped Item : None
Type : N/A Mage : Yes Material: No
Abilities : Fly Spell
Weak to : N/A
Resistant to : N/A

Wizard

HP : 130 XP : 3300 ATK : 120 DEF : 30
Dropped Item : Wizard Staff
Type : Demon Mage : Yes Material: No
Abilities : Wizard Staff

Weak to : N/A
Resistant to : N/A

Wyvern

HP : 21 XP : 36 ATK : 17 DEF : 12
Dropped Item : None
Type : Bird Mage : No Material: No
Abilities : None
Weak to : Wind
Resistant to : N/A

Yeti

HP : 17 XP : 30 ATK : 10 DEF : 8
Dropped Item : None
Type : N/A Mage : No Material: No
Abilities : Double Move
Weak to :
Resistant to : Ice

Zarlox

HP : 130 XP : 2800 ATK : 350 DEF : 35
Dropped Item : None
Type : Demon Mage : No Material: No
Abilities : Charge Power
Weak to :
Resistant to :

Zombie

HP : 40 XP : 45 ATK : 0 DEF : 14
Dropped Item : None
Type : Zombie Mage : No Material: No
Abilities : Rotten Fluid: Sword
Weak to :
Resistant to :

7.3 Monster Abilities

For each ability a description is listed. Stopped by tells what can be done to stop the monster from using that ability. The seal ability of the seal sword or Skill-X staff can stop monsters from using all abilities except Half Speed, Copycat, Invisible, and Mimic. All abilities can only be used if the monster is next to Torneko unless stated otherwise.

The following allow the monster to use the ability but it will have no effect.

50% Fire Damage : Fair Wind shield skill, 50% Fire Damage shield ability
Bomb-X : Bomb-X shield skill, 50% Explosion Damage shield ability
Brutal-X : Brutal-X shield skill
Confuse-X : Confuse-X shield skill, Confuse-X ring
Curse-X : Curse-X shield skill, Curse-X ring
Doll-X : Doll-X shield skill, Doll-X ring
Fly-X : Fly-X Shield skill
Invisible-X : Find Traps shield skill, Eyedrop Herb, Shadow Ring
Magic-X : Magic Back shield skill, Spell Bounce shield ability
Rustproof : Rustproof shield skill, Rustproof shield or sword ability,
 Rustproof ring
Poison-X : Anti-Tox shield skill, Poison-X ring,
Skill-X : Skill-X shield ability, Skill-X shield skill

Sleep-X : Awaken shield skill, Sleep-X ring, Wakeup herb
Strength Maintenance shield skill
Slow-X : Slow-X shield skill
Thief-X : Thief-X shield skill, Thief-Proof shield ability

These completely stop the monster from using the ability

Dance-X : Dance-X sword skill
Magic-X : Magic-X sword skill, Stopspell spell
Skill-X : Skill-X sword skill
Staff-X : Staff-X sword skill

Berserk

Description : Monster will randomly attack friend or foe. Levels up when another monster is defeated.

Stopped by : Nothing

Brutal Hits

Description : Monster's normal attack will sometimes be a brutal hit.

Stopped by : Skill-X, Brutal-X reduces odds of being a brutal hit

Charge Power

Description : Monster will sometimes charge power, making the next hit a brutal hit.

Stopped by : Skill-X

Clones Self

Description : If monster is hit and not killed, it may clone another copy of itself.

Stopped by : Nothing

Confusion Attack

Description : If Torneko is in the same room as monster, it may confuses Torneko for a short period of time.

Stopped by : Skill-X, Confuse-X

Copycat

Description : Monster looks like a different monster that appears on the same floor.

Stopped by : Nothing

Curse

Description : Monster can curse Torneko's equipped sword, shield or ring.

Stopped by : Curse-X

Cut Usage

Description : Monster can reduce the number of uses of a random staff in Torneko's inventory by 1.

Stopped by : Skill-X

Dance

Description : Monster can make Torneko dance for a short period of time.

Stopped by : Dance-X

Disperse Staff

Description : Monster can wave the staff at a range. Staff causes Torneko to warp to a random location on the same floor.

Stopped by : Magic-X, Staff-X

Doll Attack Level 1

Description : Monster can reduce Torneko's max strength by 1 or max HP by 5.
Stopped by : Doll-X, Skill-X

Doll Attack Level 2

Description : Monster can reduce Torneko's max strength by 2 or max HP by 10.
Stopped by : Doll-X, Skill-X

Doll Attack Level 3

Description : Monster can reduce Torneko's max strength by 3 or max HP by 15.
Stopped by : Doll-X, Skill-X

Double Attacks

Description : Monster attacks twice per turn.
Stopped by : Nothing

Double Move

Description : Monster moves twice per turn.
Stopped by : Nothing

Draw Close

Description : If Torneko is in the same room, monster can draw Torneko to right next to the it.
Stopped by : Nothing

Druid Staff

Description : Monster can wave the staff at a range. Staff causes Torneko to warp to a random location on the same floor, leaving Torneko asleep.
Stopped by : Magic-X, Staff-X, Sleep-X will stop the sleep portion

Enchanter Staff

Description : Has a random effect
Stopped by : Magic-X, Staff-X

Encircle

Description : Monster can encircle Torneko, moving to the other side of him.
Stopped by : Nothing

Explodes

Description : If monster is reduced to below 10 HP it explodes, killing all monsters around it, and reducing Torneko to 1 HP.
Stopped by : Bomb-X will cause the explosion to reduce Torneko to 1/2 current HP instead of 1 HP

Fire Breath Level 1

Description : Monster can breathe fire in a straight line at a range. Fire does 30 damage.
Stopped by : 50% Fire Damage will reduce damage to 15

Fire Breath Level 2

Description : If Torneko is in the same room, monster can breathes fire at a range. Fire can go through enemies. Does 35 damage.
Stopped by : 50% Fire Damage will reduce damage to 17

Fire Breath Level 3

Description : If Torneko is on the same floor, monster can Breathe fire at any range. Fire can go through all obstacles including walls. Does 40 damage.
Stopped by : 50% Fire Damage will reduce damage to 20

Flammable

Description : Any item hurled at monster, and any arrows shot at it will burn up with no effect. If hit by a fire attack, monster will clone a new copy of itself.

Stopped by : Nothing

Flies

Description : Monster can move over walls, water, and other obstacles.

Stopped by : Nothing

Fly Spell

Description : Monster can use strange spell that prevents Torneko from recovering HP as he walks.

Stopped by : Magic-X, Fly-X

Grab Foot

Description : Monster can grab Torneko's foot, preventing him from moving.

Stopped by : Nothing

Half Speed

Description : Monster only moves and attacks once every other turn.

Stopped by : Nothing

Heal All Spell

Description : Monster can heal itself and all monsters (including Torneko) around it for 100 HP.

Stopped by : Magic-X will stop Torneko from being healed but not other monsters

Heal Spell

Description : Monster can heal itself and all monsters (including Torneko) around it for 25 HP.

Stopped by : Magic-X will stop Torneko from being healed but not other monsters

Help

Description : Monster can call for other monsters to appear. for each monster what monsters can be summoned is in parenthesis.

Stopped by : Nothing

Hunger Attack

Description : Monster can reduces Torneko's belly by 20.

Stopped by : Nothing

Hypnotic Attack

Description : Monster can make Torneko perform a random action next turn

Stopped by : Magic-X

Ice Attack

Description : Freezes Torneko

Stopped by : Skill-X

Instant Move

Description : If Torneko is in the same room, monsters teleports to right next to Torneko

Stopped by : Nothing

Invisible

Description : Monster cannot be seen

Stopped by : Invisible-X allows you to see the monster

Ironize

Description : Monster can Ironize itself. While Ironize nothing can affect it, but it while not do anything either.

Stopped by : Nothing

Level -1

Description : Monster can Reduce Torneko's level by 1. Sets experience to 1 less than needed for level up.

Stopped by : Doll-X

Megamagic

Description : If Torneko is below 200 HP, then it instantly slays him Otherwise leaves Torneko with less than 10 HP. Also reduces the monster's HP to 1.

Stopped by : Nothing

Mimic

Description : Monster looks like a regular item. Turns into a monster if you try to step on it.

Stopped by : Nothing

Mouthseal

Description : Monster can seal Torneko's mouth. While his mouth is sealed, he cannot cast spells, read scrolls, chew herbs, eat bread, or talk to NPCs. Wears off when Torneko descends to the next floor.

Stopped by : Skill-X

Mystifier Staff

Description : Monster can warps Torneko to a random location on the same floor leaving him paralyzed.

Stopped by : Magic-X, Staff-X

Numb Attack

Description : Monster can paralyze Torneko.

Stopped by : Nothing

Poison - 1

Description : Monster can breath poison that reduces Torneko's strength by 1.

Stopped by : Poison-X

Poison - 2

Description : Monster can breath poison that reduces Torneko's strength by 2.

Stopped by : Poison-X

Poison - 3

Description : Monster can breath poison that reduces Torneko's strength by 3 The poison also slows Torneko.

Stopped by : Poison-X, Slow-X prevents the slow portion.

Remove Shield

Description : Monster can knock Torneko's shield off causing it to fly back.

Stopped by : Skill-X

Rotten Fluid Either

Description : Monster can spit a rotten fluid that can rusts Torneko's sword or shield reducing it's strength by 1.

Stopped by : Rustproof

Rotten Fluid Shield

Description : Monster can spit a rotten fluid that can rusts Torneko's shield reducing it's strength by 1.

Stopped by : Rustproof

Rotten Fluid Sword

Description : Monster can spit a rotten fluid that can rusts Torneko's sword reducing it's strength by 1.

Stopped by : Rustproof

Rotten Fluid Unmeld

Description : Monster can spit a rotten fluid that can permanently remove a melded ability from Torneko's shield. May cause Torneko to be unable to distinguish items instead.

Stopped by : Nothing.

Sacrifice

Description : If a monster dies next to this monster then it sacrifices itself to revive a monster that was just killed.

Stopped by : Magic-X sword skill or Stopspell spell

Shoots Arrows

Description : Monster can shoot arrows at a range.

Stopped by : Arrow Grab skill

Shoots Poison Arrows

Description : Monster can shoots arrows at a range, if hit Torneko's strength is reduced by 1.

Stopped by : Arrow Grab skill, Poison-X can stop the poison part

Sleep Spell

Description : Monster can puts Torneko to sleep

Stopped by : Magic-X

Splits Open

Description : If monster is hit and not killed, it may sacrifice itself to summon other monsters.

Stopped by : Nothing

Steal Gold

Description : Monster can steal some of Torneko's gold and warp away to a random location on the same floor. The gold can be recovered by killing the monster.

Stopped by : Thief-X

Steal Item

Description : Monster can steal a random from Torneko's inventory and warp away to a random location on the same floor. Item can be recovered by killing the monster.

Stopped by : Thief-X

Stopspell

Description : Monster can prevents Torneko from casting spells or reading scrolls for a short period of time.

Stopped by : Magic-X

Tunnels

Description : Monster can tunnel through walls.

Stopped by : Nothing

Warps Away

Description : If monster is hit, or if Torneko moves next to it, monster will warp to random location on the same floor.

Stopped by : Skill-X sword skill, Skill-X staff

Wizard Staff

Description : Has random effects

Stopped by : Magic-X, Staff-X

Zombie

Description : Monster will sometimes drop a grave when it dies. If another monster comes near the grave, this monster will resurrect.

Stopped by : Nothing

8.0 Items

8.1 Item Tables

MISC:	BUY	SELL	MISC:	BUY	SELL
Iron Safe	2000	1000	Key	1000	500
Mimic	0	0	Tiny Medal	1000	100
BREAD:	BUY	SELL	BREAD:	BUY	SELL
Big	200	100	Bread	100	50
Golden	5000	500	Huge	300	150
Onion	200	100	Magic	400	200
Moldy	30	1	Rotten	20	1
HERBS:	BUY	SELL	HERBS:	BUY	SELL
Agility	500	200	Antidote	400	200
BellyAche	50	25	Berserker	2000	500
Big Tum	500	200	Blinding	600	150
Bogus	???	???	Dance	600	250
Disaster	1000	150	Eyedrop	200	50
Flame	400	100	Golden	8000	2500
Herb	200	50	Ironize	600	250
Joy	2000	500	Life	200	50
Misleader	600	150	Panic	600	150
Paralyze	1000	250	Poison	400	200
Sleep	600	150	Small Tum	500	200
Strength	500	200	Super Herb	400	100
WakeUp	400	100	Warp	200	50
Weed	100	25	World Leaf	5000	2500
POTS:	BUY	SELL	POTS:	BUY	SELL
Change	3000 + 150	500 + 25	Clone	10000 + 500	5000 + 250
Exploding	2000 + 100	500 + 25	Golden	30000 + 1500	5000 + 250
Heal	5000 + 250	1000 + 50	Liar	2500 + 125	1500 + 75
Magic Box	20000 + ???	4000 + ???	Melding	7500 + ???	1500 + ???
Monster	5000 + 250	1000 + 50	No-Break	2000 + 100	600 + 30
Preserve	3000 + 150	500 + 25	Storage	2000 + 100	500 + 25
Thief	2000 + 100	500 + 25	X-Ray	2500 + 125	500 + 25
SCROLLS:	BUY	SELL	SCROLLS:	BUY	SELL
Bang	1000	400	BigRoom	1000	300
Blank	9000	2500	Bread	200	100

Chance	10000	5000	CurseOff	1000	400
Defense	1000	500	Gold	15000	5000
GlueDown	200	100	Haven	6000	1000
HearAll	200	100	Identify	200	150
ItemPull	2000	1000	Monster	600	300
MouthSeal	200	100	Outside	500	250
QuickSave	200	100	Paralyze	1000	250
Pause	3000	150	Plating	2000	500
Prayer	1000	500	Radiant	200	100
Retry	200	100	Revive	1000	500
Scrap	500	100	See-All	200	100
ShinyHarp	1000	500	SpellBook	5000	500
StepGuard	200	100	TieDown	500	250
Trap	500	250	TwinHits	500	250
Typhoon	1000	500	Upper	500	250
Vacuum	4000	1000	X-Ray	500	150

RINGS:	BUY	SELL	RINGS:	BUY	SELL
Brutal	15000	7500	Confuse-X	3000	1500
Critical	15000	7500	Curse-X	5000	2500
Discount	10000	5000	Doll-X	20000	10000
Explode	5000	2500	Golden	100000	50000
Guard	50000	25000	Heal	10000	5000
Hunger	15000	7500	Hunger-X	15000	7500
ItemDrop	10000	5000	Javelin	3000	1500
Joy	10000	5000	Life	50000	25000
MonsterWake	20000	10000	Passage	3000	1500
Pretty	20000	10000	Poison-X	10000	5000
Rustproof	3000	1500	See-All	5000	2500
Shadow	3000	1500	Sleep-X	5000	2500
Strength	3000	1500	Thief	15000	7500
Trap-X	20000	10000	Warp	3000	1500
X-Ray	50000	25000			

ARROWS:	BUY	SELL	ARROWS:	BUY	SELL
Golden	2000	400	Iron	40	10
Magic	400	80	Poison	800	160
Silver	80	20	Tractor	200	40

STAVES:	BUY	SELL	STAVES:	BUY	SELL
Beat	9000 + 450	1500 + 75	Berserker	500 + 25	100 + 5
Blowback	1500 + 75	250 + 12	Change	1000 + 50	250 + 12
Clone	1000 + 50	250 + 12	Disperse	1500 + 75	400 + 20
Druid	2000 + 100	500 + 25	Dual-Edge	400 + 20	100 + 5
Earnar	1000 + 50	250 + 12	Enchanter	3000 + 150	750 + 37
Golden	10000 + ???	2500 + ???	Heal	???	500 + 25
Identify	400 + 20	100 + 5	Invisible	2000 + 100	500 + 25
Itemizer	4000 + 200	1000 + 50	Loser	800 + 40	200 + 10
Mimic	4000 + 200	1000 + 50	Mystifier	5000 + 250	1000 + 50
No-Trip	400 + 20	100 + 5	Panic	1000 + 50	250 + 12
Sap	1500 + 75	400 + 20	Scapegoat	2000 + 100	500 + 25
Skill-X	4000 + 200	1000 + 50	Sleep	1500 + 75	400 + 20
Slow	2000 + 100	500 + 25	SpeedUp	1500 + ???	400 + ???
Terrify	5000 + 250	1000 + 50	Thunder	1000 + 50	250 + 12
TradeSpot	1500 + 75	400 + 20	Wizard	3000 + 150	750 + 37

SHIELDS:	DEF	BUY	SELL
Blade	4	6000 + ???	2400 + ???
Bronze	4	400 + ???	100 + ???
Dragon	7	5000 + 125	2000 + 50

Explode-X	6	12000 + ???	5000 + ???
Golden	20	20000 + ???	8000 + ???
Leather	2	1200 + 30	400 + 10
Loto	99	90000 + 4500	45000 + 2250
Magic	3	10000 + ???	4000 + ???
Metabble	9	3000 + ???	1200 + ???
MetalKing	40	80000 + ???	40000 + ???
Ogre	13	2400 + 120	1000 + 45
Parry	6	12000 + 300	4000 + 100
Scale	3	800 + 40	300 + 7
Seal	5	15000 + ???	6000 + ???
Silver	5	1000 + 40	400 + 15
Skill-X	2	10000 + 250	4000 + 100
Steel	7	1600 + 80	600 + 30
ThiefStop	4	4000 + 100	1000 + 25

SWORDS:	ATK	BUY	SELL
Abacus	15	15000 + 750	4000 + 200
Babyfork	5	3200 + 100	900 + 30
Club	2	300 + 15	100 + 5
Copper	5	700 + 35	300 + 15
Demon-X	4	8000 + 200	3000 + 75
Doll-X	5	7000 + ???	2500 + ???
Dragon-X	8	3600 + 90	1200 + 30
Eliminato Axe	4	6000 + 150	2400 + 60
Falcon	6	??? + ???	15000 + 325
Gold	3	4000 + 200	2000 + 100
GoldPick	1	??? + ???	20200 + 500
Ice	25	15000 + 375	6000 + 150
Iron Axe	7	900 + 45	400 + 20
LifeDrain	1	10000 + ???	4000 + ???
Loto	99	50000 + 500	25000 + 250
Magic	30	4000 + ???	1600 + ???
Metabble	12	7000 + 350	2000 + 100
MetalKing	40	40000 + ???	20000 + ???
Miracle	7	22500 + ???	10000 + ???
Pick	1	800 + 20	400 + 10
Reaper Axe	8	15000 + 525	4000 + 140
Seal	2	30000 + ???	12000 + ???
Steel	9	3200 + 160	1500 + 75
Surehit	2	10000 + 250	5000 + 125
Whirlwind	3	16000 + ???	8000 + ???
Wind	6	7000 + 400	3000 + 75
Windshear	3	5000 + 125	2000 + 50
Zombie-X	4	5000 + 125	2000 + 50

8.2 Extended Item Lists

Explanation of terms:

Buy cost : How much gold it takes to buy the item from a gargoye shop.
Note that just because an item has a buy cost, does not mean it can ever be found in any gargoye shop.

Sell cost : How much gold you get from selling the item at Torneko's home or in a gargoye shop.

Description : The description of the item as listed in the game.

Effect : What effect the item has.

Where found : Which dungeons the item can be found in.

MISC:

Iron Safe

Buy cost : 2000

Sell Cost : 1000

Description : Protects your money even if you are defeated in a Dungeon.

Effect : If you do while this is item is in your inventory, you won't lose half of your gold.

Where found : Purchased at the magic shop

Key

Buy cost : 1000

Sell cost : 500

Description : A key for opening a locked door in a Dungeon.

Effect : Opens a locked door. One use item.

Where found : Magic Dungeon (very rare), More Magical Dungeon, At the end of the Well (any floor)

Mimic

Buy cost : 0

Sell cost : 0

Description : It's a monster. Although it's been identified, it pretends to be an item.

Effect : Looks like a normal item, if stepped on turns into a Mimic or a Cannibox.

Where found : Almost everywhere

Tiny Medal

Buy cost : 1000

Sell cost : 100

Description : Collect to earn rewards.

Effect : Give to the king to get the Metalking Sword & Shield.

Where found : Magic Dungeon (40+), More Magical Dungeon, Ordeal Mansion (20+)

BREAD:

Breads are one use items and disappear when eaten.

Big

Buy cost : 200

Sell cost : 100

Description : Fully relieves hunger.

Effect : Restores 100 belly. Increases Max Belly by 2 if at max belly capacity

Where found : Various dungeons

Bread

Buy cost : 100

Sell cost : 50

Description : Slightly relieves hunger.

Effect : Restores 50 belly. Increase amx Belly by 1 if at max belly capacity

Where found : Various dungeons. Buy from the baker in town Square

Golden

Buy cost : 5000

Sell cost : 500

Description : Fully relieves hunger. Causes bread to appear on every floor.

Effect : Completely restores belly. If it is in Torneko's inventory, then a random bread appears next to Torneko every time he descends to a

new floor.

Where found : Floor 98 of the Magic Dungeon (See rare items section 6.2)

Huge

Buy cost : 300

Sell cost : 150

Description : Fully relieves hunger and boosts your belly capacity.

Effect : Restores belly to max capacity. Increases belly capacity by 5.

Where found : Magic Dungeon, Ordeal Mansion (Shop), More Magical Dungeon.

Buy from the baker in town Square

Magic

Buy cost : 400

Sell cost : 200

Description : Slightly relieves hunger. It may have other effects.

Effect : Restores 50 belly. Also has a random effect.

Where found : More Magical Dungeon. Buy from the baker in town Square

Moldy

Buy cost : 30

Sell cost : 1

Description : Slightly relieves hunger, but will make you sick.

Effect : Restores 20 belly. Also has a random negative effect.

Where found : Magic Dungeon, Sword Dungeon, Ordeal Mansion (Shop), More

Magical Dungeon. Mold trap turns other breads into Moldy

Onion

Buy cost : 200

Sell cost : 100

Description : Slightly relieves hunger. It may have other effects.

Effect : Restores 50 belly. Also has a random effect.

Where found : Dropped by Onion Man

Rotten

Buy cost : 20

Sell cost : 1

Description : Slightly relieves hunger, but will make you sick.

Effect : Restores 20 belly. Has a random negative effect, and decreases

Torneko's HP as he walks for a short period of time.

Where found : More Magical Dungeon

HERBS:

Herbs are one use items, and disappear when chewed. If hurled at enemy, then the herb effects the enemy instead. Herbs also restore 5 belly when chewed.

Agility

Buy Cost : 500

Sell Cost : 200

Description : Temporarily doubles your speed.

Effect : For a short time, allows Torneko to move and attack twice per turn.

Where found : Various dungeons

Antidote

Buy cost : 400

Sell cost : 200

Description : Fully restores Strength that has been reduced by poison.

Effect : Restores Torneko's current strength to the maximum. No effect on monsters.

Where found : Various dungeons

BellyAche

Buy cost : 50

Sell cost : 25

Description : Prevents your belly from getting filled on one floor.

Effect : Torneko's belly capacity can't be restored. Wears off when Torneko

goes down to the next level. No effect on monsters.

Where found : More Magical Dungeon

Berserker

Buy cost : 2000

Sell cost : 500

Description : Chew to go berserk.

Effect : Makes Torneko berserk for a short period of time.

Where found : Magic Dungeon, Sword Dungeon, Ordeal Mansion (Shop),
More Magical Dungeon

Big Tum

Buy cost : 500

Sell cost : 200

Description : Raises belly capacity by 10.

Effect : Increases belly capacity by 10. No effect on monsters.

Where found : Magic Dungeon, Sword Dungeon, Ordeal Mansion (Shop),
More Magical Dungeon

Blinding

Buy cost : 600

Sell cost : 150

Description : Throw it at a monster to render it blind.

Effect : Makes Torneko blind for a short period of time.

Where found : Various dungeons

Bogus

Buy cost : ???

Sell cost : ???

Description : ???

Effect : Torneko's can't distinguish items for a short period of time. No
effect on monsters.

Where found : More Magical Dungeon (Floor 30+)

Dance

Buy cost : 600

Sell cost : 250

Description : Throw at a monster to make it temporarily spin around.

Effect : Makes Torneko dance for a short period of time.

Where found : Various dungeons

Disaster

Buy cost : 1000

Sell cost : 150

Description : Reduces level by one.

Effect : Reduces Torneko's level by 1. Sets XP to 1 less than needed for
level up. No effect if Torneko is already level 1.

Where found : Mage Dungeon, MoreMagical Dungeon

Eyedrop

Buy cost : 200

Sell cost : 50

Description : Makes hidden traps and monsters visible on one floor.

Effect : While Torneko is on the floor, he can see invisible items,
monsters and traps. No effect on monsters.

Where found : Various dungeons

Flame

Buy cost : 400

Sell cost : 100

Description : Chew to breathe fire on the monster in front of you.

Effect : Does 80 fire damage to the creature directly in front of Torneko,
also hurts creature if it is hurled at it.

Where found : Various dungeons

Golden

Buy cost : 8000

Sell cost : 2500

Change

Buy cost : 3000 + 150 per slot Sell cost : 500 + 25 per slot
Description : Transforms items placed inside.
Effect : Any item placed into it is changed into another item at random.
Where found : Magic Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Clone

Buy cost : 10000 + 500 per slot Sell cost : 5000 + 250 per slot
Description : Clones items.
Effect : When an item is inserted into it, an exact copy of that item is created inside the Clone pot. Items cannot be removed once placed inside.
Where found : Given by Banker once you have deposited 1,500,000 gold (see rare items section 6.4)

Exploding

Buy cost : 2000 + 100 per slot Sell cost : 500 + 25 per slot
Description : Explodes on breaking.
Effect : Has no effect on items placed inside. Explodes when broken, destroying all items inside.
Where found : Various dungeons

Golden

Buy cost : 30000 + 1500 per slot Sell cost : 5000 + 250 per slot
Description : Causes a pot to appear on every floor.
Effect : No effect on items placed inside. If it is in Torneko's inventory, then a random pot appears next to Torneko every time he descends to a new floor.
Where found : Floor 60 of the Magic Dungeon (see rare items section 6.2)

Heal

Buy cost : 500 + 250 per use Sell cost : 1000 + 50 per use
Description : Restores HP.
Effect : Fully restores Torneko's HP when used.
Where found : Various dungeons

Liar

Buy cost : 2500 + 125 per slot Sell cost : 1500 + 75 per slot
Description : It lies.
Effect : Has no effect when an item is placed inside. If you check what items are inside it shows that the items have changed to a random item of the same type. The exact items changes each time you check.
Where found : Magic Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Magic Box

Buy cost : 20000 + ??? per slot Sell cost : 4000 + ??? per slot
Description : Appears to have a big secret!
Effect : Basically it's a Preserve pot, that can't have the items removed.
Where found : Most special items are found inside a Magic Box.

Melding

Buy cost : 7500 + ??? per slot Sell cost : 1500 + ??? per slot
Description : Melds swords, shields, and staves. Pay attention to their order.
Effect : When a sword or shield is placed inside it is melded with any other sword or shield already inside
Where found : Various dungeons

Monster

Description : Can be given the name of any scroll you have already used.
Effect : You can write the name of another scroll on it. You can only write the name of a scroll you have previously read, your exploration log has a list of all names you can write. When read it has the same effect as the scroll name you wrote on it.

Where found : Various dungeons

Bread

Buy cost : 200 Sell cost : 100

Description : Changes an item into Big Bread.

Effect : After reading you select an item. Scroll changes that item into a bread.

Where found : Various dungeons

Chance

Buy cost : 10000 Sell cost : 5000

Description : Who knows what could happen...

Effect : Has a random effect. Scroll is invisible, you will need to be able to see invisible items to read it. ?

Where found : More Magical Dungeon (see rare items section 6.4)

CurseOff

Buy cost : 1000 Sell cost : 400

Description : Lifts curses from any equipment you have on.

Effect : Removes the curse from the equipped sword, shield, and ring.

Where found : Various dungeons

Defense

Buy cost : 1000 Sell cost : 500

Description : Lowers a monster's defense.

Effect : ??

Where found : Various dungeons

GlueDown

Buy cost : 200 Sell cost : 100

Description : Prevents you from picking up items on the floor you are on.

Effect : While on this floor, Torneko can not pick up any items

Where found : More Magical Dungeon

Gold

Buy cost : 15000 Sell cost : 5000

Description : An explosive attack affecting all the monsters in a room.

Causes a scroll to appear on every floor.

Effect : ??

Where found : Floor 50 of the More Magical Dungeon (See rare items 6.2)

Haven

Buy cost : 6000 Buy cost : 1000

Description : Step on it to protect you from standard monster attacks.

Effect : Once dropped you can not pick it back up. If you stand on it then monsters can't attack you with normal attacks.

Where found : Various dungeons

HearAll

Buy cost : 200 Sell cost : 100

Description : Identifies the locations of monsters on a floor.

Effect : All monsters show up as red dots on your map.

Where found : Various dungeons

Identify

QuickSave

Buy cost : 200 Sell cost : 100
Description : Lets you interrupt your adventure.
Effect : Causes an interruption point to appear the next time you go down a floor.
Where found : Start with in any dungeon with interruption points

Radiant

Buy cost : 200 Sell cost : 100
Description : Displays the full map including the locations of monsters and items,
Effect : Completely uncovers the map. Also shows all monsters and items on the map. Only lasts for the current floor.
Where found : Various dungeons

Retry

Buy cost : 200 Sell cost : 100
Description : Enables you to redo a floor.
Effect : Rerandomizes the current floor. Warps Torneko to a random location and resets everything to as though it was a new floor.
Where found : Various dungeons

Revive

Buy cost : 1000 Sell cost : 500
Description : Resurrects monsters from their graves.
Effect : All graves in the same room as Torneko will be revived.
Where found : More Magical Dungeon

Scrap

Buy cost : 500 Sell cost : 100
Description : There are no more Golden items on this floor. Continue your search on a different floor.
Effect : No effect. Its only purpose is to show that there aren't any more Golden items where you found it.
Where found : Anywhere there was a Golden item

See-All

Buy cost : 200 Sell cost : 100
Description : Indicates the locations of items on the floor you are on.
Effect : All items show up as blue dots on your map.
Where found : Various dungeons

ShinyHarp

Buy cost : 1000 Sell cost : 500
Description : Summons monsters all around you.
Effect : Causes random monsters to appear around Torneko
Where found : More Magical Dungeon (Floor 30+)

SpellBook

Buy cost : 5000 Sell cost : 500
Description : Can be given the name of any spell you have learned before.
Effect : Similar to a Blank scroll. A spell can be written on it, and by using it you can cast that spell. Can only write spells you have previously cast. Can only be used by a Mage.
Where found : Mage Dungeon

StepGuard

Buy cost : 200 Sell cost : 100
Description : Fully protects you from spikes.
Effect : While on the current floor, Torneko takes no damage from spikes

Where found : Various dungeons

TieDown

Buy cost : 500

Sell cost : 250

Description : Stops all the monsters in a room from moving.

Effect : Monsters in the same room as Torneko will no longer be able to move

Where found : Various dungeons

Trap

Buy cost : 500

Sell cost : 250

Description : Sets more traps on one floor.

Effect : Randomly places a bunch of traps on the current floor

Where found : More Magical Dungeon.

TwinHits

Buy cost : 500

Sell cost : 250

Description : Raises the equipped sword's power.

Effect : Increases the power of the equipped sword by 1. Removes any curse on the sword.

Where found : Various dungeons

Typhoon

Buy cost : 1000

Sell cost : 500

Description : Summons wind.

Effect : Summons wind. Torneko only had 200 turns before it blows him out of the dungeon.

Where found : More Magical Dungeon

Upper

Buy cost : 500

Sell cost : 250

Description : Raises the equipped shield's power.

Effect : Increases the power of the equipped shield by 1. Removes any curse on the shield

Where found : Various dungeons

Vacuum

Buy cost : 4000

Sell cost : 1000

Description : Vacuums all items out of a pot without smashing it.

Effect: Removes all items in a pot. Items are placed on ground around Torneko.

Where found : More Magical Dungeon, Given by Banker once you have deposited 1,500,000 gold.

X-Ray

Buy cost : 500

Sell cost : 150

Description : Identifies a found item.

Effect : After reading you select an item. That item is identified

Where found : Various dungeons

RINGS:

Rings must be equipped in order to take effect. Only one ring may be equipped at a time, and only a Merchant or Mage can equip rings.

Brutal

Buy cost : 15000

Sell cost : 7500

Description : Raises the chance that monsters will land a brutal hit.

Effect : Causes monsters to occasionally do brutal hits.

Where found : More Magical Dungeon

Confuse-X

Description : Equip to protect your shield and sword from rusting.

Effect : Torneko's sword and shield can not be rusted.

Where found : Magic Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

See-All

Buy cost : 5000

Sell cost : 2500

Description : Indicates the locations of monsters and items on the map.

Effect : All monsters appear as red dots on the map, all items appear as blue dots.

Where found : Magic Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Shadow

Buy cost : 3000

Sell cost :

Description : Enables you to see hidden traps and invisible monsters.

Effect : All invisible monsters and traps are now visible.

Where found : Magic Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Sleep-X

Buy cost : 5000

Sell cost : 2500

Description : Prevents sleep.

Effect : Torneko can not be put to sleep

Where found : Magic Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Strength

Buy cost : 3000

Sell cost : 1500

Description : Raises your Strength.

Effect: Increases Torneko's strength by ??

Where found : Magic Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Thief

Buy cost : 15000

Sell cost : 7500

Description : Enables you to come and go without awakening monsters.

Effect : Torneko will not awaken sleeping monsters.

Where found : Magic Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Trap-X

Buy cost : 20000

Sell cost : 10000

Description : Will no longer set off traps.

Effect : Torneko can step on traps without activating them

Where found : Magic Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Warp

Buy cost : 3000

Sell cost : 1500

Description : It occasionally warps you.

Effect : Torneko occasionally is warped to a random location on the same floor.

Where found : More Magical Dungeon (Floor 30+)

X-Ray

Buy cost : 50000

Sell cost : 25000

Description : Enables you to identify unknown items.

Effect : All items in Torneko's Inventory are identified

Where found : More Magical Dungeon

ARROWS:

Arrows must be equipped to use. Once equipped press the L1 button to shoot the arrow.

Golden

Buy cost : 500 + 25 per use Sell cost : 100 + 5 per use

Description : Drives a monster berserk.

Effect : Makes the monster go berserk.

Where found : Various dungeons

Blowback

Buy cost : 1500 + 75 per use Sell cost : 250 + 12 per use

Description : Sends a monster flying.

Effect : Makes the monster go flying back 10 steps. If an obstacle is hit then the monster takes 5 damage. If a monster is knocked into another monster, then both take 5 damage.

Where found : Various dungeons

Change

Buy cost : 1000 + 50 per use Sell cost : 250 + 12 per use

Description : Transforms the target monster into a different one.

Effect : Changes the monster into another type of monster that can appear on the same floor.

Where found : Various dungeons

Clone

Buy cost : 1000 + 50 per use Sell cost : 250 + 12 per use

Description : Clones a monster.

Effect : Causes another monster of the same type to appear next to the monster.

Where found : Various dungeons

Disperse

Buy cost : 1500 + 75 per use Sell cost : 400 + 20 per use

Description : Warps a monster away.

Effect : Warps the monster to a random location on the same floor.

Where found : Various dungeons . Dropped by Deranger

Druid

Buy cost : 2000 + 100 per use Sell cost : 500 + 25 per use

Description : Warps a monster away, leaving it asleep.

Effect : Warps the monster to a random location on the same floor, leaving it asleep.

Where found : Magic Dungeon (Shop), Ordeal Mansion (Shop), More Magical Dungeon. Dropped by Druid

Dual-Edge

Buy cost : 400 + 20 per use Sell cost : 100 + 5 per use

Description : Halves your HP, and cuts the target's HP to '1'.

Effect : The Monster's HP is reduced to 1, while Torneko's HP is reduced to 1/2 his current HP (rounded up)

Where found : Various dungeons

Earnar

Buy cost : 1000 + 50 per use Sell cost : 250 + 12 per use

Description : Steals the targeted monster's HP and restores your own.

Effect: ???

Where found : Various dungeons

Enchanter

Buy cost : 3000 + 150 per use Sell cost : 750 + 36 per use

Description : Has a variety of effects.

Effect: ???

Where found : Dropped by Enchanter

Golden

Buy cost : 10000 + ??? per use Sell cost : 2500 + ??? per use
Description : Has varying effects. Causes a staff to appear on every floor.
Effect : ???. If it is in Torneko's inventory, then a random staff appears
 next to Torneko every time he descends to a new floor.
Where found : ???. Floor 98 of the More Magical Dungeon (See rare items 6.2)

Heal

Buy cost : ??? + ??? per use Sell cost : 500 + 25 per use
Description : Restores the HP of the target monster.
Effect : ???
Where found : Various dungeons

Identify

Buy cost : 400 + 20 per use Sell cost : 100 + 5 per use
Description : Identifies a monster.
Effect : Identifies the monster.
Where found : Ordeal Mansion

Invisible

Buy cost : 2000 + 100 per use Sell cost : 500 + 25 per use
Description : Makes a monster invisible.
Effect : The monster becomes invisible.
Where found : Various dungeons

Itemizer

Buy cost : 4000 + 200 per use Sell cost : 1000 + 50 per use
Description : Transforms a monster into an item.
Effect : The monster disappears and is replaced by a random item.
Where found : Various dungeons

Loser

Buy cost : 800 + 40 per use Sell cost : 10 + ??? per use
Description : Gives half your HP to the target monster.
Effect : ???
Where found : More Magical Dungeon

Mimic

Buy cost : 4000 + 200 per use Sell cost : 1000 + 50 per use
Description : Turns a monster into a Mimic.
Effect : The monster is replaced by a Mimic (or Cannibox) in its item form.
Where found : Various dungeons

Mystifier

Buy cost : 5000 + 250 per use Sell cost : 1000 + 50 per use
Description : Warps a monster away, leaving it paralyzed.
Effect : Warps the monster to a random location on the same floor, leaving
 it paralyzed.
Where found : Dropped by Mystifier

No-Trip

Buy cost : 400 + 20 per use Sell cost : 100 + 5 per use
Description : Saves you from tripping over hidden rocks.
Effect : No effect if waved or hurled. If it is in Torneko's inventory,
 then you can not trip over rocks.
Where found : Various dungeons

Panic

Buy cost : 1000 + 50 per use Sell cost : 250 + 12 per use
Description : Temporarily confuses the target monster.

Effect : The monster becomes confused for a short period of time.
Where found : Various dungeons

Sap

Buy cost : 1500 + 75 per use Sell cost : 400 + 20 per use
Description : Reduces the defense of the targeted monster.
Effect : The monster now takes double normal damage from attacks.
Where found : Various dungeons

Scapegoat

Buy cost : 2000 + 100 per use Sell cost : 500 + 25 per use
Description : A monster is made your substitute for a short while.
Effect : The monster becomes a Fake Priest for a short period of time.
 Monsters will attack the Fake Priest instead of Torneko.
Where found : Various dungeons

Skill-X

Buy cost : 4000 + 200 per use Sell cost : 1000 + 50 per use
Description : Prevents special attacks.
Effect : Prevents the monster from using any of its special abilities.
Where found : Various dungeons

Sleep

Buy cost : 1500 + 75 per use Sell cost : 400 + 20 per use
Description : Temporarily puts the target monster to sleep.
Effect : The monster is put to sleep for a short period of time.
Where found : Various dungeons

Slow

Buy cost : 2000 + 100 per use Sell cost : 500 + 25 per use
Description : Cuts the target monster's speed by half.
Effect : The monster can only move and attack once every other turn.
Where found : Various dungeons

SpeedUp

Buy cost : 1500 + ??? per use Sell cost : 400 + ??? per use
Description : Doubles a monster's speed.
Effect : The monster can move and attack twice each turn.
Where found : More Magical Dungeon

Terrify

Buy cost : 5000 + 250 per use Sell cost : 1250 + 50 per use
Description : Frightens away a monster.
Effect : Causes the monster to run from Torneko at two moves per turn. Lasts
 for only a short period of time.
Where found : Various dungeons

Thunder

Buy cost : 1000 + 50 per use Sell cost : 250 + 12 per use
Description : Wave to attack a monster from a distance.
Effect : Does 20 damage to the monster.
Where found : Various dungeons

TradeSpot

Buy cost : 1500 + 75 per use Sell cost : 400 + 20 per use
Description : Wave to switch places with the target monster.
Effect : Torneko and the monster switch locations.
Where found : Various dungeons

Wizard :

Buy cost : 3000 + 150 per use Sell cost : 750 + 37 per use
Description : Has a variety of effects.
Effect: ???
Where found : Dropped by Wizard

SHIELDS:

When equipped shields increase Torneko's defense. Some shields also have other abilities. You can only equip one shield at a time.

Blade

Buy cost : 6000 + ??? per "+" Sell cost : 2400 + ??? per "+"
Description : Equip to improve defense. When hit, it strikes back lightly against the attacker.
Defense : 4
Ability : Payback
Effect : If Torneko is hit, the monster that hit Torneko receives 1/3 as much damage (rounded up).
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Bronze

Buy cost : 400 + ??? per "+" Sell cost : 100 + ??? per "+"
Description : Equip to improve defense.
Defense : 4
Ability : None
Effect : None
Where found : Various dungeons

Dragon

Buy cost : 5000 + 125 per "+" Sell cost : 2000 + 50 per "+"
Description : Equip to improve defense. Reduces damage from fire.
Defense : 7
Ability : 50% Fire Damage
Effect : Damage from dragon's fire breath is reduced by 1/2.
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Explode-X

Buy cost : 12000 + ??? per "+" Sell cost : 5000 + ??? per "+"
Description : Equip to improve defense. Reduces the damage from explosion such as mines.
Defense : 6
Ability : 50% Explosion Damage
Effect : Halves damage from explosions.
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Golden

Buy cost : 20000 + ??? per "+" Sell cost : 8000 + ??? per "+"
Description : Equip to improve defense. Causes a shield to appear on every floor.
Defense : 20
Ability : None (Golden ability can not be melded to another shield)
Effect : If it is in Torneko's inventory, then a random shield appears next to Torneko every time he descends to a new floor.
Where found : Floor 30 of the Ordeal Mansion (See rare items section 6.2)

Leather

Buy cost : 1200 + 30 per "+" Sell cost : 400 + 10 per "+"
Description : Equip to improve defense. Won't rust and slows hunger.
Defense : 2
Ability : Rustproof & 50% Hunger Growth
Effect : Shield does not rust. Torneko's belly decreases at 1/2 normal rate.
Where found : Various dungeons

Loto

Buy cost : 90000 + 4500 per "+" Sell cost : 45000 + 2250 per "+"
Description : Equip to improve defense. ??? The legendary hero's shield. Its protection is incomparable.
Defense : 99
Ability : None
Effect : None
Where found : Floor 30 of the Ordeal Mansion (See rare items section 6.3)

Magic

Buy cost : 10000 + ??? per "+" Sell cost : 4000 + ??? per "+"
Description : Equip to improve defense. Fully protects against spells cast by monsters.
Defense : 3
Ability : Spell Bounce
Effect : Magic attacks will not affect Torneko.
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon, Ordeal Mansion (Shop), More Magical Dungeon (Shop)

Metabble

Buy cost : 3000 + ??? per "+" Sell cost : 1200 + ??? per "+"
Description : Equip to improve defense.
Defense : 9
Ability : None
Effect : None
Where found : Various dungeons

MetalKing

Buy cost : 80000 + ??? per "+" Sell cost : 40000 + ??? per "+"
Description : An incredibly protective shield!
Defense : 40
Ability : None
Effect : None
Where found : Give King 20 Tiny Medals (See rare items section 6.4)

Ogre

Buy cost : 2400 + 120 per "+" Sell cost : 1000 + 45 per "+"
Description : Equip to improve defense. Speeds up hunger.
Defense : 13
Ability : 2x Hunger Growth
Effect : Torneko's belly decreases at 2x normal rate.
Where found : Various dungeons

Parry

Buy cost : 12000 + 300 per "+" Sell cost : 4000 + 100 per "+"
Description : Equip to improve defense. Provides an increased chance of dodging monster attacks.
Defense : 6
Ability : Parry
Effect : Increases the chance that attacks will miss Torneko
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Scale

Buy cost : 800 + 40 per "+" Sell cost : 300 + 7 per "+"
Description : Equip to improve defense. Prevents poisoning.
Defense : 3
Ability : Strength Maintenance
Effect : Poison can not reduce Torneko's strength.
Where found : Various dungeons

Seal

Buy cost : 15000 + ??? per "+" Sell cost : 6000 + ??? per "+"
Description : Equip to improve defense. It forms a set with a sword.
Defense : 5
Ability : Seal
Effect : If the equipped sword also has the Seal ability, then any time a
 monster is hit, its abilities are sealed and can not be used.
Where found : Floor 70 of the Magic Dungeon (See rare items section 6.4)

Silver

Buy cost : 1000 + 40 per "+" Sell cost : 400 + 15 per "+"
Description : Equip to improve defense. Won't rust.
Defense : 5
Ability : Rustproof
Effect : Shield does not rust.
Where found : Various Dungeons

Skill-X

Buy cost : 10000 + 250 per "+" Sell cost : 4000 + 100 per "+"
Description : Equip to improve defense. Fully protects against attacks
 using skills.
Defense : 2
Ability : Skill-X
Effect : Monster's special skills will not affect Torneko.
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon,
 Ordeal Mansion (Shop), More Magical Dungeon (Shop)

Steel

Buy cost : 1600 + 80 per "+" Sell cost : 600 + 30 per "+"
Description : Equip to improve defense.
Defense : 7
Ability : None
Effect : None
Where found : Various dungeons

ThiefStop

Buy cost : 4000 + 100 per "+" Sell cost : 1000 + 25 per "+"
Description : Equip to improve defense. Prevents monsters from stealing
 items or Gold.
Defense : 4
Ability : Thief-proof
Effect : Any attempt to steal gold or items from Torneko will fail.
Where found : Lost Forest (Shop), Magic Dungeon, Sword Dungeon, Ordeal
 Mansion (Shop), More Magical Dungeon

SWORDS:

When equipped swords increase Torneko's attack. Some swords also have
other abilities. You can only equip one sword at a time.

Abacus

Buy cost : 15000 + 750 per "+" Sell cost : 4000 + 200 per "+"
Description : Equip to improve your attack power.
Attack : 15
Ability : None
Effect : None
Where found : Various dungeons

Babyfork

Buy cost : 3200 + 100 per "+" Sell cost : 900 + 30 per "+"
Description : Equip to improve your attack power. Monsters slain by this
Sword often leave Gold.
Attack : 5
Ability : Gold Bonus
Effect : When a monster is slain, there is a high chance it will drop a
gold bag.
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon,
Ordeal Mansion (Shop), More Magical Dungeon

Club

Buy cost : 300 + 15 per " +"
Description : Equip to improve your attack power.
Attack : 2
Ability : None
Effect : None
Where found : Various dungeons

Copper

Buy cost : 700 + 35 per "+" Sell cost : 300 + 15 per "+"
Description : Equip to improve your attack power.
Attack : 5
Ability : None
Effect : None
Where found : Various dungeons

Demon-X

Buy cost : 8000 + 200 per "+" Sell cost : 3000 + 75 per "+"
Description : Equip to improve your attack power. Inflicts heavy damage on
demon family monsters.
Attack : 4
Ability : 2x Damage: Demon
Effect : Attacks against demon monsters will do 2x normal damage
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon,
Ordeal Mansion (Shop), More Magical Dungeon

Doll-X

Buy cost : 7000 + ??? per "+" Sell cost : 2500 + ??? per "+"
Description : Equip to improve your attack power. Inflicts heavy damage on
doll family monsters.
Attack : 5
Ability : 2x Damage: Doll
Effect : Attacks against doll monsters will do 2x normal damage
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon,
Ordeal Mansion (Shop), More Magical Dungeon

Dragon-X

Buy cost : 3600 + 90 per "+" Sell cost : 1200 + 30 per "+"
Description : Equip to improve your attack power. Inflicts heavy damage on
dragon family monsters.
Attack : 8
Ability : 2x Damage: Dragon

Effect : Attacks against dragon monsters will do 2x normal damage
Where found : Lost Forest (Shop), Toro Ruins, Magic Dungeon (Shop), Sword
Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Eliminato Axe

Buy cost : 6000 + 150 per "+" Sell cost : 2400 + 60 per "+"
Description : Equip to improve your attack power. Has high critical hit odds.
Attack : 4
Ability : Critical
Effect : Has a higher chance of doing critical hits
Where found : Dropped by Eliminato

Falcon

Buy cost : ??? + ??? per "+" Sell cost : 15000 + 325 per "+"
Description : Equip to improve your attack power. Enables two strikes
against a monster in one turn.
Attack : 6
Ability : 2-hit
Effect : Torneko will attack twice each time the attack button is pressed.
Where found : Floor ?? of the More Magical Dungeon (See rare items 6.4)

Gold

Buy cost : 4000 + 200 per "+" Sell cost : 2000 + 100 per "+"
Description : Equip to improve your attack power.
Attack : 3
Ability : None
Effect : None
Where found : Various dungeons

GoldPick

Buy cost : ??? + ??? per "+" Sell cost : 20200 + 500 per "+"
Description : Equip to improve your attack power. Won't break while
tunneling. Causes a weapon to appear on every floor.
Attack : 1
Ability : Tunneling Tool, Destroys Material & Won't Break (Golden ability
can not be melded to another sword)
Effect : Can tunnel through walls. Will slay material family monsters in
one hit. Won't break when tunneling or killing material family
monsters. If it is in Torneko's inventory, then a random sword
appears next to Torneko every time he descends to a new floor.
Where found : Floor 98 of the More Magical Dungeon (See rare items 6.2)

Ice

Buy cost : 15000 + 375 per "+" Sell cost : 6000 + 150 per "+"
Description : Equip to improve your attack power. Its icy blade is highly
effective against certain monsters.
Attack : 25
Ability : 2x Damage: Fire
Effect : Attacks against monsters weak to ice do 2x normal damage, attacks
against monsters resistant to ice do only 1 damage.
Where found : Floor ?? of the Magic Dungeon (See rare items 6.4)

Iron Axe

Buy cost : 900 + 45 per "+" Sell cost : 400 + 20 per "+"
Description : Equip to improve your attack power.
Attack : 7
Ability : None
Effect : None
Where found : Various dungeons

LifeDrain

Buy cost : 10000 + ??? per "+" Sell cost : 4000 + ??? per "+"
Description : Equip to improve your attack power. If it hits, it reduces
the monster's HP to '1'. It breaks if it gets too strong.
Attack : 1
Ability : LifeDrain
Effect : (See Warrior section 1.4)
Where found : Sword Dungeon, More Magical Dungeon (Shop only)

Loto

Buy cost : 50000 + 500 per "+" Sell cost : 25000 + 250 per "+"
Description : The legendary hero's sword. Its power is incomparable.
Attack : 99
Ability : None
Effect : None
Where found : Floor 98 of the Magic Dungeon (See rare items section 6.3)

Magic

Buy cost : 4000 + ??? per "+" Sell cost : 1600 + ?? per "+"
Description : Equip to improve your attack power.
Attack : 30
Ability : None
Effect : None
Where found : Floor 35 of the Mage Dungeon (See rare items section 6.4)

Metabble

Buy cost : 7000 + 350 per "+" Sell cost : 2000 + 100 per "+"
Description : Equip to improve your attack power.
Attack : 12
Ability : None
Effect : None
Where found : Various dungeons

MetalKing

Buy cost : 40000 + ??? per "+" Sell cost : 20000 + ??? per "+"
Description : An incredibly powerful sword!
Attack : 40
Ability : None
Effect : None
Where found : Give King 40 Tiny Medals (See rare items section 6.4)

Miracle

Buy cost : 22500 + ??? per "+" Sell cost : 10000 + ??? per "+"
Description : Equip to improve your attack power. Strike a monster to
restore your HP.
Attack : 7
Ability : Hit & Heal
Effect : When you hit a monster your HP are restored by 10.
Where found : Floor ?? of the More Magical Dungeon (See rare items 6.4)

Pick

Buy cost : 800 + 20 per "+" Sell cost : 400 + 10 per "+"
Description : Equip to improve your attack power. Can tunnel through walls,
but easy to break.
Attack : 1
Ability : Tunneling Tool, Destroys Material, Breakable
Effect : Can tunnel through walls. Will slay material family monsters in
one hit. Will break after a short amount of use, always breaks
when it KOs material monsters.
Where found : Various dungeons

Reaper Axe

Buy cost : 15000 + 525 per "+" Sell cost : 4000 + 140 per "+"
Description : Equip to improve your attack power. Has high critical hit odds.
Attack : 8
Ability : Critical
Effect : Has a higher chance of doing critical hits.
Where found : Dropped by Avenger

Seal

Buy cost : 30000 + ??? per "+" Sell cost : 12000 + ??? per "+"
Description : Equip to improve your attack power. It forms a set with a shield.
Attack : 2
Effect : If the equipped shield also has the Seal ability, then any time a monster is hit, its abilities are sealed and can not be used.
Where found : Floor 60 of the Magic Dungeon (See rare items section 6.4)

Steel

Buy cost : 3200 + 160 per "+" Sell cost : 1500 + 75 per "+"
Description : Equip to improve your attack power.
Attack : 9
Ability : None
Effect : None
Where found : Various dungeons

Surehit

Buy cost : 10000 + 250 per "+" Sell cost : 5000 + 125 per "+"
Description : Equip to improve your attack power. Never misses.
Attack : 2
Ability : Sure-hit
Effect : Attacks will never miss
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Whirlwind

Buy cost : 16000 + ??? per "+" Sell cost : 8000 + ??? per "+"
Description : Equip to improve your attack power. Enables a spin attack striking all eight spaces around you.
Attack : 3
Ability : 360-degree
Effect : Torneko's attack will hit all monsters around him
Where found : Floor 50 of the Magic Dungeon (See rare items section 6.4)

Wind

Buy cost : 7000 + 400 per "+" Sell cost : 3000 + 75 per "+"
Description : Equip to improve your attack power. Inflicts heavy damage on flying monsters.
Attack : 6
Ability : 2x Damage: Flying
Effect : Attacks against flying monsters will do 2x normal damage
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon, Ordeal Mansion (Shop), More Magical Dungeon

Windshear :

Buy cost : 5000 + 125 per "+" Sell cost : 2000 + 50 per "+"
Description : Equip to improve your attack power. Strikes three spaces in front.
Attack : 3
Ability : 3-space Sweep

Effect : Torneko's attack will hit all three monsters in front of him
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon,
Ordeal Mansion (Shop), More Magical Dungeon

Zombie-X

Buy cost : 5000 + 125 per "+" Sell cost : 2000 + 50 per "+"
Description : Equip to improve your attack power. Inflicts heavy damage on
zombie family monsters.
Attack : 4
Ability : 2x Damage: Zombie
Effect : Attacks against zombie monsters will do 2x normal damage
Where found : Lost Forest (Shop), Magic Dungeon (Shop), Sword Dungeon,
Ordeal Mansion (Shop), More Magical Dungeon

9.0 Skill & Spells

9.1 Shield Skills:

Explanation of terms:

Description : In game description of the skill.

Effect : What effect the skill has.

Obtained : How to obtain this skill. A lot of skills have ??'s because I
haven't been able to figure out how to obtain them yet.

Each shield can only have 3 skills set on it. The skills are automatically
activated when the appropriate situation arises.

1-Damage : Status : Hunger ??
Description : Reduces damage taken to '1', but weakens the shield by 1.
Effect : Any damage done to Torneko is reduced to 1. Each time this
 happens, the shield's strength is reduced by 1.
Obtained : ???

1/2 Hunger : Status
Description : Suppresses hunger.
Effect : Torneko's belly decreases at 1/2 the normal rate.
Obtained : Walk around with 0 belly for 100 turns straight.

Accuracy Up : Status
Description : Raises attack accuracy. Promotes hunger while under use.
Effect : Torneko's attacks will miss less frequently.
Obtained : ???

Anti-Tox : Status
Description : Prevents poisoning.
Effect : Torneko can not be poisoned
Obtained : Have your strength reduced by poison

Arrow Grab : Status : Hunger 2
Description : Can grab flying arrows for own use.
Effect : Arrows do no damage to Torneko, and are instead added to your
 inventory

Obtained : Get shot by an arrow (hit or missed)

Attack Block : Status

Description : Inflicts retaliatory damage, but weakens the shield by 1.

Effect : If Torneko is hit, then the monster that hit him takes 1/3 as much damage as Torneko, reduces the strength of the shield by 1 when it is used.

Obtained : Have the monster be damaged by payback damage (by the Blade shield or other shield with the Payback ability)

Attack Parry : Status : Hunger 3

Description : Improves chances of dodging physical attacks.

Effect : Increases the chance that an attack will miss Torneko.

Obtained : Get missed by an attack

Awaken : Status

Description : Prevents sleep.

Effect : Torneko can not be put to sleep

Obtained : Wake up after sleeping

Bomb-X : Status

Description : Reduces explosion damage.

Effect : Reduces damage from explosions by 1/2.

Obtained : Step on a land mine trap

Brutal-X : Status : Hunger 3

Description : Reduces the odds of taking a brutal hit.

Effect : decreases the chance that a hit will be a brutal hit.

Obtained : Get hit by a brutal hit

Confuse-X : Status : Hunger 3

Description : Prevents confusion.

Effect : Torneko can not be confused.

Obtained : Return to normal after being confused

Curse-X : Status : Hunger 1

Description : Blocks curses.

Effect : Torneko can not be cursed

Obtained : Step on an equip remove trap

Dance-X : Status : Hunger 3

Description : Prevents dancing.

Effect : Torneko will not dance

Obtained : Return to normal after dancing

Defense Up : Status : Hunger 3

Description : Raises own defense.

Effect : Increases defense by 20.

Obtained : Chew a Strength herb

Disappear : Status

Description : Makes you invisible. Promotes hunger while used.

Effect : Torneko is invisible, and monsters will not attack.

Obtained : Kill 5 Shadows or Shadowers in a row

Doll-X : Status : Hunger 1

Description : Negates the special attacks of doll family monsters.

Effect : Doll attacks will not affect Torneko.

Obtained : Get hit by a doll ability

Drop-X : Status : Hunger ??
Description : Prevents falling through trapdoors.
Effect : Torneko can not fall through trapdoors.
Obtained : Fall through a trapdoor

Equip Lock : Status : Hunger 1
Description : Prevents equipment from being removed.
Effect : Torneko's equipment can not be removed by an equip-remove trap.
Obtained : Step on an equip remove trap

Fair Wind : Status : Hunger 1
Description : Reduces dragon-fire damage.
Effect : Fire attacks do 1/2 damage.
Obtained : Get hit by dragon breath

Find Trap : Status
Description : Traps become visible. Promotes hunger while in use.
Effect : Torneko can see invisible traps, items, and monsters.
Obtained : Chew an Eyedrop herb

Flail Parry : Status : Hunger ??
Description : Prevents flailing.
Effect : ???
Obtained : Be affected by "unable to identify items" (Eat a Bogus herb, or
 have a VenomZombie's attack affect you)

Fly-X : Status : Hunger 1
Description : Prevents Fly Mage's special attack.
Effect : Fly Mage spell will not affect Torneko.
Obtained : Be affected by a Fly Mage's spell

Ford : Status
Description : For walking on water. Promotes hunger while under use.
Effect : Torneko can walk on water.
Obtained : Stand on water (to do this, trade spots with an enemy that is
 over water).

Gold Throw : Status Hunger 1
Description : Allows you to throw gold for heavily damaging attacks
Effect : Torneko can hurl gold at enemies to do damage equal to amount
 of gold / 10.
Obtained : Hurl gold bag at an enemy (to hurl a gold bag you need to use
 the circle button to stand on it rather than picking it up)

Heal Block : Status : Hunger ??
Description : Restores HP, but weakens the shield by 1.
Effect : Automatically restores some HP when Torneko is hit, but reduces
 the strength of the shield by 1.
Obtained : ???

Hunger-X : Status
Description : Fully suppresses hunger.
Effect : Torneko's Belly will not decrease as he moves.
Obtained : Move around at 0 belly

Iron-X : Status
Description : Prevents you from being ironized.
Effect : Torneko can not be ironized.
Obtained : Chew an Ironize herb

Magic Back : Status : Hunger 8
Description : Negates monster spells.
Effect : Magic attacks will not affect Torneko.
Obtained : Get hit by a magic attack

Magic Parry : Status : Hunger 3
Description : Improves chances of avoiding spell attacks.
Effect : Torneko has a chance of having magic attacks miss.
Obtained : Get hit by a magic attack

Mislead-X : Status : Hunger 3
Description : Prevents you from being misled.
Effect : Torneko can not be misled.
Obtained : Return to normal after being misled

MonsterWake : Status
Description : Awakens sleeping monsters. Promotes hunger while used.
Effect : When Torneko enters a room, all sleeping monsters wake up. ???
Obtained : Step into a monster room

Parry Pass : Status : Hunger 5
Description : Deflects a standard attack to the monster beside you.
Effect : If a monster attacks Torneko, and more than one monster is next to Torneko, then the attack is redirected to a random enemy that is next to Torneko.
Obtained : Get missed by an attack

Rustproof : Status
Description : Rustproofs the sword and shield
Effect : The equipped sword and shield can not be rusted.
Obtained : Have your sword or shield rusted

Skill-X : Status : Hunger 8
Description : Prevents monster skills.
Effect : Monster's special skills will not affect Torneko.
Obtained : Get hit by a special skill attack

Slow-X : Status : Hunger 3
Description : Prevents speed reduction.
Effect : Torneko can not be slowed.
Obtained : Return to normal speed after being slow

StepGuard : Status : Hunger ??
Description : Full protection from spikes.
Effect : Torneko can cross spikes without taking damage
Obtained : Step on 10 spikes in a row without stopping to heal

Thief : Status : Hunger ??
Description : Sleeping monsters stay asleep. Promotes hunger while used.
Effect : Torneko can move next to sleeping monsters without waking them up.
Obtained : Step next to a monster and have it wake up

Thief-X : Status : Hunger ??
Description : Prevents thieving by monsters.
Effect : Any attempt to steal gold or items from Torneko will fail.
Obtained : ???

Trap-X : Status : Hunger 8
Description : Renders traps useless.
Effect : Torneko can step on traps without activating them

Obtained : Obtain ??

Trip-X : Status : Hunger 1
Description : Prevents tripping over rocks.
Effect : Torneko can step on rocks without tripping
Obtained : Trip over an invisible rock (if you see the rock it won't work)

9.2 Sword Skills:

Explanation of terms:

Description : In game description of the skill.

Effect : What effect the skill has.

Swords : Which sword can use this skill.

Obtained : How to obtain this skill.

Obtained Swords: Which swords can obtain the skill

Each sword can only have 3 skills set on it. To use all the skills on your equipped sword press L2 button. This will use all skills set to the sword. All skills will affect only the monster directly in front of Torneko unless otherwise stated.

1/2 HP : Extra : Hunger 1
Description : Halves a monster's HP.
Effect : Reduces the monster's HP to 1/2 its current amount (rounded up).
Swords : All
Obtained : Reduce a monster to exactly 1/2 maximum HP
Obtained Swords : Magic

Babyfork : Extra : Hunger 1
Description : Raises the chances of finding Gold after slaying a monster.
Effect : ???
Swords : Babyfork, Demon-X, Dragon-X, Eliminato, Gold, GoldPick, Ice, Loto, Magic, Pick, Seal
Obtained : ???
Obtained Swords : Babyfork, Loto, Magic

Berserker : Special : Hunger 1
Description : Drives the monster in front berserk.
Effect : Causes the monster to go berserk.
Swords : GoldPick, Loto, Magic, Miracle, Seal, Surehit, Zombie-X
Obtained : Kill a monster while Torneko is berserked
Obtained Swords : Magic, Zombie-X

Bi-Attack : Coverage : Hunger 6
Description : Strikes a monster 1 to 3 times.
Effect : Does a normal attack either 1, 2, or 3 times.
Swords : Eliminato, Falcon, Ice, Iron Axe, Loto, Metabble, MetalKing, Pick, Reaper, Steel, Surehit, Whirlwind, Zombie-X
Obtained : Attack while moving at double speed
Obtained Swords : Eliminato, Ice, Iron Axe, Loto, Magic, Metabble, MetalKing, Pick, Reaper, Steel, Surehit, Zombie-X

Bird Cut : Extra : Hunger 2
Description : Inflicts heavy damage on birds.
Effect : Does a normal attack that deals 2x normal damage against flying
 monsters.
Swords : Abacus, Babyfork, Club, Copper, Eliminato, Gold, GoldPick, Iron Axe,
 LifeDrain, Loto, Magic, Metabble, MetalKing, Miracle, Pick, Reaper,
 Seal, Steel, Surehit, Whirlwind, Windshear
Obtained : Kill 5 wyverns in a row on one floor
Obtained Swords : Loto, Magic, Wind

Blind : Special : Hunger 7
Description : Blinds the monster in front.
Effect : The Monster becomes blinded for a short period of time.
Swords : GoldPick, Loto, Magic, MetalKing, Miracle, Pick, Reaper, Seal, Wind
Obtained : Kill a blinded monster
Obtained Swords : All

Bread Drop : Special : Hunger 10
Description : Can rob monsters of bread.
Effect : Causes a Bread to appear on the ground behind the monster. You can
 only rob 1 bread from each monster.
Swords : Babyfork, Copper, Demon-X, Dragon-X, Eliminato, GoldPick, Loto,
 Magic, Pick, Reaper, Seal
Obtained : Kill a monster and have it drop bread
Obtained Swords : Loto, Magic

Bust Trap : Special : Hunger 2
Description : Eliminates a trap in front.
Effect : If a trap is in front of Torneko, then the trap is removed.
Swords : Eliminato, GoldPick, Iron Axe, Loto, Magic, Pick, Reaper
Obtained : Swing sword to reveal a trap
Obtained Swords : All

Change : Special
Description : Changes the monster in front into a different one.
Effect : Changes the monster into another type of monster that can appear
 on the same floor.
Swords : Babyfork, GoldPick, Loto, Magic, Seal, Steel
Obtained : Attack a monster with a cursed weapon
Obtained Swords : All

Charge Up : Special
Description : The next hit will be a critical hit.
Effect : Does nothing this turn, but the successful hit will be a critical
 hit.
Swords : All
Obtained : ???
Obtained Swords : Eliminato, Magic, Reaper

Clone : Special
Description : Clones the monster in front.
Effect : Causes another monster of the same type to appear next to the
 monster.
Swords : Demon-X, GoldPick, Loto, Magic, Miracle
Obtained : Kill a Demighoul or Tonghoul
Obtained Swords : All

Confuse : Special : Hunger 7
Description : Confuses the monster in front.
Effect : The monster becomes confused for a short period of time.

Swords : Club, Demon-X, GoldPick, Loto, Magic, Seal
Obtained : Kill a confused monster
Obtained Swords : All

Critical : Extra : Hunger 8
Description : Inflicts critical hits all the time.
Effect : Does a critical hit to the monster.
Swords : Babyfork, Demon-X, Eliminato, GoldPick, Ice, Iron Axe, LifeDrain,
 Loto, Magic, Metabble, Reaper, Seal, Zombie-X
Obtained : Do a critical hit
Obtained Swords : Eliminato, Loto, Magic, Reaper

Dance : Special : Hunger 3
Description : Makes the monster in front dance.
Effect : Causes the monster to dance for a short period of time.
Swords : Demon-X, GoldPick, Loto, Magic, MetalKing, Seal
Obtained : Start to dance
Obtained Swords : Loto, Magic, Surehit

Dance-X : Special : Hunger ??
Description : Negates dance attacks of monsters.
Effect : Prevents the monster from using Dance attacks.
Swords : Abacus, Goldpick, Loto, Magic, Seal,
Obtained : Step on a dance trap
Obtained Swords : All

Defense : Special : Hunger 5
Description : Lowers the defense of the monster in front.
Effect : Causes the monster in front to take 2x normal damage.
Swords : GoldPick, LifeDrain, Loto, Magic, MetalKing, Pick, Seal
Obtained : Attack a monster with a cursed weapon
Obtained Swords : All

Devil Cut : Extra : Hunger 2
Description : Inflicts heavy damage on demons.
Effect : Does a normal attack against the monster doing 2x damage if the
 monster is a demon.
Swords : Abacus, Babyfork, Club, Copper, Eliminato, Falcon, Gold, GoldPick,
 Iron Axe, LifeDrain, Loto, Magic, Metabble, MetalKing, Miracle,
 Pick, Reaper, Seal, Steel, Surehit, Whirlwind, Windshear
Obtained : Kill 5 devil type monsters on one floor
Obtained Swords : Demon-X, Loto, Magic

Doll Cut : Extra : Hunger 2
Description : Inflicts heavy damage on dolls.
Effect : Does a normal attack against the monster doing 2x damage if the
 monster is a doll.
Swords : Abacus, Babyfork, Club, Copper, Eliminato, Falcon, Gold, GoldPick,
 Iron Axe, LifeDrain, Loto, Magic, Metabble, MetalKing, Miracle,
 Pick, Reaper, Seal, Steel, Surehit, Whirlwind, Windshear
Obtained : Kill 5 doll type monsters on one floor
Obtained Swords : Doll-X, Loto, Magic

Dragon Breath : Special : Hunger 4
Description : Launch dragon fireballs in front in a straight line.
Effect : Shoots a fireball in a straight line in front of Torneko. Stops
 when it hits a monster or other obstacle. This fireball does ??
 damage to monsters.
Swords : Dragon-X, Eliminato, GoldPick, Loto, Magic, Reaper, Whirlwind,
 Windshear

Obtained : Get hit by dragon breath
Obtained Swords : All

Dragon Slash : Extra : Hunger 2
Description : Inflicts heavy damage on dragons.
Effect : Does a normal attack against the monster doing 2x damage if the monster is a dragon.
Swords : Abacus, Babyfork, Club, Copper, Eliminato, Falcon, Gold, GoldPick, Iron Axe, LifeDrain, Loto, Magic, Metabble, MetalKing, Miracle, Pick, Reaper, Seal, Steel, Surehit, Whirlwind, Windshear
Obtained : Kill 5 dragon type monsters on one floor
Obtained Swords : Dragon-X, Loto, Magic

Encircle : Special : Hunger 2
Description : Circle around behind the monster facing you.
Effect : Instantly move to directly behind the monster. Fails if that space is not empty.
Swords : Falcon, GoldPick, Ice, LifeDrain, Loto, Magic
Obtained : Be encircled (by a Lava Man)
Obtained Swords : All

Escape : Special
Description : Enables escape from a dungeon.
Effect : Allows Torneko to escape from a dungeon.
Swords : All
Obtained : Get warped by a warp trap
Obtained Swords : All

Evil Slash : Extra : Hunger 5
Description : May miss, but will occasionally inflict grave damage.
Effect : Does an attack that usually misses. If the attack hits ???
Swords : All
Obtained : ???
Obtained Swords : All

Falcon Cut : Extra : Hunger ??
Description : Enables two strikes against a monster in one turn.
Effect : Does 2 normal attacks against the monster.
Swords : Abacus, Babyfork, Copper, Gold, GoldPick, Windshear
Obtained: Attack twice against an enemy in one turn (with a Falcon sword, it can be obtained without a Falcon sword, but I haven't been able to determine how)
Obtained Swords : Falcon, Magic

Flail Cut : Coverage : Hunger 1
Description : 4-strike attack in random directions.
Effect : Does 4 normal attacks. Each attack is in a random direction,
Swords : Abacus, Babyfork, Club, Copper, Demon-X, Doll-X, Dragon-X, Falcon, Gold, GoldPick, Miracle, Wind, Windshear
Obtained : ???
Obtained Swords : All

Havoc Cut : Extra
Description : Inflicts 100HP damage, but the sword breaks.
Effect : Does 100 HP damage to the monster, but the sword breaks.
Swords : All
Obtained : Kill a monster with a sword of +50 or more
Obtained Swords : All

Invisible : Special : Hunger 5

Description : Makes the monster in front invisible.
Effect : The monster becomes invisible.
Swords : GoldPick, Loto, Magic, Seal, Surehit, Wind
Obtained : Kill an invisible monster. (Not a Shadow or Shadower, to make
a monster invisible use an invisible staff)
Obtained Swords : All

Ironize : Special
Description : Ironizes the monster in front.
Effect : The monster is ironized for a short period of time.
Swords : GoldPick, Loto, Magic, Metabble, Pick, Seal
Obtained : Return to normal after being ironized
Obtained Swords : All

Item Drop : Special : Hunger 20
Description : Can rob monsters of items.
Effect : Causes a random item to appear on the ground behind the monster.
You can only rob 1 item from each monster.
Swords : Babyfork, Demon-X, Dragon-X, Elimianto, GoldPick, Iron Axe,
Lifedrain, Loto, Magic, Pick, Seal
Obtained : ???
Obtained Swords : Babyfork, Loto, Magic

Itemize : Special : Hunger 15
Description : Itemize : Changes the monster in front into an item.
Effect : The monster disappears and is replaced by a random item.
Swords : Abacus, Babyfork, GoldPick, Loto, Magic, Seal
Obtained : Itemize a monster (Use an Itemize staff)
Obtained Swords : All

Kamikaze : Extra
Description : Instantly slays a monster, but Torneko's HP also drops to '1'.
Effect : The monster is killed, but Torneko is reduced to only 1 HP.
Swords : All
Obtained : Kill a monster while Torneko's HP is under 10
Obtained Swords : All

KO-Hit : Extra : Hunger 15
Description : Instantly slays a target.
Effect : The monster is killed.
Swords : All
Obtained : Defeat a monster with a beat staff
Obtained Swords : All

Landfill : Special : Hunger 2
Description : Fills in a stream in front.
Effect : Removes a square of water directly on front of Torneko and replaces
it with dry land.
Swords : GoldPick, Loto, Magic, Pick
Obtained : Swing your sword over water
Obtained Swords : All

Magic-X : Special : Hunger 5
Description : Prevents a specific monster in front from using spells.
Effect : The monster can not use magic attacks
Swords : Demon-X, GoldPick, Loto, Magic, Metabble, Miracle, Seal, Wind
Obtained : Seal a monster with a magic ability and then kill it
Obtained Swords : Loto, Magic, Seal

Meditate : Special : Hunger 3

Description : Restores HP through meditation.

Effect : Torneko goes to sleep for a short period of time, and wakes up fully healed.

Swords : All

Obtained : Get put to sleep while hurt and wake up fully healed

Obtained Swords : ???

Mimicize : Special : Hunger 5

Description : Changes the monster in front into a Mimic.

Effect : The monster is replaced by a Mimic (or Cannibox) in its item form.

Swords : Babyfork, Copper, GoldPick, Loto, Magic, Pick, Seal

Obtained : Mimicize a monster (Use a Mimic staff)

Obtained Swords : All

Miracler : Extra

Description : Restores HP, but the Sword's power drops by 1.

Effect : Does a normal attack, and restored 10 HP. The sword's strength is then reduced by 1.

Swords : All

Obtained : Attack with a Miracle sword (it can be obtained without a Miracle sword, but I haven't been able to determine how)

Obtained Swords : Loto, Magic, Miracle

Mislead : Special : Hunger 7

Description : Misleads the monster in front.

Effect : The monster in front becomes misled.

Swords : GoldPick, Iron Axe, Loto, Magic, Seal

Obtained : Kill a monster while misled

Obtained Swords : All

Multi Cut : Extra : Hunger 4

Description : 50HP damage on three spaces in front, but weakens the sword.

Effect : All monsters in the 3 squares in front of Torneko take 50 HP damage. Reduces the strength of the sword by 1 for each monster hit.

Swords : All

Obtained : Kill 3 monsters in the 3 spaces in front with oen swing (need the 3-space sweep or 360-degree ability)

Obtained Swords : All

Paralyze : Special : Hunger 7

Description : Paralyzes the monster in front.

Effect : The monster is paralyzed until hit.

Swords : GoldPick, Loto, Magic, Metabble, Seal, Steel

Obtained : Paralyze a monster (Use a Paralyze herb or Mystifier staff)

Obtained Swords : All

Quickstep : Special : Hunger 8

Description : Temporarily doubles speed.

Effect : Allows Torneko to move and attack twice per turn for a short period of time.

Swords : Demon-X, Doll-X, Falcon, GoldPick, Ice, Loto, Magic, Metabble, MetalKing, Wind, Zombie-X

Obtained : Move around at double speed (eat Agility herb to get double speed)

Obtained Swords : All

Scapegoat : Special : Hunger 7

Description : Turns the monster in front into Torneko's substitute.

Effect : The monster becomes a Fake Priest for a short period of time. Monsters will attack the Fake Priest instead of Torneko.

Swords : Babyfork, GoldPick, Loto, Magic, MetalKing, Seal

Obtained : Kill a fake priest (use Scapegoat staff to turn an enemy into a fake priest)

Obtained Swords : All

Shield-X : Special : Hunger ??

Description : Steals a shield from the monster in front.

Effect : Causes a random shield to appear on the ground behind the monster.
You can only rob 1 shield from each monster.

Swords : Falcon, Gold, GoldPick, Loto, Magic, Pick, Zombie-X

Obtained : Kill a monster and have it drop a shield

Obtained Swords : All

Skill-X : Special : Hunger 5

Description : Prevents a specific monster in front from using skills.

Effect : The monster can not use special skills.

Swords : Demon-X, GoldPick, Iron Axe, Loto, Magic, Seal

Obtained : Seal a monster with a skill ability and then kill it

Obtained Swords : Loto, Magic, Seal

Sleep : Special : Hunger 7

Description : Makes the monster in front sleep.

Effect : The monster is put to sleep for a short period of time.

Swords : Demon-X, Gold, GoldPick, Loto, Magic, Seal

Obtained : Put a monster to sleep (hurl a Sleep herb)

Obtained Swords : Demon-X, Loto, Magic, Surehit

Slow : Special : Hunger 5

Description : Slows the monster in front.

Effect : The monster can only move and attack once every other turn.

Swords : Demon-X, Doll-X, Falcon, GoldPick, Ice, LifeDrain, Loto, Magic
Metabble, Seal

Obtained : Walk around at half speed

Obtained Swords : All

Spin Cut : Coverage : Hunger 6

Description : Attacks in a full circle.

Effect : Does a normal attack to all monsters around Torneko.

Swords : Eliminato, Ice, Iron Axe, Loto, Magic, Metabble, MetalKing,
Pick, Reaper, Steel, Surehit, Whirlwind, Zombie-X

Obtained : Attack while confused

Obtained Swords : Loto, Magic

Staff-X : Special : Hunger 5

Description : Prevents a specific monster in front from using a staff.

Effect : The monster can not use its Staff.

Swords : Demon-X, Doll-X, GoldPick, Loto, Magic, Seal, Steel, Wind, Zombie-X

Obtained : Seal a monster (using Skill-X staff or Seal sword) that has a
staff ability then kill that monster

Obtained Swords : All

Strength Heal : Special : Hunger 1

Description : Fully recovers Strength.

Effect : Torneko strength is restored to is max.

Swords : Club, Falcon, GoldPick, Loto, Magic, Miracle, Surehit

Obtained : Chew an antidote herb

Obtained Swords : All

Summon : Special : Hunger

Description : Summons monsters.

Effect : Random monster appear around Torneko.
Swords : Babyfork, Goldpick,Loto, Magic, Miracle, Seal
Obtained : Step on a summon trap
Obtained Swords : Magic

Surehit : Extra : Hunger 8
Description : Attacks never miss.
Effect : Does a normal attack that can not miss.
Swords : Abacus, Babyfork, Club, Copper, Doll-X, Dragon-X, Gold, GoldPick,
 Loto, Magic, Surehit, Wind, Windshear
Obtained : ???
Obtained Swords : Dragon-X, Loto, Magic

Surge : Special : Hunger 10
Description : Fully restores HP and cures status problems.
Effect : Torneko's HP are restored to max, and any status problem is removed.
Swords : All
Obtained : ???
Obtained Swords : ???

Sword-X : Special : Hunger ??
Description Steals a sword from the monster in front.
Effect : Causes a random sword to appear on the ground behind the monster.
 You can only rob 1 sword from each monster.
Swords : Falcon, GoldPick, Loto, Magic, Pick, Zombie-X
Obtained : Use the Shield-X skill
Obtained Swords : All

Terrify : Special : Hunger 7
Description : Terrifies the monster in front.
Effect : The monster is terrified and runs from Torneko at 2x normal speed.
Swords : Copper, GoldPick, Loto, Magic, Seal
Obtained : Kill a terrified monster (Terrified monsters will run so make
 sure the monster is trapped befoer terrifying it)
Obtained Swords : All

Tiger Trap : Extra : Hunger 3
Description : Holds a monster in place.
Effect : The monster can not move.
Swords : Abacus, GoldPick, Loto, Magic, Miracle
Obtained : Kill a monster while trapped in a tiger trap
Obtained Swords : All

Tractor : Special : Hunger 6
Description : Reels in close a distant monster in front.
Effect : Pulls the enemy next to you
Swords : Babyfork, GoldPick, Loto, Magic Miracle, Seal
Obtained : Hit a monster with a Tractor arrow
Obtained Swords : All

Tunnel : Special : Hunger 1
Description : Enables tunneling into walls.
Effect : Destroys the wall directly in front of Torneko.
Swords : Abacus, Babyfork, Club, Copper, Demon-X, Doll-X, Dragon-X, Falcon,
 Gold, Miracle, Wind, Windshear
Obtained : Swing your sword at a wall. The sword must be able to use the
 Tunnel skill.
Obtained Swords : ???

Tunneler : Special : Hunger 1

Description : High-speed tunneling.
Effect : Destroys 3 walls in a straight row in front of Torneko.
Swords : Eliminato, GoldPick, Ice, Loto, Magic, Metabble, MetalKing, Pick, Reaper, Steel, Surehit, Whirlwind, Zombie-X
Obtained : Tunnel through walls
Obtained Swords : All

Twin Slash : Extra : Hunger 3
Description : Torneko's HP is halved while the target's HP is cut to '1'.
Effect : The monster's HP is reduced to 1. Torneko's HP is halved.
Swords : All
Obtained : Reduce a monster to exactly 1 HP
Obtained Swords : All

Zombie Cut : Extra : Hunger 1
Description : Inflicts heavy damage on zombies.
Effect : Does a normal attack against the monster doing 2x damage if the monster is a zombie.
Swords : Abacus, Babyfork, Club, Copper, Eliminato, Falcon, Gold, GoldPick, Iron Axe, LifeDrain, Loto, Magic, Metabble, MetalKing, Miracle, Pick, Reaper, Seal, Steel, Surehit, Whirlwind, Windshear
Obtained : Kill 5 zombie type monsters on one floor
Obtained Swords : Loto, Magic, Zombie-X

9.3 Spells

Page 1:

Sacrifice HP use : 0 [Floor]
Instantly slays all monsters on the floor, or knocks you out
Blaze HP use : 2 [Front]
Attacks in front with a small fireball causing 10-HP damage
Blazemore HP use : 4 [Front]
Attacks in front with a big fireball causing 20-HP damage
Blazemost HP use : 6 [Front]
Attacks in front with a huge fireball causing 40-HP damage
Firebal HP use : 4 [3 space arc]
Hits 3 spaces in front with a small fireball causing 7 to 10-HP damage
Firebane HP use : 8 [3 space arc]
Hits 3 spaces in front with a big fireball causing 15 to 30-HP damage
Firebolt HP use : 25 [3 space arc]
Hits 3 spaces in front with a huge fireball causing 45 to 60-HP damage
Bang HP use : 5 [Room]
Strikes all monsters in a room with small explosions causing 10 to 25-HP damage
Boom HP use : 10 [Room]
Strikes all monsters in a room with big explosions causing 20 to 50-HP damage
Explodet HP use : 30 [Room]
Strikes all monsters in a room with huge explosions causing 30 to 70-HP damage

Page 2:

Hellblast HP use : 70 [Room]
Inflicts 75 to 100-HP damage on monsters in the same room
Big Bang HP use : 100 [Room]
Inflicts 95 to 120-HP damage on monsters in the same room
Ice Bolt HP use : 5 [Beside]

Strikes monsters around you with small ice blocks causing 8 to 12-HP damage
Snowstorm HP use : 9 [Beside]
Strikes monsters around you with big ice blocks causing 15 to 30-HP damage
Blizzard HP use : 20 [Beside]
Strikes monsters around you with huge ice blocks causing 35 to 55-HP damage
Blizmost HP use : 40 [Room]
Strikes all monsters in the same room with a small ice storm causing 50 to
80-HP damage
Infernos HP use : 4 [Beside]
Strikes monsters around you with a big tornado causing 15 to 20-HP Damage
Infermore HP use : 12 [Beside]
Strikes monsters around you with a big tornado causing 20 to 40-HP Damage
Infermost HP use : 35 [Beside]
Strikes monsters around you with a huge tornado causing 60 to 90-HP Damage
Bolt HP use : 3 [Range 10]
Attacks in front with a small lightning bolt causing 10 to 15-HP damage

Page 3:

Zap HP use : 15 [Range 10]
Attacks in front with a big lightning bolt causing 20 to 30-HP damage
Thordain HP use : 25 [Range 10]
Attacks in front with a huge lightning bolt causing 30 to 50-HP damage
Expel HP use : 55 [Range 10]
Makes a monster disappear. No EX Points are awarded
Beat HP use : 75 [Range 10]
Instantly slays the monster in front of you
DefeatMax HP use : 150 [Room]
Instantly slays all monsters in the same room
Defeat HP use : 125 [Range 10]
Instantly slays the monster in front and any other monster of the same kind
in the room
Slow HP use : 10 [Range 10]
Temporarily slows down the monster in front of you
StopSpell HP use : 10 [Room]
Prevents monsters in the same room from using special attacks
Sleep HP use : 15 [Range 10]
Puts the monster in front to sleep
Ironize HP use : 40 [Self]
Ironizes self

Page 4:

Panic HP use : 12 [Room]
Confuses all monsters in the same room
Surround HP use : 3 [3 space arc]
Reduces the standard attack accuracy of monsters for ten turns
Sap HP use : 5 [Range 10]
Lowers the defense of a monster
Defense HP use : 10 [Floor]
Lowers defense of all monsters on the same floor
Upper HP use : 40 [Self]
Raises defense on a floor. Cast twice to double defense
MagicWall HP use : 3 [Self]
Negates monster spells occasionally over ten turns
Bounce HP use : 10 [Self]
For ten turns, confuses all monsters that used attack spells
Transform HP use : 5 [Self]
You assume a monster's guise
Rob Magic HP use : 5 [Front]

Absorbs HP from the monster in front of you
 Farewell HP use : 75 [Self]
 Resurrects you if defeated. It is forgotten after one use

Page 5:

Curseoff HP use : 15 [Self]
 Uncurses any equipped item
 De-Chaos HP use : 15 [Self]
 Eliminates confusion or blindness
 Chance HP use : 150 [Self]
 There's no telling what will happen...
 Stepguard HP use : 20 [Self]
 Fully protects against damaging floor tiles
 Radiant HP use : 5 [Self]
 Enables you to see all hidden items and monsters
 Open HP use : 40 [Self]
 Opens doors with locks
 X-Ray HP use : 15 [Self]
 Identifies items
 Disperse HP use : 25 [Range 10]
 Warps the monster in front to somewhere on the same floor
 Outside HP use : 1 [Self]
 Use to escape from a dungeon
 Warp HP use : 20 [Self]
 Warps yourself to somewhere on the same floor

 10.0 Experience Chart

LVL	EXP	LVL	EXP	LVL	EXP	LVL	EXP	LVL	EXP
1	0	21	7000	41	160,000	61	750,000	81	1,670,000
2	10	22	8000	42	175,000	62	790,000	82	1,720,000
3	30	23	10,000	43	200,000	63	830,000	83	1,770,000
4	60	24	13,000	44	230,000	64	870,000	84	1,820,000
5	100	25	16,000	45	260,000	65	910,000	85	1,880,000
6	150	26	20,000	46	290,000	66	950,000	86	1,940,000
7	230	27	25,000	47	320,000	67	990,000	87	2,000,000
8	350	28	30,000	48	350,000	68	1,030,000	88	2,060,000
9	500	29	36,000	49	380,000	69	1,070,000	89	2,120,000
10	700	30	42,000	50	410,000	70	1,120,000	90	2,180,000
11	950	31	48,000	51	440,000	71	1,170,000	91	2,240,000
12	1200	32	54,000	52	470,000	72	1,220,000	92	2,300,000
13	1500	33	60,000	53	500,000	73	1,270,000	93	2,360,000
14	1800	34	70,000	54	530,000	74	1,320,000	94	2,420,000
15	2300	35	80,000	55	560,000	75	1,370,000	95	2,480,000
16	2800	36	90,000	56	590,000	76	1,420,000	96	2,540,000
17	3500	37	100,000	57	620,000	77	1,470,000	97	2,600,000
18	4200	38	115,000	58	650,000	78	1,520,000	98	2,660,000
19	5100	39	130,000	59	680,000	79	1,570,000	99	2,760,000
20	6000	40	145,000	60	710,000	80	1,620,000		

/*****/
 Copyright notice:
 This document is Copyright 2002 by Kris DeHart. I do not authorize any part
 of this FAQ to be copied or used in anyone else's FAQ without my explicit
 permission. The most recent version of this FAQ can always be found at
 GameFAQs (<http://www.gamefaqs.com>) or my website

(<http://www.geocities.com/teriisenshi>)

/*****

This document is copyright Terii Senshi and hosted by VGM with permission.