

health, 100% venom, no food or water, and no mana. It gets kind of difficult to win then.

----- TOWN -----

50 starting mana.
[+]150 Enter the hidden store.
[+] 75 Check with the Wise Man.
[+] 75 Deliver the letter.
[+]150 Exit TOWN, going to WILDERNESS.

500 total mana, 350 before exiting TOWN.

Required items:

[]KEY Found in an unmarked shop, priced a reasonable 10g
[]MAGIC WATER Do speak with the Wise Man

----- WILDERNESS -----

500 mana upon entry.
[+]100 Search the secrets of a lonely tree.
[+]200 Find and restore the wizard Belseth!
[+] 50 Destroy Pythonoplant!
[+]150 Exit WILDERNESS, going to LAKE.

1000 total mana, 850 before exiting WILDERNESS.

Required items:

[]VIAL OF EARTH A gift for rescuing a wizard
[]DRAGON EGG Secrets of a lonely tree

----- LAKE -----

1000 mana upon entry.
[+]250 Take the boat. Just a small fee!
[+]250 Exit LAKE, going to FOREST.

1500 total mana, 1250 before exiting LAKE

No required items.

----- FOREST -----

1500 mana upon entry.
[+]100 Defeat Mondo Fungo! The FOREST is the
[+]100 Purify a putrid pool. last place where
[+] 50 Another Wise Man! Chat with him. you can get as
[+]100 Talk twice with the face of nature: A tree. much food & water
[+] 50 Please offer food to the beggar. you want. Use it
[+]100 Exit FOREST, going to CAVERNS. to recover!

2000 total mana, 1900 before exiting FOREST

No required items.

----- CAVERNS -----

2000 mana upon entry.
[+]100 Broken through a bridge to nowhere.
[+]100 Baby dragon and your past observation.


```
+++      +-+ [H] - 30g, HAM          : + 64/255 (+25%) food
|C|      | | [V] - 10g, VEGETABLES   : +102/255 (+40%) food
+++      +-+
+++      +-+
|H|      |X| [X] - Exit this wonderful, awesome food shop.
+++      +-+
```

Remember this shop. While you're still here in TOWN, you can come back to this shop for food and water to power up your shield spells.

It wouldn't hurt to max out on all food while you're here. With the amount you'll burn through, it's not a bad idea, actually. Don't worry about gold, you'll have plenty!

[9th door] "Ye Olde Mail"

```
+++      +-+
|M|      | | [M] - Post a letter.
+++      +-+ Of course, by the time you get here, you'd
+++      +-+ have none to post. Visit the 13th door first.
| |      | | After you pick up a letter from there, you can
+++      +-+ then select this option here.
+++      +-+
| |      | | For doing such a delivery,
+++      +-+ you get 75 max mana. Cheers.
+++      +-+
| |      |X| [X] - Escape from the post office
+++      +-+
```

[12th door] Largely plain looking door.

Upon entry, you instantly gain 150 max mana. Yay!

```
+++      +-+
|K|      | | [K] - 10g, KEY; Required for opening chests
+++      +-+ This KEY is vitally important, don't miss it!
+++      +-+
|S|      | | [S] - 20g, SUN-GLASSES; lose less water in WILDERNESS
+++      +-+
+++      +-+ [W] - 300g, WALKING-STICK; Needed for STAFF OF POWER
|W|      | |
+++      +-+ [1] - 60g, SCROLL (FIREBALL) [FI-ST-MI-RA]
+++      +-+
|1|      |X| [X] - Remove yourself from this secretive shop.
+++      +-+
```

[13th door] Large, distinctive building

```
+++      +-+
|M|      | | [M] - Speak with Wise Man for a letter.
+++      +-+ Try to avoid saying no. Saying yes will do
+++      +-+ wonders. You'll get a LETTER, to deliver to
|W|      | | that "Ye Olde Mail". So get moving!
+++      +-+
+++      +-+ [W] - Pledge against misuse of magic or something.
| |      | | You'll be thanked for it, get a bottle of
+++      +-+ MAGIC WATER and gain 75 max mana. Yay!
+++      +-+
| |      |X| [X] - Run out of the Wise Man place.
+++      +-+
```


[14th door] "Ye Olde Guild"

```
+++      +-+
|M|      | | [M] - Affected by [C]. Why do we bother?
+++      +-+      "BE WARY OF EVERYONE," right...
+++      +-+
|C|      | | [C] - Pay 5 gold. Same as last time. +13/255 (+5%) water
+++      +-+      Save your gold. Not worth it. Bleh.
+++      +-+
|E|      | | [E] - Hear some gossip! Do you need to?
+++      +-+      Huh, a wizard who became a statue...
+++      +-+
| |      |X| [X] - Yeah, good idea. Get out already!
+++      +-+
```

Another guild... I can easily give you its information.
... Whoops, I already did up there. Eheh...

[15th door] "Ye Olde Shop"

```
+++      +-+
|1|      |5| [1] - 90g, SCROLL (SPEAR)      [PH-OL-MI-RA  ]
+++      +-+ [2] - 100g, SCROLL (VEN)      [VE-NA-HU-NA-RA]
+++      +-+ [3] - 40g, SCROLL (LIGHTNING)   [PO-NA-ST-RA-NA]
|2|      |6| [4] - 200g, SCROLL (PHYS SHIELD) [PH-RA-NA-RA-HU]
+++      +-+ [5] - 30g, SCROLL (RAZOR)      [PH-OL-RA    ]
+++      +-+ [6] - 35g, SCROLL (AXOR)        [PH-RA-ST    ]
|3|      |7| [7] - 10g, SCROLL (HELP)      [MI-OL      ]
+++      +-+
+++      +-+
|4|      |X| [X] - Sneak back out and forget this place.
+++      +-+
```

This shop sells scrolls. Buying these things will add the scroll into your item list and the spell into its list. Up to you if it's worth popping in.

After that last shop, there's a Warriorak who attacks you. Good thing you just passed a scroll shop with various attack spells in it! I recommend casting the AXOR(4) spell. Set the AXOR spell in your spell list and set that number to 4. Costs 6 mana to deal 5 damage, so after 9 or 10 of these, that warrior guy should be dead.

Keep in mind enemies do regenerate over time. If you don't rapidly shoot AXOR as fast as you can, it'll take longer and longer for this guy to die. It may end up taking far more than the 9 or 10 I suggest up there, so fire quick!

Another thing to try is VEN(4). Just hit him 5 times and he'll collapse after a while. The poison will harm him faster than the mentioned regeneration rate. If, however, you are continuing from a game that has already won once, the poison works too slowly to beat the new recovery rate. There is a limit to the venom, and 5 shots of VEN(4) hits that limit.

Once dead, hit down where he lays. The game uses a random number to determine what you get, as follows:

- Nothing, you unlucky person!
- Gold. Anywhere from 5 to 255, in steps of 5.
- Food. Any of the 4 food items.

The same is true for all measly humans you kill.

Beyond this quick battle, the screen doesn't scroll any farther to the right. If you touch the edge, you'll leave the TOWN. This is a point of no return, so make sure you are prepared before you leave.

Remember that food shop? You can spend several minutes there building up your PHY-SH with the PHYS SHIELD spell. Or the other shield spells if you teach yourself those ahead of time. Also, you probably wouldn't want to wait this long again to charge your shield spells, so use a save!

In any case, make sure you leave TOWN with these:

List of max mana boosters:

- 50 Starting value
- +150 Entering mysterious store
- + 75 Pledge yourself to Wise Man
- + 75 Deliver the letter!
- +150 Move on to WILDERNESS

Max mana: 350 (will be 500)

- A full supply of food and water, or close to full.
- KEY (TOWN)
- MAGIC WATER (TOWN)
- * SUN-GLASSES (TOWN)
- * WALKING-STICK (TOWN)

You'll also have other things like a POUCH OF COINS or a -QUIT GAME-, but those you'll always have! It's not as though I will ever need to list them, as there's no way you'll ever get rid of them.

5.2 -----WILDERNESS-----

You leave the village of | Remember this, you will never again
Serenna and enter the Barren | be able to enter the TOWN anymore...
Wilderness.. |
<wld52>-----+

Upon entry, use the SUN-GLASSES. It will cut how much water you lose in half. They're only useful here, which is silly, and aren't even required. Still, may as well save water. What? Didn't get them? You are fated to suffer normal water loss for this area! ... Eh? You're not scared?

Finally, talking to the random person here actually provides useful information! Beautiful! Though, if they're attacking you already (why'd you shoot them?), they won't want to talk. In any case, you'll learn of MI-OL-ST and MI-NA-ST-OL from the locals near the start.

Since this is the first time spells are mentioned without you having to pick up the SCROLL, it's time you explore how to produce the spell through the menu. Open the menu, hit Select until some rune in the third spot is selected, then play around down there. You need MI-NA-ST-OL shortly. It would be quite a shame to forget learning the spell now.

If the game isn't letting you learn it, it's possible you don't have at least 50 mana. Attempting to get a new spell this way uses up 50 mana, so maybe you need to wait first.

But somewhere between the previously unmentioned mage and wizard, is a tree with a hole in it. Search the tree, by pressing down while standing at it. Two items will appear in your inventory: DRAGON EGG and SCROLL (REVEAL) [MI-NA-RA]. You'll also gain 100 max mana as well.

Outside of a locked house are some sparklies. You'll also sense powerful magic. Sparklies = powerful magic? With these sparklies in the way, you can't see what it is, so REVEAL! Oh, a wizard statue? Being petrified is kind of a sleep, so WAKEY WAKEY to revive the wizard. +200 max mana for you!

He's quite thankful, however. Speak with him. You'll surely get a VIAL OF EARTH and a SCROLL (TRANSLATE) [MI-RA-HU-OL] for your troubles. Of course, Belseth is too busy walking back and forth around here to actually follow you and give further assistance. You'll just have to go ahead alone.

Keep going. You'll find the game sends not one, but two Warrioraks at you now. Both attacks you. They each have more HP than that first one, so it might take over 12 AXOR(4)s each to take 'em out, more if you take longer. They may also drop random stuff like the first Warriorak.

You might not have noticed the battle took place near a special building, one without doors. A message even pops up like a clue to do something! Cast REVEAL and a door will appear for a moment. Now that Paul knows of its existence, he can enter! Press up at that spot where you saw the door, and you're in!

Inside the door is as follows:

```
++      +-+
|A|      |3| [A] - 250g, ANTI-VEN POTION; Set VENOM to 0%
++      +-+ [H] - 250g, HEAL POTION; +51/255 (+20%) HEALTH
++      +-+
|H|      |4| [1] - 80g, SCROLL (FLEET FOOT) [MI-MI-FI-NA-ST]
++      +-+ [2] - 40g, SCROLL (BOOMERAXE) [PH-NA-HU      ]
++      +-+ [3] - 200g, SCROLL (VEN SHIELD) [VE-RA-NA-MI-ST]
|1|      | | [4] - 50g, SCROLL (REPELLENT) [PO-OL-MI-ST-NA]
++      +-+
++      +-+
|2|      |X| [X] - Yo! The exit option! It's to let you exit!
++      +-+
```

Yes, it's a store. VEN SHIELD will prove useful shortly. Disappointed by the low percentage boost to VEN-SH? That's

actually pretty decent coverage. 8% should be well enough in the forced battle in the WILDERNESS. If not, it wouldn't hurt to pick up an ANTI-VEN POTION while you're here.

You'll see yet another Warriorak at another building. Unlike the two you just fought, this one is willing to talk. Speak, and you shall receive... 500 gold! Uh, nice.

Then the game throws a hostile mage at you as you continue. Unfortunately, your AXOR(4) proves mighty useless against a mage. So switch to FIREBALL(4) or LIGHTNING(4) and let him fry! Mwahaha! Fry I say! Make him feel- ... Er, what got into me?

This battle takes place near a well. You may enter the well like you would a door. Except Paul's so clumsy he falls right in! Thankfully, it's a rather spacious well complete with a treasure chest! Pull out your KEY and open it! Hit B to use KEY, then down to search the treasure chest.

```
++      ++
|W|     |2| [W] - FLASK OF WATER; Full refill to 5 uses
++      ++ [B] - CRUST OF BREAD; Mmm... Still fresh!
++      ++ [$] - POUCH OF COINS; 5~255 gold, steps of 5, at random
|B|     |M|
++      ++ [1] - SCROLL (FLY)           [MI-RA-NA-RA-ST]
++      ++ [2] - SCROLL (FEATHERLITE) [MI-ST-RA-OL  ]
|$|     | |
++      ++ [M] - MANA POTION; Refills 500 mana on use
++      ++
|1|     |X| [X] - Walking away from chests involves this option.
++      ++
```

When you get out of the chest screen, the chest will vanish, along with any contents you left in there. The game itself will specifically say "THE CHEST DISAPPEARS" as though the chest graphic vanishing wasn't enough of a clue.

Can't pick up that CRUST OF BREAD? Too bad, should have used one of your three before you opened the chest. Good thing you read this FAQ instead of opening it first, right? Even if you mess up here, losing that CRUST OF BREAD isn't anywhere close to fatal, don't worry about it.

Cast FLY(2). Hold up so you get back out of the well.

It won't take long before you see this blueish ground. Well, not so much ground, more like bog. Walking in is instant death, without the right spells. You are warned it looks decidedly unsafe, after all. Might not be a bad idea to save here, before the marsh, just in case.

I recommend waiting here for a bit, actually. You'll need at least 350 mana to be safe. You won't need all of it for crossing the bog itself, but there's a battle that takes place right after it. Try to have at least 8% VEN SHIELD before going through. More if you're worried.

In order to cross the bog:

- 60 mana: Cast FLY(2) and go over the whole thing.
- 160 mana: Cast FEATHERLITE(3) and FLEET FOOT(1) and dash through

Cast the FLY spell. Save yourself a bunch of mana and a convoluted mess involving two spells. Charge on through! But fire mysteriously pops up to hit you... Oh, it's just trivial damage, don't bother trying to avoid it.

Finally at a piece of land after the bog? There's a venomous plant monster waiting for you...

```
>>> Pythonoplant -- A venomous plant monster of the bog
Initial HP: 96/255      Regens +4 extra HP/sec
PHY-SH: 48    VEN-SH: 48    FIR-SH: 48    POW-SH: 48
Attacks with weak venomous droplets
```

Bosses have a tendency to regenerate health pretty quick. Faster than usual enemies. So this boss regenerates either 5, 9, or 20 HP per second, depending on what playthrough you're at. If it's your first loop, you only have to worry about the 5 HP per second part, not the scary 20.

Pick LIGHTNING(4), stand in front of the Pythonoplant, and zap away. You'll hear some tinks, but that's because you're chipping away at that POW-SH. After a few hits, there will be no more tinks. Keep firing, it won't last much longer!

You can also FLY and use several EXORCISE(4) instead. Float inside the thing and fire away. Good if you prefer learning a spell through inserting runes. The efficiency will end this battle fast!

Once defeated, you get +50 max mana. Yay! It will also drop a treasure chest. On top of the bog, no less. Cast FEATHERLITE(4), get your KEY, and take its contents, quick! As a dropped chest, it will vanish after several seconds.

```
+--+      +--+
|R|       | | [R] - RUNE STONE
+--+      +--+ If you bought the WALKING STICK in the TOWN,
+--+      +--+ it and the RUNE STONE will automatically
|M|       | | merge into the STAFF OF POWER. This casts a
+--+      +--+ 5-damage LIGHTNING spell for free. Infinite
+--+      +--+ uses. It's a nice item to have.
| |       | |
+--+      +--+ [M] - MANA POTION; Mmm... 500 mana...
+--+      +--+
| |       |X| [X] - Return to the harsh WILDERNESS view...
+--+      +--+
```

After you get the stuff from the chest, walk more to the right. Yes, the screen ain't scrolling anymore, so this is another point of no return. Besides, that FEATHERLITE won't last forever, so get going before you sink and die!

If, during the battle, you got hit by some of the venom, hope your VEN-SH held up to it. If not, hope you don't have more than 40% VENOM. If you do, I hope you bought one of

those ANTI-VEN POTIONS back at that one shop. If not... Um, go quickly. Real quick... There's another shop ahead.

So you beat WILDERNESS, eh? Here's what you should have:

List of max mana boosters:

- +100 Search hollow tree
- +200 Restore Belseth to life!
- + 50 Defeat the swamp monster, Pythonoplant!
- +150 Move on to LAKE

Max mana: 850 (will be 1000)

- At least a little food/water.
- KEY (TOWN)
- VIAL OF EARTH (WILDERNESS)
- * STAFF OF POWER (WILDERNESS)
- DRAGON EGG (WILDERNESS)
- MAGIC WATER (TOWN)

You should NO LONGER have this:

- * WALKING STICK (It became the STAFF OF POWER)

5.3 -----LAKE-----

You leave the Wilderness and | At least this place has a food/water
as dusk falls you reach the | store...

Lakes.. |
<lek53>-----+

The SUN-GLASSES are now completely worthless. If you used 'em in the WILDERNESS, you now continue to lose water at the normal rate. And no later area makes use of it. Bah.

Friendly peasant talks about PO-HU-NA-ST. It's not really a good attack spell, but I suppose it's something...

The last bush looks like nothing special, but searching it proves that it's the richest bush around! Get 50 gold!

And you might notice this watery stuff in the way. One may assume FLY is the answer, but the background lightning will kill you dead instantly if you try to FLY.

Instead, walk to the edge of the water, wait for boat guy to come to you, then use the POUCH OF COINS. The fee for this transportation is 50 gold, but you get across the water and even get a complementary +250 max mana! Such service!

There's a trick to getting that +250 max mana over and over. It's in this boxed text:

```
+-----+
|The glitch involves coming back to the left side of the |
|water. You can pay the 50 gold over again when you do, but |
|getting back there almost requires things like save states |
|and frame advance of certain emulators to have any chance. |
|Trust me, it's that hard. |
| |
|Just FLY as high as you can going back to the left. Time |
```

| your spell so it's right after a batch of lightning. When |
| you get to the point where lightning strike is unavoidable, |
| cast IRON BOOTS, then before you hit the water, cast FLY |
| again. Sometimes, even the entire drop isn't enough time... |
| | |
| With enough luck, insane timing, or good frame advancing |
| and save stating, you can make it back to the left side, |
| ready to pay another 50 gold, for another 250 max mana... |
+-----+

Anyway, after our boat ride...

Oh! As if the first warriors you fought weren't enough, the game sends another two at you! As tempting as it is to test the STAFF OF POWER on them, they've got 255 POW-SH. It will take a long time for the staff to dent them to death... Stick with AXOR(4) against them.

More doors...

[1st door] It's where you battled warrioraks...

```
++      ++
|W|      |B| [W] - 10g, WATER FLASK      : + 51/255 (+20%) water
++      ++      Good thing it's a full refill of 5 uses!
++      ++
|C|      | | [C] - 30g, CHICKEN          : + 77/255 (+30%) food
++      ++ [V] - 10g, VEGETABLES        : +102/255 (+40%) food
++      ++ [H] - 30g, HAM                : + 64/255 (+25%) food
|V|      | | [B] - 10g, CRUST OF BREAD: + 51/255 (+20%) food
++      ++
++      ++
|H|      |X| [X] - Leave the enchanting aroma of the food store...
++      ++
```

Mmm... Food store. The second of three. Take the time to recharge your shields here. And your 1250 mana. You do have 1250 max mana now, right?

[2nd door] Just next door!

```
++      ++
|M|      |2| [M] - 250g, MANA POTION      : +500 mana
++      ++ [H] - 250g, HEAL POTION        : +51/255 (+20%) health
++      ++ [A] - 250g, ANTI-VEN POTION: VENOM set to 0%
|H|      |3|
++      ++ [1] - 40g, SCROLL (DISPELL)    [PO-HU-NA-ST ]
++      ++ [2] - 350g, SCROLL (PHYCHIC)   [PO-RA-OL-HU-ST]
|A|      |4| [3] - 200g, SCROLL (FIRE SHIELD) [FI-RA-NA-HU-NA]
++      ++ [4] - 50g, SCROLL (MEDITATE)   [MI-FI-ST-HU-RA]
++      ++
|1|      |X| [X] - Select this option when you're done here.
++      ++
```

The shop of scroll and potion. It wouldn't hurt to pick up some of the potions here. More mana is always nice. If you are still poisoned from that one battle, might I recommend the ANTI-VEN POTION?

[5th door] Guarded by friendly warrior guy.

```

+--+      +--+
|M|      | | [M] - Affected by [C]. Tell me again why we're here?
+--+      +--+      Ancient warlocks locked away in a war?
+--+      +--+
|C|      | | [C] - Pay 5 gold. +13/255 (+5%) water. Thirsty?
+--+      +--+      Nothing quite like goats milk. ... Is there?
+--+      +--+
|E|      | | [E] - Hear some gossip! Hmm, tunnels? Hum...
+--+      +--+      And it's MI-RA-HU-FI-NA! Got it? Good.
+--+      +--+
| |      |X| [X] - Burns down the gui- I mean, you leave the guild...
+--+      +--+

```

The friendly warrior guy guarding this guild grants you 500 gold when you talk. Go get the gold! Got it? Good. It's also best to leave unsaid where he could possibly hide this pile of gold on him...

Now, before you continue to the right, I will suggest you charge your shield spells. The neighborhood food store is back that-a-way. You have time, right? Once you are nice and satisfied with your shields and mana, I strongly recommend you save your game...

... Once you go to the right, there are platforms to jump on. You will be using the JUMP spell a lot here, which is thankfully lightning-proof unlike the FLY spell, but that doesn't change the fact things are frustrating here. And there are ghost-like things called Fantomoid. Their attacks depend on your POW-SH, the last spell the game didn't give.

With JUMP spells, you'll need to make around 26 jumps total. You now have an idea of how close you are to getting through this darn segment. Use multiple saves in other slots if you need some practice at that one jump, like getting on a shell or something.

A list of jumps that may describe the location well enough:

- (3) low, Fantomoid ahead
- (4) high, Fantomoid behind
- (any) Turtle shell
- (4) large rocky platform, top
- (4) low, Fantomoid ahead

- (3) semi-low, Fantomoids ahead and behind
- (3) mid, Fantomoid behind
- (2) semi-high, Fantomoid ahead
- (3) high, Fantomoid behind
- (4) Away from painful Fantomoids!

- (any) Turtle shell, passing a Fantomoid
- (2) low platform
- (4) high platform
- (3) mid, Fantomoid ahead
- (4) low wide platform

- (4) low platform
- (3) large rocky platform, left

(3) large rocky platform, top (hold still until at top of jump)
(2) low platform
(any) turtle shell, passing a Fantomoid

(2) low wide platform
(3) low platform
(4) high platform
(any) turtle shell
(2) low platform

(4) The end!

Ah, finally... No more jumps! But you'll have to fight a Manubat at the end of it all. It's the green gargoyle thing flying around.

It spits fire and letting it crash into you will poison you. The fire is stopped by FIR-SH, and the poison is blocked by VEN-SH. This foe has no shields of its own, so any spell should work well.

A combination of the STAFF OF POWER and SPEAR(4) spell will make the battle relatively easy. Typically, I lose around 250 mana, 2~3% VEN-SH, and 20~30% FIR-SH, to give you an idea. You'll probably get through this battle just fine, even if you have no idea what the SPEAR spell does.

Once defeated, the screen will shift a few notches. That is your cue to walk a little more to the right to get out of the LAKE section. Done with frustrating jumps at last...

By finishing LAKE, you should have:

List of max mana boosters:
+250 Take the boat trip! Yay!
+250 Move on to FOREST

Max mana: 1250 (will be 1500)

- High stock of food/water. Hey, this area sells 'em.
- KEY (TOWN)
- VIAL OF EARTH (WILDERNESS)
- * STAFF OF POWER (WILDERNESS)
- DRAGON EGG (WILDERNESS)
- MAGIC WATER (TOWN)

5.4 -----FOREST-----

After crossing the Lakes a | This area also has an infinite supply.
short walk brings you to | Be sure that when you complete it,
Merl Forest | to save just before leaving here.
<frs54>-----+

Go to the right. Got any other directions to go, genius?

That mage you quickly see? Hostile. Go have fun with your STAFF OF POWER! After the quick battle, check your mana. Having at least 500 wouldn't hurt, but even without any, you can still win with just the staff. It just takes longer. Wait for your mana or not, up to you.

Moving on, those scary, demonic, nightmarish trees of doom can be ignored. It's the evil mushroom ahead that needs to be beaten.

>>> Mondo Fungo, the Evil Mushroom Spirit of the forest
Initial HP: 208/255 Regens +8 extra HP/sec
PHY-SH: 64 VEN-SH: 64 FIR-SH: 64 POW-SH: 64
Venomous droplets attack!

That's quite a chunk of HP. I recommend using LIGHTNING(4), but if you didn't bother getting 500 mana before the battle, you'll need your STAFF OF POWER to finish with success.

On the other hand, you can learn EXORCISE, walk inside the mushroom, and fire rapidly. 5 shots at (4) is all you need. It also chews through your VEN-SH rapidly, but the battle ends real fast before it becomes a serious problem.

LIGHTNING(4) alone costs: 2~5% VEN-SH, 450 mana
EXORCISE(4) alone costs: 11% VEN-SH, 250 mana
STAFF OF POWER alone costs: 20% VEN-SH
A mix can expect results in between.

You do have plenty of space to make attempts at dodging the green gunk. This boss likes to regenerate 9 health per second in the first playthrough, so it might actually be best to sit there and take the attacks so you can beat that quick regeneration rate.

After that, a wizard who likes PO-ST-RA-MI-ST lets you know about it if you chat. More importantly, there's a store:

```
++-      +-+
|V|      |2|  [V] - 10g, VEGETABLES      : +102/255 (+40%) food
++-      +-+  [B] - 10g, CRUST OF BREAD: + 51/255 (+20%) food
++-      +-+  [H] - 30g, HAM              : + 64/255 (+25%) food
|B|      |3|
++-      +-+  [1] - 100g, SCROLL(LIGHT)   [MI-OL-ST      ]
++-      +-+  [2] - 200g, SCROLL(FIRESTORM) [FI-RA-NA-OL-HU]
|H|      |4|  [3] - 200g, SCROLL(FIRE RING) [FI-OL-NA-RA-ST]
++-      +-+  [4] - 80g, SCROLL(BOULDER)  [PH-RA-NA      ]
++-      +-+
|1|      |X|  [X] - Walk away from all that nice food...
++-      +-+
```

The last store selling food. The last store, period. Now, if we can find a source of water, this would be the last place we can fully recharge ourselves without worry.

It happens that there's infinite water just a short distance ahead. There are two Fantomoids between the shop and water, so it's advisable to LIGHTNING(4) them away first. They can rip your POW-SH or health apart, do be careful...

But, at last, you'll reach the pool of infinite water! ... Uh, it smells... Can't be good water. Use your MAGIC WATER! Suddenly, it glows brightly, the scent is pure, angels come down and... Er, it's good water now. You get +100 max mana! Use your FLASK OF WATER around this pool for free refills.

However, you still need a way to get past the pool. Although it's now an angelic pool of infinite water, walking in is still fatal. Of course, you could always FLY(1) over it...

After the pool is a mage (Try MI-ST-NA-ST!). After the mage is a Gargolian. It's a red floating spirit-like thing. Amusingly enough, FIREBALL works well on it, but LIGHTNING or STAFF OF POWER works perfectly, too.

You'll find a friendly-looking place with a door next:

```
++      ++
|M|      | | [M] - Speak with Wise Man
+++      ++ If you delivered that letter back in TOWN,
++      ++ he'll chat with you in a friendly manner.
|W|      | | Speak twice for a warning behind the second door.
++      ++
+++      ++ [W] - Pledge against misuse of magic
| |      | | +50 max mana. This is what this place is for!
++      ++
++      ++
| |      |X| [X] - Run out of the Wise Man place.
++      ++
```

Moving on, you'll spot some grass. Three tufts slithering up and down. Getting hit by them will damage your VEN-SH by 1% or 2% each time. Without the VEN-SH, it adds 20% VENOM. You can try to walk past them as they lower, but I prefer using FLY(1), which you can guarantee that you avoid them.

Keep going, past the random peasant (the beggar knows!), and you'll spot two more Gargolians. Like the first one, these two aren't much harder to take out.

After that quick little fight, there's a tree. Once again, a message shows up talking about it. Must be important! Just wake it up with WAKKEY WAKKEY and it speaks! Using words you can't understand... Thankfully, we have TRANSLATE! After casting this, speak to it twice. +100 max mana.

There's an entrance in the hillside. Entering takes you face to face with a beggar! If you use a food item, like CHICKEN, the beggar will take it, and inform you who the first snake isn't. I'll tell you who that first snake is. On the other hand, you do get +50 max mana for it.

Using more food items will let the beggar tell you about who the second and third snakes aren't. The fourth food item and beyond, the beggar simply thanks you. There is no reward past giving away your first food item, so move on already! Hit down at that bulge in the floor to exit.

Continue right, since up is impractical, down is impossible, and left just takes you back. You'll see a set of three doors and the screen stops scrolling beyond that. Attempting to enter any door will have a snake stop you and asks for its own name. Answer correctly or die! ... Rough crowd...

2nd door: SHOME Free treasure chest
3rd door: FANGFEW The way forward... To CAVERNS!

==1st door== Zug battle

Behind door number 1 is Zug the cave man! His club hits your PHY-SH hard should it hit. But, with the clever strategy of staying on him like the hair on his face and using the STAFF OF POWER, you'll surely be a winner! But don't forget, he leaves behind a treasure chest leaving this amazing prize:

```
+++      +-+
|B|      | |  [B] - CRUST OF BREAD
+++      +-+  [W] - WATER FLASK
+++      +-+
|W|      | |  [1] - SCROLL (BOULDER)    [PH-RA-NA        ]
+++      +-+  [2] - SCROLL (POW SHIELD) [PO-RA-NA-ST-RA]
+++      +-+
|1|      | |  Finally, the game reveals POW SHIELD!
+++      +-+  Still, there's food and water!
+++      +-+
|2|      |X|  [X] - Leave with any acquired prizes
+++      +-+
```

==2nd door== Free treasure chest

And inside door number 2 is a single treasure chest, with no guards of any sort! As attractive as such a chest may be, this is actually the worst one as money has no use later on and the other item actually harms you! This, my friend, is the loser's door.

```
+++      +-+
|S|      | |  [S] - POUCH OF COINS
+++      +-+
+++      +-+  [!] - RING OF VEN
|!|      | |  This cursed item, upon picking it up,
+++      +-+  will add 1/20 (5%) VENOM every 16
+++      +-+  seconds. Please, avoid this item, or
| |      | |  else you'll face some difficulties
+++      +-+  as you continue on.
+++      +-+
| |      |X|  [X] - Escape from evil treasure chest
+++      +-+
```

==3rd door== The way forward... To CAVERNS!

And at last, but not least, is door number 3! Upon entering, this door will take you to the dream resort known far and wide as the CAVERNS! And you even get a free +100 max mana to go with it! But remember to pack your lunch before you head out, for it is a long trip without local stores.

Basically, another point of no return. The FOREST is the last place with infinite food AND water, so if you want to restore mana and shields, do so now, as you'll never get the opportunity to do so later. This is also a good time to make a save and keep that slot, just in case you screw up later.

And with that, you're done with FOREST! Joy!

List of max mana boosters:

- +100 Defeat Mundo Fungo!
- +100 Drop the MAGIC WATER into the pool
- + 50 Pledge yourself at the other wise man
- +100 Speak with the great tree, twice
- + 50 Give the beggar something to eat
- +100 Move on to CAVERNS

Max mana: 1900 (will be 2000)

- Food and water to the absolute max.
- KEY (TOWN)
- VIAL OF EARTH (WILDERNESS)
- * STAFF OF POWER (WILDERNESS)
- DRAGON EGG (WILDERNESS)

You should NO LONGER have the following:

- MAGIC WATER (Used in purifying the pool)

5.5 -----CAVERNS-----

Taking the correct door | There's no more infinite supply of food...
leads you into the dark |
unfriendly depths of Mount |
Vunar.. |
<cvr55>-----+

It's dark. A LIGHT spell can help you see things for some time, but you don't actually need it. For the curious, this is how effective each level of LIGHT is:

- LIGHT(1) | 30 Mana - 15 seconds
- LIGHT(2) | 45 Mana - 22 seconds
- LIGHT(3) | 60 Mana - 29 seconds
- LIGHT(4) | 75 Mana - 36 seconds

However, only the main zone of the CAVERNS is dark. All the other rooms are well-lit, with or without the LIGHT spell. In such rooms, the LIGHT spell won't get used up. Also in such rooms, entering and exiting the menu will **increase** your LIGHT time by 1 second. Glitch, indeed.

As for the local monsters in the area, I recommend just running past nearly every monster you come across. For one thing, there are crawly monsters that are out of reach of all your cheap attack spells. For another, there's no more infinite sources of food to restore your mana and shields.

There's even Tarantulon (a spider) right there! This is a perfect example right there why running away is effective! Try as you might, there's no way you can kill Tarantulon without using a ton of mana, such as FIRE SPRAY, and its death provides no form of any reward.

The point is, running past the silly critter will only ding your PHY-SH and VEN-SH by a small amount. Far less costly to replenish than the mana you'd spend fighting it. Nothing says you must kill every enemy...

In your valiant, heroic retreat away from the spider, you'll see a bridge leading straight to a wall... One can spot a

weak point in the bridge, which can't hold much weight. Like IRON BOOTS(1), for example.

Dropping down, you'll fall past two treasure chests and land near a third. You can FLY back up to the two you went past, and they're all worth the flight up, too. I recommend opening the bottom chest last.

Top:

```
+++      +-+
|B|      | |  [B] - CRUST OF BREAD
+++      +-+
+++      +-+  [H] - HEAL POTION
|H|      | |
+++      +-+  Every little bit of food helps...
+++      +-+
| |      | |  Don't forget to chow down before you open
+++      +-+  the chest!
+++      +-+
| |      |X|  [X] - Exit. What? Expected something fancy?
+++      +-+
```

Middle:

```
+++      +-+
|B|      |A|  [B] - CRUST OF BREAD
+++      +-+  [W] - WATER FLASK
+++      +-+
|W|      | |  [A] - ANTI-VEN POTION
+++      +-+
+++      +-+  This is the game saying "Oh, sorry about
|A|      | |  that RING OF VEN. Here, have a fighting
+++      +-+  chance for it!" Yeah, 3 potions! Woo!
+++      +-+
|A|      |X|  [X] - Exit. I'm really glad for this option.
+++      +-+
```

Bottom:

```
+++      +-+
|H|      | |  [H] - HAM
+++      +-+
+++      +-+  [M] - MANA POTION
|M|      | |
+++      +-+  Ooh, 2 MANA POTIONS! That's 1000 mana right
+++      +-+  there! If you have too many of these things,
|M|      | |  drink some before opening this chest.
+++      +-+
+++      +-+
| |      |X|  [X] - Exit. Because it's healthy for you.
+++      +-+
```

To the left of this bottommost treasure chest, there is a hole that you obviously must fall into to continue. However, if you drop in from the right side of this hole, you risk instant death by something out of sight. Though, if you just hold left the whole time, you'll avoid it.

If you don't want to risk forgetting to hold left, either JUMP or FLY to the left side of this hole.

When you reach the bottom, there's a stalagmite bouncing up and down, for reasons beyond me. If you fell from the right side of the hole, it is in its safe "down" position, but for only an instant -- It's why I tell you to hold left, so that the dangerous "up" position doesn't get time to poke you.

There's three basic ways to get across this trap:

- Walk past it as it lowers. FLEET FOOT(1) improves your chance.
- FLY(1) over it. Go up a bit above the default height, then go.
- JUMP(1) has a fairly decent chance to get around it.

For the curious, holding right while falling in an attempt to "skip" this trap will fail, even with FLEET FOOT active.

As you move on, moths fly overhead. Annoying bugs that... Simply fly overhead during the whole time you walk past them. If you actually stand around, they'll eventually get down to you and start messing with your shields, so be glad you can skip them without losing anything at all.

The first passage is just past them. If you cast LIGHT, this is made more obvious. Like any door, hit up to enter!

Inside is a baby dragon. Nothing tricky, just walk up to it! As long as you have the DRAGON EGG from the WILDERNESS, the dragon will steal it, hand you a MAGIC CHARM and +100 max mana, then run off out of the room. One trial down!

Backing out and continuing, you'll see a stone golem. This thing throws boulders upwards. You can either stand a safe distance away and zap the thing or ignore it. Either way works about as well as you can expect.

Eventually, you'll come across another passage, this one guarded by an Oculus. Skip this floaty eye, and run inside!

Inside this room is a giant life-like statue. Get close, and it shoots fire. All you need to do is beat up the statue with your own spells.

Pick your choice of spells:

- FLY(1) + LIGHTNING(4) Fly up and zap the silly thing
- SPEAR(4) Stand there and skewer it!

Either way, down it goes, pop comes this chest, with these:

```
+-+      +-+
|H|      | | [H] - HAM
+-+      +-+
+-+      +-+ [%] - MAGIC CHARM
|%|      | |
+-+      +-+ +100 max Mana for taking MAGIC CHARM
+-+      +-+
| |      | |
+-+      +-+
+-+      +-+
| |      |X| [X] - Get the charm, then use this option.
+-+      +-+
```

Done there? Move on. You'll see a peasant (Maze of DOOM!). Friendly guy seems to be lost. Keep going, you'll find the third passage soon enough, guarded by two Oculus! Yeah, skip them too. They don't need any self-esteem!

```
+-----+ +--+ +--+
|  #  ##$#T| |V| | | [V] - VEGETABLES
| # # # # # | +--+ +--+
| # # # # # | +--+ +--+ [%] - MAGIC CHARM
| # # # # # | |%| | |
| # ## # # | +--+ +--+ [H] - HEAL POTION
| # # # # # | +--+ +--+
| ##### # # | |H| | | +100 max Mana for grabbing
| # # # # # | +--+ +--+ the MAGIC CHARM
| # # ##### | +--+ +--+
|T # # # # # | | | |X| [X] - Typical exit button
+-----+ +--+ +---
```

\$ - Instant 2000 gold
T - Teleporter
- Walkable square
- Return to start tile

Inside... Is a devious puzzle room! Some spots can be walked on normally while others take you back to start. The safe tiles will be revealed as you step on them. Since time is stopped here, you don't get hungry or regenerate mana. So don't worry about messing up -- you'll never starve!

By walking on that \$ tile I marked on my map, you get an extra 2000 gold accompanied by a nice sound letting you know something happened. Of course, at this point, all the gold in the world won't help you with no more stores to find!

Get to the end, and you'll reach a treasure room. You need its MAGIC CHARM, but the other stuff in there helps, too.

By now, you should have 3 MAGIC CHARMS. Back out and ignore every monster as you continue right. You'll see a bone pile next to yet another passage. Searching this one (press down) gets you a RING OF HALE.

Enter the passage and you'll see an old lady in a rocking chair. Just use your MAGIC CHARMS and you'll disappear into the DUNGEONS with +100 max mana! And a VIAL OF WATER.

If you leave now, you should have the following:

List of max mana boosters:
+100 Use IRON BOOTS to progress
+100 Baby dragon's MAGIC CHARM
+100 Statue's MAGIC CHARM
+100 Puzzle room's MAGIC CHARM
+100 Move on to DUNGEONS

2400 max mana (will be 2500)
- High supply of food/water

- KEY (TOWN)
- VIAL OF EARTH (WILDERNESS)
- VIAL OF WATER (You'll see it appear in your inventory)
- * STAFF OF POWER (WILDERNESS)
- * RING OF HALE (CAVERN)

And lose the following:

- DRAGON EGG (given to baby dragon)

 ... However, if you don't enter that last room, there is something optional further to the right. This area is the Maze of Doom. There's some useful things to gather from here that will help you with food and mana.

However, it is a maze. One can get themselves lost real easy if you're not careful. It may only be 15 rooms in size, but this thing has devious one-way passages and fake passages. A map will surely help!

Well, good thing I have a map, then! Oh? You want to see it?

```

##^#####^#####
#+  +#O--O#+  +#+---+#O*O#  Treasures:
#|1C >|2C   3C   4C   5C*#  2C - Staff, scroll, Mana Potion. It's nice.
#+  +#O--O#+---+#+---+#O  O#  5C - Staff, REFRESH POTION! Yeah!
##  #####  ##  4B - Chicken, water, heal potion... Bleh.
#+  +#+---+#+**+#O--O#+  +#
#|1B|#|2B   3B   4B|#|5B*#
#+  +#+  +#+**+#O--O#+  +#  Recommended path:
##  ###VV#####^###  ##  1A 1B 1C 2C 3C 4C 5C
\+  +#+---+#+---+#+  +#+  +#  4C 3C 3A 2A 1A exit
Exit  1A   2A   3A   4A >|5A*#
/+---+#+---+#+---+#+---+#+**+#  Also, 3C has a friendly
##^#####^#####  wizard who gives 500 mana.

```

4B is not in my recommended path. It only has a little food, some water, and a healing potion. You'll probably spend more mana on shields and spells than what the CHICKEN is worth, so I say don't even bother going there.

Whatever the case, here's the detailed list of treasures:

```

+--+      +--+
|/| O--O | |  [/] - STAFF OF MAYHEM   3-damage DISPELL
+--+ |2C  +--+
+--+ O--O +--+  [1] - SCROLL (SLOMO)    [MI-MI-RA-HU-NA]
|1|         | |
+--+ .O... +--+  [M] - MANA POTION
+--+ ..... +--+
|M| ..... | |  SLOMO is used two zones later. Even if you
+--+      +--+  forget its scroll, use the magic words!
+--+      +--+
| |         |X|  [X] - I wonder what this option does!
+--+      +--+

```

```

+--+      +--+
|C| O--O | | [C] - CHICKEN
+--+ 4B| +--+
+--+ O--O +--+ [W] - WATER FLASK
|W|      | |
+--+..... +--+ [H] - HEAL POTION
+--+...O. +--+
|H|..... | | This stuff's guarded by a Manubat,
+--+      +--+ and is simply not worth it...
+--+      +--+
| |      |X| [X] - This is an exit button. Use when ready.
+--+      +--+

```

```

+--+      +--+
|/| O**O | | [/] - STAFF OF KNELL    Weak, free VEN
+--+ 5C* +--+
+--+ O O +--+ [R] - REFRESH POTION
|R|      | | +100% Health    Cures all Venom
+--+...O +--+ +100% Food      +100% Water
+--+..... +--+ Full mana recovery
| |..... | | ... This tastes better than chicken!
+--+      +--+
+--+      +--+
| |      |X| [X] - It's your ticket out of this screen.
+--+      +--+

```

And here's the details of each room:

```

+ +      ..... 2 Oculus
1A      ..... Going left lets you escape the maze!
+--+  O.....

+ +      ..... 1 Bonejab (This thing is a skeleton of sorts)
|1B|  O.....
+ +      .....

+ +      O..... 2 Stone Golems
|1C      ..... Going up is a one-way passage to 1A.
+ +      ..... Going right is a one-way passage to 2C.

+--+      ..... 1 Bonejab & 1 Fantomoid
2A      .....
+--+      .O...

+--+      ..... 1 Zug
|2B      .O... Going down is a one-way passage to 2A.
+ +      .....

O--O      .O... 2 Oculus
|2C>      ..... There is a free treasure chest here.
O--O      ..... This room is rather nice to visit.

```

```

+--+ ..... 1 Leech
 3A .....
+--+ ..O..

+**+ ..... 1 Oculus & 1 Moth
 3B ..O.. Both up and down are fake -- You'll
+**+ ..... simply re-enter this room.

+ + ..O.. 1 Wizard, friendly (talk for 500 mana!)
 3C ..... Going up is a one-way passage to 3A.
+--+ ..... Another nice room to drop by, for free mana!

+ + ..... 2 Fantomoid
 4A ..... Going right is a one-way passage to 5A.
+--+ ...O. Going up is a one-way passage to 4B.

O--O ..... 1 Manubat (Holds a treasure box)
 4B| ...O. Although there's treasure here, I doubt it's
O--O ..... worth fighting for a piece of chicken...

+--+ ...O. 1 Moth & 1 Fantomoid
 4C .....
+--+ .....

+ + ..... 1 Manubat & 1 Oculus
|5A* ..... Both down and right are fake -- You'll
+**+ ....O simply re-enter this room.

+ + ..... 1 Fantomoid & 1 Tarantulon
|5B* ....O Right is fake -- You'll re-enter this room.
+ + .....

O**O ....O 2 Oculus
 5C* ..... Up and right are fake -- Re-enter this room.
O O ..... Good treasure here. It's THE reason to enter the Maze

```

So basically, walk in, go up two rooms, then walk to the right and pick up treasures without firing a single spell. After getting two treasures, go back left two rooms, then up once, then left all the way. Speak with the wizard in room 3C who's definitely along the way.

You'll be back out with +1000 mana and a REFRESH POTION, along with two mediocre staves. At the cost of some of your shields, but that's easily fixable with the gained mana.

Once you're done, just walk back out of the maze and head left into that last passage you so skipped, and finish the place by finally using those MAGIC CHARMS.

You should still have the following after this:

List of max mana boosters:

- +100 Use IRON BOOTS to progress
- +100 Baby dragon's MAGIC CHARM
- +100 Statue's MAGIC CHARM
- +100 Puzzle room's MAGIC CHARM
- +100 Move on to DUNGEONS

2400 max mana (will be 2500)

- High supply of food/water
- KEY (TOWN)
- VIAL OF EARTH (WILDERNESS)
- VIAL OF WATER (You'll see it appear in your inventory)
- * STAFF OF POWER (WILDERNESS)
- * RING OF HALE (CAVERN)

And still have lost the following:

- DRAGON EGG (given to baby dragon)

However, the maze will give these to you:

- * REFRESH POTION (Full recovery of food, water, mana, health)
- * STAFF OF KNELL (Weak, free VEN)
- * STAFF OF MAYHEM (Weak, free DISPELL)

5.6 -----DUNGEONS-----

You progress deeper into Abadon's Domain. You battle your way into the Dungeons..
<dgn56>-----+ | There's infinite water here, just not infinite food.

Walk to the right. There's a lot of gates to choose from:

- 1: Monster Room - Zug - Basic, useful supplies
- 2: Puzzle Room - Disappearing Tiles - Mana, mana!
- 3: Monster Room - Twin Evel Mdievel - Healthy Amulet
- 4: Puzzle Room - Teleporter Maze - Shielding Amulet
- 5: Monster Room - Mazaratty - Stuff that's largely not worth it.
- 6: Monster Room - Manubat - Another "not worth it" room.
- 7: Puzzle Room - Button Pathways - Ring of Plenty of Food!
- 8: Puzzle Room - Shifting Platforms - Mmm... Mana.

1 ----- 1 ----- 1
An Oculus sits outside this gate. Monster Room: Zug

Inside is a cave man known as Zug. He's everywhere, eh?

Remember that you can stay on top of him like the hair on his face, so that he'll never hit you. Feel free to use LIGHTNING(4) or STAFF OF POWER on him.

Killing him leaves these as treasures:

- ++ +
- |V| |A| [V] - VEGETABLES
- ++ + [W] - WATER FLASK
- ++ +

```

|W|      | | [H] - HEAL POTION
+++      +-+ [M] - MANA POTION
+++      +-+ [A] - ANTI-VEN POTION
|H|      | |
+-+      +-+ Mmm... Standard supplies...
+-+      +-+
|M|      |X| [X] - Packed up and ready to go already?
+-+      +-+

```

```

2 ----- 2 ----- 2
A Leech is just hanging around.      Puzzle Room: Disappearing Tiles

```

```

+-----+ +--+ +--+
|m: :: :T: :| |M| | | [M] - MANA POTION
|:::~::~:~::| +-+ +-+
|:::~::~:~::| +-+ +-+ Basically, this is a very
|:::a:a::~:~::| | | | | good room to enter. It's
| :::~::~:~::| +-+ +-+ practically a free 1000
|:::a:T:a::~:~::| +-+ +-+ mana! 500 from this potion,
| :::~::~:~::| | | | | and another 500 from the
|:::a:a::~:~::| +-+ +-+ puzzle room itself.
| :::~::~:~::| +-+ +-+
|:: :: :: ::| | | |X| [X] - It lets you leave.
+-----+ +--+ +--+

```

```

m - recover 500 mana
T - Teleporter
a - Moving tile
: - Disappearing tiles

```

My solution is to get on the moving platform and wait until it appears on the top-right portion. Once there, and if the disappearing tiles are timed well, dash towards the exit tile. This can be a bit time consuming if you mess up, though, but at least you're losing no food.

However, there's 500 free mana in this puzzle room. At the exit tile? Don't leave yet! If you're not too frustrated yet, go left, to the top-left tile in this room. When you get there, you'll hear a sound indicating something happened. What happened is you got +500 mana.

The prize is a MANA POTION at the end. With the mana from the puzzle room as well, this is an extra 1000 mana by walking in here. Nifty. All it takes is frustrating timing to get through this puzzle room.

```

3 ----- 3 ----- 3
Two Fantomoid floats around.      Monster Room: Two Evel Mdievel

```

Inside are two suits of armor, walking on their own power. Their names are Evel Mdievel. I don't recommend coming in here, as the treasure isn't worth it, but in case you do want it anyway, here's my strategy:

Walk to the left wall. Zap either Evel with LIGHTNING(4). It's hard to position yourself perfectly, but if you can turn to the right without stepping away from the left wall,

will take a while and a few re-casts of FLY, but the rat will eventually go down. The treasure can make up for what you spend here. In later playthroughs, the rat regenerates far too fast for the FLY and RING OF HALE combo.

Y0u thought up the above strategy. No, not you, a user that goes by Y0u. Other than that, FIRE SPRAY(4) isn't remotely cheap enough, and it's the next best thing for these treasures:

```
+--+      +--+
|B|       | | [B] - CRUST OF BREAD
+--+      +--+ [H] - HEAL POTION
+--+      +--+ [M] - MANA POTION
|H|       | |
+--+      +--+ Useful, but the battle is
+--+      +--+ so costly, that the reward
|M|       | | just isn't really worth
+--+      +--+ coming in here for.
+--+      +--+
| |       |X| [X] - Escape the chest screen
+--+      +--+
```

```
6 ----- 6 ----- 6
Friendly wizard (FI-RA-NA-OL-HU)      Monster Room: Manubat
```

A Manubat flies around in here.

The cost to your shields and mana fighting this thing will probably eat up more mana than the resulting MANA POTION will restore. Regardless, if you really want it anyway, I suggest STAFF OF POWER along with SPEAR(4) and hope you kill the Manubat quick.

```
+--+      +--+
|A|       | | [A] - ANTI-VEN POTION
+--+      +--+ [M] - MANA POTION
+--+      +--+
|M|       | | You're going to spend more
+--+      +--+ than 500 mana beating the
+--+      +--+ stuffing out of thatthing!
| |       | |
+--+      +--+
+--+      +--+
| |       |X| [X] - Disdainfully leave from here
+--+      +--+
```

Right after gate 6, there's a water fountain. Go ahead and search it! It will fill up your WATER FLASK for free! And it won't run out. Nifty water supply, eh?

Still no infinite food, however. Don't sit for too long.

```
7 ----- 7 ----- 7
Two floaty Gargolians here!          Puzzle Room: What these buttons do?
```

```
+----- +-----+ +--+ +--+
```

```

|gbb:####| |C| | | [C] - CHICKEN
|g#a#ohhhi| +-+ +-+ [%] - RING OF ANA
|gi#jj#l#a##| +-+ +-+
|#Nm#j#M#nkL| |%| | | The ring, when used, will
|#:O#ji:eeK#| +-+ +-+ restore 100% food and
|#f###k#c##e| +-+ +-+ water. Now that's just
|ffgggg#c#:e| | | | | sweet!
|f#i###c:#e| +-+ +-+ One-time deal, though.
|k:###:e#ee| +-+ +-+
|FGHIJ ABCDE| | | |X| [X] - Did you forget how to leave?
+-----+ +-----+ +-+ +-+

```

ABCDEFGHIJKLMNO - buttons
 abcdefghijklmno - walkable passage from button
 : - Fake passage, acts like a wall.

Puzzle room. Hit every button to proceed.

Step-by-step. It's... Long:

```

>>>> <<<< ^^^^ >>^< v<><< vvvvv <<><< <<<<^ ^^>>> >>^^<
^^<^^ <<<vv >v^<^ ^^>>v v>vv> vv<<< <<vvv >>><> >>>< >^^^<
^>^^^ <<vv^ ^>>vv v<vvv vv<>< <<<<> <<<^ ^>>> >^^<^ ^<^^<
<<vv> v>v^< ^<^^> >>vv> vv>vv <<<<< vvv>> >>>> >>>^ ^^>>
^^<<< <<^^

```

I hope it isn't hard to figure out on your own, but the step-by-step and the map probably aren't going to help a lot. And I have difficulties explaining it in words. Sorry.

8 ----- 8 ----- 8

No one sits in front of this gate. Puzzle Room: Shifting platforms

```

+-----+ +-----+ +-+ +-+
|## # ...<| |$| | | [$] - POUCH OF COINS
|/##/#####.| +-+ +-+ [1] - SCROLL (TWIN) [MI-NA-OL-NA ]
|.>../$##/#^| +-+ +-+ [M] - MANA POTION
|.##v#. #.>.| |1| | |
|.##.#^##^##| +-+ +-+ Sweet! Mana! And a scroll
|.##.>.>../#| +-+ +-+ containing the very spell you
|.##/####/#| |M| | | will shortly need. Joy!
|^#/#####| +-+ +-+
|.<..< >../#| +-+ +-+
|##/ # ## #| | | |X| [X] - Need help on how to leave?
+-----+ +-----+ +-+ +-+

```

<>^v - moving platforms
 / - return to start
 \$ - 2000 gold
 . - Path followed by moving platforms

+2000 gold route: ^ < < ^ > v > ^ ^ < v
 Solve route: ^ < < ^ > v > > ^ > ^ ^ < ^

It is not possible to get the useless gold and beat the puzzle room in one trip. Just leave and re-enter anyway!

Finally, no more gates! Keep walking right. Yep, you must

know how to walk to the right really well by now, eh?

Along the way, there's a fountain, Bonejab, and another fountain. If you really need to preserve mana, stand back and use the STAFF OF POWER on this skeleton. The fountains can be searched to refill the WATER FLASK as much as you like, but you still need to worry about food.

Got your fill of water? Walk forth, boldly ignoring the two Oculus! But don't boldly ignore the chanting message. Hmm, can't see anywhere the chanting would come from. Time for REVEAL(1)! Enter the spot where you saw the door.

Inside, it should become very apparent that there's someone just floating in there. So naturally, speak with him. Twice. He enjoys this chat and hands you a VIAL OF AIR and +250 max mana to go with it. Then he vanishes. Um, great. I think we can just move on, now...

Exit the room, and walk to the right some more! Don't bother with the Manubat along the way, you're too busy walking. Eventually, you'll find a stone door that stops progress.

Thankfully, there's a nearby switch that, when you stand on it, opens the door. Now, if only you can stand on it and walk through the door. It's like you need to be in two places at once. Thankfully, there's the TWIN spell! Use it, move on. Done with DUNGEON, and +250 max mana!

You should end with this (assuming you skipped every gate):

List of max mana boosters:

- +250 Visit Mensim in his cell
- +250 Move on to CASTLE

2750 max mana (will become 3000)

- Decent supply of food, nearly max on water
- KEY (TOWN)
- VIAL OF EARTH (WILDERNESS)
- VIAL OF AIR (DUNGEON)
- VIAL OF WATER (CAVERNS/DUNGEON)
- * STAFF OF POWER (WILDERNESS)
- * RING OF HALE (CAVERNS)

Collecting nearly everything, this is what else you'll have:

- * REFRESH POTION (CAVERNS)
- * STAFF OF KNELL (CAVERNS)
- * STAFF OF MAYHEM (CAVERNS)
- * AMULET OF MOR (DUNGEON) (one shot of +50% health recovery)
- * AMULET OF SHEELD (DUNGEON) (one shot of +15% to all shields)
- * RING OF ANA (DUNGEON) (one shot of full food+water recovery)

5.7 -----CASTLE-----

You progress deeper into | Sort of a maze, with instant death traps
Abadon's Domain. | like so many other areas...
You manage to reach Abadon's |
Castle.. |
<cst57>-----+

At this point, if you want to avoid fighting (a good idea), you'll kill only two more. That's right. Two.

I also recommend you save now. There are unfair instant death traps here. Just as unfair as the bouncing stalagmite, in fact.

There are six major rooms, which I label A B C D E and F. You start in room A and must work your way to F and the exit within. Whether the items are worth bothering for, I'll let you decide that, but I haven't gotten much use out of either staff here.

A: Leads to B or C; Secret passage to F.
B: Leads to C; Has STAFF OF BLAYZE
C: Leads to D, E, or F; Has a bit of food and water
D: Leads to E; Has STAFF OF MALICE (weaker than BLAYZE)
E: Leads to F
F: Leads to A, E, or exit; Contains a fire demon.

Also, the closed doors all can't be entered. I will be ignoring them as I run through each room here.

Without this guide handy, getting through these doors is trial and error. Good thing you're reading it, eh?

A ----- A ----- A

Naturally, you start on a platform above two Evel Mdievels. Either ignore them with your incredible ignoring skills, or drop down the platform and immediately run to the left and zap them with STAFF OF POWER. Either way, stop just when you touch the second pillar.

It is at this second pillar that a ball 'n' chain swings by. Touching either the ball or flying into the chain is instant death. If you kept walking, you'd never see it coming until it's too late, and you're dead. Only way you'd know before it happens is if you looked at the demo.

I already recommended you save at the start of this area, so hopefully you don't have far to go back to.

You can get past this trap in one of two ways:

- SLOWMO(1) + FLEET FOOT(1)

With both spells, you can slip under the ball 'n' chain. Either let it swing over your head before you dash through, or follow it as it swings by (and go quick, it won't wait for you). This is the solution to every ball 'n' chain you come across.

- REVEAL(1) + SLOWMO(1) Shortcut to [F]

However, for this ball 'n' chain, there is a hidden passage. Once REVEALed, you can go ahead and enter it any time. The ball 'n' chain still swings too fast without a spell to either speed you up or slow down the insta-death, but this is a nice shortcut to room [F].

Actually, it is possible to reach the door without SLOWMO or FLEET FOOT, but the timing required is near-impossible to achieve. Use one of these spells, darn it!

Either choice you pick, you get the same +150 max mana for your troubles around this trap. The shortcut is nice, as there aren't any useful items in the CASTLE, but if you still want to explore the place, go with the first option.

You'll come across a raised platform like the one you started on when entering this area. Either path you take, there will be a Bonejab in the way. Take the bottom path, as going to the top only wastes mana getting up there. Ignore or smash them, up to you.

Beyond the platform, there *should* be a ball 'n' chain, but a glitch in the game sometimes prevents it from showing up. Entering and leaving the menu may have it show up, but it's so much more convenient to have it not show up at all.

Finally, towards the end, you'll see two doors:

1st door: To [C], faster way through the CASTLE

2nd door: To [B], leads to treasure: STAFF OF BLAYZE

These doors are guarded by two Evel Mdievels. Whether you want to fight them is up to you. STAFF OF POWER them down if you'd rather take it slow, waiting for your mana anyway.

B ----- B ----- B

This room has two Fantomoids. Take care around their lightning death as you get the treasure and leave the room.

The treasure is located on the upper platform. JUMP(4) or FLY(1) can get you up there just fine, but I prefer the faster and cheaper jump.

The chest contains the following item:

```
+--+      +--+
|/|      | |  [/] - STAFF OF BLAYZE
+--+      +--+
+--+      +--+  This staff is an infinite source of
| |      | |  6-damage FIREBALL(2). It is effective
+--+      +--+  on the few Bonejabs you come across
+--+      +--+  from now on.
| |      | |
+--+      +--+
+--+      +--+
| |      |X|  [X] - Quickly, escape from this locale!
+--+      +--+
```

... The treasure is why you came here, right? I mean, why would anyone skip the shortcut I pointed out earlier if it weren't for this thing?

C ----- C ----- C

In this next room, you must immediately deal with Zug again. Standard "like hair on his face," as detailed before.

When he dies, he drops these:

```
+++      +-+
|V|      | | [V] - VEGETABLES
+++      +-+
+++      +-+ [W] - WATER FLASK
|W|      | |
+++      +-+ Neat! Food and water!
+++      +-+ To make up for skipping the
| |      | | shortcut. This doesn't hurt.
+++      +-+
+++      +-+
| |      |X| [X] - Exit with a fuller pack.
+++      +-+
```

Move on. Drop down. Skip or slay Bonejab. This is why you got the STAFF OF BLAYZE in room (B), right?

Ahead of that skeleton are three doors:

1st door: To [D], more treasure, hardly useful.
2nd door: To [E], not much of note.
3rd door: To [F], final room.

By the way, there are three Fantomoids floating about. Pick your door and go straight into it right away!

D ----- D ----- D
There's a ball 'n' chain. SLOWMO(1) and FLEET FOOT(1) gets you through. Time your dash carefully, it's still annoying.

Up ahead:

Two more Fantomoids
Upper ledge requiring JUMP(4) or FLY(1)
A chest on upper ledge
A doorway to (E) on lower floor

```
+++      +-+
|/|      | | [/] - STAFF OF MALICE
+++      +-+ [H] - HEAL POTION
+++      +-+ [A] - ANTI-VEN POTION
|H|      | |
+++      +-+ The STAFF OF MALICE is a weaker version
+++      +-+ of the STAFF OF BLAYZE found earlier.
|A|      | | This staff casts 4-damage fireballs.
+++      +-+ Really, it's not a good staff.
+++      +-+
| |      |X| [X] - Exit with a fuller pack.
+++      +-+
```

E ----- E ----- E
On entry, Bonejab is ready to walk into you to deal damage. Going to the left wall is not outside the walking radius. I recommend you ignore this thing and run to the right!

Once you drop down, there's this ball 'n' chain in the way. SLOWMO(1) and FLEET FOOT(1) like before to sneak by.

There is an upper ledge, but either way has an Evel Mdievel.
Take the lower path, STAFF OF POWER through that one, and
keep going.

A Manubat guards the door to (F). Ignore it. Run straight
into the door.

F ----- F ----- F

On entry, two Fantomoids float here. Don't mind them, they
can be ignored rather effectively. Going further right,
you'll find a glowing bridge on a raised platform.

JUMP(2) onto the bridge. However, stepping onto the glowy
part can be lethal. Here's what you need to get through:

FIRE SHIELD. If you have zero FIR-SH, then moving over this
bridge by even a pixel will instantly melt you dead. Any
amount more than zero gives you 3 or 4 seconds, after which
you melt dead anyway. By itself, it's still too long a walk
to safely reach the other side.

FLEET FOOT(2) or repeated JUMP(3). This gives you enough
speed to reach the other side. Go with FLEET FOOT(3) if you
are paranoid about running out of (2) time too quickly.

There's an enemy at the end, however:

>>> Fire Demon

Initial HP: 255/255 Regens +8 extra HP/sec

PHY-SH: 112 VEN-SH: 255 FIR-SH: 255 POW-SH: 112

Drops fire on you. Why do they keep dropping stuff on you?!

Zap with LIGHTNING(4). You win.

Walk inside him and rapidly burst with EXORCISE(4). You win.

Either way you go, you really should win.

You also get +150 max mana for your troubles.

This boss drops a treasure chest as well:

++ ++

|F| | | [F] - VIAL OF FIRE

++ ++ [M] - MANA POTION

++ ++

|M| | | Have 3 MANA POTIONS already? Drink one first!

++ ++

++ ++ This should be the last of four legendary

| | | | vials of the elements, or something. You're

++ ++ near the end, go!

++ ++

| | |X| [X] - Let the game's graphic clue you in...

++ ++

After you get the VIAL OF FIRE (you DID get it, right?),
travel further to the right. A bit of exploration and you'll
find that there are three doors...

1st door: Backtrack to (A) Oculus

2nd door: The last room of CASTLE! Gargolian

3rd door: Backtrack to (E) Oculus

I highly doubt you want to backtrack through the castle. There's nothing of decent value for you to get by this point. So, be a sane person and walk through the second door. You may ignore the floating things around, as usual.

The last room... It contains... Not much, eh? Nothing to do here except leave the room uninterup- Oh, wait. That sphinx statue wants to talk... Guess its name, or DIE!

You are given a list of three names to guess:
Belseth: You met this wizard back in the WILDERNESS.
Mensim: You found that warlock hidden in the DUNGEON.
Tresh: You never met someone with this name.

As a video game, all characters have unique names that no one else has. You already saw Belseth and Mensim, so obviously those can't be the name of this sphinx. Therefore, the name you haven't seen yet is the right one.

Respond with TRESH. Now you can leave.

You should finish with the following (Most direct path):

List of max mana boosters:
+150 Obtained around first ball 'n' chain
+150 Defeat the Fire Demon!
+200 Move on to TOWER

3300 max mana (Will become 3500)
- Some food and water. You're near the end.
- KEY (TOWN)
- VIAL OF EARTH (WILDERNESS)
- VIAL OF AIR (DUNGEON)
- VIAL OF FIRE (CASTLE)
- VIAL OF WATER (CAVERNS/DUNGEON)
* STAFF OF POWER (WILDERNESS)
* RING OF HALE (CAVERNS)

However, supposing you got everything besides RING OF VEN...

* REFRESH POTION (CAVERNS)
* STAFF OF KNELL (CAVERNS)
* STAFF OF MAYHEM (CAVERNS)
* AMULET OF MOR (DUNGEON)
* AMULET OF SHEELD (DUNGEON)
* RING OF ANA (DUNGEON)
* STAFF OF BLAYZE (CASTLE) (mid, free FIREBALL)
* STAFF OF MALICE (CASTLE) (weak, free FIREBALL)

5.8 -----TOWER-----
You progress deeper into | Well, you close to the end.
Abadon's Domain. |
You reach the base of | Don't forget to save, if you're a
Abadon's Tower.. | bit worried. 3 saves left is plenty.
<twr58>-----+

You'll need the FLY spell to climb this tower. Out of curiosity... Where's the stairs?! Who built this thing!?

Your monster-ignoring skills will also be put to the test. Ignore those monsters!

```
1 ----- 1 ----- 1
==Passage 1, right==  Manubat          The Blind Maze
+- --- -+ +-+ +-+
| # ## ## | | [A] - AMULET OF TAMMUS
| # # # | +-+ +-+
| # # | +-+ +-+ This amulet restores 500 mana.
|##### | | | It's only good once. In other
| # #m ## | +-+ +-+ words, it's a MANA POTION that
| # ## # # | +-+ +-+ doesn't take up the same slot
| # # # | | | as the actual potion.
| # # # | +-+ +-+
|## ##### | +-+ +-+
|## | | | [X] - I don't believe you need advice here.
+-----+ +-+ +-+
```

- Walkable tile
- # - Return to start
- m - recover 500 mana

The path to the end of this room:

```
<<<^^ ^>>> v>>^^ ^>>^^ <<^<< v<<^< <v<<^ ^>^
```

The 500 mana path would include:

```
<<<^^ ^>>>^ ^<>vv >v>>^ ^^>>^ ^<<^< <v<<^ <<v<< ^^>^
```

It's a blind maze. One wrong step and... You return to the start. Such a trivial punishment for the potential to regain 1000 mana in a single trip. Unlike a previous puzzle room, the maze will not reveal tiles as you walk on them, so you end up going through it mostly blind.

```
2 ----- 2 ----- 2
==Passage 2, left ==  Gargolian          Free Treasure Room
+-+ +-+
| $ | | | [ $ ] - POUCH OF COINS
+-+ +-+ [ C ] - CHICKEN
+-+ +-+
| C | | | Not particularly wonderful,
+-+ +-+ but it's free food.
+-+ +-+
| | | | Can't reject that, can we?
+-+ +-+
+-+ +-+
| | | [ X ] - Escape with da loot, man!
+-+ +-+
```

Wow. This is direct. No monster. No puzzle. Neat!

```
3 ----- 3 ----- 3
==Passage 3, right==  Fantomoid          Spike Ceiling Room
+-+ +-+
```

```

|V|      | | [V] - VEGETABLES
+++      +-+ [B] - CRUST OF BREAD
+++      +-+
|B|      | | If you need food, crawl over
+++      +-+ to this chest. But you're so
+++      +-+ close to the end already!
| |      | | At least this room gets you
+++      +-+ some max mana!
+++      +-+
| |      |X| [X] - This option closes the loot screen.
+++      +-+

```

When you enter, you gain 150 max mana. This is the main reason why you want to enter this room.

Alas, you'll also note the ceiling has spikes. Normally, in such an out of the way place, they're harmless, but then this room doesn't agree with gravity. The gravity is still there, you just need a little weight. That's why you have the IRON BOOTS spell!

So, cast IRON BOOTS at any level you wish. If it runs out, cast the spell again. (4) is almost certain to last long enough for that chest. If you just want to skip the food, cast (1), save the mana, and exit right away.

```

4 ----- 4 ----- 4
==Passage 4, left == Fantomoid          Last Monster Room
+++      +-+
|H|      |1| [H] - HAM
+++      +-+ [W] - WATER FLASK
+++      +-+ [1] - SCROLL (WHO'S WHO?) [HU-HU-MI-HU-HU]
|W|      | |
+++      +-+ The spell that calls up the
+++      +-+ game's credits is found here.
| |      | |
+++      +-+ There's also water. Thirsty?
+++      +-+
| |      |X| [X] - It's... Been good... Goodbye! ;. ;
+++      +-+

```

The chest is out in the open, ready for you to take!

But Zug, in his final appearance, doesn't agree. Gah.

You can try sneaking around him quickly, or just smash his face in one last time. As usual, staying on him like the hair on his face can keep you safe if you want to fight. STAFF OF POWER, RING OF HALE, EXORCISE(4), your choice.

```

5 ----- 5 ----- 5
==Passage 5, right== Tarantulon          Mana Fountain Room

```

Huh, nothing in here except a fountain. How boring.

Walking on the fountain, however, tells you that you feel more experienced. At long last, Paul has gotten over his hydrophobia! Alas, you get no max mana for it.

Here's what you do get for walking on the fountain:

- Mana restored to MAXIMUM. Awesome!
- Venom set to 0%

I recommend visiting this room after you visit passages 3 and 6. That way, you have more max mana to take advantage of.

Finally, cast as many shields as you can before walking on. What good is 100% mana restore if you're only using 50%?

This is the room that really helps you prepare for Abadon.

6 ----- 6 ----- 6
==Passage 6, Left == Tarantulon Fated Legends Room

This is the room where the four elements come together.

So... Use the following items in any order:

VIAL OF EARTH VIAL OF AIR VIAL OF FIRE VIAL OF WATER

Now that the ULTIMATE POTION is created, go ahead and pick up this final boss killing item. If you forget to pick up this most necessary item after doing everything else...

Oh yea, you get 150 max mana for getting this potion, too.

Now that you got the max mana here, go back to passage 5, fix up your shields, and wade around in that fountain!

The only thing left is to keep flying up. You'll crash into the ever-present screen edge. While you get 200 max mana for it, it also leads to the final boss. So, prepare yourself.

Said preparation involves going back to that fountain, shield yourself up with, at least, FIR-SH and POW-SH, and then a dip in the water with a few more shields.

Having 1000 mana when you finally rise to TOWER TOP should be enough. Should give an idea on how much shields you can get in your situation. It also wouldn't hurt to save down here, if you have any saves left to use.

Once prepared, FLY to the top. You get +200 max mana in the transition to the top. To the final battle!

You should finish TOWER with the following:

List of max mana boosters:

- +150 Enter the spike room
- +150 Collect the ULTIMATE POTION!
- +200 Move on to TOWER TOP

3800 max mana (will be 4000)

- At least 1000 mana ready to blast Abadon with.
- At least 20% food/water, which is pretty low for this point anyway.
- KEY (TOWN)
- ULTIMATE POTION (TOWER)
- * STAFF OF POWER (WILDERNESS)
- * RING OF HALE (CAVERNS)

You should NO LONGER have the following:

- VIAL OF EARTH (each of these were...)
- VIAL OF AIR (...used in the making of...)
- VIAL OF FIRE (...the ULTIMATE POTION!)
- VIAL OF WATER

If you did take everything up to this point, you should also have:

- * REFRESH POTION (CAVERNS)
- * STAFF OF MALICE (CASTLE)
- * STAFF OF KNELL (CAVERNS)
- * STAFF OF BLAYZE (CASTLE)
- * STAFF OF MAYHEM (CAVERNS)
- * RING OF ANA (DUNGEON)
- * AMULET OF SHEELD (DUNGEON)
- * AMULET OF MOR (DUNGEON)
- * AMULET OF TAMMUS (TOWER)

5.9 -----TOWER TOP-----

You stand atop Abadon's Tower, face to face with the Dark Wizard himself!
<ttp59>-----+

>>> The Evil Dictator Abadon
Initial HP: 255/255 Regens +15 extra HP/sec
PHY-SH: 255 VEN-SH: 255 FIR-SH: 255 POW-SH: 255
Flies all crazy-like and shoots you.

Hello Abadon. Please say hello to LIGHTNING(4).

When you stop hearing these tink, you've shot through that POW-SH. This means you're beating on his actual health. His health regenerates at an insane pace, so that's your cue to shoot even more aggressively and accurately.

Eventually, a message about Abadon weakening shows up. This is the time to use the ULTIMATE POTION! Use it!

Enjoy the fireworks. And +6000 max mana. And the ending.

If you have trouble, reload your earlier game, the one before this battle. Sit around here as long as your food supplies last, keep at least 30%, though. Use this time to recharge mana and shields as far as they go.

If you have full shields and 3800 Mana, waiting around won't help you further. If my LIGHTNING (4) strategy isn't good enough for you, feel free to try out your other spells and experiment. Since 1000 Mana should be all that you need, a buffer of 2800 Mana should give plenty of room for you.

In any case, the fountain alone provides plenty. Use that on two FIRE SHIELD (4)s and two POW SHIELD (4)s, and you've only spent 1500 Mana out of your 3800. You still have the 1000 for LIGHTNING death and 1300 left for any other preparation necessary, or as a buffer.

If you really have trouble beating Abadon's regeneration with just LIGHTNING(4), then try this instead:

- Cast AXOR(4) along with using RING OF HALE < 300 mana
- Once you stop hearing tink (PHY-SH gone), cast PSYCHIC(4) 1000 mana
- Stay on him like the... Hair? ... On his face? He's bald! Priceless

Don't forget to use the ULTIMATE POTION *after* the message comes up.

Once Abadon is defeated, you can do silly things like kill yourself after Abadon disappears. Though fun to see Paul turning into a bone pile, then somehow return, only to promptly turn into a bone pile again... This doesn't help in seeing the ending messages or second playthroughs. Fun.

It's still possible to die from venom or starvation while Abadon is in the process of being blasted, so make sure you are still fed and cured of poison. After he disappears, you are at no further risk, since the timers stop applying bad stuff to your health.

You are treated to the ending. You will receive a bonus message if your max mana is 10000 at this point. This message tells you to beat the game again. Clicking through it sets you on your way through the next playthrough, from the start, all over again.

If you didn't have 10000 max mana, you are told that you failed somewhere and should find out what it is. You are then dumped back into the title screen, no bonus playthrough to fight through.

There are differences in this new playthrough. In the second playthrough, enemies regenerate health faster. They are also more aggressive. Not much more difficult than before, but still harder.

But that's not all. Beat the second time, and the game tells you to go do it one more time... This time giving enemies a very powerful regeneration rate. Beat that, and the game congratulates you on it. There's also a small change in the ending. Then it dumps you on playthrough 3 again.

The puzzles are identical in all playthroughs. The only real difference are the enemies you deal with. That's it. Though, your stock of 15 saves are restored, at least.

Whenever you did save, there was a number by the area. That number was telling you what playthrough the game was going through. If it was WILDERNESS/1, for example, you were in the first playthrough, not in much of a challenge. Yet.


```

|MI-ST-NA-ST- |IRON BOOTS | 30| Use in specific spots (total 2); slow
|MI-NA-ST-OL- |WAKEY WAKEY| 30| Use in specific spots (total 2)
|MI-OL-ST- - |LIGHT      | 30| Use in CAVERNS only
|MI-RA-HU-OL- |TRANSLATE |100| Use in specific spot (total 1)
|MI-NA-OL-NA- |TWIN       |100| Use in specific spot (total 1)
|NA-HU-MI-ST-MI|SOUND TEST | 1| Change the music!
|HU-HU-MI-HU-HU|WHO'S WHO? | 1| See the credits!

```

```
+-----+-----+-----+
```

The number affects the power and cost of the spells. A list:

- (1)- Base cost, base effectiveness, base duration
- (2)- 1.5 times cost, power, and duration
- (3)- double the cost, power, and duration
- (4)- 2.5 times cost, power, and duration

The number means nothing for spells like TRANSLATE, as it has no power or duration.

A higher number is only truly useful for the following:

- * Any attack spell (kill things faster)
- * JUMP
- * FLY
- * FLEET FOOT
- * SLOWMO
- * FEATHERLITE

Anything else can be re-cast many times for similar effect, or can't use the higher number at all.

Picking up a SCROLL will automatically add it into your spell list.

Skrybe discovered EXORCISE. I never found the spell in-game...
adam1 delivered the list to me. Which included Skrybe's EXORCISE
The costs were checked by myself.

I shall go into further details for attack spells:

		Mana cost				Damage dealt				
	t	[1]	[2]	[3]	[4]	[1]	[2]	[3]	[4]	
RAZOR	A	3:	4:	5:	6	1:	2:	3:	4	PHY
AXOR	A	3:	4:	5:	6	2:	3:	4:	5	PHY
BOOMERAXE	A	4:	6:	8:	10	2:	3:	4:	5	PHY
BOULDER	A	10:	15:	20:	25	3:	4:	5:	6	PHY
SPEAR	B	25:	37:	49:	61	3:	6:	9:	12	PHY Segmented
VEN	A	8:	12:	16:	20	1:	2:	3:	4	VEN
FIREBALL	A	6:	9:	12:	15	4:	6:	8:	10	FIR
FIRESTORM	B	100:	150:	200:	250	4:	6:	8:	10	FIR 2/3/4/5 seconds
FIRE RING	B	50:	75:	100:	125	8:	9:	10:	11	FIR 3/4/5/6 shots
FIRE SPRAY	B	300:	450:	600:	750	4:	6:	8:	10	FIR 3/4/5/6 seconds
DISPELL	A	6:	9:	12:	15	3:	4:	5:	6	PHY
LIGHTNING	A	7:	10:	13:	16	5:	7:	9:	11	POW
REPELLENT	B	20:	30:	40:	50	5:	7:	9:	11	PHY 2 shots
EXORCISE	B	20:	30:	40:	50	5:	7:	9:	11	PHY 6 shots
DEATH RING	B	300:	450:	600:	750	5:	7:	9:	11	POW 6 shots
PSYCHIC	B	400:	600:	800:	1000	5:	7:	9:	11	PHY 2/3/4/5 seconds

-----| ??-??-??-??-?? = UNKNOWN... |-----

Mana cost: 1

Effect: Low chance to heal you; High chance to just die

Found at:

* Mess up your spells! Use any invalid combination.

This spell appears in your active spot when you select a combination of runes that don't match any spell. This "spell" does not get saved in your book, so you'll need to spend another 50 mana whenever you want to select it again.

Using this means you want to die. The chances to die is very high coming from this "spell," and it's certainly far more colorful than just collapsing from using the -QUIT GAME-item. The different ways you die from this spell makes it worth it to try it a few times, at least.

However, there is a small chance that, instead of the expected instant death, you instead feel better. In that case, you are restored 20% health (51 internal units) and are cured of all venom. If you want this effect, you are either abusing save states, or are rather gutsy.

Fun glitches can be had by casting this spell in the TOWER. Specifically, when in the spiked ceiling room, try this out a few times. Go in and out the menu and play around with it some more.

Also fun to try after you slay the final boss. An interesting variation on the... Ending. You don't get the usual benefits of the ending, but it's FUN!

-----| PH-OL-RA = RAZOR |-----

Mana cost: 3,4,5,6

Effect: Type-A PHY shot. Deals 1,2,3,4 damage

Found at:

* TOWN: 5th SCROLL at "Ye Olde Shop" near the end, for 30g

A small projectile goes straight forward. It'll disappear after reaching a certain range.

A weak PHY-based spell. It's good to use only when you're still getting familiar with the game. As you get better, you'll realize this isn't really an effective spell to use.

Like with most Type-A shots, this can't hit those crawlies low on the ground.

-----| PH-RA-ST = AXOR |-----

Mana cost: 3,4,5,6

Effect: Type-A PHY shot. Deals 2,3,4,5 damage

Found at:

* TOWN: 6th SCROLL at "Ye Olde Shop" near the end, for 35g

A small projectile launches forward from you, falling toward the ground. Speed and distance increase with spell level.

Another weak spell, but it's certainly better than RAZOR.

The 5 damage instead of 4 for the same mana cost of 6 should be quite telling. This should be your preferred early spell, as those Warrioraks have no defense against it.

Although the spell does curve toward the ground, it is unwieldy to use this spell against those low crawlies.

-----| PH-NA-HU = BOOMERAXE |-----

Mana cost: 4,6,8,10

Effect: Type-A PHY shot. Deals 2,3,4,5 damage

Found at:

* WILDERNESS: 2nd SCROLL in hidden shop, for 40g

A projectile flies mostly straight out from you, curving back toward you. Speed and distance increase with level.

It's equal in damage as AXOR, but more expensive. You'll try out this spell, think the curve back is neat, then realize it disappears after striking once, and there really isn't too much help when the spell curves harmlessly back to you.

-----| PH-RA-NA = BOULDER |-----

Mana cost: 10,15,20,25

Effect: Type-A PHY shot. Deals 3,4,5,6 damage

Found at:

* FOREST: 4th SCROLL in shop, for 80g

* FOREST: 1st snake door (VENMOR), defeat Zug, 1st SCROLL in chest

A rocky projectile flies overhead, arcing forward only slightly.

Very expensive in terms of damage per mana. Although the direction this attack goes is largely unique, the low efficiency generally means you want to look for other spells to do the work. It can work on some enemies, but you'll find better alternatives every time.

-----| PH-OL-MI-RA = SPEAR |-----

Mana cost: 25,37,49,61

Effect: Type-B PHY attack. Deals 3,6,9,12 damage per segment

Found at:

* TOWN: 1st SCROLL at "Ye Olde Shop" near the end, for 90g

A straight spear (?) is launched at a 45 degree angle upward to skewer flying opponents. It's in several segments, each will do its damage then disappear.

Although, for an attack spell, the cost is high, it does great damage, if every segment hits. This is only good on overhead enemies, but at least there are required fights that can make use of this spell. It does certainly find more use than BOULDER, as I see it, anyway.

-----| VE-NA-HU-NA-RA = VEN |-----

Mana cost: 8,12,16,20

Effect: Type-A VEN shot. Applies 1,2,3,4 points of venom

Found at:

* TOWN: 2nd SCROLL at "Ye Olde Shop" near the end, for 100g

A green blob goes straight forward, slowly. Fairly standard "go straight forward" sort of spell.

The only poison spell you get. The game uses the exact same poison mechanic on enemies as it does on you. This means at most 20 layers of poison can be applied, and damage will be done every 8 seconds based on layers. Which will be 20 damage per 8 seconds when maxed out. Further use of VEN after the venom is 100% will have no effect.

Unfortunately, bosses regenerate far more than 20 HP in those 8 seconds. Also, all enemies will also regenerate lots faster than 20 HP per 8 seconds once you're in the second and third playthroughs. But, early in the game, it does have some use against the human foes you meet.

Towards the end, anything that isn't human has 255 VEN shield, except for rather few non-humans. You'll only fight non-human enemies after FOREST. Well, almost -- You'll find Zug a few times (VEN works alright), but Abadon has the full 255 VEN-SH. Good luck casting this spell 64 times before you get through those shields!

Again, largely useless in playthrough 2 and 3, as enemies regenerate faster than poison does damage. 20 in 8 seconds is nothing when they would regenerate 40 or 128 health in those 8 seconds.

The STAFF OF KNELL casts VEN(1) for free. It is found in the Maze of Doom deep within the CAVERNS. Considering where you find it, getting use out of it is tricky...

-----| FI-ST-MI-RA = FIREBALL |-----

Mana cost: 6,9,12,15

Effect: Type-A FIR shot. Deals 4,6,8,10 damage

Found at:

* TOWN: SCROLL at hidden shop before Wise Man, for 60g

A red bolt of fire goes straight forward. There's a few of these sorts of spells with the same path.

A pretty good fire spell. Between this and LIGHTNING, you can handle just about any enemy you come across. If there are some you can't, just pretend they're not there and keep moving...

The damage done is decently efficient, considering the other spells. Not as efficient as LIGHTNING, but close. Certainly good if you plan to attack Bonejab the skeletons instead of ignoring them.

The STAFF OF BLAYZE casts FIREBALL(2).

The STAFF OF MAYHEM casts FIREBALL(1).

You find both these items in the CASTLE, but unless you plan to throw FIRE RING(4) while using the STAFF OF BLAYZE on Abadon, it would be difficult to justify grabbing these

instead of taking the shortest path through.

-----| FI-RA-NA-OL-HU = FIRESTORM |-----

Mana cost: 100,150,200,250

Effect: Type-B FIR attack. Deals 4,6,8,10 damage, lasts 2,3,4,5 seconds

Found at:

* FOREST: 2nd SCROLL in shop, for 200g

Several small firey embers fall from above. They will pierce unshielded enemies, but those with any shield will destroy an ember that touches them, and damage the shield slightly.

Absurdly expensive, and having it actually hit an enemy is quite a trick. Then it disappears so quick and you're left wondering, whether you should have cast the darn thing in the first place. The answer to that is yes, so you know never to try it in the second place.

-----| FI-OL-NA-RA-ST = FIRE RING |-----

Mana cost: 50,75,100,125

Effect: Type-B FIR attack. Deals 8,9,10,11 damage, 3,4,5,6 projectiles

Found at:

* FOREST: 3rd SCROLL in shop, for 200g

A circle of embers, from 3 to 6 in count, rolls forward. It is low enough to hit crawlies, at least.

It's very expensive, but at least it does 66 damage with that 125 mana. Fun to use against those mages, and it isn't all that impractical, considering the damage output. Just realize you will burn through that mana in a hurry.

By the time you can buy its scroll, there are no more mages to fight. Bah. Have fun with it in the next playthrough, when you remember the magic words. Though you can use it on any Bonejab, but you're better off with FIREBALL.

-----| FI-OL-HU-NA-RA = FIRE SPRAY |-----

Mana cost: 300,450,600,750

Effect: Type-B FIR attack. Deals 4,6,8,10 damage, lasts 3,4,5,6 seconds

Found at:

* DUNGEON: A friendly wizard tell you its words

Bolts of fire sprout up from your feet, swiftly shooting out in random directions. Sort of like a spray.

While it is almost certainly the way to destroy those crawlies in a hurry, losing 750 mana for it will only be worth it if you insist it is. A single VEGETABLES will not give the amount of food necessary to rest up for the mana lost when casting this spell.

Still, it's got a good range. But hitting shielded enemies will diffuse this spell in a hurry, thanks to how the game works with those tinks destroying projectiles completely.

-----| PO-HU-NA-ST = DISPELL |-----

Mana cost: 6,9,12,15

Effect: Type-A PHY shot. Deals 3,4,5,6 damage

Found at:

* LAKE: Peasant speaks its words near the start.

* LAKE: 1st SCROLL, at shop in 2nd door, for 40g

A white ball shoots out straight forward. Another one of those straight forward spells.

Although a PO- spell, the damage type is PHY, not POW. It hits slightly harder than AXOR, but 2.5 times as expensive. I haven't used this spell much after first seeing it, and after further analysis, won't be using it much anyway. It's a weak spell to be sure.

Found in CAVERNS, at the Maze of Doom, the STAFF OF MALICE produces DISPELL(1) at no cost. Not as though you'll make yourself comfortable with this staff at this time, but if you feel like using weak, free PHY damage for the moment...

-----| PO-NA-ST-RA-NA = LIGHTNING |-----

Mana cost: 7,10,13,16

Effect: Type-A POW shot. Deals 5,7,9,11 damage

Found at:

* TOWN: 3rd SCROLL at "Ye Olde Shop" near the end, for 40g

A zappy lightning bolt is fired straight forward. It is, indeed, yet another straight-shooting projectile.

One of two spells that deal POW damage. This is likely to be a spell you'll make yourself quite familiar with. The best one for most bosses, for the "stand back and fire" strategy.

The STAFF OF POWER duplicates the effect of LIGHTNING(1) for free. Found early in WILDERNESS means you can get a lot of use out of it.

-----| PO-OL-MI-ST-NA = REPELLENT |-----

Mana cost: 20,30,40,50

Effect: Type-B PHY attack. Deals 5,7,9,11 damage per projectile

Found at:

* WILDERNESS: 4th SCROLL in hidden shop, for 50g

A pair of white globes shoot forward, in a sort of a crossing wave pattern.

For a Type-B attack, the rate at which damage comes out is low, considering it only produces two projectiles. And unlike the Type-A shots, you can't shoot three at a time.

-----| PO-HU-RA-NA-HU = EXORCISE |-----

Mana cost: 20,30,40,50

Effect: Type-B PHY attack. Deals 5,7,9,11 damage, 6 projectiles

Found at:

... Unknown...

Six white globes shoot out from you, in all directions.

It is best used when you are standing inside of an enemy. When doing so, all six shots hit the enemy, dealing 66 damage while using only 50 mana. That's very efficient. Any bosses you can sit inside will disappear quick.

WILDERNESS, FLY inside Pythonoplant. 3 shots.
FOREST, walk into Mondo Fungo. 5 shots.
CASTLE, overlap with that fire demon! 6 shots.

Only problem is that I never found the spell in game. I had to get it from a list that someone else produced. There is an item that duplicates the effect of EXORCISE(1), but that doesn't tell you the spell.

The RING OF HALE does cast EXORCISE(1). As it is a type-B, you can use it without interfering with your AXOR, FIREBALL, or LIGHTNING spells. It is found in CAVERNS, hidden on a corpse near the exit. Perhaps test it on the next Zug?

```
-----| PO-ST-RA-MI-ST = DEATH RING |-----  
Mana cost: 300,450,600,750  
Effect: Type-B POW attack. Deals 5,7,9,11 damage per projectile  
Found at:  
* FOREST: A wizard in front of the shop speaks of it
```

Six lightning bolts circle outward from you.

The spell ends very quick, and it is quite difficult to hit anything with it. And even if you do, the damage is minimal. There's also the deal with the mana cost, tied in second place for most costly spell.

You may attempt to use this spell in combat, but the result will be a visit to the load game screen.

```
-----| PO-RA-OL-HU-ST = PSYCHIC |-----  
Mana cost: 400,600,800,1000  
Effect: Type-B PHY attack. Deals 5,7,9,11 damage, lasts 2,3,4,5 seconds  
Found at:  
* LAKE: 2nd SCROLL, at shop in 2nd door, for 350g
```

Several white globes dance around you in some sort of pretty hypnotic pattern.

Would deal a lot of damage, but any contact with enemies who have PHY shield will break the projectiles of this spell. Also, you're down 1000 mana for trying it. But if you get rid of the PHY shield somehow, this would be a neat spell to try... If you ever have the mana to spare.

Try it out against Abadon, but only after his PHY-SH is gone from your other spells. Smash him with AXOR(4) first, then once you stop hearing tinks, this spell will annihilate him pretty thoroughly. Okay, maybe not, but it will get to the point where the ULTIMATE POTION can be used rather quick.

-----| MI-OL = HELP |-----

Mana cost: 2,3,4,5

Effect: Gives a message about your situation.

Found at:

* TOWN: 7th SCROLL at "Ye Olde Shop" near the end, for 10g

A message is added into the message block, with a quick hint about your current situation.

This is a pretty good spell to use when a hint is desired. You might have wanted to try this spell in a few spots before looking at this guide, but... Well, you're looking at this guide. Too late now.

It tells you its default message if you're currently not in some particular context, or already got its message about the current spot you're at. Ideal times to use it are when you come across some type of obstacle. Any obstacle. Other than enemies trying to kill Paul.

YOU'RE DOING FINE.	Default message
***** TOWN *****	
IT MAY BE USEFUL TO ENTER..	Outside wise man's building
***** WILDERNESS *****	
SEARCHING OFTEN BRINGS REWARDS..	Anywhere near the start Also, nearby the well
ALL WILL BE REVEALED..	Nearby the sparklies
A STATUE OF A SLEEPING WIZARD..	After REVEAL at sparklies
MAYBE THERE'S A DOOR..	Around hidden shop
THE ONLY WAY IS UP!	Down the well
TREAD LIGHTLY BUT RAPIDLY..	Near the marsh ahead
***** LAKE *****	
NOTHING IS FREE IN THIS LIFE..	Grim boat man approaches
LEAP WISELY..	Approaching frustrating part
***** FOREST *****	
THIS ISN'T WHAT YOU WOULD CALL MAGIC WATER..	Near foul pool
IT MAY BE USEFUL TO ENTER..	Outside wise twin's building
AN INTERPRETER MAY HELP..	After WAKY WAKY on tree

HE NEEDS NO GOLD..	Inside beggar hill
CHOSE THE RIGHT WAY..	At snake doors
***** CAVERNS *****	
A WEIGHTY PROBLEM..	Rickety wooden floor
USE ALL YOUR CHARM..	Old lady room
YOU MUST FIND YOUR OWN WAY HERE..	Maze of Doom
***** DUNGEON *****	
FILL YOUR FLASK..	Near a water fountain
MAYBE THERE'S A DOOR..	Around the faint chanting
DOUBLE TROUBLE..	Switch and door at end
***** CASTLE *****	
SLOWLY AND BRISKLY DOES IT..	By ball and chain trap
HOTFOOT IT ACROSS..	Fire bridge
***** TOWER *****	
A WEIGHTY PROBLEM..	Spike ceiling room
A FINAL ELEMENTARY ASSEMBLY PROBLEM..	Fated Legends room
***** TOWER TOP *****	
THE FATE OF YOUR PEOPLE NOW RESTS WITH YOU..	Go! Defeat Abadon! Now!

-----| MI-FI-ST-HU-RA = MEDITATE |-----

Mana cost: 30

Effect: Time passes faster.

Found at:

* LAKE: 4th SCROLL, at shop in 2nd door, for 50g

Paul sits there, floating in midair, unable to act. Food, water, health, and mana ticks happen much faster.

The efficiency of this spell is worse than simply waiting instead. The fact you pay an upfront mana cost is silly, considering the purpose of this spell.

The spell lasts 10 seconds. During this time, you lose 4 food and water per second, but gain 21 mana per second.

Essentially:

* 10 seconds pass

* -37~40 food (about 15%)

* -37~40 water

* +159~180 mana (initially 189~210, but with that 30 cost)

If you instead waited you'll lose 1 Food and Water per second, but get 6 mana per second. In 40 seconds, you've lost the same amount as a single MEDITATE, but get a net mana increase of 240.

MEDITATE gives you 27~30 seconds of mana in 10 seconds time, but consumes 37~40 seconds of food and water. The bad food efficiency probably doesn't matter too much when at a food shop, but it means you pop into the menu more often to switch between this and shield spells.

-----| MI-RA-NA-RA-ST = FLY |-----

Mana cost: 40,60,80,100

Effect: Move in any direction for 6,9,12,15 seconds

Found at:

* WILDERNESS, bottom of well, 1st SCROLL in locked chest

Paul is lifted off the ground. At this point, up and down on the D-pad will move him in those directions. Instantly ends when you touch ground.

Will also cancel the IRON BOOTS spell if that's active.

Don't use at LAKE -- Instant death lightning bolts like to kill you when you fly. Aside from that, it has a few uses.

WILDERNESS: Escape the well

FOREST: Cross the pool

TOWER: To climb up it. At all.

Optionally:

WILDERNESS: Alternative (and cheaper!) means to cross bog

FOREST: Evade poisonous grass

CAVERNS: Reach chests you fell past

CAVERNS: One way to minimize bouncy stalagmite risk

CASTLE: Expensive alternative to JUMP in most areas

Anytime: More mobility to fight

-----| MI-RA-HU-FI-NA = JUMP |-----

Mana cost: 15,22,29,36

Effect: Leap upwards and forwards!

Found at:

* LAKE: Overheard at the sole guild

The leaps are actually pretty fast. Has rather limited combat potential largely due to the fact you can only equip one spell at a time.

It is used to get through LAKE, since FLY would kill you through that background instant-death lightning. Other uses would be to get up on platforms found in CASTLE, and that's largely it. It happens pretty quick, at least.

-----| PH-RA-NA-RA-HU = PHYS SHIELD |-----

Mana cost: 150,225,300,375

Effect: PHY-SH +20,30,40,50 (roughly 8%,12%,16%,20%)

Found at:

* TOWN: 4th SCROLL at "Ye Olde Shop" near the end, for 200g

Provides basic protection versus physical attacks and PHY based spells. Going from 0 to 255 internal units will take 1950 mana.

Like with all shielding spells, these last until they block the related damage. It's therefore a good idea to sit at a food shop and spend some time building them up.

-----| VE-RA-NA-MI-ST = VEN SHIELD |-----

Mana cost: 150,225,300,375

Effect: VEN-SH +10,15,20,25 (roughly 4%,6%,8%,10%)

Found at:

* WILDERNESS: 3rd SCROLL in hidden shop, for 200g

Gives just enough protection versus VEN based attacks, thus stopping you from getting venom. No effect versus the poison from the RING OF VEN, sorry. Also does not stop damage from ongoing venom in you already. Going from zero to maximum takes 3825 mana. Expensive.

To give an idea, 100% venom is 20 internal units of VEN. Having full shields lets you resist nearly 13 times as much as it would take to max out your venom. That 4% is less of a disappointing protection than you'd realize.

-----| FI-RA-NA-HU-NA = FIRE SHIELD |-----

Mana cost: 150,225,300,375

Effect: FIR-SH +40,60,80,100 (roughly 16%,24%,31%,39%)

Found at:

* LAKE: 3rd SCROLL, at shop in 2nd door, for 200g

Gives great protection against fire-based attacks. It is also required in order to beat the game, as there is one instant-death that can only be passed by having at least one unit of FIR-SH. Takes 975 manato max out this shield type, starting from empty.

You are free to charge up all four types of shields without any drawbacks, unless you consider spending time doing so at a food shop to be one. Having all at 100% is a great way to deal with most future enounters with minimal worries.

-----| PO-RA-NA-ST-RA = POW SHIELD |-----

Mana cost: 150,225,300,375

Effect: VEN-SH +50,75,100,125 (roughly 20%,29%,39%,49%)

Found at:

* FOREST: 1st snake door (VENMOR), defeat Zug, 2nd SCROLL in chest

Supplies effective protection against lightning-based attacks. For whatever reason, the instant-death lightning in LAKE is not affected, bah. Having nothing here, but fully charging it anyway, takes 825 mana to do so.

Maxing out all four shields takes 7575 mana. At 6 mana per second, it'll take 1263 seconds, or over 21 minutes, to finish. Despite this, you're only paying for 13 VEGETABLES, and losing only 130 gold (if using the infinite water in the FOREST). If you want this safety, I recommend saving after you take the time to max out your shields.

-----| MI-NA-RA = REVEAL |-----

Mana cost: 30

Effect: Useful only in four spots:

- * WILDERNESS: See Belseth trapped in a prison of stone.
- * WILDERNESS: Find a door to a hidden shop.
- * DUNGEON: Locate a door to discover the imprisoned Mensim.
- * CASTLE: Detect a hidden shortcut around a trap.

Found at:

- * WILDERNESS: Early on, hidden inside a tree with a hole.

One of many spells used only in specific locations. It shows hidden things that Abadon doesn't want you to find. Without it, you won't find half the things you need to craft the ULTIMATE POTION, the object of Abadon's downfall.

-----| MI-MI-FI-NA-ST = FLEET FOOT |-----

Mana cost: 100,150,200,250

Effect: Double walk speed for 3,4,5,6 seconds

Found at:

- * WILDERNESS: 1st SCROLL in hidden shop, for 80g

It's expensive, and lasts only a short while. You're probably not going to use this just to save on walking.

For the variety of puzzles you do come across, it's often combined with other spells so that you can get by before the other spell runs out.

WILDERNESS: Use FEATHERLITE to walk safely on the bog, but it lasts too short to safely cross -- FLEET FOOT to the rescue! (But FLY is an alternative - and cheaper - bypass.)

CASTLE: Swinging Ball 'n' chain swings too quickly. SLOMO brings it down a notch, but you still move too slowly. Thus, FLEET FOOT to the rescue!

CASTLE: The fire bridge will melt any mortal who steps upon this bridge. FIRE SHIELD gives the needed protection, but even that won't last long enough. FLEET FOOT to the rescue!

Still, it does have one other purpose. That silly bouncy stalagmite in CAVERNS is easier to walk past if you are fast. There are other ways around it, though.

-----| MI-MI-RA-HU-NA = SLOWMO |-----

Mana cost: 30,45,60,75

Effect: Useful only against one object type; Lasts 4,6,8,10 seconds

- * CASTLE: Swinging ball 'n' chain

Found at:

* CAVERNS: SCROLL in chest at room 2C inside Maze of Doom

One of many spells used only in specific locations. In particular, every ball 'n' chain trap in the CASTLE is slowed down. This is not enough on its own to get you past them, so you need FLEET FOOT to get through.

However, the secret passage in CASTLE may be reached without needing to use both FLEET FOOT and SLOWMO. Technically, it is possible to reach this passage without either spell, but the timing needed is absurdly precise.

-----| MI-ST-RA-OL = FEATHERLITE |-----

Mana cost: 30,45,60,75

Effect: Reduces your weight. Lasts 3,4,5,6 seconds.

* WILDERNESS: Don't instantly die on the bog

Found at:

* WILDERNESS, bottom of well, 2nd SCROLL in locked chest

Although you can use this spell anywhere, there's only one location where this is useful: The WILDERNESS.

The bog leading up to Pythonoplant can be crossed with a combination of both this and FLEET FOOT, or cheaply crossed by a single FLY spell. As for getting Pythonoplant's chest, you need this spell to do so without dieing. Therefore, in order to get STAFF OF POWER, you need FEATHERLITE.

Outside of this, it is much like other spells useful only in specific locations.

-----| MI-ST-NA-ST = IRON BOOTS |-----

Mana cost: 30,45,60,75

Effect: Makes you very heavy, halving movement speed. 5,7,9,11 seconds.

* CAVERNS: Break through a bridge.

* TOWER: Beat the pull of the spikes!

Found at:

* FOREST: After the foul pool, a mage speaks its words

Like with FEATHERLITE, you can cast this anywhere. You'll just be disappointed with the results when used outside of specific locations.

You need to get through a bridge found in CAVERNS. Thankfully, Paul is immune to fall damage. You also need it to get back out of the spike ceiling trap found in TOWER.

Outside of that, enjoy your halved movement speed. Will cancel FLY and FEATHERLITE if those spells are active. Can't be used if FLEET FOOT is active.

-----| MI-NA-ST-OL = WAKEY WAKEY |-----

Mana cost: 30

Effect: Use in two specific spots.

* WILDERNESS: After REVEALing him, use on statue Belseth.

* FOREST: Use on face tree.

Found at:

* WILDERNESS: Spoken early on by a wizard

One of many spells used only in specific locations. Supposedly potent enough to wake the dead, yet just as cheap as a light spell. While you won't be waking anything that is actually dead, it will wake statue wizards and tired trees.

-----| MI-OL-ST = LIGHT |-----

Mana cost: 30,45,60,75

Effect: Usable only in a specific area.

* CAVERNS: Brightens main zone for 15,22,29,36 seconds.

Found at:

* WILDERNESS: Spoken early on by a mage

* FOREST: 1st SCROLL in shop, for 100g

The game normally uses a darker palette in the main zone of the CAVERNS. This makes it difficult to see, but certainly not impossible without light. Casting this spell makes the game use a brighter palette, making it much easier to see passages you can enter.

The side rooms and the Maze of Doom are all perfectly lit, as well as all other locations. Therefore, in only one room of the game is this spell useful. Then again, there are a bunch of spells useful only once in this game, this is just one of them.

When in the side rooms or the Maze of Doom, the timer doesn't tick down. Staying in these places won't eat up the time you have with LIGHT when you go back into the main CAVERNS zone.

A minor glitch extends the time you've got with this spell. After casting LIGHT, when in any location other than the main zone of CAVERNS, entering and exiting the menu will extend the LIGHT by one second. Max of 255 seconds; Going beyond that turns off the LIGHT spell. You can re-cast it.

-----| MI-RA-HU-OL = TRANSLATE |-----

Mana cost: 100

Effect: Use in one specific spot.

* FOREST: After using WAKEY WAKEY, use on the face tree.

Found at:

* WILDERNESS: SCROLL by Belseth once you speak with him

One of many spells used only once. No matter where Paul travels, it seems everyone knows the same language. Even freaking snakes seem to speak your language. It's only when a tree speaks a forgotten language do you need this spell.

-----| MI-NA-OL-NA = TWIN |-----

Mana cost: 100

Effect: Use in one specific spot.

* DUNGEON: To get through the exit.

Found at:

* DUNGEON: SCROLL found behind gate 8, puzzle room.

VIAL OF FIRE	Use at specific spot	CASTLE	
VIAL OF WATER	Use at specific spot	CAVERNS	
ULTIMATE POTION	Use against Abadon	TOWER	
STAFF OF MALICE	Casts DISPELL(1)	CAVERNS	
STAFF OF KNELL	Casts VEN(1)	CAVERNS	
STAFF OF POWER	Casts LIGHTNING(1)	WILDERNESS	
STAFF OF BLAYZE	Casts FIREBALL(2)	CASTLE	
STAFF OF MAYHEM	Casts FIREBALL(1)	CASTLE	
RING OF HALE	Casts EXORCISE(1)	CAVERNS	
RING OF VEN	Poisons every 16 sec	FOREST	
RING OF ANA	+100% food & water	DUNGEON	
AMULET OF MOR	+50% health(+128/255)	DUNGEON	
AMULET OF SHEELD	+15% all shields	DUNGEON	
AMULET OF TAMMUS	+500 mana	TOWER	
WALKING STICK	For STAFF OF POWER	TOWN	
RUNE STONE	For STAFF OF POWER	WILDERNESS	
DRAGON EGG	Have at specific spot	WILDERNESS	
MAGIC CHARM	Use at specific spot	DUNGEON	
MAGIC WATER	Use at specific spot	TOWN	
LETTER	Give to specific spot	TOWN	
SUN-GLASSES	WILDERNESS water save	TOWN	
-SAVE GAME TO A-	Saves the game.	Start item	
-SAVE GAME TO B-	Saves the game.	Start item	
-SAVE GAME TO C-	Saves the game.	Start item	
-SAVE GAME TO D-	Saves the game.	Start item	
-QUIT GAME-	You die. The end.	Start item	
SCROLL : (spell)	Casts spell at (1)	Various	
+-----+-----+-----+			

----- WATER FLASK -----
Using it gives 20% water, which lasts for 51 seconds.

The WATER FLASK can have up to 5 uses. All WATER FLASKs you pick up will always refill it right back up to the top.

The WATER FLASK isn't the only way to raise your water. Getting drinks at a guild will also restore 5% water, or 13 seconds worth, but they cost you 5g each. Getting four drinks in a single visit also kills you outright. Fun.

Sources of infinite water are found in TOWN and LAKE as an item you purchase; In FOREST after you purify the pool, use your WATER FLASK for refills; And in DUNGEON, with those fountains, search them to refill your flask.

----- CRUST OF BREAD -----
Using it gives 20% food, which lasts Paul 51 seconds.

It's a food item. Not like I can say much about it. You can have as much as three. I highly recommend maxing out your food supply at a food shop.

----- CHICKEN -----
Using it gives 30% food, lasting a good 77 seconds.

I can certainly tell you this tastes like chicken! Infinite food sources are from shops, found in TOWN, LAKE, or FOREST.

----- HAM -----
It gives 25% food, or 64 seconds worth. Such metabolism!

Don't worry, you'll have plenty of food if you know what you're doing! Abuse the shops for food as much as possible! You have more than enough gold for it!

----- VEGETABLES -----
Gives 40% food, lasting 102 seconds. Eat your greens!

It also costs 10g at the store, and no food item costs less! If you're going to abuse the food shops for piles o' mana, this would be the best food to grab.

----- POUCH OF COINS -----
A pouch specifically for storing coins. Nothing else.

Your money is stored in this thing, apparently. It's only used in one spot in the entire game. Any such pouches you find will give 5~255 gold at random, in steps of 5.

You start with it.

It is used at LAKE, for the boat guy.

----- KEY -----
Unlocks many secrets. Twenty-eight in total.

While most games have keys that break after one use, this one not only fits every single lock, but it never breaks! As there are some items you must get from locked chests, you'll find yourself stuck in CAVERNS if you didn't pick up this cheap little item four zones back.

You get it in TOWN, purchase at hidden shop for 10g.

List of chest locations to use the KEY:

WILDERNESS - Down a well

WILDERNESS - Defeat Pythonoplant

FOREST - Behind 1st snake door (VENMOR), defeat Zug

FOREST - Behind 2nd snake door (SHOME)

CAVERNS - Top chest seen while falling

CAVERNS - Middle chest seen while falling

CAVERNS - Bottom chest after your fall

CAVERNS - Defeat lady statue (REQUIRED)

CAVERNS - Found past the puzzle room (REQUIRED)

CAVERNS - In the Maze of Doom, room 2C

CAVERNS - In the Maze of Doom, room 5C

CAVERNS - In the Maze of Doom, room 4B, defeat Manubat

DUNGEON - There are eight chests, one behind each gate

CASTLE - Room B, on a high ledge above the exit

CASTLE - Room C, defeat Zug, seen upon entry

CASTLE - Room D, on a high ledge above the exit

CASTLE - Room F, defeat fire demon after the fire bridge (REQUIRED)

TOWER - There are four chests, one behind each of first four passages

----- MANA POTION -----

Provides 500 mana on the spot. You can hold up to three.

You regenerate mana naturally. 6 mana per second, in fact. Waiting for 500 mana will take around 83 or 84 seconds, which eats up 33% food and water. Food-wise, this takes a trivial amount of gold if you're at a shop.

Still, you will appreciate finding these things in chests at places after the FOREST. That's 33% of your limited meals you don't eat up. As such, tastes better than chicken.

----- HEAL POTION -----

Provides 20% health on the spot. That's 51 units!

If you have even 1% food and water, you'll regenerate 1 unit of health per second. If either one is at 0%, you'll lose 2 units of health per second, and if both food and water are zero, you'll lose 5 units of health per second.

The percent you see there is how much out of 255 health you are at. 1 unit does NOT translate to 1%.

----- ANTI-VEN POTION -----

Sets your venom to 0%. This is a life saver.

One unit of poison is 5%, so it maxes out at 20 units with 100% venom. For every unit of venom you have, you'll lose 1 unit of health every 8 seconds.

40% venom is right at the balance point where you'll lose just as much as you gain, on average. At 100% venom, you will lose an average of 1.5 units of health every second.

On a side note, the game hands you three of these early in CAVERNS. As this almost immediately follows the choice of having picked up the cursed RING OF VEN, it's almost as if the game is saying "sorry about that. Here's a fighting chance. Now keep going."

----- REFRESH POTION -----

Said to make you feel good as new. A lie; It does far more.

A powerful, POWERFUL item. Use it, and this happens:

- Health set to 100%
- Venom set to 0%
- Food set to 100%
- Water set to 100%
- Mana set to maximum

Yep, full health, food, water, mana, and no more venom! This is the reason you go into the Maze of Doom found in the CAVERNS. You want this item.

Found in CAVERNS, Maze of Doom, room 5C. It is used to make yourself feel really, really awesome.

----- VIAL OF EARTH -----

It's a bottle containing what probably amounts to dirt. That silly Belseth, giving you soil for your troubles saving him. You still need it to produce the ULTIMATE POTION.

It's found in WILDERNESS, when you REVEAL the Belseth statue, then WAKEY WAKEY him up, and speak with him.

It's used to get the ULTIMATE POTION at the end of the game.

----- VIAL OF AIR -----

Some bottle that holds air. You know, the stuff we breathe. Basically, this thing's pretty empty, eh? Mensim, I could have bought it at... Uh, no shops sell empty bottles. Nevermind, these things are rare.

It's found in DUNGEON, when you REVEAL the hidden passage and, once inside, speak with Mensim twice.

It's used to get the ULTIMATE POTION at the end of the game.

----- VIAL OF FIRE -----

It's a bottle that contains fire. Of the four vials, this is probably the coolest one. I mean, when's the last time you managed to bottle fire indefinitely? And only a fire demon could do it!

It's found in CASTLE, after you defeat the fire demon and open that chest that just pops out.

It's used to get the ULTIMATE POTION at the end of the game.

----- VIAL OF WATER -----

This is bottled water. Despite containing water, you can't actually drink its contents. Maybe that lady you rescue at the CAVERNS decided you can find better use of water you can't drink. And you do, somehow.

It's found when you beat CAVERNS. You can't avoid it, even if you want to!

It's used to get the ULTIMATE POTION at the end of the game.

----- ULTIMATE POTION -----

The potion that contains the essence of the four elements.

Despite this, it actually does PHY-based damage against Abadon (and also zeroes out the PHY-SH of Abadon), but that's just fluff. It's the thing you need to end Abadon's reign of terror.

When you face Abadon, you don't use this item right away. Otherwise, you waste this item, and thus the chance to win the game. Zap Abadon using your usual means first. Once the

message comes up saying that Abaddon is weakening, THEN you may use this item.

Found at TOWER, when you combine the four vials of elements.

It is used to beat the game at long last.

----- STAFF OF MALICE -----

Casts DISPELL(1) for free. It's a straight-ahead shot that deals 3 points of PHY-based damage. It's a type-A shot, meaning you can use a type-B spell along with it without any problems.

Not a particularly wonderful item, but it's there in case you want to mix EXORCISE(4) with another PHY-based attack. At least it's found in the Maze of Doom, in a chest that comes with a MANA POTION. May as well take it if you're going for the REFRESH POTION.

Found at CAVERNS, in a chest at room 2C in the Maze of Doom.

----- STAFF OF KNELL -----

Casts VEN(1) for free. A straight-ahead shot that applies 1 unit of venom to the enemy. Type-A shot.

Just like you, enemies also maxes out at 20 units of venom. In second or third playthroughs, they regenerate faster than 20 units of venom can ever hope to hurt. Not only that, but cutting through 255 units of VEN-SH is quite an ordeal. Anything that isn't human probably has 255 VEN-SH.

Maybe useful against Zug, where the 20 damage per 8 seconds is a touch useful when you also use other attacks along with it. Even if they regenerate like crazy in playthrough-3, the extra damage makes that regeneration a bit easier to handle.

Found at CAVERNS, in a chest at room 5C in the Maze of Doom. Sadly, besides Zug, this might see no use when found...

----- STAFF OF POWER -----

Casts LIGHTNING(1) for free. A straight-ahead shot that deals 5 points of POW-based damage. Type-A shot.

The fact this staff is found so early gives this thing a lot of use. Of course, the warriors in the next area just happen to have 255 units of POW-SH, so you don't see its use much in the LAKE, but it's a favorite thing for me to use against that Manubat at the end of LAKE along with SPEAR(4).

Found at WILDERNESS, when you finally combine the WALKING STICK with the RUNE STONE.

----- STAFF OF BLAYZE -----

Casts FIREBALL(2) for free. A straight-ahead shot that deals 6 points of FIR-based damage. Type-A shot.

Unfortunately, with the CASTLE shortcut, this makes it an easy item to simply skip. Using this skip, you're not actively encouraged to use FIR-based damage anyway, so there is no big loss skipping this thing.

It's found in CASTLE, in room B.

----- STAFF OF MAYHEM -----

Casts FIREBALL(1) for free. A straight-ahead shot that deals 4 points of FIR-based damage. Type-A shot.

More unfortunate, it's weaker than STAFF OF BLAYZE and has the same problem of being easily skipped. Trust me, this is one item you're not going to ever miss by skipping it.

It's found in CASTLE, in room D.

----- RING OF HALE -----

Casts EXORCISE(1) for free. It shoots a small projectile in six directions, dealing 3 points of PHY-based damage per projectile. Type-B shot, so you can use a type-A spell like LIGHTNING(4) without interference from this item.

It's a good item to use against Zug in the first playthrough as you'll be staying on him like the hair on his face. In later playthroughs, the regeneration makes this tactic a little less friendly, but that's why you can shoot some nice LIGHTNING(4) in tandem.

It's found in CAVERNS, search the bones pile near the exit to the CAVERNS.

----- RING OF VEN -----

A spiteful enchanter produced this venomous object.

This cursed item will slowly poison you after you pick it up out of its chest. It's a slow process, only dinging you with 1 unit of venom every 16 seconds, so you can still complete the game even with this handicap. This venom injection ignores your VEN-SH, do be aware.

I can advise you on the obvious "don't pick up this item", but I fear that this advice won't be useful for anyone who doesn't read this FAQ or walkthrough. Since you know of its existence now, you'll only get it for a challenge.

It's found in FOREST, behind snake door 2 (SHOME).

----- RING OF ANA -----

Restores the wearer from famine.

Use this, and your food and water stats hit 100%. While you won't lose the item after use, its magical effects work only once. Any subsequent attempts to use this item will simply say the item doesn't work.

Considering the fact you don't have to fight something that takes some serious mana, this ain't a bad item to snatch up.

It's found in DUNGEON, 7th gate. The button puzzle room.

----- AMULET OF MOR -----

Wearing this amulet promotes health, but only once.

Once used, you regain 50% health. More precisely, 128 units of health. It's like 2.5 health potions, in that sense. Unfortunately, trying to use it as replacement food isn't likely to help much, as even a single CRUST OF BREAD beats this when it comes to starvation time.

Still, if you find yourself getting beaten into fine powder, and need some emergency "get back into good health NOW," having this can be handy. It's guarded by enemies who would enjoy wrecking your PHY-SH, but it's possible to find a safe spot, so why not get this thing?

Found in DUNGEON. 3rd gate. Left Evel Mdievel of the two.

----- AMULET OF SHEELD -----

A necklace who the original owner gave it an obvious name.

If used, gives 15% (+38/255) to each of your four shields. Even this won't get you past 100% shields, though.

In case you're curious, the mana necessary to produce the same amount of shields is 1111.5 (if it were possible to produce exactly 38 units of shields from your spells). Considering a MANA POTION only restores 500 mana, this thing is a good pick up, especially since a puzzle guards it.

This is found in the DUNGEON. 4th gate. Teleporter puzzle.

----- AMULET OF TAMMUS -----

This pendant holds an emergency reserve of mana.

As this recovers 500 mana once, it's exactly like having an extra mana potion. You might need it, depending on how exhausted of mana you ended up being. It's more than enough to FLY your way to the other rooms for extra max mana then work your way back to the fountain room.

Oh, don't forget the free 500 mana also found in the puzzle room leading to this amulet. Yeah, you should be fine.

Found in TOWER, the first room you FLY to, on the right.

----- WALKING STICK -----

A particularly expensive stick. Must mean something.

By itself, it does nothing. Paul has no need for a walking aid at this time, so you're paying for a very expensive twig when you first see it and gain nothing. At least, at first.

Seems the guy selling this knows its secret, and perhaps that is why it isn't sold for 2g instead.

The secret is that this stick was once the STAFF OF POWER, but has since been disassembled for whatever reason. The other component has gone missing, perhaps only to be found in the distant reaches of the WILDERNESS, guarded closely...

Found in TOWN, the unmarked shop, for 300g.

----- RUNE STONE -----
A small, flat slab of stone, complete with glyphs.

It's obviously magical in some form, but without some sort of stick to help channel its powers, it's no more useful than any other rock. If only you knew of its history...

It is a component of the STAFF OF POWER. The moment Paul picks this up, while carrying the WALKING STICK, the two will combine and fuse together, becoming the fabled staff once more. A potent weapon that drains none of the wielder's magical reserves.

This is found in WILDERNESS, defeat Pythonoplant found in the bog at the end, and open its chest.

----- DRAGON EGG -----
Home to an unborn dragon.

In this egg is theoretically an infant dragon. Paul seems to recognize it on the spot for what it is. Maybe it's the long lost unborn child of a magical dragon family from afar.

Any mysteries around it may be unsolved, but having this thing in your inventory when you approach the baby dragon in the CAVERNS has said dragon steal the egg from you, but in return gives you a MAGIC CHARM.

It's found in WILDERNESS, inside of a hollow tree. Search! Automatically used for you in one room of the CAVERNS.

----- MAGIC CHARM -----
A small token. Definitely magical.

No one knows the purpose of the MAGIC CHARM. Some say it promotes youth, others say it wards off negative energies. Whatever the rumors that I make up on the spot in this here FAQ, their purpose is clear: To turn an old lady back into her young self again, to let you progress past CAVERNS.

All three are found in various side rooms of CAVERNS. They are used to progress onto DUNGEON, by saving a lady.

----- MAGIC WATER -----
Not actually tastier than normal water.

You can end up drinking this. It's like regular water, restoring 20% water, lasting 51 seconds. But if you do that, you lose out on 100% completion!

Even more confusing is the fact you use the exact same button sequence to drop it in the foul pool of FOREST. Just a specific location is the difference.

Regardless, it's still good to note that, once the pool is purified, you can use your WATER FLASK at the pool to refill it, granting a source of infinite water. Coupled with the nearby food shop, lets you wait until all four shields are fully charged, with full mana to go with it.

The MAGIC WATER is found in TOWN, given by a wise man. It is used to purify a pool in FOREST.

----- LETTER -----
Contains words. Clearly it's about you. Paranoia ensues.

You are a delivery boy suddenly. Actually, not quite. You're just running an errand and giving the letter to the "Ye Olde Mail" system. They'll handle delivering the letter for you.

Although, the recipient of said letter lives in the FOREST. It gets there before you do. Once again, it turns out the mail delivery system is faster than any method the player uses.

This LETTER is found in TOWN, task from the wise man. Send it to the "Ye Olde Mail". They have efficient delivery!

----- SUN-GLASSES -----
For use in sunny days.

These things are pretty stylish. I'm not sure how they could produce something like this in Merlwood, but come on! It's sun-glasses! They don't need an explanation to be cool! They even convert solar energy into water!

It's only used in the WILDERNESS. What these do is cut the amount of water you use up in half for the duration of your stay in the WILDERNESS. You don't lose any extra water in the WILDERNESS in the first place, so in effect, you lose water at half the standard rate. Instead of every second, it's now every other second that you lose a unit of water.

They immediately lose their effect once you leave the WILDERNESS. Back to losing a unit of water per second starting at the LAKE and beyond. These things are certainly not required, saving you water in a place that isn't too helpful to save it, and has no further effect.

Still, it can be found in the hidden shop in TOWN, for a small cost of 20g. You're not exactly going out of your way to pick it up along with the KEY and WALKING STICK.

----- -SAVE GAME TO?- -----

Take a break, or take caution. Always nice to have!

Comes in four varieties:

-SAVE GAME TO A- -SAVE GAME TO B- -SAVE GAME TO C- -SAVE GAME TO D-

These things let you save your game. You have 15 of these in total. That's NOT to say you have 15 for each of the four slots for a total of 60, you only have 15 to distribute among the four slots. There's no tricking the game into giving you more than 15 saves.

Although, you can always start over from scratch to get your 15 saves again, or pick an earlier save that hasn't used up too many saves yet. You're doing pretty good if you haven't used more than one save per zone.

If you start on your second or third loop, you get back 15 saves. Any you spent on your first playthrough don't stay spent when you get on your next playthrough. No, you still don't get to have more than 15 saves at once.

----- -QUIT GAME- -----

You collapse and die. Your quest is over.

That's one way to quit, I suppose. But I prefer flashier ways to end the game rather than a boring "item".

To make it harder to quit accidentally, using this "item" once will bring up a message without actually killing you. On its second use, that's when you finally die.

----- SCROLL : (spell) -----

A handy scroll containing a spell.

All scrolls have these effects:

- * Obtaining one adds its spell to your list
- * You may carry only one of each scroll at a time
- * Use it to cast the spell at power (1), using mana

There is a number of attack spells found in SCROLL form, but they can usually be ignored as an item. While the SCROLL itself will never wear down with use, it still costs mana as though you selected the spell and cast it that way. You can't select higher power for a spell cast from SCROLL.

A list of spell scrolls:

Spell	Where?	Where specifically?
RAZOR	TOWN	In last "Ye Olde Shop"
AXOR	TOWN	In last "Ye Olde Shop"
BOOMERAXE	WILDERNESS	In hidden shop
BOULDER	FOREST	In shop; Also behind 1st snake door
SPEAR	TOWN	In last "Ye Olde Shop"
VEN	TOWN	In last "Ye Olde Shop"
FIREBALL	TOWN	In unmarked shop
FIRESTORM	FOREST	In shop

"Moth"	:Flying annoy		0	: 255	: 255	: 255	
"Golem"	:Stone thrower		0	: 0	: 255	: 0	
Oculus	:Floating eyes		96	: 255	: 0	: 0	
"Leech"	:Ground crawly		0	: 255	: 0	: 0	
Bonejab	:Skeleton		255	: 255	: 0	: 255	
Evel Mdievel	:Suit of armor		255	: 255	: 255	: 0	
Mazaratty	:Giant rat		0	: 0	: 0	: 0	
Zug	:Cave man		0	: 0	: 255	: 0	
+-----+-----+-----+-----+-----+							
Pythonoplant	:Swampy plant		48	: 48	: 48	: 48	+ 4 Health per second
Mondo Fungo	:Evil Mushroom		64	: 64	: 64	: 64	+ 8 Health per second
"Lady Statue"	:Pretty statue		0	: 0	: 0	: 0	
"Fire Demon"	:Flaming thing		112	: 255	: 255	: 112	+ 8 Health per second
Abadon	:Final boss		255	: 255	: 255	: 255	+15 Health per second
+-----+-----+-----+-----+-----+							

A full list of critters seen for each area, in expected order of when you'll encounter them. Keep in mind that, while I do list HP that might be significantly smaller than 255, all creatures will regenerate up towards 255. What I list is *NOT* their maximum, but their starting amount.

This little fact about the 255 maximum is very important to note during playthrough 3...

Oh, and the regeneration rate of most creatures are:

- 1 HP/sec - First playthrough
- 5 HP/sec - Second playthrough (VEN is not so attractive anymore)
- 16 HP/sec - Third playthrough (well, nice knowing ya)

TOWN	HP	PHY	VEN	FIR	POW	Notes
"Peasant"	32	0	0	48	255	Friendly
"Peasant"	16	0	0	48	255	Friendly
Warriorak	32	0	0	48	255	Friendly, free gold!
"Peasant"	16	0	0	48	255	Friendly
Warriorak	32	0	0	48	255	Friendly
"Peasant"	32	0	0	48	255	Friendly
"Mage"	24	255	0	0	0	Friendly
"Peasant"	32	0	0	48	255	Friendly
"Mage"	32	255	0	0	0	Friendly
Warriorak	40	0	0	48	255	

WILDERNESS	HP	PHY	VEN	FIR	POW	Notes
"Mage"	32	255	0	0	0	Friendly
"Wizard"	48	255	255	0	48	Friendly
"Wizard"	64	0	0	0	0	Friendly; The petrified Belseth
Warriorak	48	0	0	48	255	
Warriorak	48	0	0	48	255	
Warriorak	48	0	0	48	255	Friendly; Offers free money!
"Mage"	48	255	0	0	0	
Pythonoplant	96	48	48	48	48	Must defeat to continue

LAKE	HP	PHY	VEN	FIR	POW	Notes
"Peasant"	48	0	0	48	255	Friendly
Warriorak	64	0	0	48	255	
Warriorak	80	0	0	48	255	
Warriorak	96	0	0	48	255	Friendly; Offers free money!
Fantomoid	48	255	255	255	0	
Fantomoid	48	255	255	255	0	
Fantomoid	48	255	255	255	0	
Fantomoid	48	255	255	255	0	
Fantomoid	48	255	255	255	0	
Fantomoid	48	255	255	255	0	
Fantomoid	48	255	255	255	0	
Manubat	128	0	0	0	0	Must defeat to continue

FOREST	HP	PHY	VEN	FIR	POW	Notes
"Mage"	96	255	0	0	0	
Mondo Fungo	208	64	64	64	64	Must defeat to continue
"Wizard"	112	255	255	0	48	Friendly
Fantomoid	80	255	255	255	0	
Fantomoid	80	255	255	255	0	
"Mage"	80	255	0	0	0	Friendly
Gargolian	64	255	255	0	0	
"Peasant"	80	0	0	48	255	Friendly
Gargolian	64	255	255	0	0	
Gargolian	64	255	255	0	0	

CAVERNS	HP	PHY	VEN	FIR	POW	Notes
Tarantulon	112	0	255	0	0	
"Moth"	80	0	255	255	255	
"Moth"	96	0	255	255	255	
"Golem"	128	0	0	255	0	
Oculus	96	96	255	0	0	
"Peasant"	112	0	0	48	255	Friendly
Oculus	96	96	255	0	0	
Oculus	96	96	255	0	0	
Oculus	112	96	255	0	0	
Fantomoid	96	255	255	255	0	
Fantomoid	96	255	255	255	0	
"Lady Statue"	192	0	0	0	0	Holds a MAGIC CHARM

DUNGEON	HP	PHY	VEN	FIR	POW	Notes
Oculus	144	96	255	0	0	
"Leech"	128	0	255	0	0	
Fantomoid	112	255	255	255	0	
Fantomoid	112	255	255	255	0	
Bonejab	80	255	255	0	255	
Bonejab	80	255	255	0	255	
"Wizard"	160	255	255	0	48	Friendly
Gargolian	112	255	255	0	0	

Gargolian	112	255	255	0	0
Bonejab	96	255	255	0	255
Oculus	144	96	255	0	0
Oculus	144	96	255	0	0
Manubat	208	0	0	0	0

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CASTLE	HP	PHY	VEN	FIR	POW	Notes
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Evel Mdievel	168	255	255	255	0
Evel Mdievel	168	255	255	255	0
Bonejab	152	255	255	0	255
Bonejab	152	255	255	0	255
Evel Mdievel	168	255	255	255	0
Evel Mdievel	168	255	255	255	0

Fantomoid	176	255	255	255	0
Fantomoid	176	255	255	255	0

Zug	224	0	0	255	0	Has a treasure chest
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Bonejab	176	255	255	0	255
Fantomoid	176	255	255	255	0
Fantomoid	176	255	255	255	0
Fantomoid	176	255	255	255	0

Fantomoid	184	255	255	255	0
Fantomoid	184	255	255	255	0

Bonejab	176	255	255	0	255
Evel Mdievel	176	255	255	255	0
Evel Mdievel	176	255	255	255	0
Manubat	224	0	0	0	0

Fantomoid	176	255	255	255	0
Fantomoid	176	255	255	255	0
Fantomoid	176	255	255	255	0

"Fire Demon"	255	112	255	255	112	Must defeat to continue
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Oculus	208	96	255	0	0
Gargolian	160	255	255	0	0
Oculus	208	96	255	0	0

TOWER	HP	PHY	VEN	FIR	POW	Notes
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Manubat	224	0	0	0	0
Gargolian	240	255	255	0	0
Fantomoid	240	255	255	255	0
Fantomoid	240	255	255	255	0
Tarantulon	240	0	255	0	0
Tarantulon	240	0	255	0	0

Zug	240	0	0	255	0
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TOWER TOP	HP	PHY	VEN	FIR	POW	Notes
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Abadon	255	255	255	255	255	Ready for ULTIMATE POTION at 96 health
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9.4 ----- Version History -----<vsn07>

Current:

- 2.00a- Fix numbers in my three-line section borders.
 - Added www.neoseeker.com to permissions list.
- 2.00 - Complete rewrite. Theoretically, I'm more skilled at writing stuff, so everything should be clearer.
 - Monster names were updated to fit the game's manual.
 - Added sections on items and monsters
 - Expanded on spells
 - Grouped some FAQ-ending stuff into CLOSING.
 - Legal section added

9/16/2006

- 1.21 - Text stuff. You know, when the text isn't quite perfect...
 - Added strategy for defeating a giant rat in gate 5 (DUNGEONS)
 - Altered the looks of treasure lists. Looks more obvious now.

4/29/2006

- 1.20 - Fixed up some texts.
 - Fun glitches added! 1 Emulator (LAKE) and 1 normal (CASTLE)
 - Added a bunch of things in GENERAL TIPS
 - Note about charging shields added (4.3: LAKE).
 - Door count error fixed for TOWN (4.1).
 - FOREST ghosts description changed.
 - Note to use FLY to get the 3 chests added in CAVERNS (4.5)
 - Note added about SCROLLS adding to your list (5:SPELL LIST)
 - Notes about time added for puzzle rooms.
 - Added directions and maps to puzzle rooms missing them.
 - Note about CAVERNS maze treasures added.
 - Puzzle rooms re-bordered (used to have ### borders)
 - Added controls for two more areas.
 - Added what to do to recover mana for pre- Abadon battle.

Major update, indeed.

3/31/2006

- 1.09 - Slight modifications to the text.
 - Added a general "boss" strategy in General Tips.
 - Added a note about more than one playthrough (4.9: TOWER TOP).

- Error for one puzzle solution corrected.
- Added what humans may drop, in the walkthrough. (near end of 4.1)
- Added what those numbers do in the spell list, like (1), (2)...

1/14/2006

- 1.06 - Slight alterations in text.
- blackwolf_2 posted locations of two things I missed.
- New section added: General tips

1/ 5/2006

- 1.02 - Fixed errors for proper credit.
- Added full-size borders as section separators.
- Added a TABLE OF CONTENTS. Included are search keys.
- Slight text changes here and there.
- Moved around THANKS TO... and CONTACT INFO

1/ 2/2006

- 1.00 - First submission. Has full walkthrough and spell list.
Intro, and controls, too. That's about it.
It's slightly rushed, but complete.

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