

Dragon Slayer: Eiyuu Densetsu (Import) FAQ/Walkthrough

by ritchie

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Dragon Slayer -The Legend of Heroes-

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GUIDE

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VERSION HISTORY

v1.0 (12/02/04) - Initial release.

***I added some cheat codes and about the game.

Please use these cheat codes.

Infinite Gold	7E11FEFF
	7E11FFFF
	7E1200FF
EXP After Battle	7E094EFF
	7E094FFF

About the game

One work of the popular 'Dragon Slayer' series of the PC. The basic system is a command selection type fantasy RPG with orthodox. The true story can be enjoyed since there is no difficult solution of a riddle.

Chapter 1 The Prince's Departure

Elasta Town

Leave the castle, and try to go thru the exit at the bottom. There is a scene. Recommend LV5 for Serios. If you go back into town, there will be a scene in the castle. During the scene, Serios will get reproof sword, armor & shield. After that, Serios will automatically go into Cape Cave.

Cape Cave

Use the item of torch or Joshua's eyes (the item of Joshua's eyes can be useful to scan an area), and go upward to exit the cave. After that, go west to Rudia Castle.

Rudia Castle

There is a scene. In the prison, move back and forth until Ryunan comes by to help Serios. After Ryunan opens the prison door, speak to him. Then, Ryunan (LV5) joins Serios. Now, go thru the door that's in the top area to leave the prison. After that, go thru the north gate, and go east to Cross Village. Recommend LV6 for Serios.

Cross Village

Go to the church, and talk to Father. There is a scene. At the resistance's

hideout, go back up the stairs, and speak to Low. After Low (LV7) joins the group, leave, and go northwest-south to Belga Mine. Recommend LV7 for Serios.

Belga Mine

At the entrance, the group will be stopped by the gate soldiers. After that, go back to Cross Village.

Cross Village

Go to the church, and talk to Father. Then, go down the stairs into the resistance's hideout. In the resistance's hideout, speak to Aron. Now, go up the stairs, and go to the items shop, and buy a lot of resu leaf for 50G. After that, leave, and go back to Belga Mine. Recommend LV8 for the group.

Belga Mine

After speaking to the gate soldiers, go into the building that's nearby the entrance, and speak to the commander. Fight the commander. After defeating the commander, Serios will go into the mine to release the miners. After that, Gail (LV10) will join the group. Now, leave, and go back to Cross Village. Recommend LV9+ for the group.

Cross Village

Go to the items shop, and buy a lot of res leaf for 50G. Now, go to the church, and talk to Father. Then, go down the stairs into the resistance's hideout. In the resistance's hideout, speak to Aron. After that, leave the village, and go west to Rudia Town. Recommend LV10 for the group.

Rudia Town

Go downward into Rudia Castle area. In Rudia Castle, go up the stairs to 2F. On 2F, go to the throne room, and fight the soldiers. After defeating the soldiers, fight the commander. After defeating the commander, Akudam will retreat with the rest of the soldiers. Now, follow after Akudam, and there will be a scene. After that, go up the stairs. The group will get 250EP, and chapter 1 ends.

Chapter 2 The spell of silence

Rudia Town

After the scene, leave the town thru the north exit. Now, go north, and then southwest to Neria Port.

Neria Port

Go to the house that's is on the left hand side of the item shop, and speak to the captain. After that, go to the inn and rest. During the night, some of the group's money will be stolen. After that, go to the port, and speak to the captain. After speaking to the captain, hop into the ship which will automatically sail to Rondo Port.

Rondo Port

Make sure to buy new equipment for the group. After that, go to the house (with a man & child) that's on the left side of the item shop, and speak to the man. Leave the port, and go west to Bloodshed cave. Recommend LV13 for the group.

Bloodshed Cave

Use the item of torch, and go to the top area where the owner of Bloodshed Cave, Galgo is at. Fight Galgo. After defeating Galgo, leave the cave, and go back to Rondo Port. Recommend LV15 for the group.

Rondo Port

Go to the house with the man & child, and speak to the man. After that, Gail will leave the group. Now, leave, and go southeast to Ralfa Fort (which is south of Rondo Port).

Ralfa Fort

At the gate, fight Ajin x4. After defeating Ajin x4, go to the front of the gate, and speak to the soldier. Now, go thru the gate, and go to the port area, and speak to the adventurer Pomu. After that, leave, and go northwest to Orea's House.

Orea's House

Speak to Orena, and get some new spells such as resu 2 & wapu 1 for the group. After that, leave, and go west to Guen Tower.

Guen Tower

Go up the stairs to 4F. On 4F, search the locked door. After that, leave, and go back to Ralfa Fort. Recommend LV16 for the group.

Ralfa Fort

Don't enter the town, just go west to Maskuun Town.

Maskuun Town

Make sure to buy new equipment for the group. After that, go to the big house at the top, and speak to Mayor Folus. After that, go back to Ralfa Fort.

Ralfa Fort

Go inside the fort, and then try to leave. An old man will come asking for help. Follow the old man into the house on the right, and speak to him. After that, go back to Maskuun Town.

Maskuun Town

Go to Mayor Folus' house, and fight Akudam's subordinate who blocking the door. After defeating Akudam's subordinate, go inside Mayor Folus' house, and fight Akudam. After the group loses the battle against Akudam, they will wake up in Ralfa Fort.

Ralfa Fort

After the scene, go to the item shop, and speak to the owner to get clay. After that, leave, and go to Guen Tower.

Guen Tower

Go up the stairs to 4F. On 4F, search the locked door again. After that,

leave, and go back to Ralfa Fort.

Ralfa Fort

Go to the item shop, and speak the owner. Make sure to remove Low's equipment. Now, go to the house on the lower right, and speak to the commander to rest. Low will leave the group. After that, Serios will go to the item shop, and speak to the owner. Now, leave, and go back to Guen Tower.

Guen Tower

Go up the stairs to 4F. On 4F, go into the room where Pomu is at, and search the monument. Then, Gail will come by, and rejoin the group. Make sure to equip Gail with Low's equipment. After that, Serios will insert the fragment into the monument to get the spell of silence 1. After that, leave, and go back to Maskuun Town. Recommend LV18 for the group.

Maskuun Town

Go to Mayor Folus' house, and fight Akudam's subordinate who blocking the door. After defeating Akudam's subordinate, go inside Mayor Folus' house, and fight Akudam. In battle, use the spell of silence 1 on Akudam. After Akudam retreats, go into the room on the left, and push the bookshelf to the left to reveal a door. Now, go thru that door into the room, and push the boxes to the right. Go down the stairs into the basement. In the basement, there is a scene, and the group gets 1000EP. After that, leave, and go north to the House in the Forest.

House in the Forest

First, speak to Pomu, and then the old man to get resu 3 for the group. After that, leave, and go back to Maskuun Town

Maskuun Town

Don't enter the town, just go northwest to Trial Cave.

Trial Cave

Use the item of torch or Joshua's eyes, and go to the upper right, and then go down the stairs to B1. On B1, defeating those annoying enemies of ganri-sama who are blocking the doors & treasure chests. Incidentally, the locked doors can only be opened by Gail. After that, leave, and go north to Riizel Town.

Riizel Town

Go to the house that is behind the church, and speak to Eric. After that, go back to Maskuun Town.

Maskuun Town

Go to Mayor Folus' house, and speak to Mayor Folus. Make sure to buy a lot of resu leaf. After that, go back to Riizel Town. Recommend LV19 for the group.

Riizel Town

Go to Eric's house, and speak to Eric who tranforms into Gun Rock. Fight Gun Rock. After defeating Gun Rock, go to the castle gate, and fight the two Gun Rocks. After defeating the two Gun Rocks, go into the castle. In the castle,

fight the two Gun Rocks who are blocking the door. After defeating the two Gun Rocks, go thru the door, and go to the upper right. Fight Gun Rock who is blocking the door. After defeating Gun Rock, quickly remove the group's entire equipment, and then go thru that door. Now, quickly reequip the group's entire equipment, and then go up the stairs to 2F. On 2F, go to the lower left, and fight the two Gun Rocks who are blocking the two doors. After defeating the two Gun Rocks, go thru the two doors, and fight Hell Nild. In battle, use the spell of silence 1 on Hell Nild, and use the item of resu leaf to recover the group's HP. After defeating Hell Nild, Akudam retreats, and chapter 2 ends.

Chapter 3 The King's Proof

Riizel Town

After speaking to Duke Jeston, leave the castle. Make sure to buy new equipment for the group at the weapon shop, and some wapu wings for 500G at the item shop. After that, go back into the castle area, and go to the port which is on the left side. At the port, hop into the ship which will automatically sail to Ralf Fort.

Ralfa Fort

At the port, Serios will speak to Sonia (LV19) who will then join the group, and the ship will automatically sail out to sea. On the way, the group's ship will be ambushed by pirates.

Pirate Ship

On the ship, reply with yes, and the group will be taken to Pirate Island.

Pirate Island

The group will be thrown into prison. After speaking to the pirate's boss Board, go down the stairs, and go to the port. At the port, hop into the ship on the top left which will automatically sail to Sueru Village.

Sueru Village

After that, leave, and go southeast to Amuda Village. Recommend LV20 for the group.

Amuda Village

Go upward, and speak to the soldiers who are blocking the door. Then, the group will speak to King Flart. After that, go back to Sueru Village.

Sueru Village

Don't enter the town, just go northeast and then southwest to Yold Port. Recommend LV21 for the group.

Yold Port

The villagers are running away from the monsters. After that, leave, and go northeast to Barbara's House.

Barbara's House.

Speak to Barbara. After that, leave, and go north to Nash Town.

Nash Town

Go to the top area, and go thru the path into the next area. In this area, go upward into the castle. In the castle, go into the room on the left, and speak to Germain. Then, go into the room on the top right, and speak to the Sage to get new spells for the group. Now, go to the weapon shop, and buy new equipment for the group. Make sure to buy some torches for 5G each at the item shop. After leave, and go back to Barbara's House. Recommend LV24 for the group.

Barbara's House

Speak to Barbara. After the scene, go back to Yold Port.

Yold Port

Speak to the sage who is walking back & forth in one of the houses, and get the wapu 2 spell for two members of the group. Make sure to buy new equipment for the group. After that, use the wapu 2 spell to teleport to Amuda Village. Recommend LV27 for the group.

Amuda Village

Go upward to the house where Powell is walking back & forth, and speak Powell. After that, use the wapu 2 spell to teleport to Pirate Island.

Pirate Island

Speak to Board. After that, use the wapu 2 spell to teleport to Yold Port.

Yold Port

Go to the house that's in the upper left, and speak to the fisherman & his wife. After that, leave the port (I recommend that you do it), and then use the wapu 2 spell to teleport to Sueru Village.

Sueru Village

Speak to the fisherman who is nearby the left side of entrance area. After that, use the wapu 2 spell to teleport to Yold Port.

Yold Port

Go to the house that's in the upper left, and speak to the fisherman & his wife. After that, use the wapu 2 spell to teleport to Pirate Island.

Pirate Island

Speak to Board. Now, go down the stairs to the port. At the port, go back up the stairs, and go into the room on the right. In the room on the right, speak to the pirate who is sleeping on the bed. After that, use the wapu 2 spell to teleport to Amuda Village.

Amuda Village

Leave the village, and go north to Miraruda's House which is nearby.

Miraruda's House

Speak to Miraruda. After the scene, use the wapu 2 spell to teleport to Pirate

Island.

Pirate Island

Go into the room on the left, and speak to Miraruda to get the sun stone. After that, use the wapu 2 spell to teleport to Yold Port.

Yold Port

Go to the house that's in the upper left, and speak to the fisherman to get the golden key. After that, use the wapu 2 spell to teleport to Barbara's House.

Barbara's House

Leave the house, and go northeast to the cave called the Royal Family's Grave. Recommend LV27 for the group.

The Royal Family's Grave

Use the item of torch or Joshua's eyes, and go to the upper right to the locked door. The golden key will automatically open the door. Now, go thru that door, and go to the left into another area. In this area, go around to the lower left, and go thru the door into another area. In this area, go downward, and go down the stairs to B1. On B1, go to the top middle area, and go up the stairs to 1F. On 1F, go to the left, and search the treasure chest for Gillmore's star. After that, leave the cave, and use the wapu 2 spell to teleport to Yold Port.

Yold Port

Leave the port, and go south to Seris Town.

Seris Town

After speaking to Ork Horn at the entrance, go upward into another where the castle is at. In this area, go into Seris Castle. In Seris Castle, go upward, and go up the stairs to 2F. On 2F, go upward, and fight Gyuliges. In battle, use the spell of sakutas 3 & flam 3 on Gyuliges, and fight on Thunder Hounds x2. After getting rid of Thunder Hound x2, use fight and the spell of sakutas 3 & flam 3 on Gyuliges. After defeating Gyuliges, the group gets 1250 EP, and chapter 3 ends.

Chapter 4 The Enchanted King

Seris Town

After getting Gillmore's star from King Flart, go to 1F of the castle. On 1F, go into one of the rooms on the left, and speak to the Sage to get some new spells for the group. After that, leave the castle, and go to the pub. At the pub, buy three rum for 1000G each. Make sure to buy new equipment for the group. After that, use the wapu 2 spell to teleport to Pirate Island.

Pirate Island

Speak to Board, and reply with yes to give him the rum (1-3). Now, go to the warehouse room in the upper right, and speak to the pirate to get the explosive (1-3). After that, speak to Board again, and reply with yes to give him the rum (2-3). Now, go to the warehouse room, and speak to the pirate to get the explosive (2-3). After that, speak to Board again, and reply with yes to give him the rum (3-3). Now, go to the warehouse room, and speak to the pirate to

get the explosive (3-3). After that, use the wapu 2 spell to teleport to Miraruda's House.

Miraruda's House

Leave the house, and go east to Border Cave.

Border Cave

Use the item of torch or Joshua's eyes, and go to the upper right to the rock that's blocking the door. The explosive (1-3) will blow away the rock. Go thru that door into another area. In this area, search the two treasure chests for items. Now, leave that area. Go further to the upper right, and go thru the door into another area. In this area, go to the upper right to the rock that's blocking the door. The explosive (2-3) will blow away the rock. Go thru that door into another area. In this area, go to the upper right, and go thru the door into another area. In this area, go to the upper right to where the switch is at. The switch will close the flood gate. (In another previous area, there is a rock that's blocking a door. The explosive (3-3) will blow away the rock. In that area, there is a treasure chest with a luck ring). At the flood gate area, go to the lower right, and go thru the door to exit the cave. After that, go south, and then north to Bazunuun Town. Recommend LV29 for the group.

Bazunuun Town

Go upward into Bazunuun Castle. In the castle, go nearby the grass area, and speak to Queen Clare. Now, go into one of the rooms in the upper right, and speak to the Sage to get new spells for the group. After that, leave the town, and go northeast to Kauru Village.

Kauru Village

Go into the house in the upper right, and speak to Cynthia. Now, go to the upper left, and speak to Cynthia's dog Todd. After that, leave the village, and go northwest to Rudora Port.

Rudora Port

Go into the house on the right, and speak to Harry. Go into the house that's on the right side of the weapon shop, and speak to the Sage to get new spells for the group such as resu 4. Make sure to buy new equipment for the group. After that, use the wapu 2 spell to teleport to Kauru Village. Recommend LV32 for the group.

Kauru Village

Speak to Cynthia who mention something about Todd. After that, leave the village, and re-enter it again. Now, go to the house in the upper left, and speak to Boil. After that, use the wapu 2 spell to teleport to Rudora Port.

Rudora Port

Speak to Harry. After that, use the wapu 2 spell to teleport to Kauru Village.

Kauru Village

Speak to Boil. After the scene, search the left side of Boil's house where the dog, Todd, was at to find the dragon's egg. After the scene, search the treasure chest in Boil's house for the dragon's cloth. After that, use the wapu 2 spell to teleport to Rudora Port.

Rudora Port

Speak to Harry. After that, use the wapu 2 spell to teleport to Bazunuun Town

Bazunuun Town

Leave the town, and go east to Vane Tower.

Vane Tower

Go up the stairs to 3F. (Make sure to remove the luck ring from the person who is equipped with it). On 3F, search the monument. Then, Harry will come by with a big kite. The group will automatically go on the big kite which will fly them to the roof of Bazunuun Castle.

Bazunuun Castle

The group will automatically go down the stairs to the throne room where Shirufi is at. Fight Shirufi. After defeating Shirufi, there is a scene. After speaking to King Artos, leave the town, and go northwest to the cave called Windscreen Hole

Windscreen Hole

Use the item of torch or Joshua's eyes, and go to the left into another area. In this area, Serios will fight Akudam by himself. After defeating Akudam, the group will fight the Demon General Belamis. In battle, use the spell of sakutas 3 on Belamis. After defeating Belamis, chapter 4 ends.

Chapter 5 The Suspicious Light Tower -----

Bazunuun Castle

After speaking to King Artos, use the wapu 2 spell to teleport to Kauru Village.

Kauru Village

Leave the port, and go west to Eme Village.

Eme Village

Go to the house in the upper left, and speak to the man. After that, use the wapu 2 spell to teleport to Rudora Port.

Rudora Port

Go to the left, and hop into the ship which will take the group to Rishheeru Port.

Rishheeru Port

Make sure to buy new equipment for the group. After that, leave the port, and go northwest to Nasuuru Town. Recommend LV35 for the group.

Nasuuru Town

Go to the upper left, and speak to the slave merchant who is standing beside the green-haired woman. Go into the house that's on the right side of the

weapon shop, and speak to the old man to get new spells for the group such as resu 5. Make sure to buy new equipment for the group. After that, leave, and go east to Faeto Town.

Faeto Town

Leave, and go south to Fangas Town. Recommend LV39 for the group.

Fangas Town

There is a scene. After that, Gail will automatically go to Wolf's Mouth by himself.

Wolf痴 Mouth

(When you go a little to the left, just push the square rock to the left to reveal a hidden stairs which will take you to another area of B1). At the entrance area, go to the far left, and step on the switch to open the door. Now, go thru that door, and go down the stairs to B1. On B1, go to the left, and go up the stairs to 1F. On 1F, go upward, and search the treasure chest on the left for Arawashi's whistle. After that, return back to the entrance area. At the entrance area, speak to the thief, and reply with yes.

Fangas Town

There is a scene. Now, go into the town area. Nearby the entrance area, speak to the thief who will mention something about a golden card. Now, go to the bazaar stand which is in the front of the weapon shop, and speak to Hole. Make sure to buy new equipment for the group. After that, leave, and go southwest to Kolkus Town.

Kolkus Town

Go into the house that's on the left side of the entrance, and speak to the insomniac man. Now, go into the house that's in the upper left, and speak to President Hans who is the blue-haired man behind the table. After that, use the wapu 2 spell to teleport to Fangas Town.

Fangas Town

Speak to Hole to get the mimosa. After that, use the wapu 2 spell to teleport to Kolkus Town.

Kolkus Town

Speak to the insomniac man to give him the mimosa. After that, use the wapu 2 spell to teleport to Fangas Town.

Fangas Town

Go thru the top area of the town into the next area, and go into the room on the top left. In this room, speak to the great thief Gail who is sleeping on the bed. After that, use the wapu 2 spell to teleport to Kolkus Town.

Kolkus Town

At the entrance, fight Garyubas. After defeating Garyubas, leave, and go north to Crystal Town.

Crystal Tower

Leave the tower, and use the wapu 2 spell to teleport to Kolkus Town.

Kolkus Town

Now, go into the house that's in the upper left, and speak to President Hans' assistant. After that, leave, and go back to Crystal Tower.

Crystal Tower

Hans and the others are attacked by monsters. At the doorway, fight Garyubas. After defeating Garyubas, the group will automatically go back to Kolkus Town.

Kolkus Town

After speaking to Hans, the group gets the golden card. After that, use the wapu 2 spell to teleport to Faeto Village.

Faeto Village

Go to the house that's in the center of the village, and speak to Ralph (the one that's wearing a brown hat). After that, the group will automatically go back to Crystal Tower along with Ralph.

Crystal Tower

Ralph will automatically take the group to B1 where Bajiiru is at. On B1, there is a scene. After that, the group will teleport back to Kolkus Town with the injured Ralph.

Kolkus Town

There is a scene. After that, use the wapu 2 spell to teleport to Fangas Town.

Fangas Town

Leave, and go northeast to cave called Wolf痴 Mouth.

Wolf痴 Mouth

Use the item of rumen's lamp, and Joshua's eyes. At the entrance area, go a little to the left, just push the square rock to the left to reveal a hidden stairs which will take you to another area of B1. On B1, go upward, and step on the switch to open the door. Now, go thru that door, and go up the stairs to 1F. On 1F, go all the way back to the entrance area. At the entrance area, go upward, and step on the two switches to open the door. Now, go thru that door, and go all the way up into another area. In this area, go into Wolf's Building. In Wolf's Building, read the monument on the lower right, and then go into the room on the right. From the doorway of this room, just walk carefully in a zig-zag way along the left side of that room until reach the doorway at the top. Now, go up the stairs to 3F. On 3F, search the treasure chest for the silver whistle. After that, leave the cave, and use the wapu 2 spell to teleport to Kolkus Town.

Kolkus Town

Leave, and go to Crystal Tower. Recommend LV43 for the group.

Crystal Tower

Go to the lower left, and go up the bottom stairs to 4F. On 4F, go to the right, and jump thru the open door into the hole to 3F. On 3F, speak to Princess Diina. There is a scene. Fight Garyubas. After defeating Garyubas, there is a scene. Now, go upstairs to 4F. On 4F, open the item menu, and use the silver whistle to teleport to 5F. On 5F, fight the annoying Bajiiru (the one on the left). In battle, use fight, and the spell of sakuto 3 to absorb Bajiiru Jittai's MP. After defeating Bajiiru, chapter 5 ends.

Last Chapter And then, the Legend of the Heroes

Fangas Town

After speaking to the great thief Gail, use the wapu 2 spell to teleport to Risheeru Port.

Risheeru Port

Go to the left to the port, and speak to Hole who is nearby the ship. After that, hop into the ship which will automatically sail to Fiin Fort.

Fiin Fort

There is a scene. Now, go to the item shop, and buy new equipment for the group. At the entrance, speak to the soldier who will bribe you for half the money that you have now, and reply with yes. After that, leave the fort, and go northwest to Gillmore Village. There are no enemy on the field.

Gillmore Village

Speak to all of the villagers. After that, use the wapu 2 spell to teleport to Fiin Fort.

Fiin Fort

There is a scene. After that, use the wapu 2 spell to teleport to Gillmore Village.

Gillmore Village

Go into the house that's on the left side of the entrance, and speak to Derain. After that, leave, and go south to the cave called Jaguri's Abandoned Mine.

Jaguri's Abandoned Mine

Use the item of rumen's lamp or Joshua's eyes, and go to the upper left into another area. In this area, go upward into another area. In this area, go upward, and speak to the four miners. After that, leave the cave, and use the wapu 2 spell to teleport to Gillmore Village.

Gillmore Village

Go into the house that's in the top right, and search the counter to get the map of Jaguri. Go into the house that's in the top left, and speak to Gordon (the man on the left). After that, use the wapu 2 spell to teleport to Jaguri's Abandoned Mine.

Jaguri's Abandoned Mine

Go all the way to where the four miners were at. There is a scene. After that, go thru the door into the Ruins of the Underground in Gillmore Village.

The Ruins of underground

There is a scene. After that, go to the upper right into the library, and pick up the ancient weapon book. Now, go to the top right corner, and go up the stairs into Gillmore Village.

Gillmore Village

Go into the house that's nearby, and speak to the scholar. After that, use the wapu 2 spell to teleport to Faeto Village.

Faeto Village

Go to the house that's in the center of the village, and speak to Ralph (the one that's wearing a brown hat). After that, use the wapu 2 spell to teleport to Gillmore Village.

Gillmore Village

First, go to the church, and speak to Father. Now, go to Gordon's house, and speak to Gordon. Finally, go back to the church, and speak to Father to get the two light swords. Make sure to equip two members of the group with the light sword. After that, use the wapu 2 spell to teleport to Kauru Village.

Kauru Village

Speak to Boil to get the dragon's whistle. After that, use the wapu 2 spell to teleport to Rondo Port.

Rondo Port

Leave the port, and use the dragon's whistle to call the dragon. Now, fly northeast to Nirukido Castle which is on a island. Press the X button to get off the dragon. Recommend LV43 for the group.

Nirukido Castle

Go into the castle. There are enemies inside. Inside the castle, go to the upper right, and go up the stairs to 4F. On 4F, go upward, and go down the stairs to 3F. On 3F, go downward, and go thru the door into another area. In this area, go to the lower right, and go thru the door into another area. In this area, go to the upper left, and go down the stairs to 2F. On 2F, go downward, and go down the stairs to B2. On B2, go to the right, and go thru the door into Giira Path.

Giira Path

Try to avoid the enemies of Gurumu since they can be troublesome to defeat. Use the item of rumen's lamp, and Joshua's eyes. Now, go to the upper left, and go down the stairs to B1. On B1, go to the upper left, and go up the stairs to 1F. On 1F, go around to the upper left into another area. In this area, go to the upper right into another area. In this area, go to the right, and go thru the door into another area. In this area, go to the upper right into another area. In this area, go to the upper right into Bazeru Tower.

Bazeru Tower

Go to the right, and go up the stairs to 2F. On 2F, go upward, and then go to the left. When you go to the left, walk carefully along the bottom side of the

wall into a secret room. In this small room go up the stairs to 3F. On 3F, go downward, and go up the stairs to 4F. On 4F, go to the lower right, and search the treasure chest for the sword called Dragon Slayer. After that, return back to 1F. On 1F, go around to the left until you reach the lower right side, and go up the stairs to 2F. On 2F, go to the right, and go up the stairs to 3F. On 3F, go to the upper right, and go up the stairs to 4F. On 4F, go to the left, and go up the stairs to 5F. On 5F, go to the upper left, and go down the stairs to 4F. On 4F, go upward, and go up the stairs to 5F. On 5F, go down the stairs that's nearby to 4F. On 4F, go down the stairs that's nearby to 3F. On 3F, go down the stairs that's nearby to 2F. On 2F, go down the stairs that's nearby to 1F. On 1F, go down the stairs that's nearby to B1. On B1, go to the upper right, and go thru two doors until you reach a room with Aguniija (4000HP) who is guarding the doorway to Barnish Castle. Recommend LV49 for the group. Now, fight the fake Aguniija (4000HP). After defeating the fake Aguniija, go thru the door into Barnish Castle.

Barnish Castle

Inside the castle, be careful because some of the monsters travel in group, and they can be troublesome at times. Now, go all the way up until you reach a lava area. In the lava area, there are three doors. Go thru the middle door into the next area. In this area, go to the top right area, and go thru the door into a narrow passage area. In the narrow passage area, go thru the two doors until you reach a locked door that only can be opened by the light sword. Recommend LV50+ for the group. Make sure that Serios & Gail are equipped with the light sword. After the door opens, go thru that door into the next area where the real final boss Aguniija is at. Fight Aguniija (8000HP) who is troublesome. In battle, use fight for Serios and Gail who are equipped with the light sword, and the spell of sakuto 3 to absorb Aguniija's MP.

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THE END
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Version 1.5

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