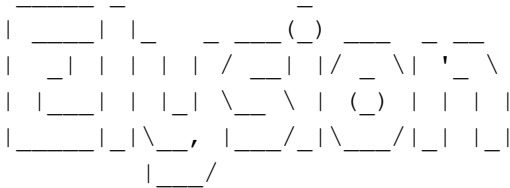


Elysion (Import) FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Aug 26, 2008

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

*Special Thanks to Pluvius for helping me out when I got stuck with some good information about where to go.

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| 1. - Introduction | E1 |
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Elysion is an old Action RPG for the Nintendo Entertainment System that was released only in Japan. As a result, you probably have never heard of it. Just like more other NES RPG games, you probably ignore them because you can't read it and in RPGs, you need to be able to read what's going on so you know where to go. However, the good folks at ROMHacking have translated the game for you! That's right, all of it is translated to English so you can finally enjoy this game. Below is the link to the Translation. Do not ask me where to get the ROM, find it yourself. The only way I know how to load the translation is with the emulator NESTopia, after you load the ROM, just load the translation through the same process. It's as simple as that. I don't know how to use translations for other emulators so don't ask!!

<http://www.romhacking.net/trans/1306/>

So now that you have the game nicely and conveniently translated for you, let the actual introduction to the game begin. You seem to be a Hero of God who is sent to save the world from an evil monster simply named "Baal." You have to journey throughout the world as you collect the ten scrolls that will show you the secret to defeat the evil Baal. As you enter your name when you start a new game, you will have to choose your character's race. What does each race do you ask? Well just read below.

Minos The high amount of starting strength given to the Minos

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Str - 12      race obviously makes this a Warrior class. This class
Dex - 1       excels in the art of close quarter combat and can carry the
Cha - 7       most in their inventory. However, as good as they are in
Int - 13      melee attacks, they're awful in other categories.
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Aylex		The high amount of starting intellect given to the Aylex
Str -	8	race obviously makes this a Mage class. This class excels
Dex -	3	in magic attacks and also comes with a decent amount of
Cha -	8	strength for when you are low on mana. I don't recommend
Int -	16	this race since it's too easy to run out of mana.

Dionea	The high amount of starting dexterity given to the Dionea
Str - 9	race obviously makes this a Rogue class. This is the best
Dex - 10	beginner class since it gives a good distribution of stats
Cha - 7	and is the only class that truly excels with the use of the
Int - 15	bow and arrow. Remember, distance will save you health.

iskam	The Viskam race is incredibly similar to the Minos race
Str - 10	except they take away some raw power to give you a little
Dex - 2	more magically ability. However, the difference is tiny
Cha - 10	so it's really up to you which to choose. I would pick the
Int - 14	Minos since you won't have as much of a dependency on mana.

In case you are too lazy to use the translated patch, I will translate the command screen for you so you know how to do what. Below is the command menu translated, I won't describe what each command does since it's self-explanatory.

Command	
Status	Magic
Equip	Read
Look	Drink
Open	Talk

Also, in each area, I will list what items of value you will find. Of course you can argue that equipment is of value but only objective items will be listed. Another reason why I do this is because through my own experience of replaying certain areas, the chests do seem to be random. They will always be in the same location but their contents are always different. The only contents that will remain the same are the game objective items. So please don't waste my time telling me I missed hundreds of chests.

If you are complaining about going to slow, you have a right to. It kind of sucks that it takes a solid thirty seconds to walk down through a cave with nothing in it. If you want to move faster, you can either use your fast forward button on your emulator or get the speed ring. It costs a hefty 10000 gold but you will move twice as fast.

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. - Controls

E2

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D-Pad	-	Move
A	-	Attack
B	-	Open Command Menu
Start	-	No Use
Select	-	No Use

There is no Pause Button in this game. However, if you stop moving, the rest or the enemies on the screen will also stop moving.

Starting the Game

Items Acquired In This Area:

- None

I hope you read the rest of this FAQ/Walkthrough before you even start this game because it will really help you start out exactly how you want to start. I was debating whether or not to write the game script in this FAQ/Walkthrough since I gave you a link for the translation in the Introduction section (hint hint) but since there isn't too much text in the old NES RPGs, I decided to post it anyways. So after you're all set and choose your character, you will finally be dropped in the world of Elysion. Start off by entering the door that you are placed in front of. Run all the way this long hall and talk to the king which is sitting in the middle seat.

"Ah, brave <name>! How quickly you responded to my summons. We don't know when Baal will attack again. We must strike as soon as possible. But to accomplish this, important tasks must be done to prepare. First, I must test your resolve... A ring bearing the mark of heroes, and 2 scrolls are hidden in the castle. If you bring them to me, I will officially dub you a Hero of God. Now go, <name>!"

The other two people seated next to the king don't mention anything important enough to write in the walkthrough, if you care that much, stop being lazy and download the translation patch. Anyways, move down and go out the door you came in from. You will notice that the guards are no longer blocking the castle entrance to the left. Start to move over there and enter the castle for the first dungeon of the game.

Castle

Items Acquired In This Area:

- Scroll 1
- Scroll 2
- Hero Ring
- Red Key

This room is incredibly simple. It is literally just a long hallway that you collect items in to prepare you for the first dungeon. Simply walk to the end of the hall and you will come across four staggered treasure chests. If you don't know how to open these chests and are too lazy to read the Introduction section, press the B button while standing in front of them for the command screen to appear. The open option is the command in the bottom left of the menu. Open the chest and it will ask you if you would like to take the item. Select the Yes option which is the left choice to take the item. When all items are collected, move to the next room.

Start off by going straight to the east as you enter this room. Open the chest in the room for some treasure. From there, head to the northwest until you reach another chest, open that for another treasure. You will

notice what appears to be a puddle. It is actually a fountain. You can drink from this fountain, or any fountain, to replenish your health. To drink, open your command screen and select the command second from the bottom in the right column. Now move to the east, north of the first room with treasure. Follow this path until you reach another chest. Open it for Scroll 1. You have to have this scroll to advance in the game so grab it. Continue to the west and follow this path until you reach a ladder going downstairs, use it.

Immediately move to the left and pick up the Magic +2 Potion. Start to move west from here and go all the way south. Open the chest down here for an upgraded sword that you can equip. Move to the west and you will see another chest. It contains a Small Mace you could use if you'd like to. From here, go north. You will eventually run into a set of stairs, go down them.

If you need mana, you can drink from the fountain immediately south of the stairs you came down. There is a treasure chest to the west but it will explode after you open it. Make sure you have full health before you open it. Move to the path to the south and it will force you to go west. The first chance you get, go south. Follow the path to the east for a Small Bow and follow the path to the west for a Cloth Armor +1. Now make your way back to the stairs where you entered this area from and go east. Follow this path to the end and you will see a portal, it is basically a red hexagon. Go through it to enter the next area.

In this area, head north. You will quickly run into a wall after a couple of rooms. Head east and then south when you reach another wall. The chest you pass will hold some treasure in it. Continue to the east from the chest and you will reach one of those simply little maze rooms. By maze room, I mean lots of walls but it's really easy to make it out since there's only two paths and both lead to the exit. Once you reach the other side of that room, head to the west. You will reach a split in the path here. Take the left path and head to the west. Go south the first chance you get until you reach the southern wall of the castle. From here, head east and open the chest for the Hero Ring. Equip it and head back to the west. Equipping it will give you a ton of experience which is always welcome. Go back to the northern wall and head to the west. Go south when you reach the wall until you reach the southern wall. Move a little to the west until you reach the western wall and head to the north. Follow this path until you reach the northwest corner of this floor and go up the ladder.

This floor is incredibly short and simply. Head to the west and you will see a chest. Open it up for the Red Key, you must get this key for the end of the game. From here, head to the north until you reach another chest. Open it up for Scroll 2. This is literally all there is to this section as you can see. Go through the portal in the north east section of this room and you will be teleported back to the entrance of this dungeon. If you'd like, you can explore the rest of the dungeon for missed treasures, but that is all there is to this dungeon. Go down the stairs and down the hall until you are back outside of the castle.

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The Quest Begins And Scroll 3

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Items Acquired In This Area:
- Scroll 3

Once you exit the dungeon aspect of the castle, go back to the main hall.

The main hall is the door where you started the game from where the king is. Enter it and go all the way to the north until you talk to the king. Make sure to have the ring equipped and to have both scrolls in your inventory before you talk to him.

"Aspiring Youth. You have done splendidly in obtaining the Hero Ring. I now pronounce you a Hero of God! But Now the true test begins. Seek out the 8 Remaining scrolls to solve the riddle and prevent Baal from ever returning again. Now, there is a Shrine of the Holy Sword in this vicinity. You may find some clues there. I await good news. Now go, Hero <name>!"

Of course this is only the beginning of your journey. Why would the first dungeon be an actual dungeon in the game? You really don't believe me that the game truly begins here? I bet you will believe me when you see THE TITLE SCREEN, that's right, the true title screen isn't revealed until this point in the game. Talk to the other two people seated next to the king as well, the one on the left will hold onto the scrolls for you to save space in your inventory and give you gold, the one on the right will also give you gold. Anyway, you will have to make your way south and exit this castle.

Now that you are back in the world map, head to the south and you will notice a couple of buildings. You can only go into one which you should stop by. It is the Lyra Inn. Below, I translated the menu for you to see all of the options:

- | | |
|-------------|-----------|
| 1. - Gamble | 2. - Buy |
| 3. - Stay | 4. - Sell |
| 5. - Exit | 6. - Save |

The Gamble option will put you in a little mini casino. Make your bet with the up and down button. Press A when ready and your card will be revealed. You have to choose whether you think the next card will be Low, Same, or High. The first choice is low, if you hit up, it will be High, and if you hit up again it will be Same. Choose which the next card will be and it will randomly shuffle through the deck. Press A again to stop the shuffling to see if you win. I also recommend selling all of the weapons you aren't going to use, especially the treasures.

Now that you are ready and you learned the basics of the game, you will have to head out on your journey. Start to head to the east and follow the southern shore line. You will see a cave as the shore heads to the south. This cave is the Shrine of the Holy Sword, you can go in if you'd like but there's no reason to now. Go to the north of the cave and go into that small are that is just on the other side of the mountain. If you start heading to the cave but go north just to the west of it, go east at the lake and then south the first chance you get. Go to the southwestern corner of this area and a chest will appear, open it for Scroll 3. Now go back to that shoreline you were following and keep following the coast until you reach the southeastern cape. Once you reach the cape, you will notice a cave. Enter that cave and go through until you reach the other side until you reach the forest.

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Scroll 4 & 5
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Items Acquired In This Area:
- Scroll 4

Now that you are in the magically land of unicorns, I'm not exaggerating, there really are unicorns here, you will begin your quest for the Holy Sword to help defeat Baal. Enter the inn that you should see as you exit the cave and by the Needle for 40 gold. Move a little to the south until you can start to head west. You will notice three stationary monsters, just walk around them instead of attacking them. You will also notice that the road splits here, take the southern path but stay along the trees to the north. Go north the first chance you get and you will quickly see a cave, enter it. In the cave, you will see four skeletons, all will block portals. Head to the eastern skeleton and enter the portal he is standing on. In this room, head to the northwest and enter that portal. Talk to the sage there to learn a little bit about this land and some welcomed experience.

"I have studied the unicorns in this forest for ages. I know almost everything about them. The unicorns live in the western part of the forest. They dislike intruders, and loath the wicked. Supposing you announce your intention to defeat Baal, they should take you to their chief. They may give you something to help you on your quest. Oh... One more thing. Look for a scroll... It should be hidden somewhere in this forest. Well, take care in your search."

Once you have talked to the sage, head through the portal to the southeast. Open the chest that you will end up right in front of for some treasure. From here, head to the southeast and enter the portal to exit this cave. Now that you're back in the forest, head to the north until you see the path split. Take the path to the northwest. Follow this path and enter the cave along the northern path when you see it.

Once you enter the cave, you will see a wall in front of you. Go around the wall and take the northern path there. Follow this path until you reach a split, go west and then you will immediately run into another split. Take the south path at that split. Follow this path for a while and you will reach another split at the end, take the eastern path. Walk to the very end and a chest will appear. That chest contains Scroll 4. The rest of the chests in this cave contains treasures, explore them if you'd like but you don't have to. Once you get the scroll, get out of the cave.

Head to the west when you exit the cave. When you reach the wall, head to the south. Stick to the east here and go east when you can. The sage you pass will save your game, you will also see a cave there, enter it. Head to the far northeast corner of this cave. Follow the northern wall as you go west and go south into the first room you see. Follow this path and you will see a brick wall blocking an empty room. Equip your needles and shoots them at this wall until the wall breaks. Walk to the back of this room for Scroll 5. After collecting that scroll, head out of the cave and move to the far southwest corner for another cave, enter it.

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Leib
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Items Acquired In This Area:

- Leib
- Horn

You will notice that all of these treasure chests are locked. To unlock these chests, you have to talk to the chief of the unicorns who is in the southwest corner of this area. However, to get there you have to head to

the far northwest corner of the map. A sage is there to save your game if you would like to. From there, head south until you reach the head unicorn in the southwest corner. When you reach him, talk to him.

"I am not very fond of humans, but your appearance matches that of the chosen one, so let's talk. Six months ago, a fairy covered in wounds arrived in my domain. Breathing feebly, the fairy called herself Denim. I did not hear the details, but apparently, she flew here to deliver news of the Holy Sword Jewels. She gave charge of one of the jewels to me. Take the jewel and this hunting horn, and go defeat Baal. When you are almost there, blow the horn, and I will help you the best I can."

The Chief of Unicorns will magically unlock all of the chests in this area. You will notice that he hasn't given you the items he told you he would give you yet. You will also notice two chests just to the southwest of the unicorn, open them up for the Leib and Horn. You can explore this area all you want for some treasure chests if you'd like. When ready, head back to the southeast corner and go through the cave that you entered this area from.

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Scroll 6 & 7 and Magni

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Items Acquired In This Area:

- Scroll 6
- Scroll 7
- Magni

*Please Note - Make sure that before you waste your time running way over to this scroll, that you have 400 Gold.

This scroll is easy to get. I advise traveling back to the beginning of the game where you were at the castle simply to follow these directions. Start to head northeast and follow the northern shoreline. After a while of following the shore, you will reach a cave, which you will be able to see from the shore. It will be shortly after an inn. Enter it and run through it to enter the desert. Keep following the paths to the west and north until you reach the far north west corner of this map. You will see a cave, but don't go in, it's time to backtrack a little bit.

Move a little to the south and you will notice a big split in the path that you just walked past. The northwest path will obviously lead to the cave I told you to stop at, go southeast. Go south down this path for another split in the road. Go south once again at this split. Go east and stick to the northern wall until you reach the Annin Inn. Go to the buy option and you can actually buy Scroll #6 in this inn. That's right, this scroll is THAT easy.

Now for scroll #7, I'm going to make you backtrack again to get back to the cave I told you to stop at. Enter the cave and take the southern path, talk to the sage there.

"Oh, comrade! This must be fate... I am Yardelmar. Now that you are here, we can move on without our precious cargo being taken by the goblins. I will give you something useful to repay you for the trouble. We can talk later, would you give me some medicine? I'm too tired to speak anymore... (Yes..A No..B, simply press A) ...Ahhh, you saved me. I feel much better now. You have my thanks. Still, the

strength of the goblins I've been fighting seems limitless. But the cargo is safe now that you're here, I guess. Each enemy attack seems to be more and more intense, yet I stand firm in my duty. Come, we have things to take care of... Somewhere in this cave is the Fountain of Heroes. It must be found. For my late grandfather's sake..."

Now that you talked to Yardelmar, the two chests next to him will now be unlocked. Open each one for Scroll 7 and Magni. Now go to the north path and drag the monster away from the portal so you can use the portal. Now I have gone through this hall in two separate occasions and the portals weren't the same here. It appears that the portal destination is always random. Most will send you back to the entrance of the cave but one will send you to a big room. Go to the southwest and drink from the fountain there for a lot of free experience. Make sure to drink it several times until your health stops refilling. Go to the southeast corner and enter the portal to get out of here.

Sidequest A

Items Acquired In This Area:
- Fairy

You need to have a hefty 10000 gold for this sidequest. This is the first step, I will list the second step as Sidequest B in the Scroll 9 section. The path is pretty hectic so bear with me here. Starting from the beginning of this section, head west until you reach the first split. At each split, take the following path in order: East, Northwest, East, Northeast, Northeast, Northwest, Northeast, Northwest, East, East, South. At the end of this path is an inn where you should buy the Fairy with 10000 gold.

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Scroll #8
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Items Acquired In This Areas:
- Scroll 8

Head back to the beginning of the game and talk to the game. He will give you the Fairy Wings to you. This item will return you to the castle from wherever you may be. Just enter your inventory to use it. After that, he will give you the news of where the next scroll is.

"<name>. New information indicates there is another scroll in the castle labyrinth. You must find it and obtain it. My greatest magician has been captured by Baal's minions. When you finish this task, you must go save him. Please, you must save him!"

Go out of the castle and enter the castle labyrinth to the west. Move to the north to clear this hallway. Stay along the east wall, skip the first room and enter the next hall until you reach a ladder at the end of this path, go down it. Start to head to the east and follow this path until you reach a set of stairs, go down them. Head to the east in this room and follow this path to the very end. Enter the portal at the end of this path. Head to the north until you reach a wall, from here head east until you reach another wall and then head south. Stay along the eastern wall and head east the first chance you get. Follow this path until you reach a split. Take the path on the left and head to the far northwest corner until

you hit a wall. From here head south until you reach the southern wall. Stick to the west to reach the ladder in the far northwest corner and go up it. Use the needles to break through the weak wall and climb the ladder, then climb the next one. Move to the end of this path to grab Scroll 8. Use the Fairy Wings for a quick exit out of here.

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Scroll #9

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Items Acquired In This Area:

- Scroll 9

*Please Note - You will have to fight a tough battle so make sure you have plenty of health and magic potions to make things easy.

Starting from the castle where you started the game, head to the east while following the southern shore line. After you reach the cape, you will see a cave. You'll notice this area looks familiar because, well, you've been here before. Go through the cave there to enter the forest. Once you enter the forest, head south and then head west. Go through that cave there. Go to the west until you reach the three stationary goblins and the split in the road. Take the southern path and head north when you can. Start to travel to the west the first chance you get after you pass the first cave. Follow this path to the bottom southwest corner of the path and you will see a cave that will lead to a large field.

At first, you will see the path only goes in one direction, start to follow it until you reach the first split in the path. At the first split, head south and follow this path until the next split. Again, head south. In the southeastern corner of this area is a sage to save your progress, follow this path until you reach another split in the path. Go south one more time and follow that path until you reach the next split. From there, take the northwestern path. At the end, you will see a very big and wide open field. Head to the northwest of this area until you see a stationary minotaur. Talk to him and you will have to fight him until you defeat him to get this scroll. It's a tough fight so be careful and make sure to stock extra health potions.

Sidequest B

Items Acquired In This Area:

- Ocarina
- Crystal Ball

Head to the northeast corner of the boss you have to fight that drops Scroll 9. You will notice a path that leads to a lake which you can walk on. Equip the Fairy you got from Sidequest A and you will free her. She will tell you about the Holy Sword a little and give you an Ocarina. Simply play it and a Fairy will appear telling you to follow her. Follow her to unveil the chest containing the crystal ball. This item will summon an elemental that will help you attack enemies.

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Scroll #10 & Norn

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Items Acquired In This Area:

- Black Thicket
- Scroll 10
- Norn

Head back to the castle and explore the area around here. I advise carrying as many potions as possible, both health and magic potions. Start to explore the world map until you see a very large enemy walking around. You probably remember him as the huge knight that could kill you with one hit earlier in the game and somebody you avoided, well guess what, it's time to kill him. I suggest keeping your distance and using your Spark attack as much as possible, when you are out of magic and potions, attack with melee until he dies. He will drop the Black Thicket for you. Now it's time to use it.

You have to get to the far east side of the world map, it is as far east as you can possibly go. There is an inn to the north of the cave, enter the inn first. Buy a Cat's Eye and equip it, this will allow you to see in the dark. Now enter the cave just to the south of the inn and follow the path. You will notice a ladder, skip it and take the north path. Go down that ladder. Go to the east and down the next ladder. Now go west and down this ladder. From here go south and up this ladder. Don't drink from the fountain here, every time you do so, you will lose twenty health points. Again, go south and up the next ladder to come to a big empty room, go up the other ladder here. Go east and through the portal. Go north and then to the east the first chance you get, don't go up the first ladder you see. Follow the eastern path to the end to exit the cave.

Now, you will be in a huge new field. Go to the far southeast corner of this field and enter the cave. You will notice a split in the path right away. Take the southern path for now. Follow it to the end and you will notice an opening in the wall that is a sort of door. Go through the door and talk to the sage there. After you talk to the sage open the chest for Scroll 10. Below is what the sage will tell you:

"You are skilled, Legendary Hero. But, the time will come to carry a heavy burden. Lately, the goblins have been causing trouble around here. No doubt, it'll be difficult... I Understand. I know the location of one of the scrolls you are looking for. My fortune-telling tells me, the Black Soldier Master may be in this vicinity. However, he will not appear to those who do not possess a Black Thicket. If you have one, you may be able to find him."

Now that the sage gives you that news and you get the last scroll in the game, head back out of this room. Go back to the beginning of this quick cave and take the northern path. Make sure you have the Black Thicket equipped before you reach the room at the end of the path and fight the Black Soldier Master. Use potions when needed because he's just as strong as the enemy you got the Black Thicket from. Once you kill him, you will obtain the final gem, the Norn.

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The Holy Sword
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Items Acquired In This Area:

- Heal Ring
- Star
- God Plate
- Silver Key

Use your Fairy Wings to return to the castle you started the game at. Enter the castle and give all the scrolls to the person seated to the left of the king. Now, talk to the girl seated to the right of the king to get the Heal Ring. Put it on and it will slowly heal you as you move around. Head to the east as you follow the southern shoreline. Enter the first cave you see, the one with the Holy Sword. It is also the cave right next to Scroll 3 if you don't remember which cave exactly. Anyway, enter it and run to the end where the Holy Sword is. You should have all three gems in your inventory. At this point choose the equip option and equip all three of the gems. Run up to the Holy Sword and select the Look option, you will get it and for some reason they name it the Star, I guess Holy Sword wouldn't fit as the item name. Once you get it, equip it and go down the ladder you just uncovered.

Head to the south down this path until you reach the first split. You will notice a mirror, your evil image will come out of it and try to attack you. Move to the east at the split and avoid the fast moving enemy coming from in front of you. There's a chest to the northeast of this room if you want it but it will explode. Hug the eastern wall and head south until you reach a door. Equip the Red Key you got in the Castle Labyrinth at the beginning of the game and use it to open this door. Go through the ladder at the end of this path.

Move to the southwest and you will see a split that you can take to four rooms, take the southwestern path. At the next split, head east and then south. Follow this path to the southeast and then the northeast. Kill the large enemy walking around for the blue key, equip it and use it to open the door. Talk to the prisoner to unlock the chest for the silver key. Head back to the split at the beginning of this path and take the southwest path. Watch for the quick enemy flying at you as you reach the long hall. At the next split in the path, take the southern path. You will quickly run into another split, the western path will have a God Plate for armor which you should pick up and equip, go back to this split and take the eastern path. Avoid the quick enemy that will attack from the south and climb down the ladder.

From here, head to the east and avoid the mirror for the first split. Go north at this room and you will reach a similar looking room. Head to the east here and follow this path until you reach another split, take the southern path. Equip the Silver Key and open the door. Continue to the south and kill the quick enemy that will fly towards you as you pass through this hall. Take the portal at the end of the hall.

Head to the east and follow this path as you move to the northeast corner of the map. You will notice a lot of paths, there are no hidden treasures so don't waste time exploring. You will notice a lot of stairs, after a while, you will notice a set of stairs you can go down to the south instead of to the north. Take those stairs and head to the west. Take the first north path and keep moving to the north to enter the dungeon.

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Baal

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Items Acquired In This Area:

- Silver Key (x2)
- Pink Key
- Soulstone

This area can be quite difficult. The knights will just walk around aimlessly. Half the time, they won't even try to walk towards you so you can avoid them. Equip your needles and head to the northeast corner. You will notice several walls that can break, the one in the far northeast corner is hiding a portal. If you see multiple walls, you should be able to see the portal in the cracks of the wall. If you still can't determine it, move out of the screen and then back until you see there is only one there and then break it to enter the portal. Also note that these walls will shoot out bolts of lightning every now and then so keep your health topped off.

Move around the wall to the west to enter the portal in the northwest corner of this room. Head to the southeast corner of this room. Be very careful because the walls will shoot out a lot of lightning. You should use needles to break them down from a distance, then enter the portal. This is it, the final room. Head to the southwest corner to meet a sub boss before Baal, that's right, this guy isn't even the boss. The major problem with this boss is he takes incredibly long to beat. It seems as if he has a million health points and just won't drop, but just keep at it. Make sure you have your strongest weapons equipped to make this strong boss go down. Depending on how much damage you do, it may take a long time so be patient.

Walk around the edges of this room until a monster that resembles a golden fish with a spear appears on the screen. Kill this monster and it will drop a Silver Key. Equip the key and use it to open the door in the southeast corner of the room. Head through the door and to the large room to the west. Kill another one of those fish monsters for another key. There's another key you need though, kill these crab monsters until one drops a pink key. Equip both of them and move to the northeast corner and open that door, it needs the pink key. Follow the path to the end and up the stairs.

Head to the far northeast corner and break the walls with your needles. It may be a pain trying to avoid the enemies while breaking the walls so take your time. Once you break through the walls, enter the room. You will notice three different Baals. Try to take them out one by one, go for either the bottom left or right one. Then take out the other southern one you haven't killed and then go after the one in the northern corner. He is very strong so be careful. They do a lot of magic attacks and sleeps, if you fall asleep, you have to get out of it immediately or you'll die before you awaken. There's really no tips to this one, just try to be quick and precise with your attacks. After you finally kill the third and final Baal, he drops a soulstone. Use it and it will turn into a different object depending on your race. Use it to complete the game.

"<name>! Splendid work! Thanks to you, the legendary Baal is again sealed in stone, and we have twice stopped the bastard from reviving. This country can finally return to joyous peace. On behalf of all the people of Elysion, thank you for everything that you have done. Thank you!"

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