

The Last Battle (Import) FAQ/Walkthrough

by ritchie

Updated to v1.6 on Aug 17, 2007

The Last Battle

DESIGNED by POWWOW

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GUIDE

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VERSION HISTORY

v1.0 (12/03/03) - Initial release.

v1.5 (08/15/07) - Some cheat codes and about the game.

***I added some more cheat codes.

Please use these cheat codes.

Infinite Sol	7E1DD17F
	7E1DD296
	7E1DD398
No Encounter	7E1DE401
EXP	7E1923FF (Kult)
	7E1924FF (Kult)
	7E1925FF (Kult)
	7E1A07FF (Mei)
	7E1A08FF (Mei)
	7E1A09FF (Mei)
	7E1AEBFF (Borg)
	7E1AECFF (Borg)
	7E1AEDFF (Borg)
	7E1BCFFF (Rejina)
	7E1BD0FF (Rejina)
	7E1BD1FF (Rejina)
Fire Mana	7E1911FF (Kult)
	7E19F5FF (Mei)
	7E1AD9FF (Borg)
	7E1BBDFF (Rejina)
Water Mana	7E1913FF (Kult)
	7E19F7FF (Mei)
	7E1ADBFF (Borg)
	7E1BBFFF (Rejina)
Wind Mana	7E1915FF (Kult)
	7E19F9FF (Mei)
	7E1ADDDFF (Borg)
	7E1BC1FF (Rejina)
Earth Mana	7E1917FF (Kult)
	7E19FBFF (Mei)
	7E1ADFFF (Borg)
	7E1BC3FF (Rejina)

About the game

An RPG that Hijime Kimura of Kimukou supervised. The story where the hero is involved in a quarrel over two countries that were amiable for a long time. The auto battle, for example, can be enjoyed in combat by leaving it, and

create magic by combining two materials.

Elder Village

In the classroom, when the teacher ask Kult a question, choose "no" as the answer. After that, leave the school, and go into the house that is on the left side of the school. Go upstairs to 2F, and search the treasure chest for a flute, then speak to Kult's father Yelt. In the basement, search the treasure chest for a ceremony sword and leather cloth. Make sure to equip those three items on Kult. Go upstairs to 1F, and speak to Kult's mother Youth who will give Kult 100Sol. When Kult speak to his mother again, choose "yes" twice to her two questions. Then the Great Old Magician Fehbennels will come by the house during the night. Outside at the village gate, Kult will learn the magic of fireball A (which uses 19MP) and restore health A (which uses 17MP) from Fehbennels. Leave, and go south to the Ceremony Cave that's nearby.

Ceremony Cave

The path on the left has a treasure chest. The item found inside is bangle. Take the path on the right until you reach a stairs. Go up the stairs, and walk along the left wall until Kult reaches a hidden dark area where he will fall down to another area of 1F. Search the treasure chest for a herb. Go down the stairs. The path on the upper right has a treasure chest. The item found inside is wisdom herb. Take the path to the upper left corner, and walk thru the water to fall into the whirlpool which take Kult to a different area of the cave where there are several stairs. The stairs at the top will take you to a treasure chest. The item found inside is magic herb. The stairs at the bottom will take you to an area where there is a whirlpool. Walk into the whirlpool to fall into the bottom of the cave. Search the treasure chest for a torch. Go to the top area, and search the wall for "Fenamun's gem." After getting Fenamun's gem, go to the right, and go up several flight of stairs to 1F. On 1F, slide down the wall. Now, leave and return back to El Darl Village.

Elder Village

Give Fenamun's gem to the Great Old Magician Fehbennels who will leave the village afterwards. The next day, after leaving the house, Kult and his father will talk to the elder, and then both of them will go to the elder's house. At the elder's house, an injured soldier from Silvel Castle will tell the elder what happened to him. After that, Glud's soldiers will attack the village. It is just only three single battles with Glud's soldier in order to defeat the enemy. When you defeat an enemy in battle, you sometimes get a jewelry bag which can be sold at an item or weapon shop for money. It is one way of earning money in this RPG. In the elder's house, when Kult is asked a question, choose "yes" as the answer. Then the elder will give Kult "Glud's secret letter" to take to Silvel Castle. Walk thru the gate on the right side of the village, and go northeast to Silvel Castle.

Silvel Castle

Inside the castle town, buy some new equipment for Kult at the weapon shop. Then go to the castle's entrance door, and speak to the guard on the right. Choose "yes" twice to his question. Go inside of the castle, and speak to Lord Yury. After the elf Mei asks Kult a question, choose "yes." Then Mei will join Kult. Mei's has the magic of ice storm A (which uses 39MP) and restore health A (which uses 17MP). Go outside of the castle, and fight many of the soldiers of Glud's army until they are defeated. Hint: anytime Kult and Mei are low on HP or MP, just go back inside of the castle, and speak to

the magician in the lower right corner to fully restore Kult and Mei's HP & MP. After the battle is over, Kult and Mei will automatically go back inside of the castle to speak to Lord Yury. Then, Lord Yury will take them to see King Gustuf. First, speak to King Gustafu, and then Lord Yury. Choose "yes" twice to Lord Yury's question. Afterwards, Lord Yury will give Kult "Yury's letter" to take to the Great Old Magician Fehbennels. Walk down the stairs, and go thru the hidden passage that will take Kult and Mei into the weapon shop. As the two come out of the weapon shop, it is night. Glud's army has already set fire to the castle walls, and now they are breaking down the castle gate. Leave, and go south to Fehbennels' House.

Fehbennels' House

Go and speak to Fehbennels. After giving Fehbennels "Yury's letter," Kult and Mei will rest. When morning comes, go and speak to Fehbennels who will read Yury's letter to Kult & Mei. Just choose "to get training" and "yes" to Fehbennels' questions. Then, Fehbennels will use a warp spell to send Kult, Mei, and himself to the entrance of Rudom's Tower.

Rudom's Tower

After Fehbennels leaves, go inside of the tower. Go upstairs to 2F, but be cautious of the floors because they will open sending you back to 1F. On 2F, just start from the stairs, and then go 4 steps to the left, 3 steps down, 4 steps to the left, 2 steps up, and 1 step to the right to reach the doorway safely. Now, after searching the earth spirit statue which is number one of the 4 mana spirit statues, Kult will learn "earth of Fenamun" magic. Then go upstairs to 3F. On 3F, there are six switches, and six torches. The switches have to be pull in sequence to light the torches. First, the two switches that are in the upper left just pull the switch on the right. Second, pull the one switch that is on the left side of the door. Third, the two switches that in the lower left just pull the switch on the left. Fourth, the two switches that are in the upper left just pull the switch on the left. Fifth, pull the one switch that is on the lower right side of the door. Sixth, the two switches that in the lower left, just pull the switch on the right. If this is done correctly, the door will open. Now, after searching the fire spirit statue which is number two of the 4 mana spirit statues, Kult will learn "fire of Fenamun" magic. Then, go upstairs to 4F. On 4F, there are seven tiles. Three with red circles in the center, and four with blue circles in the center. The tiles with the blue circles will have a small green triangular marking meaning that these tiles will teleport you around the room. First, step on the tile with the blue circle that has one small green triangular mark. Then, step on the tile with the blue circle that has two small green triangular marks. Finally, step on the tile with the blue circle that has three small green triangular marks. If this is done correctly, the door will open. Now, after searching the wind spirit statue which is number three of the 4 mana spirit statues, Kult will learn "wind of Fenamun" magic. Then, go upstairs to 5F. On 5F, just step on all of the blue buttons in a certain pattern to change them into red buttons. If this is done correctly, the door will open. Now, after searching at the front of the water spirit statue which is number four of the 4 mana spirit statues, Kult will learn "water of Fenamun" magic. Then, go upstairs to 6F. On 6F, after searching the treasure chest for "silver of Nefa" (a magic stone (1-3) which is a required magic stone to make mana and combining special magic at the magic shop), walk on to the tile with the blue circle to teleport you back to first of the tower. Now, leave, and return back to Fehbennels' House.

Fehbennels' House

Go and speak to Fehbennels who will recover Kult and Mei's HP & MP. After

speaking to Fehbennels, he will introduce Princess Rejina and Knight Borg to Kult and Mei. Now, Rejina and Borg become friends with Kult and Mei. Rejina's magic is tornado A and restore health A. When Fehbennels, Kult and the others go outside of the house, they will fight several soldiers of Glud's army. After defeating the soldiers of Glud's army, Fehbennels, Kult and the others go back inside of the house to talk. After the conversation ends, just leave, and go north to the center of a forest that is nearby Fehbennels' House to enter the Elf Village.

Elf Village

Walk up the ladder, and go into the house that in the back of the village. Go upstairs to 2F, and search the treasure chest for a "body herb" & "life herb." After that, leave, and go to Ritten Village which is nearby the forest.

Ritten Village

Go to house that is on the lower left side of the village. Go upstairs to 2F, and search the treasure chest for a mage staff (Mei). After that, leave, and go all the way northeast to Guruva Village.

Guruva Village

Buy some new equipment for Kult (normal shield), Mei (normal shield), Borg (battle ax) at the curio dealer (the shop on the far left). After that, leave, and go to the Mining Cave which is nearby the village.

Mining Cave

The stairs on the right will take you further down into the underground to where the miners are working. In that area of the underground, walk to the far left until you see a stairs. Go up the stairs, and search the treasure chest for a jewelry bag (750sol). The stairs on the far upper left corner will take you up to 2F. On this floor, you will see the big dark hole that is nearby. Just follow the narrow path to the back of the hole. When you fall thru the hole, you will land on a cliff on 1F. Walk all the way to the lower left corner, and search the treasure chest for hard leather. Then, go to the upper right area, and slide down from the cliff. Search the treasure chest for rune sword. Now, return back to 2F, and take the other stairs up to the outside of the Mining Cave. Go into the other mining cave which is close by. Then, walk to the far left, and go down the stairs. Walk to the far left, and exit the mine. Now, go to Lantoburg Village.

Lantoburg Village

You can sell the jewelry bag and old equipments at the curio dealer. After that, leave, and go east to Belkstat Town.

Belkstat Town

Go to the weapon and protection shop, and buy some new equipment. If you don't have enough Sol, just buy the boots for Kult and steel sword for Rejina. Then, go down the stairs that is in the upper left corner into the basement of that shop, and speak to Borg's father Svalt. Choose "yes" to his question. After that, leave the village by going thru the west gate, and go southwest to a cave which is Yark Village.

Yark Village

Go into the room that is on the left side of the item shop, and speak to the patriarch's daughter. Leave the village, and then come back during the night. Now, go and speak to the patriarch's daughter who will then lead the group to the location of a secret tunnel. Inside the tunnel, fight the soldiers of Glud's army. After each battle, speak to the magic chief of Yark race who will restore the group's HP & MP when choose "yes" to his question. After defeating all of the soldiers, go to the upper right corner, and fight Striker. After defeating Striker, the group will automatically go to the back of the big cave to where the Yark Race Chief, Heg, Rog and others are held. The Yark Race Chief will show the group the weapon of Yark called a battering ram. After speaking to the Yark Race Chief, choose "to set them free as it is" to his question. Then, search the two treasure chests in the room for helm of Yark and chain mail. Now, go back to the location of the secret tunnel to the area where the Yark Race Chief and the others were held at, and search the treasure chest for "seal stone." After that, leave and return back to Belkstat Town.

Belkstat Town

First, I would suggest that you raise the group's level to 18 (near the town area). By that time, you should have already acquired a lot of special herb during the leveling up of the group. After that, go to the magic shop that's nearby the village south gate to synthesize magic (#2) for all the members of the group or decompose (#4) magic to replace it with another more powerful magic, but you have to pay 10Sol for each one of the magic that is synthesized or decomposed. Now, go down the basement of the weapon and protection shop, and speak to Borg's father Svalt who will fully recover the group's HP & MP. After that, Heg and Rog of the Yark race will come by with the battering ram to destroy the gate. Once the gate is destroyed, Svalt and Kult's group will automatically go thru the gate to the other side where the enemy is at. The group will be trap inside this area until they have defeated the enemies. Fight several of the soldiers of Glud's army. Anytime the group is low on HP or MP, just speak to the magician who is blocking the gate on the left to fully restore the group's HP & MP. After defeating those soldiers, go into the house that is in the lower right, and search the treasure chest for "rage shield." Then, go towards the gate on the right, and speak to Guardian. Fight Guardian. This troublesome boss uses a powerful lightning attack spell so be careful. After defeating Guardian, Borg's father Svalt will fully recover the group's HP & MP. After that, leave the town by going thru the north gate, and go northeast to Port Town Hanstad.

Port Town Hanstad

Buy some new equipment for Mei (sarsalar wand), Borg (scale ax) at the weapon shop. Then, go to 1F of the inn into the room at the back, and speak to the three men. Now, go to the mansion which is in the north of this town. The group will be captured and send to Prisoner Island.

Prisoner Island

Inside the prison, search the prison door. Then Yury and Sleek will come by. After Yury opens the prison door, go upstairs to the top floor, and search the treasure chest for the "prison key" in the room in the upper right corner. Now, go back down the stairs, and open the other prison door that have prisoners. Make sure after opening each door, speak to the person that's inside. If you speak to one of the men on this floor, he will fully restore the group's HP & MP. Now, go futher downstairs, and free the other prisoners in the same manner. If you speak to one of the men on this floor, he will also fully restore the group's HP & MP. I would suggest that you raise the group's level to 23. After that, go to 1F, and encounter Sir Kettery and his

guards. Fight Sir Kettery and his guards. Be careful because Sir Kettery uses confuse and ice storm spell a lot during the battle. After defeating Sir Kettery and his guards, follow Yury outside to the gate. If you speak to one of the men near the entrance, he will fully restore the group's HP & MP. When the group exits the prison place, go on the boat which will automatically take the group back to Port Town Hanstad.

Port Town Hanstad

At the port, Glud and his soldiers have invaded the two ships. Now, go left to the second ship, and fight the soldiers of Glud's army to get a few jewelry bags. If you speak to one of the men on the first ship, he will fully restore the group's HP & MP. After that, fight Glud on the second ship. After defeating Glud, the group will automatically end up inside of Slok's mansion. Go outside of Slok's mansion during the night, and choose "yes" to the captain's question for he will let you use his ship. After the Captain leaves, go back inside of the mansion to 2F, and search the treasure chest for a fire ring. Since it is still night, just exit the town, and stay nearby until it is morning. Go back inside of the town, and go to the weapon shop to sell off the prison key for 7500sol, the jewelry bag that you have acquired so far, and any old equipments. Then, buy new equipment for Rejina (broad sword), Mei and Kult (cloth of law). Next, go to the magic shop which is nearby the town's south gate to synthesize magic (#2) or decompose magic (#4) for the members of the group. After that, exit the town, and go on the ship. Now, sail southeast, then west to Elder Village.

Elder Village

Go into the school which is in the upper right area, speak to Yury, and choose "yes" to his question. After that, the group will automatically end up in the town of Silvel Castle.

Silvel Castle

Inside the castle town, go inside of the weapon shop which is on the left side of the castle gate, and go down the basement into the secret tunnel to enter the castle. As a reminder, if you speak to the magician in the room with the unicorn statue, he will fully restore the group's HP & MP. Now, go into the large room, and fight some of the soldiers of Glud's army. In battle, use the lightning spell on the soldiers of Glud's army since that spell has a wide range and very effective on those enemies. I would suggest that you raise the group to LV28. After that, go into the throne room, and fight Commander Guppe. Be careful because Commander Guppe uses the spells of confuse, reflection and silence a lot during the battle. After defeating Commander Guppe, the group gets leg armor. Now, Lord Yury will speak to the group. Then, he will take them to see King Gustuf. First, speak to King Gustafu, and then Lord Yury who will take the group back to the throne room. Leave the throne room, and go into the large room. Take the stairs that is near the lower left corner down into the basement where the treasure chest room is at. Speak to the guard who is blocking the door, and choose "yes" to his question. After the guard opens the door, search the seven treasure chests for jewelry bag (1500Sol), jewelry bag (3000Sol), herb of nimbleness, mental herb, life herb, plate mail, "Thorn's armllet" (shield). Leave the castle, and go to the weapon and protection shop. First, sell the jewelry bags and buy new equipments for Kult (bastard sword and knight shield), Mei (magical staff and anklet), Borg (broad ax and breast plate), and Rejina (bastard sword, knight shield, and anklet). In that process, also sell the old equipments. Next, go to the item shop, and buy 24 magic herbs (which recovers 30MP) for 80Sol each. After that, exit the town, go on the ship, and sail to Udo Town which is west of Port Town Hanstad. On the way to Udo

Town, stop by Birdman Village which is a big tree on a small island.

Birdman Village

First, go to 1F, and buy great sword at the curio dealer for Kult and Rejina. Then, go to the top floor, and search the treasure chest for birdman wings. After that, sail west to Udo Town which is nearby. Don't enter Udo Town as yet, instead just walk further west to Western Port Hantovor.

Western Port Hantovor

Go to the weapon shop, and buy great ax for Borg. After that, walk back to Udo Town, and raise the group to LV33 nearby that town.

Udo Town

Now, go into the building on the right, and speak twice to the five men in that room. Then, speak to Yuri who is in the same room standing by the right side of the table, and choose "yes" to his question to begin the strategy meeting. The group will automatically rush into Bergdelen Fort.

Bergdelen Fort

Outside the fort, fight some of the enemies until you reach the upper right area where there is cave entrance. Go into that cave which will take you inside the fort. In the room, go up, then left, and take the stairs up to 2F. On 2F, there are two different rooms (lower right side and the far lower left side) that have treasure chests. The group would have to fight the enemies who are guarding those treasure chests. After defeating the enemies, the treasure chests can be searched. The items found inside are elixir x2 (it is used for recovering one member's HP & MP), physical ring, soul call (it automatically recovers swoon) in the room on lower right side, and crown of soul, mana ring (it is used for recovering one member's MP) in the room on the far lower left side. After that, go further left thru several rooms in the upper left side until you reach a stairs that goes down to another area of 1F. Now, on 1F, go right, then down until you are in a room with a lever and two treasure chests. But first, the group has to fight General Laban. This troublesome boss uses the mirror image spell a lot, so use an attack spell with a wide rage like lightning or ice storm on those two images of General Laban. After defeating General Laban, Rejina will pull the lever to open the fort gate for the soldiers of Silvel's army to go thru. Now, when the group ends up in the yard of the fort, go back inside to the room where the lever is at, and search the two treasure chests for "Dunas' armllet" (shield) and "gold of Nefa" (a magic stone (2-3)). After that, exit and return to the boat. Now, sail southwest to Dragon Island which is further west of Rondon Tower.

Dragon Island

When you land on the island, use a torch to drive away the monsters. Now, go into the cave, and speak to the Dragon King Duquen 7th. Reply to his two questions with "yes" (to show him Thorn and Dunas' armllet) and "to open the castle gate of Glud's Castle." Then, search the two treasure chests for ent ax (Borg) and "dragon's tear." After that, exit, and sail northeast back Port Town Hanstad. Now, the group will be going on some side quests to get a lot of hidden items (such as powerful equipments for the group). I decided to do this quest now since the game is almost to at an end, and it also doesn't affect the story's line nor the gameplay either, but the enemies are now very strong so the group should be around LV36 by now. Now, sail northeast of Port Town Hanstad to the Sunken Ship.

Sunken Ship

On the ship, there are two stairs. One in the upper left area and the other is on the right side of the plank. Now, when you go down further into the ship, you will come across many treasure chests with items such as rune rod, jewelry bag (5250Sol) x2, body herb, seal book, old sword. After that, exit, and sail south to Coppas Race Raft.

Coppas Race Raft

Go to the house that is on the left side of the entrance or exit, speak to the elder of Coppas, and choose "yes" to his question. Afterward, the elder of Coppas will give you "light of Nefa" (a magic stone (3-3)). After that, exit the raft, and sail back west to Port Town Hanstad.

Port Town Hanstad

Go to magic shop, and create the spells of teleport and seal enemy for Mei. After that, exit, sail to Beast Race Cave which is north of Port Town Hanstad.

Beast Race Cave

Inside the cave, go thru the cave on the right. As you go along thru a series of caves and stairs, you have to fight some of the beast race who are also blocking the paths and stairs. Once you reach the top, search the treasure chest for Thorn's cane, and use the spell of escape to leave that area. Then, exit, and use the spell of teleport to warp to Western Port Hantovor. After that, just walk further north to Dokiwa Cave.

Dokiwa Cave

The path on the right or left will take you into the water. The stairs on the left will take you to a treasure chest that has an anklet. The stairs on the right will take you into a area that has a series of stairs. As you go along, you will find some treasure chests with items such as silver sword, elixir, earth ring, silver mail. Near the treasure chest where you found the elixir, there is a hidden dark area where you can fall into another area which has a treasure chest with wind ball. Now, walk into the whirlpool which will take the group back to the beginning of the cave. After that, exit, and use the spell of teleport to warp to Port Town Hanstad. Now, sail north, then walk further east to Ent's Footprint which is a forest southeast of Beast Race Cave. The group should be around LV38 by now.

Ent's Footprint

Walk into the whirlpool. First, go to the lower right, and walk into the whirlpool. Then, go to the lower left, and walk into the whirlpool. After that, go to the upper right, and walk into the whirlpool. You will be in the area that has only one treasure chest. Search that treasure chest for Silvell thread. Then, retrace your steps back to the beginning area where you went into the whirlpool. Now, if you go back into the same whirlpool, you will be warped to several different locations. Just exit in any one of the locations, and use the spell of teleport to warp to return back to Port Town Hanstad. After that, go back to the boat, and sail far east to Ice Island and Cave which is straight east of Prisoner Island. Be sure to use the spell of seal enemy to decrease the encounter of the unseen enemies that are nearby Ice Island.

Ice Island

When you go inside the cave, every three steps that the group makes those annoying unseen earth dragons will frequently attack the group. Now, go into the next area which is a shrine. On 1F, there is a sword in the center of the room. And, also tiles with four red circles and six blue circles. The tile with the blue circles are only warp tiles. Just jump off the ledge to land on the bottom floor where there are eight treasure chests and six monsters named taros. Since the group's magic is useless against these monsters, just attack them. After defeating the enemies, search the treasure chests for body herb x2, elven chain (Mei), mirror ring, elixir, mind herb, wing boots, aura shield (Kult). If you are having trouble moving around into a certain area because of the spikes, just search the empty treasure chest again to move some of the spikes. Use the warp in the upper right and left corner to warp to 2F to get two more treasure chests. The items inside those treasure chests are mana ring and soul call. In the center of 2F, there are three blue buttons. First, step on the blue button on the left, then right to the lower the stone that is blocking the path. Go thru the path on the right, and only one stone will raise back in its normal position. Now, jump down the hole that is in the center of the room to 1F where the sword is at. Search the stone, and use Kult's sword, so that you can get the aura sword (Kult). Now, exit the cave, then sail back to Port Town Hanstad or use the spell of teleport to warp the group to Western Port Hantovor, and walk all the way to north side to the Gold Ore Cave which is nearby Noldorig Village. The group should be around LV40 by now.

Gold Ore Cave

When you go inside of the cave, be cautious of some of the monsters because they can be very troublesome, but the monster called gold eater who is weak against lightning can give the group 999EXP after defeating it. Now, go down the stairs to the bottom area where the treasure is at. Make sure to go into the cave that is on the lower right side because there is a treasure chest inside with a item of Dunas sword (Rejina). Search the treasure that is in the bottom area for rune ax (Borg). Now, go down the stairs which will take you into a water area that has many whirlpools. Make your way thru a series of whirlpools, stairs and caves to find treasure chest with blood smell, seal stone, seal book, draupnir (Mei), all elixir (it is used for recovering all member's HP & MP, including swoon), shine cloak (Rejina), grand armor (Borg), and jewelry bag (5250Sol). The group should be around LV41 by now. After that, exit, and use the teleport spell to warp back to Bergdelen Fort, then walk north to Glud's Castle.

Glud's Castle

Inside the town, go to the house that is on the right side of the item shop. First, go upstairs to 2F, and search the treasure chest that's in the upper left corner for life herb. Return back to 1F. Pay the magician inside the bedroom of that house to restore or synthesize more powerful spells for the group such as tornado and explode. Now, speak to Yury who is standing by the right side of the table, and choose "yes" twice to his two questions. After the group uses the dragon's tear on the castle's door to make it disappear, they will rush into the castle with the soldiers of Silvel's army. Go thru the door which will take you into a big room. As you are avoiding the seen enemies that are moving around, go upward into the next room where there are two doors. Go to far lower left and far lower right corner, and search the treasure chests for all elixir and soul call x2. Go thru the door the right or left. Defeat the enemy called irureea (right) or glasshead (left), and then go upstairs to 2F. After that, go further to the room at the back, and fight two of Sir Kettery's monsters called glendell. After defeating the

glendell, Sir Kettery will retreat, and the group will be teleported to the cave on Fire and Ice Island.

Fire and Ice Island

Be careful in this last dungeon because the group's HP & MP has not been recovered, and the last battle is almost drawing near, so make your way quickly up thru the lava area while trying to avoid the enemies until you reach the ice area. In the ice area, there is a room with eight doors and four treasure chests. Search the treasure chests for blood smell, elixir, and all elixir x2. Make sure to use the one of the 'all elixir' to restore the group's HP & MP. Go thru the door on the bottom left which is next or nearby the door you just came thru. This door will lead you straight to Sir Kettery. Fight Sir Kettery. This troublesome semi-boss uses the spells of reflection, silence, ice storm, and paralyze a lot, so be careful. After defeating Sir Kettery, make sure to use the 'all elixir' to restore the group's HP & MP. Now, go thru the door at the top, and speak to the Water Queen Iskarl. Fight the Water Queen Iskarl who is the final boss that has two forms (a human form and a dragon form). Her first form (human) uses the spells of ice storm, mirror image and solar ray a lot, and the second form (dragon) uses the spells of confuse, ice storm, and star blast so be careful. Also fighting her dragon form is going to be one long tough battle. Use the spells of tornado and explode on both forms.

THE END

Magic Shop

You can do the following at the magic shop with

1. recover health (for all members of the group with a fee of 50Sol)
 2. magic synthesis (for each member of the group with a fee of 10Sol)
 3. magic confirmation
 4. magic decompose (for each member of the group with a fee of 10Sol)
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Magic List

Here is the full list of magic that can be created with the four manas (fire, wind, water, earth) and the three magic stones (silver, light, gold) for Kult, Mei, Borg, and Rejina:

fire + fire = fireball (a fireball)
fire + wind = explode (an explosion)
fire + water = mirror image (one's self)
fire + earth = paralyze (paralysis)

wind + fire = explode (an explosion)
wind + wind = tornado (a tornado; one)
wind + water = ice storm (an ice storm)
wind + earth = protection (defense up; one)

water + fire = mirror image (one's self)
water + wind = ice storm (an ice storm)
water + water = restore health (to recover HP; one)
water + earth = lightning (an electric shock)

earth + fire = paralyze (paralysis)
earth + wind = protection (defense up; one)
earth + water = lightning (an electric shock)
earth + earth = earthquake (to die by an earthquake)

silver nefa + fire = silence (to seal magic; all)
silver nefa + wind = reflection (to reflect magic)
silver nefa + water = confuse (confusion; one)
silver nefa + earth = escape (to warp outside)

light nefa + fire = solar ray (a flash of light; all)
light nefa + wind = teleport (to warp to a town)
light nefa + water = consciousness (to recover swoon; one)
light nefa + earth = seal enemy (to decrease encounter)

gold nefa + fire = magic arm (attack up; one)
gold nefa + wind = heist (speed up; one)
gold nefa + water = aura (to be consume with aura; one)
gold nefa + earth = star blast (to make stars fall; all)

Magic Shop Location

- 1. Silvel Castle
2. Belkstat Town
3. Port Town Hanstad
4. Glud's Castle (on 1F of one of the houses in the town area where Yury is
at)

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Version 1.6

By Ritchie (hidall@hotmail.com)

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