

Torneko no Daibouken: Fushigi no Dungeon (Import) FAQ/Walkthrough

by Nerthing

Updated to v1.2 on Nov 11, 2006

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You will then be brought to the castle where you meet the king.

-King: I hear you're opening a shop in ^ village. This will be convenient for the townspeople. Why have you come from Endor to ^? To seek treasure in the Mystery Dungeon!? Hmm... Well, it's true... There are many fabulous treasures in that cave! That's why we call it the Mystery Dungeon. But nobody has ever brought any back. Are you afraid to risk your life?

You will be prompted to choose Yes or No. (If you choose Yes, you can talk to the king after the conversation is over, to bring up the choices again.)

{Yes(1):

-King: A wise decision... You give up easily! Ho! Ho! Ho!

You will need to talk to the king.

-King: What!? Do you really want to test your mettle?

You will then be prompted to choose Yes or No.

{Yes(2):

-King: Hmm... Just as I thought... You're not a man who gives up easily!

Continue at No(1) where it says 'Alright then'}

-King

{No(2):

This will repeat Yes(1).}}

{No(1):

-King: Ahh... You don't give up easily. Our Legends predicted that someone would come forward. Alright then, let me explain how it works. The trick is to get the treasure back to the surface. There are SWARMS of enemies, so try to be sneaky so you won't be defeated. If the monsters beat you, they'll toss you out! Your treasures will be stripped, and you'll return to level one! The new dungeon will be changed drastically! Do you still wish to try your luck?}

You will be prompted to choose Yes or No. (If you choose No, you can talk to the king after the conversation is over to bring up the choices again.)

{Yes(3):

-King: Ho! You remind me of ME, when I was younger! In addition to the main cavern, we have a small Trial Dungeon. I seem to have lost my Jewel Chest on the 10th basement floor. I was sipping wine when I stumbled and dropped it. I have given you three items, Taloon... Go to the 10th floor and find my Jewel Chest, then return to ground level. Bring it here, and I'll let you tackle the main dungeon! ~END OF CONVERSATION~}

{No(3):

-King: I see...tell me when you are ready to go!

You will need to talk to the king again.

-King: Are you ready to leave?

You will be prompted to choose Yes or No.

{Yes(4):

Continue at Yes(3)}

{No(4):

Continue at No(3)}

The king has given you three items. They are: a Medical Herb, Big Bread, and Identify Scroll. If you want to know what these items do, refer to the 'Items' section.

If you really want to know what the people in the castle say, read below.
If not, skip down where it says 'Leave the castle...'

-Soldier: If you find a good weapon or shield in the dungeon, be sure to equip it. You should always be looking for better weapons and shields. And... whether barehanded or armed, always face the enemy you are fighting! Don't forget to turn when attacked from the rear. You may equip arrows to fire ranged attacks... or fling them from your quiver. Use arrows against powerful foes, like magicians.

-Guard: Let me explain how a Gold Sword +1 works... Since the sword's basic Strength is 2, then a Gold Sword +1 will give you a total attack power of 3! This applies to shields, too! Scale Shield +2: Base defense is 4, +2 makes a total defense of 6! Staves include weapons like the "Thunder Staff 6." The number 6 indicates that it contains six charges! Weapons and Shields may be Strengthened by the Upper and Bikill scrolls! Neat!

-Minister: Let me explain how the king's gifts can help you. I'll start with the "Medical Herb"... a natural remedy for curing wounds and restoring HP. Use it in battle when you are about to die. Next is the "Big Bread." Eat this whenever you become hungry. Once you are starving, you will lose a single HP every step. When you are near death... Eating Bread right away will restore HP. Finally, there's the "Identify Scroll." Use it to determine the magical functions of staves made of materials like bamboo and iron. This scroll will also reveal magical properties of weapon and shields. I hope this helps you! Be sure to speak to the Prince and soldiers before you go. Heed their words!

-Prince: Let me tell you about some really useful items... Some herbs have medicinal value. Using helpful Herbs can affect your body in various ways. Monsters can swallow herbs, too. Be sure to read your scrolls. If surrounded by enemies, certain scrolls may save you from impending doom! Also, try to vanquish enemies by using magic staves. Herbs and scrolls can be used only once, but a staff contains several charges. That's all I know... I wish you luck!

-Elder: Yes! You're not a hero I see. Merchants should fight like merchants; don't rely on brute Strength. There's a type of grass called Blaze Herb! If brute Strength fails, face the monster hordes and swallow the Blaze Herb! There is also an item called Bang Scroll! When you are being overwhelmed by monsters in a room, READ THIS SCROLL! *Pant, pant, pant...* Ah, can't breathe... Too tense... Anyhow, don't forget to use your items wisely!

-Guard: Seems like adventurers are always attracted to the Mystery Dungeon! So, listen carefully to my instructions... To move diagonally, hold down the R button, then use the D-pad. To change your direction without moving, use the Y button and D-pad together.

-Guard: I have some words of advice for adventurers going into the dungeons...
B and A buttons down together will quicken HP recovery, but will also attract terrifying monsters! There is something called the Miracle Key Prophecy, but unfortunately, I don't know any details.

Leave the castle, and you will be brought to the Trial Dungeon.

Let's go over the basics of the game, just to make sure you know what you're doing. While in the dungeon, you will see several things on the top of the screen.

Fl - Floor you're currently on
Lv # - Your current level (resets every time you enter a dungeon)
HP #/# - Current HP/Max HP
G - Your current gold

Now, for the controls of the game.

A - Attack/Confirm
B - Map with game screen (hold)/Cancel/Run (hold)
X - Menu/Confirm
Y - Cancel/Change direction while standing in place (hold)
L - Shoot arrows
R - Move diagonally (hold)
Select (hold) - Map without game screen
A + B - Recover HP fast (hold)

In the menu, you will have a number of options, and several statistics will be displayed. The menu is as follows:

Item Map
Grab End

Floor # Belly #
Attack # Strength #/#
Defense # Exp. #

Item - Shows your current items.
Map - Displays the map like the B button, but all of the time.
Grab - Picks up a nearby item.
End - Quit the game.
Floor - Floor you're currently on.
Attack - Your attack power
Defense - Your defensive power
Belly - Amount of energy you have.
Strength - Your Strength. Poison will subtract this, causing you to do less damage.
Exp. - Experience points

A few things you should know before you start:

1. If you stay on a floor too long, an earthquake will occur, dropping you down a floor.
2. ANYTHING you do (except changing direction) will decrease your Belly %.
3. Every time you do an action, you use up .1% of your Belly %, which means that 10 actions = -1 Belly %.
4. You will do less than half of your normal damage at 1 Strength. Strength is

a very important aspect towards your damage.

5. Do anything to avoid losing Max HP/Max Strength/Level, as it will severely limit your chances of survival.

6. Your main goal is to finish the dungeon on your first try.

7. Monsters will randomly spawn after you do a certain amount of actions. Refer to the 'Enemies' section if you want to know which enemies will appear on a certain floor.

8. If you have a key item, you will not be able to use an Outside Herb. Furthermore, if a Demonite steals this key item, you will have to get it back, or be faced with going back down to get another one. Also, if you throw an item at an enemy or into a group of items, it will disappear.

9. There's is a low chance the floor you go on will contain a monster lair. These floors contain a large amount of enemies and items.

10. Some equipment may be cursed, so be careful about what you wear.

11. If an enemy kills another enemy, that enemy will gain experience from the kill. If you kill this enemy, you will gain the regular experience plus the experience from the enemy it killed. Enemies can gain levels, too.

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Trial Dungeon

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Since all dungeons are random, there isn't a way to help you with each floor. You're going to have to descend to the 10th floor, find the Jewel Box, and then ascend all of the way up (meaning you'll have to do 19 floors total.)

Enemies: Demon Toadstool, Demonite, Deranger, Giant Slug, Magician, Monjar, Mummy, Slime, Wyvern

Refer to the 'Enemies' section to learn about the enemies in this dungeon. Refer to the 'Items', 'Weapons', and 'Shields' sections for information about the kinds of things you can find in the dungeon.

After you ascend from the first floor, the Hi Score screen will appear, showing you the high scores. The description will be:

^ village, In the Trial Dungeon 10 Floor, Returned the King's Jewel Chest.

After the Hi Score screen is gone, you will leave the Trial Dungeon and return to the castle.

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To the Mystery Dungeon

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-King: Oh! This is certainly my Jewel Box! Taloon...! You have passed my test! I grant you leave to search for treasure to your heart's desire. However! The "real" Mysterious Dungeon is truly foreboding. Therefore, I will give you a book of tips containing the advice you have received. This is my final present to you! Review it at home on your spare time. Also, before you go, be sure to speak with all the members of my court. Farewell.

Leave the castle.

-Nene: Congratulations, darling!

-Poporo: Papa! Congratulations!

-Nene: Now you can go treasure hunting, just like you always wanted! Look! This is our new store!

-Poporo: We have a store!

-Nene: I'll sell the goods you bring back in our store... And, we'll save up the gold you bring back and use it to make the store bigger... I can't wait to see how far we can make it! You look tired. Have a nice rest, darling!

You rest.

-Nene: Today will be your first day at the Mysterious Dungeon. When you want to talk with a customer, just speak to them across the counter. Also, if you want to see how much gold we've saved up, I left the account book by your bedside so you can consult it there. Darling, aren't you just itching to get started on your adventure?

You will be prompted to choose Yes or No. It doesn't matter which one you choose, but if you do choose Yes, you'll get a Big Bread.

{Yes:

-Nene: Here's your lunch box! Go get them, dear!}

{No:

-Nene: Tell me when you're going to leave! I'll give you your lunch box!}

If you press A on the book on the bed, it'll say the following:

'Guess what, dear, we have 0G in the bank. I have spent 500G expanding our shop. Good luck, dear! -Nene'

If you want to know what the book of tips says (the red book on the table), here it is.

'10 Dungeon Tips and Tricks from the King

1. Your movement is turn-based. Don't sweat it!
2. Face the monster you are attacking.
3. Watch out for diagonal attacks while running!
4. Walk around to recover HP, but stay away from danger!
5. Hit undead with the Thunder Staff! Change monsters with the Change Staff! Use Expel and Chaos Staves too!
6. When you can't run away, use a Return Herb! You can also throw a Confusion Herb at a monster!
7. Use Medical Herbs and Elixirs at max Strength to raise your max HP a little bit.
8. Use Antidote Herbs to recover lost Strength due to poison! Then use your Strength Seeds!
9. You can see if an enemy is sleeping on the Map!
10. Rings never wear out! But be wary of curses by identifying rings first!

The End'

The customers also give various hints on exploring the dungeons. Here is what they say.

-Customer (Soldier): If you are defeated in the cave, half of your money will be stolen by Trick Bags, and all of your items will be stolen by Demonites. I'm surprised the Trick Bags are so kind, as to only take half, rather than

all of your money.

- Weapon dealer from the neighboring town: I heard that a new shop had been built and came to check. Hah! What a big shop, such a profitable store! What's it made out of, just wood!? Make sure you watch out that it doesn't get blown down by the wind!
- Straight-head old man: I hate turning! I'm satisfied just walking in a straight line until I run into something! It may be a good idea to move diagonally sometimes, but I just go straight, and then straight again after I hit something! That's why I'm hungry, it takes too much time! Gahahaha!
- Warm-hearted old man: I hear that you will heading off for the Mysterious Dungeon. I've heard about it. They say there are amazing treasures there. However, you'll have to go extremely deep to find them.
- Customer (Woman): Excuse me. I'd like one herb, please.
- Old woman: Everyone says that cave is so mysterious. I think you're the most mysterious, going into a frightening place like that. Anyway... I'll take an herb.
- Knowledgeable Doctor: Grandma Maggy seems to know something about the treasure of the Mysterious Dungeon! I'll let you ask her about it!

Exit the shop to go into the Mystery Dungeon.

=====
Mystery Dungeon
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You're going to have to descend to the 26-28th floor, find the Happiness Box, and then ascend all of the way up. You're going to have to go through 53-55 levels. Some people suggest that you return to your shop once in a while, but I suggest going all of the way down on your first try.

The enemies in this dungeon aren't very hard in the beginning, but later on they get to the point where it's crucial to avoid almost EVERY single one of them.

Enemies: Every single one in the game.
Refer to the 'Enemies' section to learn about the enemies in this dungeon.
Refer to the 'Items', 'Weapons', 'Shields', and 'Rings' sections for information about the kinds of things you can find in the dungeon.
Refer to the 'Traps' section to learn about the kinds of traps you'll face.

The Hi Score screen shows after you exit the dungeon, displaying:

^ village, Deep into the Mystery Dungeon 26-28 Floor, Acquired the Happiness Box. Returned safely.

After the Hi Score screen, you will leave the Mystery Dungeon.

=====
3e. Ending
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You will be at your house.

-Nene: Welcome back, darling. I'm glad you're safe! So, which items shall we put in the storehouse...Huh? What is this beautiful box...? Could it be!? Darling, open it up!

Taloon opens up the box. A song starts, which is heard all over the village. The credits will show throughout the dialog.

-Nene: Darling! You've finally done it! You found the Box of Happiness! Wow, amazing! I can hardly believe it. We must start the preparations for

opening our new store right away! Darling! Go tell everyone what you've found, and then come to the store!

PLAN & DIRECTION

TADASHI FUKUZAWA

-Grandma Maggy: Oohh...It's the Box of Happiness! Taloon! Congratulations!

-Knowledgeable doctor: So, the Box of Happiness was a music box! Now I know one more thing!

-Great-grandfather: Aaahh...It has a great sound. It seems to soak through my entire body, from my ears...Huh? I... I can hear!?

-Grandma Maggy: Taloon! Please go and tell my husband as well! We're going to go help Nene now!

ORIGINAL: DRAGON QUEST IV

SCENARIO & GAME DESIGN

YUJI HORII

CHARACTER DESIGN

AKIRA TORIYAMA

-Grandpa Fuan: Taloon! I feel sort of strange! My body feels light, and I feel so cheerful.. I feel like I want to jump up and down!

MUSIC

KOICHI SUGIYAMA

PLAN & SCENARIO

KAZUYA ASANO

PLAN & GAME BALANCE

SEIICHIRO NAGAHATA

-Polly: Aahh! Master!

-Disguised minister: Ooh! Taloon!

-Polly: Is this the Box of Happiness? Aah! Oh, how beautiful it sounds! What a great sound! Just listening to it makes me feel...Aaaahh! It's so splendid!

-Disguised minister: Taloon! Well done! This is quite an accomplishment! This will make the king extremely happy! I think I can see the happy look on the king's face now...

PROGRAM

CHIEF

TAKENORI YAMAMORI

SECOND CHIEF

YUJI FUKUDA

-Disguised king: Oh! Taloo...

-Gon: Uuuuuuuuuuuohhhh!!!! You finally did it! Finally! You did iiiiiiitttt!!!!

-Disguised king: Well done, Talo...

-Gon: Wooow!!!! I just don't have the words to express....

-Disguised king: Talooooon!! WELL DONE! The dream of my youth! Solving the Mystery of the Mysterious Dungeon!! You solved it, well dooonnee!!!!!! I'm so happy!!!

-Gon: I'm happy tooo!

-Disguised king: Uuuuuuuuuohhhhhh!!!!

-Gon: Uuuooooohhhh!!!

PROGRAM

KENJI NEMOTO

TAKASHI KAWASHIMA

HIDEFUMI ITANO

KIYOSHI NUMATA

-Rival warrior: Taloon! You did it! As I would expect from you, my rival!
I'll never be able to forget what you've accomplished here, Taloon! It will
be one of my fondest memories!

-Sophia: Taloon, congratulations! Close your eyes for a minute! Teeheehee!
Don't tell Nene! Let's go, darling! The store is about to open!

-Rival warrior: We'll go on ahead, Taloon!

GRAPHIC DESIGN

CHIEF

KUMIKO HARADA

-Prince: Taloon! You finally found the Box of Happiness! Congratulations! A
little bit ago, I heard my father's voice around here somewhere. He
sounded very happy. That's the first time I've ever heard my father
yelling so loudly.

-Girl with unrequited love: Taloon. I understand now. The prince has really
been thinking about me... Believe the prince... The music of this music
box is so wonderful.

-New couple: Taloon! Your new store is having its grand opening, right!
We're going to check it out! Thank you so much!

GRAPHIC DESIGN

SHINJI SASAKI

FUYUHIKO KOIZUMI

SHINYA OCHIAI

KEIKO SATO

-Gucci: Master! There's a big uproar going on in the bar!

-Woman in the bar: Ohh! You did it, Taloon! C o n g r a t u l a t i o n s!

-Bartender: Boss! Good! Good!

-Sharp old man: Wahaha! The bartender is saying 'guuguu'! What, is he asleep!?

-Bar lady: Teehee! You're amazing, Taloon! You're so cool! Yeah!

-Drunkard: Hic! What the.... Heeheehee, what! This store... hic, hic...
Wahahahahahaha!

-Strange youth: Teeheehee...This melody was playing earlier... Hehe. For some
reason... Ahaha, it just makes me feel so lighthearted... Ahahahaha!!

-Woman in the bar: Once again! Taloon! C o n g r a t u l a t i o n s!

SOUND PROGRAM

CHIEF

CHIYOKO MITSUMATA

-Poporo: Ahaha, papa! A little while ago, I suddenly heard music! And then....
Ehehe! Warm water came!.... Ahahahaha!

-Lulu: Hey, uncle! Heehee... We started laughing, because Poporo had to stop
looking for treasure... Isn't it funny?... Ahahahaha!!!

-Poporo: You're a lot of fun, too, papa! Ahahaha...!

-Lulu: Teeheehee... Uncle! Let's go! Aunt Nene will be coming to the new
store soon...

-Poporo: Papa, let's go!

SOUND PROGRAM
KOJIRO NAKASHIMA
KOTA KATO

PUBLISHING & ADVERTISEMENT
KAZUHIKO NAKANISHI
HIROE KARASAWA

PRODUCE
KOICHI NAKAMURA

-Ed: Ahahaha! Taloon, sir! You finally did it! Everyone's waiting! Come on,
please go!
-Mondo: Taloon, we built a really great place this time! It's so...amazing...
that I just...get all choked up when I think about it.
-Nene: Darling... wait a moment...My... heart is so full.. What shall we do...
(Taloon smiles and takes Nene's hand)
-Nene: Darling...I'm fine now! Let's go!

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Taloon puts the music box on the stand and raises his arm in triumph.

THE END

There's still more to the game, actually. Reset the game and continue from
your file. Leave your house. Go a screen left and into the building. Go
through the top-right door and talk to the king.

Don't worry about what the king says - it's just a useless conversation. Just
make sure you say No to his question. Then, open the Happiness Box.

Go back to the Mystery Dungeon.

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3f. Mystery Dungeon #2
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Yes, once again you're back in the Mystery Dungeon. This time, it's a little
different - there are unidentified scrolls & herbs, and there are also new
items. You will need to go to at least Floor 30 to acquire the Mystery Box,
and then go back out of the dungeon (for a total of 59 floors minimum.) You
will be able to go down past floor 30, but don't do that at the moment. You'll
want to get the Mystery Box out as fast as possible.

After you ascend from the first floor, the Hi Score screen will appear,
showing you the high scores. The description will be:

^ village, Very deep into the Mystery Dungeon 30 Floor, Acquired the Mystery
Box. Returned Safely.

After the Hi Score screen is gone, you will leave the Mystery Dungeon and end
up being at your house.

-Nene: Welcome home, darling. Huh? Darling, you smell a little like perfume.
Heehee... It suits you! We've made a huge bath, where the hot spring that
Poporo dug up was. It's big enough for everyone. Tonight, why don't you
relax and take a bath, darling.

You rest.

Value: 35G

Effect: Gives two actions for one turn. This lasts for ten turns.

Description: Increases speed for a limited amount of time.

Antidote Herb

Value: 30G

Effect: Fully recovers Strength.

Description: Recovers lost Strength caused by poison.

Blaze Herb

Value: 40G

Effect: Spews fiery breath at an enemy in front, doing severe damage.

Description: Spew fire from your mouth.

Blinding Herb

Value: 5G

Effect: Causes blindness (unable to follow enemies and giving a greater chance to miss with attacks.)

Description: Throw this at a monster to make it go blind.

Confuse Herb

Value: 15G

Effect: Causes confusion for ten turns.

Description: Throw this at a monster to confuse it for a limited amount of time.

Elixir

Value: 40G

Effect: Recovers 99 HP. Increases Max HP by two if current health is full.

Description: Recovers a lot of HP.

Eyedrop

Value: 15G

Effect: Allows vision of invisible enemies (Shadows).

Description: Improves sight for the current floor.

Fear Herb

Value: 20G

Effect: Causes fear (runs away from enemies.)

Description: Throw this at a monster to make it run away.

Happiness Herb

Value: 1000G

Effect: Increases level by one.

Description: Increases level by 1.

Medicinal Herb

Value: 25G

Effect: Recovers 25 HP. Increases Max HP by one if current health is full.

Description: Recovers a few HP.

Poison Herb

Value: 20G

Effect: Decreases HP by five and Strength by three.

Description: Decreases HP and Strength.

Return Herb

Value: 10G

Effect: Teleports to a random location on the map.

Description: Warp to a different location.

Sleep Herb

Value: 30G

Effect: Causes sleep for five turns.

Description: Throw this at a monster to put it to sleep.

Strength Seed

Value: 50G

Effect: Recovers one Strength and increases max Strength by one if current Strength is full.

Description: Increases Strength.

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Scrolls

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Bang Scroll

Value: 80G

Effect: Casts the Bang spell, creating an explosion around you that will hit multiple enemies.

Description: Cause a big explosion.

Bikill Scroll

Value: 50G

Effect: Makes your equipped weapon stronger (like a Copper Sword turning into a Copper Sword +1.)

Description: Raise the attack power of your equipped weapon.

Charge Scroll

Value: 1000G

Effect: Makes the enemy circle around you.

Description: If placed at a monster's feet, will prevent all attacks.

Clairvoyant Scroll

Value: 40G

Effect: Shows where all items are on the map for the current floor.

Description: Learn the locations of items on the present floor.

Eavesdrop Scroll

Value: 40G

Effect: Shows all of the enemies on the map on the current floor. This will also show all traps, Shadows, and Mimics

Description: Learn the locations of monsters on this floor.

Identify Scroll

Value: 30G

Effect: Identifies an item (Some of these identify all of the items in your inventory.)

Description: Identifies an item.

Numb Scroll

Value: 70G

Effect: Freezes enemies in the direction you're facing.

Description: Freezes all monsters in the direction you are facing.

Outside Scroll

Value: 100G

Effect: Brings you back to your house.

Description: Exit the dungeon.

Plating Scroll

Value: 250G

Effect: Protects the chosen shield from rust until you leave the dungeon.

Description: Protects your shield from rust for this adventure.

Prayer Scroll

Value: 350G

Effect: Increases the number of charges on a staff by three.

Description: Increases Staff charges.

Rations Scroll

Value: 50G

Effect: Turns an item into Big Bread.

Description: Turns an item into Bread.

Sandglass Scroll

Value: 80G

Effect: Begin the floor again the same exact way you did before.

Description: It will return in time.

StopsPELL Scroll

Value: 20G

Effect: Stops all current spell affects on target.

Description: Stops all current spell affects on target.

Torch Scroll

Value: 40G

Effect: Shows the whole map on the current floor.

Description: Know the current floor layout.

Trap Scroll

Value: 20G

Effect: Shows all traps on the current floor.

Description: Shows traps on the current floor.

Uncurse Scroll

Value: 50G

Effect: Removes curses from all equipped items.

Description: Removes curses from all equipped items.

Upper Scroll

Value: 50G

Effect: Makes your equipped shield stronger (like a Bronze Shield turning into a Bronze Shield +1.)

Description: Raise the defense power of your equipped shield for this adventure.

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Staves

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Change Staff

Value: 300G

Effect: Changes enemy to a random enemy (can be stronger or weaker.)

Description: Monsters can transform.

Chaos Staff

Value: 240G

Effect: Causes the monster to become confused, making it unable to move correctly for ten turns.

Description: Monsters are confused.

Cloning Staff

Value: 160G

Effect: Makes a copy of the enemy. The copy will have equivalent attributes to an untouched version of that enemy.

Description: Monsters can divide.

Expel Staff

Value: 240G

Effect: Warps an enemy to a random place on the floor.

Description: Monsters can warp.

Invisible Staff

Value: 40G

Effect: Makes an enemy invisible.

Description: Monsters are invisible.

Multi-Edge Staff

Value: 240G

Effect: Halves your current HP to reduce the enemy's HP to 1.

Description: Makes your HP half, so the monster gets HP equal to one.

Prevention Staff

Value: 100G

Effect: Prevents you from falling down a floor due to an earthquake.

Description: Keep to prevent from falling down a floor.

Seal Staff

Value: 240G

Effect: Makes an enemy forget all of it's actions.

Description: Monsters have special ways of moving.

Sleep Staff

Value: 240G

Effect: Puts the enemy to sleep for five turns.

Description: Monsters fall asleep.

Slow Staff

Value: 240G

Effect: Halves speed on an enemy (a Slime would attack once every two turns, and move every two turns, for example.)

Description: Monsters move slow.

SpeedUp Staff

Value: 120G

Effect: Speeds up an enemy (a Slime would attack twice every turn, and move twice every turn, for example.)

Description: Monsters move quickly.

Thunder Staff

Value: 240G

Effect: Does 18-22 damage to an enemy.

Description: Does high damage from far away.

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Key Items

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Happiness Box

Value: 10,000G

Effect: Found on the 26-28th Floor of the Mystery Dungeon.

Description: This has been sought after for a long time.

killed, but it's poison attack will hurt you. Avoid these unless you're using a Scale Shield, which prevents poison from working.

Demonite

HP: 40

Experience: 20

Found: Trial Dungeon 6-9, Mystery Dungeon 10-17

Actions: Rest, Steal Item, Warp

Comment: This enemy will steal an item from you and warp to a different part of the floor you're currently on. Don't bother wasting time with these guys, as the experience is not worth the trouble. These enemies will steal key items too (Jewel Box, Happiness Box, and Mystery Box)

Deranger

HP: 23

Experience: 15

Found: Trial Dungeon: 8-10, Mystery Dungeon 7-18

Actions: Melee Attack, Bashiruura Spell (teleports you to a random place on the floor)

Comment: Unless they're in your way, ignore these enemies. They chase you just to teleport you to random places on the map.

Drakee

HP: 7

Experience: 2

Found: Mystery Dungeon 1-6

Actions: Melee Attack

Comment: A basic enemy, easy like all of the other ones in the first several floors.

Ghost

HP: 5

Experience: 2

Found: Mystery Dungeon 1-5

Actions: Melee Attack, Move & Attack (in one turn)

Comment: A very easy enemy that can move and attack in one turn, meaning you shouldn't attempt to run away from one.

Giant

HP: 80

Experience: 380

Found: Mystery Dungeon 20-27

Actions: Melee Attack

Comment: A very strong enemy. Unless you're ready for some serious damage, avoid it.

Giant Eyeball

HP: 62

Experience: 150

Found: Mystery Dungeon 21-99

Actions: Melee Attack, Confuse (lasts five turns)

Comment: Avoid these, as their confuse will cause you to move/attack in one of the eight possible, meaning that you'll die very quickly.

Giant Slug

HP: 7

Experience: 3

Found: Trial Dungeon 1-5, Mystery Dungeon 1-6

Actions: Melee Attack

Comment: An enemy almost as easy as a Slime. Shouldn't be a problem.

Golem

HP: 52

Experience: 180

Found: Mystery Dungeon 16-24

Actions: Melee Attack

Comment: Has a high attack power, so it should be avoided until you can do lots of damage.

Goopie

HP: 72

Experience: 40

Found: Mystery Dungeon 16-99

Actions: Melee Attack, Leg Grab (disables your movement)

Comment: This is not a very hard enemy, but it's Leg Grab can keep you still so harder enemies get free attacks at you.

Green Dragon

HP: 100

Experience: 3000

Found: Mystery Dungeon 25-99

Actions: Melee Attack, Fire Breath

Comment: This is the strongest enemy in the game. It will do severe damage to you with it's melee attack. It's Fire Breath skill will do a moderate amount of damage. If you can survive through it's attacks, you'll get a great amount of experience points.

Hork

HP: 30

Experience: 25

Found: Mystery Dungeon 10-20

Actions: Rest, Lick (rusts shield)

Comment: This enemy doesn't attack, but it rusts your shield. Every time it rusts your shield, a -1 modifier will add to the shield you're wearing.

(Meaning a +5 shield would turn into a +4 shield after being licked.) You can use a Plating Scroll to make your shield immune to this, take off your shield, or wear one you don't care about.

Ice Sloth

HP: 60

Experience: 10

Found: Mystery Dungeon 13-20

Actions: Melee Attack, Group (always appears in groups of four)

Comment: This enemy is very easy, but having four of them nearby isn't easy to handle. An enemy of these groups can even appear on the steps, meaning you'll have to take care of at least one of the four.

Imposter

HP: Depends on what enemy it takes form of

Experience: 20

Found: Mystery Dungeon 22-27

Actions: Melee Attack, Transform, (whatever transformed enemy does)

Comment: This enemy will take form of a random enemy, not taking it's defense, but taking the attack & HP of the enemy.

Lethal Armor

HP: 35

Experience: 40

Found: Mystery Dungeon 11-18

Actions: Melee Attack

Comment: A very hard enemy unless you have a good attack & defense power. Avoid these until you're pretty strong.

Liclick

HP: 10

Experience: 7

Found: Mystery Dungeon 4-12

Actions: Melee Attack, Split (creates a new Liclick with HP equal to an unhurt Liclick)

Comment: This enemy isn't hard, but if it splits, you may find yourself in trouble. Any Liclick, split or not, can split.

Lilypa

HP: 9

Experience: 5

Found: Mystery Dungeon 5-9

Actions: Ranged Attack (drops a Wooden Arrow on the ground if it misses)

Comment: An easy enemy to kill, but make sure you aren't getting hit by it's ranged attack continuously.

Magician

HP: 10

Experience: 12

Found: Trial Dungeon 2-8, Mystery Dungeon 2-8

Casts Sleep

Actions: Melee Attack, Sleep Spell (lasts five turns)

Comment: Don't attack these until you at least have a weapon and are at least level five. If they use Sleep on you, be ready to take some heavy damage.

Metal Babble

HP: 3

Experience: 500

Found: Mystery Dungeon 24-99

Actions: Melee Attack, Fear, Warp

Comment: This enemy will flee from you and warp every time you hit it. You will always do one damage to it.

Mimic

HP: 50

Experience: 30

Found: Mystery Dungeon 19-23

Actions: Melee Attack, Mimic

Comment: This enemy will take form of various items. Some obvious mimics are a Safe and a Box.

Monjar

HP: 8

Experience: 5

Found: Trial Dungeon 2-7, Mystery Dungeon 2-6

Actions: Melee Attack

Comment: This enemy is a little harder than the first two, but still should give no challenge.

Mud Puppet

HP: 36

Experience: 40

Found: Mystery Dungeon 16-25

Actions: Melee Attack, Dance (Drains a level)

Comment: Avoid this enemy. You don't want to lose any levels.

Mummy

HP: 16

Experience: 15

Found: Trial Dungeon 5-9, Mystery Dungeon 6-11

Actions: Melee Attack

Comment: This enemy has a moderate attack power. It would be wise to avoid these until you're sure you can deal/take enough damage.

Mystic Doll

HP: 70

Experience: 20

Found: Mystery Dungeon 22-99

Actions: Melee Attack, Max HP Drain (Drains five Max HP permanently), Max Strength Drain (Drains 1 Max Strength permanently)

Comment: You will never fight this enemy, unless you want to lose. This enemy is the worst thing you'll fight in the game. Avoid it at all costs.

Shadow (Invisible Enemy)

HP: 60

Experience: 150

Found: Mystery Dungeon 19-27

Actions: Melee Attack, Invisibility, Random Movement

Comment: This is an enemy you won't be able to see unless you use an Eavesdrop Scroll or an Eyedrop. It will randomly move, meaning it'll also attack whenever it wants to.

Silver Devil

HP: 78

Experience: 600

Found: Mystery Dungeon 23-99

Actions: Double Melee Attack, Double Movement, Move & Attack

Comment: This enemy can do one of the following actions above. Obviously, this will be an enemy you'll want to avoid.

Slime

HP: 5

Experience: 1

Found: Trial Dungeon 1-4, Mystery Dungeon 1-3

Actions: Melee Attack

Comment: The easiest enemy in the game. You should never have a problem with these.

Stone Hulk

HP: 45

Experience: 50

Found: Mystery Dungeon 18-20

Actions: Melee Attack, False Statue

Comment: Has a high attack power, and it's False Statue move will enable it to get a free attack when you're in melee range of it.

Trick Bag

HP: 20

Experience: 10

Found: Mystery Dungeon 7-15

Actions: Rest, Steal Gold, Warp

Comment: This enemy will steal gold from you and warp to a different part of the floor you're currently on. Don't bother wasting time with these guys, as the experience and gold is not worth the trouble.

Winged Demon

10. LEVEL CHART

Your HP will increase 4-6 points every level, which is random. The highest possible HP you can have is 231 (without using Herbs or Elixirs when your HP is max.)

Level	Experience
1	0
2	10
3	30
4	70
5	100
6	150
7	230
8	350
9	500
10	700
11	950
12	1200
13	1500
14	1800
15	2300
16	3000
17	4000
18	6000
19	9000
20	15000
21	22500
22	35000
23	45000
24	60000
25	80000
26	100000
27	130000
28	180000
29	240000
30	300000
31	400000
32	500000
33	600000
34	700000
35	800000
36	900000
37	999999

11. UPDATES

Version 1.0 (6/5/06) - Started document
Version 1.1 (6/7/06) - Fixed some minor spelling errors
Version 1.2 (11/11/06) - Fixed a large amount of errors

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