

King's Field II FAQ/Walkthrough

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-- King's Field II --

Guide

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Section 1. Introduction <INTRO>

Game: King's Field II (US release title)

System: Playstation

Version: English 1996

Thanks for looking up this guide. Here you will find a decent amount of information on the game. What's not covered is a play-by-play walkthrough, exact enemy statistics, damage equations, and other backend calculations. All the information was determined first-hand and believed to be correct with the version played. This guide was made using the Playstation US game and may not be applicable for other versions. For reference, the Japanese release title of this game was "King's Field III".

How to use this guide:

The guide is designed to for uniform width fonts, 75 character width, no word wrapping. Use the Find command to quickly jump to a known section or item. It is suggested to use the guide as a last resort - just have fun and play the game! There are spoilers and this is the only warning you'll be getting.

Section 2. Stat Tables <STAT>

2.1 LEVELS TABLE

Level	Exp	HP	MP
1	0	50	30
2	50	57	34
3	110	64	38
4	189	71	43
5	280	79	47
6	410	86	52
7	570	94	57
8	750	102	62
9	970	110	66
10	1240	119	70
11	1570	128	74
12	1930	134	78
13	2380	141	83
14	2900	149	87
15	3530	156	92
16	4250	163	97
17	5100	171	102
18	6070	178	107
19	7200	185	112
20	8500	193	118
21	9990	202	123

*A bonus of +0 to +2 Power and +0 to +2 to Magic Power at level up. Bonuses to magic only apply if it is not zero. Visiting an archmage gives +20 to that type's power.

22	11680	210	129
23	13600	219	135
24	15850	228	141
25	18360	238	147
26	21210	248	153
27	24430	259	160
28	27860	270	167
29	30930	281	173
30	34420	292	180
31	38060	304	187
32	41920	316	195
33	46110	328	202
34	50360	341	209
35	54820	354	217
36	59350	367	225
37	64000	381	233
38	69070	395	241
39	73740	410	249
40	78890	425	258
41	84170	441	266

<LVL>

2.2 MAGIC TABLE

With the exception of Light, the basic requirement for learning magic is to have visited the respective archmage. Visiting an archmage gives +20 to their respective magic type.

Name	Type	Effect	Requirement	MP
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Light	Light	Emit light for 120 seconds	10 Light	5
Blessings	Light	Heal 200 HP	35 Light	18
Lightning Bolt	Light	Create an orb that explodes	50 Light	18
Flash	Light	Guiding bolts of exploding light	85 Light	24
Orladin	Light	A spectral cypher explodes	115 Light	38
Fire Ball	Fire	Shoot a small ball of fire	20 Fire	3
Fire Wall	Fire	Create a wave of fire pillars	35 Fire	10
Fire Storm	Fire	Launch a guiding ball of flame	50 Fire	15
Flame	Fire	A fire bird attacks then explodes	65 Fire	28
Thedek	Fire	Fire dragon engulfs single target	80 Fire	36
Wind Cutter	Wind	Create a blade of wind	20 Wind	3
Missile Shield	Wind	+30 slash, blow, stab defense	35 Wind	8
Tornado	Wind	Blast a whirling funnel of wind	50 Wind	20
Freeze	Wind	Summon ice dragon to target single	65 Wind	26
Walwind	Wind	A manta ray drops sonic pulses	80 Wind	34
Earth Heal	Earth	Heal 80 HP	20 Earth	8
Stone	Earth	Launch a boulder, can hit 2x	35 Earth	10
Earth Wave	Earth	Shake the earth to create a ripple	50 Earth	17
Meteor	Earth	Four meteors crash on the target	65 Earth	26
Shudom	Earth	A 2-headed dragon shoots rocks	80 Earth	32
Antidote	Water	Remove Poison status	20 Water	6
Fire Resist	Water	+50 fire defense for 120 seconds	35 Water	8
Haze	Water	Blow a poison mist	50 Water	19
Bortecth	Water	Engulf enemy in purifying spring	65 Water	27

Status	Effect	Duration
Curse	Power and Magic halved	180 sec
Dark	Visibility greatly reduced	360 sec
Paralysis	Physical immobility, can still cast magic	15 sec
Poison	Recieve 1 damage every 2 sec	60 sec
Slow	Movement speed severely decreased	15 sec

<CON>

Quist - Battlegrounds - Barracks - Forest - Wind Palace

Ruins - Thief Path - Cason - Ice Field - Death Pass

Maze Temple Royal Cemetary - Verdite Castle

Beginning Guyra's Quarters Basement - First Floor - Second Floor

4.0 Rules to Live By

1. Save often
2. Strafe and turn
3. Use items
4. Change weapons
5. Attack at full power
6. Talk to people
7. Adventure

4.1 Quist

Kill a couple of maneaters and gain a few levels. Don't bother taking on any skeletons you may find since they'll probably kill you quickly. Any treasure chests trapped with poison can be opened without harm if you back up quickly. You can buy equipment, but it's pretty expensive and not necessary. There's a Silviera's Key with a maneater in the northwest near the locked chest. Take the key and head northeast out of the area to the battlegrounds.

4.2 Ancient Battleground

Find Marilyn and receive her charm. Make your way south. Visit Ed's house on the way to pick up a key inside. Use the key to enter the large, dark room. Use the charm on the skeleton bound to the wall. Enter the door and walk into the teleporter to get your first magic - fire. On your way back remember to pick up the keys in the pedestals once the doors close.

Now you can go back to Quist and kill the skeleton guarding the key in the chest with magic. You'll need two keys to open the doors along the reaper path. The stairs after the second door lead to the barracks; past the stairs is a healing fountain, skeleton room, and a short cut back.

4.3 Garrison Barracks

Explore the barracks. The main items to get are the copper key held by a reaper and Capricorn. There is a bow in the jail, but it is only nice to have. In the Captain's Room between the barrels is a hidden door. Take it to find the Jail Key. You'll need five Silviera's Keys and to find the hidden doors to get Capricorn. When you're done with the barracks, take the southwest door out of the mess hall to get to the forest.

4.4 Varde's Forest

Sitting in a corner playing a harp is Robert. He'll give you Varde's Key. Proceed to the forest and head north. Varde's Key is used in the round wooden devices on the wall to move the stumps. Make your way to the north west part of the forest and talk with Varde. He'll give you the Ichrius' Eye and the Pixy Map. When you're done with the forest, use the Eye to warp to Ralugo.

4.5 Ralugo

Cross the lava river and head west along the bank of the river. Follow the narrow path to get the Blood Herb. Head east from the lava river to find Janan's house. Use the Blood Herb on the mother of the sick boy. Take a short walk exploring Ralugo and return. Talk to the boy to get a wind crystal. Use the crystal to get 3 wind power.

4.6 Wind Palace

Travel northwest out of Ralugo back to the forest. Head to the Wind Palace by taking the path north of the Healing Fountain. At the entrance, John will let you pass now that you have used the wind crystal. Time to explore the palace. As you explore, use Fire Ball on the unlit candle pillars. When you finally get to the north part of the temple and light the last pillars, an unlocking sound will be made. Before you go back and get all the treasures, visit the wind archmage in the room just east of the northern-most part to learn wind magic. Use the Eye to warp when finished with the palace.

4.7 Shudom's Cave

Talk with Jamie. He'll pat himself on the back for putting another bridge over the lava river. Cross the river to get to the earth cave. While exploring the cave, things to note are kill every golem you see (rapier works well), don't be afraid to take a running leap over gaps, and ranged attack magic can make some enemies easy to deal with. The earth archmage is in the southern part of the cave. When you've explored the entire cave and killed all the golems, head back to where the archmage was and take the path to the giant's bones. If you have found all the golems, he'll open the way to a small graveyard. The rewards are the

Black Ring and the Magician's Key so make sure you searched and picked them up. Use the Eye to warp back to Ralugo.

4.8 Path of Poison

On the east side of town is a door down to the Path of Poison. Joe will have moved to the opposite wall so you can now pass. Search where he was to find the Silver Key. Continue down the path. At this point, unless you bought a silver ring from Lyn, the pools of poison will quickly drain health. There are several hidden compartments in the walls and no traps, but the treasure is only fair at best. In the large center room among some of the bones lies a silver ring. One ring will make it so that you can stand on the poison, two rings will make it so you won't get poisoned at all. Back on the path, there is a hidden door between the candles. Go through and loot the Light family's stash using the silver key. Farther down the hidden path is an Alchemine. Quickly get behind her to avoid the fire attacks. At the end of the path is another hidden door. Inside the hidden room are the Aquarian Boots. Go back to the main poison path and take the exit to Lake Noel.

4.9 Lake Noel

Equip the Aquarian Boots. You'll notice a light blue bridge on the water. Zul in the little cave will take an Earth Herb to open the door to the bridge control room. On the wall above the the rotator switch is a schematic of the activated bridges. Turn the switch until a path is made to the large square in the lower left part of the map. Head out and follow the path to that island to find the archmage of water. Now that you have water magic, Zul will be gone and you'll have free access to the control room. Explore the lake but be careful not to unequip the boots while standing on a bridge. Finally, move the bridges to the rectangle in the upper right to get to the other side of the lake.

4.10 Path of Thieves

There are several traps on the path. We'll first go to the Dwarf Cave, although it is an optional area. To get there from the lake path, take the path east to the room with two Skull Soldiers. Go south into a large room running west to east. Take the second left guarded by more Skull Soldiers and then a quick right. The path leads to the Dwarf Cave. To skip the cave, just go to 3.12.

4.11 Dwarve's Cave

Head south through the valley and enter the Dwarve's Cave (conveniently marked with a sign). Explore the cave to get a couple of crystals. Make north to find Jans. Take the way out of his place down to the tomb of Rojee. One of the slimes carries the key he threw away so kill them all. The key is used to unlock three doors: north door to Jans, west door to the tomb, and the door to the Elchris Bow. While you're in the area, have Jans make any Promeus armor you want if you have the ore for it. It's free and can be sold handsomely even if you don't want to wear it. That's it for the Dwarf Cave so go back to the Thief Path.

4.12 Village of Cason

Now back in the Thief Path from the Dwarf Cave, take a right and head north. Jump off the ledge into the large room. If you need another Silviera's Key, kill the Scythes, otherwise, just head west. Enter the room on the west; you can look for a hidden room on the southeast wall to

fight for the Fire Mail. In any case, head north to a green area. Take the second left in the slime room to get right to Cason.

Cason is pretty straightforward, but the Races and Grave Shadows make it annoying. Go across the river and head south. Travel through a building to get to the farthest south building where Toni is. Take her Orladin's Pic to the northwest most building and use it on the stone statue of Olivier. He'll give you the Ichrius' Wings. Walk back to the Thief Path and then back to Cason and visit Priscella and Toni's house where Toni is now found. She'll give you another Pic. Use the Ichrius' Wings to warp to the fountain in town. Use the Pic on the stone head eater nearby. Follow the path to the ice field.

4.13 Field of Ice

Go northeast to the only building in the area to find Lyn. Take her key and talk to her until she says that she hopes she'll see you again. If you have at least 240 HP (level 26), you can try to get the Ryu-Ga and a few flasks by jumping off of the cliff in the northwest. In any event, use the Eye to warp to Ralugo and visit Lyn's house east across the lava river. Once ready to go back, use the Wings and make it back to the Ice Field building. There is a note inside from Lyn, but a few paces from the building is a stone door. The switch has been revealed in the wall. Press it and head to Garan Valley.

4.14 Garan Valley

Head east along the northern path. It will turn south. Make south until you find the southern most center cave. Outside of the cave will be Lyn. Take her ring and kill the Garan Lizards in the cave for the Ichrius' Crown. If Lyn disappears, the ring can still be found just outside of the cave. Now that you have the Crown, the next step is to see if you're at least level 27. The Excellector should be level 3. If not, you'll have to either get more experience or try to kill the king. Unless you want the challenge, you'll just get the bad ending so you may as well level up. If the Excellector is level 3, get back to Quist. If you have a Dragon Crystal, the fastest way back to Quist is to jump in a river. You get one free Dragon Crystal and this is a great time to use it if so inclined. Once in Quist, talk with Leon. He's watering his flowers out back. He'll take the Ichrius items and Excellector. Walk to the Battlegrounds and back, talk with Leon, and repeat until you find Leon is gone. Take the note, sword, and Ichrius' Key. Use the Key. The map will pop up and you can choose any fountain in the game. Go to the Elves Ruin, which is on the middle of the right side of the map.

4.15 Ruin of the Elves

You can reach the ruin from the Thief Path, but it is easiest to just go from the Healing Fountain. You'll find yourself on an island. Take the short bridge to the smaller island and take a running jog off of the east side to land on the ledge. Follow the path through the cave until you reach another, longer bridge. Continue east and take the long north-south bridge. At the end of it is an island with a small pillar called the "Throne of Ichrius". Use the Ichrius' Key in the side with the place for it. All the arches become active. You CAN take the Key out of the pillar and have the arches remain active so take it - it is very handy to keep. Explore the rest of the ruin. When ready to proceed, use the Key to warp back to the ruin fountain. Take the arch immediately visible to get to the previously inaccessible island. Step on the teleporter rune in the cave.

4.16 Maze Temple

The Temple is straightforward. The only things to note are to find Orladin's Hood and to bring plenty of MP restoring items or arrows.

4.17 Place of the Beginning

You start off in the center. South is a crystal and Orladin's Key. North is the important Fairy Fossil item and the room where Orladin's Shield awakens if you have it. Then go west from the center. To get across the broken bridges, all you have to do is pick a side beam and run across it. If you're a high enough level, just equipping the Fire Mail will be enough to keep the Alchemines from hurting you. Trying to cross the lava rivers without killing the Lava Spouts is death so just kill them first. Next, return to the center of the map and head east. The guards carry a lot of Orladin's Keys. Make your way to the odd room with the skeleton in the throne and use the skull. Before hopping up the stairway, talk with the restored skeleton for a bonus. Talk to Vallad and you'll kindly be equipped with all the Ichrius armor. You can now warp to Prayer Hill to begin the assault on the castle, but first we'll take a detour to the Passage of Death.

4.18 Passage of Death

The first way in is from the Ice Field, but that is a bit more difficult. If you've managed to get even the Ichrius' Crown, going in backwards makes it easier to disarm the traps that can be disarmed. The only things to note are that most walls have either a secret door or secret trap. The best advice is just to use Missile Shield, explore, and exit and save when a good item is found. Each swinging mace, swinging sickle, and rotary blade trap has a disarm switch usually in a nearby room. The best item in the dungeon is the Royal Key. Taking the time to get it will open up a wide variety of treasures in the castle. When you've had your fun of being thrown around by the traps, it's back to Prayer Hill.

4.19 Prayer Hill

Across the river from the castle is an open air building with a woman in white sitting. Talk to her until she wishes you well. Go north to the Healing Fountain and look in the back for a small passage back south. There you'll find a larger gravestone with a corridor key. Now head to the northwest part of Prayer Hill. There's a blue bubble that will break when you walk into it. Pick up the broken sword there and enter the unsealed castle.

4.20 Verdite Castle

Strangely, this is the only map without a single enemy. The royal cemetery says to keep out so that's where we're going next.

4.21 Royal Cemetery

The cemetery is pretty bland with the exception of two new enemies to fight. As you poke around, you'll come upon a small room with a big, armored humanoid in it. This is Merrill Ur. He'll take a licking and give one too if you let him. Kill him for a decent sword and the entrance to Guyra's quarters. Take the teleporter rune and prepare for the last part of the journey to restore the sword.

4.22 Guyra's Sleeping Quarters

You'll warp into a large square room. Fight your way to the southwest corner to take the teleporter rune to the next room. In this room you'll find the delightful Demon Lords. They'll kill pretty quickly if they gang up on you with magic. Plus there's one across the chasm out of sight that likes to zap you. Take the bridge out of the room to a platform with two odd, white, stone faces on the walls. Standing next to the edge of the gap, use the Fairy Fossil. The fairy will bust out and make a path to Guyra. After getting the Moonlight Sword, warp back to Prayer Hill and go back to Verdite Castle. Before entering the first floor, visit the water fountain and use Lyn's Ring to make Alexander appear. He should teach you to use Level A sword magic. Time to assault the castle.

4.23 First Floor

On the first floor are two large gate doors requiring two corridor keys each. The first door can be bypassed via secret door down a hall. Taking the secret way is not only faster, but leads directly to rooms where the Phantom Crown can be obtained. You should already have one corridor key. Two more can be found on this floor but they are guarded by dragons. It is possible to not even bother with dragons, but they are decent experience for the little trouble. If you want, you can take two of the keys and proceed to the second floor, or you can head to the basement. The basement holds a few treasures and the Ebony Bracelet.

4.24 Basement

There are two main parts of the basement - the quad and the jail. In the southwest room off the quad is a corridor key on the ground. And in the unlocked jail cell is a secret pass behind the wall painting. Just walk through the painting and then search the room (or use the crown) to find the Ebony Bracelet. The only place left to go is the second floor.

4.25 Second Floor

The second floor is home to the royal treasure room and the king. If you have braved the Passage of Death, there are a few treasures to pick up, the oddest ones being a second Truth Glass and the Luster Wing. Make your way down the wide halls and you'll be auto-guided to the king when you reach the throne room doors. If you've restored the Moonlight Sword, you not only get the chance to take on Seath, but you get the sword upgraded and the Dark Slayer. All that is left is to remove Seath from the board!

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Section 5. Item Map <IMAP>
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*Notes - Containers do not require keys but may include chests, barrels, skeletons, and dead bodies. Listed in no particular order.

>>Quist<<

Ground: Earth Herb x 3, Antidote x 5, Leather Helm, Dragon Crystal
Container: Earth Herb x 3, Antidote, Blood Stone, Moon Stone, 100 gold,
Herbal Liquid, Iron Boots, Silviera's Key, Crystal Flask,
Leather Shield
Enemy: Earth Herb x 3, Blood Stone, Dragon Crystal, Silviera's Key,
Leather Gloves

Chrissy: Earth Herb 28G, Antidote 50G, Blood Stone 280G, Moon Stone 700G,
Long Sword 530G, Broad Sword 2300G, Rapier 1730G, Mace 670G,
Battle Axe 780G, Iron Helm 610G, Iron Plate 1210G
Leather Shield 270G, Iron Shield 680G, High-Elves Guard 7800G,
Leg Guards 1350G
Copper Key: 1000 gold
Silver Key: High-Elves Guard
Royal Key: Triple Fang
Sealed: Silvarian
Ed's Chests: Truth Glass, 500 gold
Special: Lean's Note, Excellector, Ichrius' Key

>>Ancient Battleground<<

Ground: Earth Herb x 4, Antidote, Herbal Liquid, Leather Shield,
Iron Plate, Long Sword, Silviera's Key
Container: Earth Herb x 2, Antidote, 100 gold, 50 gold, Blood Stone,
Silviera's Key, Morning Star, Iron Gloves, Moon Stone
Enemy: Moon Stone x 2, Crystal Flask
Marilyn: Marilyn's Charm, Map of Verdite
Ed: Morning Star 630G, Volguard 4300G, Flame Rod 16800G, Earth Herb 60G,
Dragon Crystal 3000G, Crystal Flask 6000G

>>The Garrison Barracks<<

Ground: Long Sword, Large Bow, Iron Shield, Capricorn, Arrows x 13
Container: Earth Herb x 8, Antidote x 2, Arrows x 24, Moon Stone x 2,
Silviera's Key, Iron Helm, Battle Axe, Broad Sword, Jail Key,
Long Sword, Blood Stone x 2, 100 gold, Light Arrows x 10,
Fire Crystal
Enemy: Earth Herb x 2, Copper Key
Copper Key: Herbal Liquid, Blood Stone x 3, Silviera's Key
Silver Key: Dragon Crystal
Magician's Key: Verdite, Wind Crystal
Secret Compartment: Rapier (two tombstone room)

>>The Forest of Varde<<

Ground: Earth Herb, Antidote x 5, Arrows x 15, Light Arrows x 5,
Silviera's Key, High-Metal Armor
Container: Wise Fruit, 10 gold, 50 gold, 100 gold, 300 gold, Earth Herb,
Antidote, Light Crystal, Blood Stone, Green Bracelet,
Earth Shield
Enemy: Moon Stone
Robert: Varde's Key
Varde: Pixy's Map, Ichrius' Eye
Magician's Key: Wind Crystal
Silver Key: Dragon Crystal

>>Ralugo<<

Ground: Earth Herb, Antidote, Blood Herb, Silviera's Key
Container: Earth Herb, Antidote x 3, Moon Stone, Herbal Liquid,
Wise Fruit, Wind Crystal
Enemy: Moon Stone
Lyn: Earth Herb 25G, Antidote 45G, Herbal Liquid 200G, Blood Stone 350G,

Moon Stone 650G, Arrows 10G, Broad Sword 2100G, Crescent Axe 2650G,
Large Bow 3850G, Great Helm 2630G, Silver Arms 2600G,
Silver Boots 2850G, Silver Ring 4200G

Copper Key: Blood Stone

Magician's Key: Fire Crystal

Lyn's Key: Silence Rod, Green Bracelet

Airon: Wind Crystal, Earth Crystal

Secret Compartment: Silver Key (by Joe)

>>The Palace of the Wind<<

Sealed Container: Wind Necklace, Wind Crystal x 2, Moon Stone x 4,
Verdite x 2, Blood Stone x 3, Dragon Crystal x 2,
Fu-Jin

>>The Cave of Shudom<<

Ground: Dragon Crystal, Crescent Axe

Container: Blood Stone, Verdite, Earth Crystal, Earth Herb, Black Ring,
Magician's Key

Enemy: Antidote x 3, Globe Amulet, Promeus

Copper Key: Herbal Liquid

Magician's Key: Verdite, Earth Crystal

>>The Path of Poison<<

Ground: Herbal Liquid, Orladin's Key x 6, Orladin's Mail

Container: Silver Ring, Earth Herb, Blood Stone, Jail Key, Antidote,
Aquarian Boots, Orladin's Key x 3

Enemy: Fire Crystal x 2, Orladin's Key, Water Crystal

Silver Key: Antidote, Rai-Jin, Blood Stone, 300 gold, 20 gold,
Crystal Flask, 5 gold, 70 gold, Silviera's Key

Secret Compartment: 50 gold, Morning Star, 100 gold, Broad Sword

Orladin's Key: Orladin's Pic, Power Fruit x 2, Orladin's Guard,
Light Crystal

>>Lake Noel<<

Ground: Light Arrows x 15, Earth Herb x 6, Antidote x 3

Container: Moon Stone

Enemy: Water Crystal, Antidote, Crystal Flask

Tim: Herbal Liquid 180G, Dragon Crystal 2500G, Blood Stone 300G,
Moon Stone 600G

Magician's Key: Volguard, Water Crystal x 2

>>The Path of Thieves<<

Ground: Arrows x 18, Evil Crescent

Container: Power Fruit, Herbal Liquid, Dragon Crystal, Earth Herb x 4,
Blood Stone, Moon Stone, 500 gold, Ryu-Jin, Blood Star,
Silviera's Key x 2, Silver Arms, Antidote x 2, Gold Ring,
Verdite

Enemy: Antidote x 2, Wind Crystal, Fire Mail, Silviera's Key, Moon Stone

Silver Key: Light Arrows x 5, Silver Boots

Magician's Key: Light Crystal, Verdite

Copper Key: Blood Stone, Moon Stone

>>The Cave of the Dwarf<<

Ground: Earth Herb x 3, Antidote x 2, Morning Star, Light Arrows x 10
Container: Blood Stone, Power Fruit, Antidote, Water Crystal
Enemy: Verdite, Earth Herb x 3, Silviera's Key, Dwarve's Key, Fire Crystal
Gullick: Volguard 3650G, Dragon Head 12000G, Dragon Crystal 2600G,
 Orladin's Pic 5400G, Orladin's Key 3800G, Light Arrows 50G
Jans: Promeus Helm, Promeus Armor, Promeus Shield, Promeus Hands,
 Promeus Boots

>>The Village of Cason<<

Ground: Earth Herb x 3, Vaculacia Sword
Container: 100 gold, Water Crystal, Silver Ring, Wise Fruit
Enemy: Antidote x 4
Toni: Orladin's Pic x 2
Olivier: Ichrius' Wings, Groudal Blade
Silver Key: Dragon Head

>>The Field of Ice<<

Ground: Water Crystal, Crystal Flask x 2, Ryu-Ga, Lyn's Note
Container: Wind Crystal, Earth Herb
Enemy: Light Arrows x 5, Groundal Shield
Lyn: Lyn's Key

>>The Valley of Garan<<

Ground: Large Bow, Groundal Mail, Verdite, Wise Fruit
Container: Earth Herb, Lyn's Ring
Enemy: Groundal Crown, Promeus x 2, Ichrius' Crown, Earth Crystal

>>The Hill of Prayer<<

Ground: Earth Herb x 4, Antidote, Moonlight Sword, Dragon Crystal
Container: Moon Stone x 3, Water Crystal, Key of the Corridor
Enemy: Moon Stone

>>The Ruin of the High Elves<<

Ground: Dragon Crystal, Groundal Arms, Orladin's Key, Earth Herb x 2,
 Groundal Boots
Container: Moon Stone x 2, Blood Stone x 4, Earth Herb x 3,
 Dragon Crystal, Orladin's Pic
Enemy: Wind Crystal, High-Elves Guard, Antidote x 2
Magician's Key: Fire Crystal, Earth Crystal

>>The Maze Temple of Orladin<<

Ground: Orladin's Key x 2, Dragon Crystal x 2, Earth Crystal
Container: Antidote, Moon Stone, Fire Crystal x 2, Orladin's Key x 2

Enemy: Water Crystal, Fire Crystal, Wind Crystal, Earth Crystal,
Orladin's Key, Orladin's Pic
Orladin's Key: Orladin's Hood, Light Crystal

>>The Place of the Beginning<<

Ground: Orladin's Key x 5, Dragon Crystal x 2
Container: Orladin's Key
Enemy: Light Crystal, Orladin's Pic x 2, Orladin's Key x 12, Fire Crystal
Orladin's Key: Fairy Fossil, Orladin's Pic x 2, Light Crystal x 4,
Orladin's Key, Verdite, Demon's Key
Vallad: Ichrius' Shield, Ichrius' Helm, Ichrius' Gloves, Ichrius' Armor,
Ichrius' Boots

>>The Passage of Death<<

Ground: Dragon Crystal
Container: Earth Herb, 10 gold, Antidote, Blood Stone, Moon Stone,
Water Crystal, Power Fruit, Royal Key,
Enemy: Moon Stone
Copper Key: Earth Herb x 2, Moon Stone x 2, Earth Crystal
Royal Key: Evil Ring, 5000 gold

>>Verdite Castle<<

Ground: Dragon Crystal x 2, Antidote, Earth Herb x 9, Moon Stone
Royal Key: Light Crystal

>>The First Level of the Royal Cemetery<<

Ground: Earth Herb
Container: Earth Herb x 2, Leather Shield, Earth Crystal, 100 gold,
Moon Stone, 10 gold
Enemy: Long Sword, Blood Stone x 5, Earth Herb, Seath's Sword
Magician's Key: Verdite x 2

>>The Ground Floor of the Castle<<

Ground: Moon Stone
Container: Blood Stone x 2, 1000 gold, Earth Herb, Key of the Corridor,
Dragon Crystal x 3, Power Fruit
Enemy: Battle Axe, Power Fruit x 2, Fire Crystal, Key of the Corridor,
Phantom Crown, Moon Stone x 2
Royal Key: Ivory Bracelet

>>The Basement of the Castle<<

Ground: Verdite, Key of the Corridor, Dragon Crystal
Container: Herbal Liquid, Blood Stone x 3, Crystal Flask
Enemy: Earth Crystal, Wind Crystal
Magician's Key: Ebony Bracelet

>>The Second Floor of the Castle<<

Ground: Crescent Axe, Light Arrows x 5
Royal Key: Truth Glass, Crystal Flask, Orladin's Pic x 2, Earth Crystal,
Dragon Crystal, Luster Wing
Container: Moon Stone, Dragon Crystal, Blood Stone, Crystal Flask
Silver Key: 3000 gold, Orladin's Pic, Water Crystal, Verdite

Section 6. Treasures <TRS>

<WPN>

6.1. WEAPONS

/ Excellector (Lv 1) \				
STATS		DESCRIPTION		
Slash	39	Lore	1	A short sword with the ability to become more powerful as the owner becomes more experienced.
Blow	32			
Stab	9	Size	94 cm	
		Weight	0.9 kg	SPECIAL
Holy	--			Grows to level 2 at 13,013 exp
Fire	--			
Earth	--			
Wind	--	LOCATION		
Water	--	Start, Leon's desk		

/ Excellector (Lv 2) \				
STATS		DESCRIPTION		
Slash	83	Lore	1	An impressive sword with a good slash rating - better than a broad sword.
Blow	44			
Stab	39	Size	128 cm	
		Weight	2.5 kg	SPECIAL
Holy	--			Grows to level 3 at 26,090 exp
Fire	--			
Earth	--			
Wind	--	LOCATION		
Water	--	N/A		

/ Excellector (Lv 3) \				
STATS		DESCRIPTION		
Slash	93	Lore	6	The fully charged sword is well-rounded and effective against those weak to holy.
Blow	81			
Stab	76	Size	156 cm	
		Weight	3.3 kg	SPECIAL
Holy	82			Allows the creation of Ichrius' Key
Fire	--			Lv B magic:Holy Crystal, 24 MP

Earth	--			
Wind	--		LOCATION	
Water	--		N/A	

/ Long Sword \

STATS				DESCRIPTION
				A basic one-handed sword of utility
Slash	50	Lore	1	over style.
Blow	21			
Stab	11	Size	118 cm	
		Weight	1.3 kg	SPECIAL
Holy	--			None
Fire	--			
Earth	--			
Wind	--		LOCATION	
Water	--		Chrissy, Battlegrounds, Barracks	
			Royal Cemetary	

/ Broad Sword \

STATS				DESCRIPTION
				A wide, flat blade useful in slashing
Slash	72	Lore	1	at enemies.
Blow	35			
Stab	18	Size	136 cm	
		Weight	2.6 kg	SPECIAL
Holy	--			None
Fire	--			
Earth	--			
Wind	--		LOCATION	
Water	--		Chrissy, Barracks, Lyn, Poison Path	

/ Silvarion \

STATS				DESCRIPTION
				A broad sword enchanted slightly
Slash	72	Lore	2	with the power of light.
Blow	35			
Stab	18	Size	136 cm	
		Weight	2.4 kg	SPECIAL
Holy	11			None
Fire	--			
Earth	--			
Wind	--		LOCATION	
Water	--		Quist	

/ Rapier \

--	--	--	--	--

STATS				DESCRIPTION
				A thin, sharp blade designed to pierce armor.
Slash	9	Lore	1	
Blow	4			
Stab	71	Size	126 cm	
		Weight	1.2 kg	SPECIAL
Holy	--			None
Fire	--			
Earth	--			
Wind	--			LOCATION
Water	--			Chrissy, Barracks

/ Ryu-Ga \

STATS				DESCRIPTION
				A katana from the East, it contains the spirit of the wind.
Slash	135	Lore	6	
Blow	--			
Stab	16	Size	130 cm	
		Weight	1.3 kg	SPECIAL
Holy	--			Lv A magic:Wind Slash, 24 MP (1-3)
Fire	--			
Earth	--			
Wind	64			LOCATION
Water	--			Ice Field

/ Capricorn \

STATS				DESCRIPTION
				A promeus sword - powerful, yet heavy.
Slash	83	Lore	1	
Blow	76			
Stab	38	Size	163 cm	
		Weight	6.8 kg	SPECIAL
Holy	--			Lv A magic:Spark, 23 MP
Fire	--			
Earth	--			
Wind	--			LOCATION
Water	--			Barracks

/ Groundal Blade \

STATS				DESCRIPTION
				A sword made from the anti-magic material known as groundal.
Slash	86	Lore	6	
Blow	21			
Stab	43	Size	128 cm	
		Weight	3.1 kg	SPECIAL
Holy	--			None
Fire	--			
Earth	16			

Wind	--	LOCATION	
Water	--	Cason	

/ Vaculacia Sword \

STATS				DESCRIPTION
				The sword of water has been abandoned
Slash	93	Lore	4	on an island, safe from the enemy.
Blow	25			
Stab	21	Size	131 cm	
		Weight	3.3 kg	SPECIAL
Holy	--			Lv A magic:Whirlpool Jet, 23 MP
Fire	--			
Earth	--			
Wind	--	LOCATION		
Water	66	Cason		

/ Seath's Sword \

STATS				DESCRIPTION
				Seath's gift to Merrill Ur. Ur took
Slash	178	Lore	5	the sword and helped vanquish Guyra
Blow	43			with it.
Stab	22	Size	130 cm	
		Weight	4.8 kg	SPECIAL
Holy	--			Lv B magic:Light Beam, 16 MP (1-5)
Fire	--			
Earth	--			
Wind	--	LOCATION		
Water	--	Royal Cemetary		

/ Dark Slayer \

STATS				DESCRIPTION
				The sword of your father, the king.
Slash	124	Lore	5	
Blow	108			
Stab	116	Size	165 cm	
		Weight	1.6 kg	SPECIAL
Holy	--			Lv B magic:Pulse, 28 MP
Fire	42			
Earth	53			
Wind	57	LOCATION		
Water	40	Second Floor		

/ Triple Fang \

STATS		DESCRIPTION
-------	--	-------------

				A holy blade that has been locked away in a secret place.	
	Slash	128	Lore	5	
	Blow	76			
	Stab	98	Size	151 cm	
			Weight	1.6 kg	SPECIAL
	Holy	63			+10 HP/min, +10 MP/min
	Fire	--			Lv B magic:Crystal Cone, 18 MP
	Earth	--			
	Wind	--		LOCATION	
	Water	--		Quist	

/ Moonlight Sword \

	STATS			DESCRIPTION	
				The reformed sword revitalizes the wielder's magical energy.	
	Slash	137	Lore	1	
	Blow	77			
	Stab	93	Size	142 cm	
			Weight	1.2 kg	SPECIAL
	Holy	97			+15 MP/min
	Fire	--			Lv B magic:Disruption, 32 MP
	Earth	--			
	Wind	--		LOCATION	
	Water	--		Guyra's Quarters	

/ Moonlight Sword (enhanced) \

	STATS			DESCRIPTION	
				Although slash decreases, it becomes an all-around better sword.	
	Slash	128	Lore	1	
	Blow	116			
	Stab	124	Size	152 cm	
			Weight	1.4 kg	SPECIAL
	Holy	121			+15 HP/min, +15 MP/min
	Fire	--			Lv B magic:Disruption, 32 MP
	Earth	--			
	Wind	--		LOCATION	
	Water	--		Second Floor	

/ Battle Axe \

	STATS			DESCRIPTION	
				A heavy axe perfect for bashing in some skulls.	
	Slash	28	Lore	1	
	Blow	57			
	Stab	--	Size	108 cm	
			Weight	2.4 kg	SPECIAL
	Holy	--			None
	Fire	--			
	Earth	--			
	Wind	--		LOCATION	

	Water	--	Chrissy, Barracks	

/	Crescent Axe \					/
	STATS		DESCRIPTION			
			A blade attached to a long shaft			
	Slash	41	Lore	1	gives this weapon a far reach.	
	Blow	77				
	Stab	14	Size	174 cm		
			Weight	3.5 kg	SPECIAL	
	Holy	--	None			
	Fire	--				
	Earth	--				
	Wind	--	LOCATION			
	Water	--	Lyn, Shudom's Cave			

/	Evil Crescent	\				
	STATS		DESCRIPTION			
			A powerful weapon that has cost many			
	Slash	86	Lore	4	vain warriors their life.	
	Blow	91				
	Stab	28	Size	174 cm		
			Weight	7.0 kg	SPECIAL	
	Holy	--	Randomly causes paralysis on self			
	Fire	--	while equipped (15 seconds)			
	Earth	--				
	Wind	--	LOCATION			
	Water	--	Thief Path			

/ Mace \					
	STATS		DESCRIPTION		
			A simple iron ball attached to a		
	Slash	--	Lore	1	wooden handle that is used to smash
	Blow	41	and crumple armor.		
	Stab	32	Size	164 cm	
			Weight	0.7 kg	SPECIAL
	Holy	--	None		
	Fire	--			
	Earth	--			
	Wind	--	LOCATION		
	Water	--	Chrissy		

	/ Large Bow \				
	STATS		DESCRIPTION		
			A basic bow instrumental in killing		

	Slash	--	Lore	1	from afar.	
	Blow	--				
	Stab	101	Size	120 cm		
			Weight	1.0 kg	SPECIAL	
	Holy	--			Requires an arrow per shot	
	Fire	--				
	Earth	--				
	Wind	--			LOCATION	
	Water	--			Barracks, Lyn, Garan	

/	Elchris Bow \					
	STATS				DESCRIPTION	
					A ranged weapon made from promeus.	
	Slash	--	Lore	1	It draws from the strength of the	
	Blow	--			user and requires special arrows.	
	Stab	138	Size	150 cm		
			Weight	1.5 kg	SPECIAL	
	Holy	28			Requires Light Arrow per shot, heat	
	Fire	--			seeking, 3-5 HP damage per shot	
	Earth	--				
	Wind	--			LOCATION	
	Water	--			Dwarf Cave	

/	Morning Star \					
	STATS				DESCRIPTION	
					Similar to a mace but the head has	
	Slash	--	Lore	1	spikes, allowing for a more piercing	
	Blow	43			blow.	
	Stab	68	Size	93 cm		
			Weight	1.8 kg	SPECIAL	
	Holy	--			None	
	Fire	--				
	Earth	--				
	Wind	--			LOCATION	
	Water	--			Ed, Battlegrounds, Poison Path	
					Dwarf Cave	

/	Volguard \					
	STATS				DESCRIPTION	
					A mace of pure silver used by those	
	Slash	--	Lore	4	of the holy fighting professions.	
	Blow	43				
	Stab	68	Size	93 cm		
			Weight	1.5 kg	SPECIAL	
	Holy	21			None	
	Fire	--				
	Earth	--				
	Wind	--			LOCATION	
	Water	--			Ed, Lake Noel, Gullick	

/ Blood Star \				
STATS			DESCRIPTION	
			A vampiric enchantment is cast on the	
Slash	--	Lore 5	morning star. Unfortunately its use	
Blow	53		utterly blocks casting of magic.	
Stab	78	Size 93 cm		
		Weight 3.2 kg	SPECIAL	
Holy	--		+1-9 HP per hit	
Fire	--		Cannot use magic	
Earth	--			
Wind	--		LOCATION	
Water	--		Thief Pass	

/ Silence Rod \				
STATS			DESCRIPTION	
			A simple staff that gives the holder	
Slash	--	Lore 6	greater understanding of water magic.	
Blow	3			
Stab	--	Size 105 cm		
		Weight 0.7 kg	SPECIAL	
Holy	--		+20 Water magic	
Fire	--			
Earth	--			
Wind	--		LOCATION	
Water	--		Ralugo	

/ Flame Rod \				
STATS			DESCRIPTION	
			A magical staff that will throw fire	
Slash	--	Lore 6	when the user is concentrating.	
Blow	3			
Stab	--	Size 105 cm		
		Weight 0.7 kg	SPECIAL	
Holy	--		+20 Fire magic	
Fire	--		Casts Fire Ball upon swing (no MP)	
Earth	--			
Wind	--		LOCATION	
Water	--		Ed	

<SHD>

6.2 SHIELDS

/ Leather Shield \

STATS			DESCRIPTION
			Basic armor.
Slash	8	Lore 1	
Blow	8		
Stab	4	Weight 1.2 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	--		
Wind	--		LOCATION
Water	--		Chrissy, Quist, Battlegrounds
			Royal Cemetary

/ Iron Shield \

STATS			DESCRIPTION
			Ordinary armor.
Slash	10	Lore 1	
Blow	10		
Stab	8	Weight 1.8 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	--		
Wind	--		LOCATION
Water	--		Chrissy, Barracks

/ Earth Shield \

STATS			DESCRIPTION
			A shield strong against earth magic.
Slash	8	Lore 3	Slight regeneration effect.
Blow	9		
Stab	12	Weight 1.5 kg	
			SPECIAL
Poison	--		+1 MP/min in areas with the sky above
Dark	--		
Fire	--		
Earth	36		
Wind	--		LOCATION
Water	--		Forest

/ High-Elves Guard \

STATS			DESCRIPTION
			Basic armor with some element defense.
Slash	13	Lore 1	
Blow	12		

Stab	8	Weight 5.0 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	5		
Earth	7		
Wind	8		LOCATION
Water	6		Chrissy, Quist, Ruins

/ Ryu-Jin \

STATS			DESCRIPTION
			Wooden shield with an all around good
Slash	15	Lore 4	defense.
Blow	12		
Stab	14	Weight 2.2 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	3		
Wind	6		LOCATION
Water	2		Thief Path

/ Orladin's Guard \

STATS			DESCRIPTION
			This basic shield appears to have no
Slash	15	Lore 6	special properties.
Blow	10		
Stab	9	Weight 2.3 kg	
			SPECIAL
Poison	--		Becomes eyed in the Place of the
Dark	--		Beginning
Fire	--		
Earth	--		
Wind	--		LOCATION
Water	--		Poison Path

/ Orladin's Guard (Eyed) \

STATS			DESCRIPTION
			Once the shield has awoken, many eyes
Slash	21	Lore 1	appear on the face. It is now an
Blow	19		effective defense against all magic.
Stab	5	Weight 1.8 kg	
			SPECIAL
Poison	--		+30 Light magic
Dark	11		-4 HP/min
Fire	15		
Earth	13		

	Wind	16		LOCATION	
	Water	18		Beginning	

/ Groundal Shield \

	STATS			DESCRIPTION	
				A shield made from the anti-magic	
	Slash	27	Lore	6	material known as groundal.
	Blow	26			
	Stab	3	Weight	3.2 kg	
				SPECIAL	
	Poison	--		Reduces distance of vision similar to	
	Dark	--		dark magic effect	
	Fire	--			
	Earth	--			
	Wind	--		LOCATION	
	Water	--		Ice Field	

/ Promeus Shield \

	STATS			DESCRIPTION	
				Heavy shield made by Jans upon request.	
	Slash	24	Lore	5	
	Blow	16			
	Stab	13	Weight	9.9 kg	
				SPECIAL	
	Poison	--		None	
	Dark	--			
	Fire	--			
	Earth	--			
	Wind	--		LOCATION	
	Water	--		Jans	

/ Ichrius' Shield \

	STATS			DESCRIPTION	
				Armor of the hero, it boosts water	
	Slash	21	Lore	5	power.
	Blow	21			
	Stab	17	Weight	1.9 kg	
				SPECIAL	
	Poison	--		+20 Water	
	Dark	--			
	Fire	--			
	Earth	16			
	Wind	--		LOCATION	
	Water	12		Place of the Beginning	

6.3 HEAD ARMOR

/ Leather Helm \

STATS			DESCRIPTION
			Basic armor.
Slash	14	Lore 1	
Blow	4		
Stab	2	Weight 1.0 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	--		
			LOCATION
Wind	--		
Water	--		Quist

/ Iron Helm \

STATS			DESCRIPTION
			Ordinary armor.
Slash	12	Lore 1	
Blow	6		
Stab	11	Weight 1.0 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	--		
			LOCATION
Wind	--		
Water	--		Chrissy, Barracks

/ Great Helm \

STATS			DESCRIPTION
			Ordinary armor, but with good defense.
Slash	18	Lore 1	
Blow	12		
Stab	10	Weight 2.5 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	--		
			LOCATION
Wind	--		
Water	--		Lyn

/ Orladin's Hood \

STATS			DESCRIPTION
			Headgear offering elemental resistance
Slash	9	Lore 1	and a concentration boost at the cost
Blow	6		of some physical defense.
Stab	14	Weight 0.8 kg	
			SPECIAL
Poison	--		Decreases spell readiness time by 50%
Dark	15		
Fire	23		
Earth	21		
Wind	26		LOCATION
Water	24		Maze Temple

/ Groundal Crown \

STATS			DESCRIPTION
			A crown made from the anti-magic
Slash	23	Lore 6	material known as groundal.
Blow	17		
Stab	14	Weight 1.5 kg	
			SPECIAL
Poison	--		+20 to Power
Dark	--		Doubles magic cost
Fire	--		
Earth	--		
Wind	--		LOCATION
Water	--		Garan

/ Dragon Head \

STATS			DESCRIPTION
			Head protection made from dragon
Slash	21	Lore 6	offer some protection against fire.
Blow	12		
Stab	10	Weight 5.5 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	12		
Earth	--		
Wind	--		LOCATION
Water	--		Gullick, Cason

/ Promeus Helm \

STATS			DESCRIPTION
			Heavy head protection made by Jans
Slash	22	Lore 5	upon request.
Blow	19		
Stab	9	Weight 4.1 kg	

				SPECIAL	
Poison	--			None	
Dark	--				
Fire	--				
Earth	--				
Wind	--			LOCATION	
Water	--			Jans	

/ Ichrius' Helm \					
STATS				DESCRIPTION	
				Armor of the hero, it boosts light	
Slash	32	Lore	6	magic.	
Blow	16				
Stab	9	Weight	0.6 kg		
				SPECIAL	
Poison	--			Dark, Curse, Slow status time reduced	
Dark	35			by 75%, +20 Light magic	
Fire	--				
Earth	--				
Wind	--			LOCATION	
Water	--			Place of the Beginning	

6.4 BODY ARMOR

/ Leather Plate \					
STATS				DESCRIPTION	
				Basic armor.	
Slash	13	Lore	1		
Blow	6				
Stab	4	Weight	5.3 kg		
				SPECIAL	
Poison	--			None	
Dark	--				
Fire	--				
Earth	--				
Wind	--			LOCATION	
Water	--			Start	

/ Iron Plate \					
STATS				DESCRIPTION	
				More protection at a cost of speed.	
Slash	15	Lore	1		
Blow	8				
Stab	8	Weight	9.9 kg		
				SPECIAL	
Poison	--			None	

Dark	--		
Fire	--		
Earth	--		
Wind	--	LOCATION	
Water	--	Chrissy, Old Battlegrounds	

/ High-Metal Armor \

STATS			DESCRIPTION
			Moderate level protection.
Slash	17	Lore 2	
Blow	11		
Stab	9	Weight 4.2 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	--		
Wind	--	LOCATION	
Water	--	Forest	

/ Fire Mail \

STATS			DESCRIPTION
			Protects against fire based attacks.
Slash	--	Lore 3	
Blow	--		
Stab	--	Weight 4.0 kg	
			SPECIAL
Poison	--		No protection against physical
Dark	--		
Fire	59		
Earth	--		
Wind	--	LOCATION	
Water	--	Thief Path	

/ Orladin's Mail \

STATS			DESCRIPTION
			Magical armor providing a small
Slash	16	Lore 3	resistance to magic. Great for the
Blow	12		mage-warrior.
Stab	6	Weight 3.7 kg	
			SPECIAL
Poison	--		Magic spell cost reduced 50%
Dark	9		
Fire	11		
Earth	5		
Wind	7	LOCATION	
Water	8	Poison Path	

/ Promeus Armor \

STATS			DESCRIPTION
			Heavy armor made by Jans upon request.
Slash	21	Lore 5	
Blow	18		
Stab	13	Weight 11.5 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	--		
			LOCATION
Wind	--		Jans
Water	--		

/ Groundal Mail \

STATS			DESCRIPTION
			Thick body armor made from the anti-magic material known as groundal.
Slash	18	Lore 5	
Blow	31		
Stab	7	Weight 6.0 kg	
			SPECIAL
Poison	--		Doubles spell readiness time
Dark	--		
Fire	--		
Earth	--		
			LOCATION
Wind	--		Garan
Water	--		

/ Ichrius' Armor \

STATS			DESCRIPTION
			Armor of the hero, it boosts earth magic.
Slash	16	Lore 5	
Blow	19		
Stab	25	Weight 3.6 kg	
			SPECIAL
Poison	--		+20 Earth magic
Dark	12		
Fire	--		
Earth	25		
			LOCATION
Wind	--		Place of the Beginning
Water	--		

<ARM>

/ Leather Gloves \

STATS			DESCRIPTION
			Basic armor.
Slash	8	Lore 1	
Blow	4		
Stab	9	Weight 1.1 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	--		
			LOCATION
Wind	--		
Water	--		Quist

/ Iron Gloves \

STATS			DESCRIPTION
			Ordinary armor.
Slash	12	Lore 1	
Blow	11		
Stab	4	Weight 1.8 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	--		
			LOCATION
Wind	--		
Water	--		Battlegrounds

/ Silver Arms \

STATS			DESCRIPTION
			Arm protection forged with silver to alleviate paralysis.
Slash	13	Lore 1	
Blow	13		
Stab	13	Weight 2.0 kg	
			SPECIAL
Poison	--		Reduces paralysis time 75%
Dark	--		
Fire	--		
Earth	--		
			LOCATION
Wind	--		
Water	--		Lyn, Thief Pass

/ Rai-Jin \

STATS			DESCRIPTION
			Light weight and sturdy, this armor helps keep one from getting exhausted
Slash	12	Lore 4	

Blow	15		by swinging weapons.
Stab	8	Weight 1.8 kg	
			SPECIAL
Poison	--		Reduces weapon weight (faster stamina
Dark	--		refill)
Fire	--		
Earth	--		
Wind	--		LOCATION
Water	--		Poison Path

/ Groudal Arms \

STATS			DESCRIPTION
			Arm protection made from the anti-
Slash	19	Lore 4	magic material known as groudal.
Blow	31		
Stab	6	Weight 1.6 kg	
			SPECIAL
Poison	--		+10 to all offense modifiers,
Dark	--		increases weapon weight (slower
Fire	--		stamina refill)
Earth	--		
Wind	--		LOCATION
Water	--		Ruins

/ Promeus Hands \

STATS			DESCRIPTION
			Heavy arm protection made by Jans upon
Slash	18	Lore 5	request.
Blow	17		
Stab	16	Weight 3.4 kg	
			SPECIAL
Poison	--		None
Dark	--		
Fire	--		
Earth	--		
Wind	--		LOCATION
Water	--		Jans

/ Ichrius' Gloves \

STATS			DESCRIPTION
			Armor of the hero, it boost Fire magic.
Slash	13	Lore 5	
Blow	17		
Stab	22	Weight 0.8 kg	
			SPECIAL
Poison	--		+20 Fire magic
Dark	--		Reduces weapon weight (faster stamina
Fire	13		refill)

	Earth	--				
	Wind	16		LOCATION		
	Water	29		Place of the Beginning		

<FTA>

6.6 FEET ARMOR

/ Iron Boots \						
	STATS			DESCRIPTION		
				Basic armor.		
	Slash	2	Lore	1		
	Blow	12				
	Stab	10	Weight	1.9 kg		
				SPECIAL		
	Poison	--		None		
	Dark	--				
	Fire	--				
	Earth	--				
	Wind	--		LOCATION		
	Water	--				

/ Leg Guards \						
	STATS			DESCRIPTION		
				Ordinary armor.		
	Slash	8	Lore	1		
	Blow	15				
	Stab	8	Weight	2.2 kg		
				SPECIAL		
	Poison	--		None		
	Dark	--				
	Fire	--				
	Earth	--				
	Wind	--		LOCATION		
	Water	--		Chrissy		

/ Silver Boots \						
	STATS			DESCRIPTION		
				Footwear that may be combined with a		
	Slash	14	Lore	2	silver ring to provide complete poison	
	Blow	14			immunity.	
	Stab	15	Weight	2.9 kg		
				SPECIAL		
	Poison	25		None		
	Dark	--				
	Fire	--				
	Earth	--				
	Wind	--		LOCATION		

Water	--		Lyn, Thief Path
-------	----	--	-----------------

/ Aquarian Boots \

STATS			DESCRIPTION
			Zul Arifin's magical boots needed to cross Lake Noel.
Slash	16	Lore 3	
Blow	12		
Stab	16	Weight 2.0 kg	
			SPECIAL
Poison	--		Enables the use of water bridges
Dark	--		
Fire	--		
Earth	--		
Wind	--		LOCATION
Water	26		Poison Path

/ Groundal Boots \

STATS			DESCRIPTION
			Boots made by the Garans that reduces the wearer to walking. But they are effective against blows and poison.
Slash	19	Lore 5	
Blow	31		
Stab	6	Weight 1.6 kg	
			SPECIAL
Poison	50		Cannot run
Dark	--		
Fire	--		
Earth	--		
Wind	--		LOCATION
Water	--		Ruins

/ Fu-Jin \

STATS			DESCRIPTION
			A light weight wood pair of boots that allows the wearer to sprint without excessive fatigue.
Slash	14	Lore 4	
Blow	11		
Stab	13	Weight 1.6 kg	
			SPECIAL
Poison	--		No time required for stamina to begin recharging after running
Dark	--		
Fire	--		
Earth	--		
Wind	24		LOCATION
Water	--		Wind Palace

/ Promeus Boots \

STATS				DESCRIPTION
				Heavy leg protection made by Jans on request.
Slash	17	Lore	5	
Blow	16			
Stab	16	Weight	3.4 kg	
				SPECIAL
Poison	--			None
Dark	--			
Fire	--			
Earth	--			
Wind	--			LOCATION
Water	--			Jans

/ Ichrius' Boots \

STATS				DESCRIPTION
				A armor of the hero, the boots boost wind magic.
Slash	12	Lore	5	
Blow	20			
Stab	21	Weight	1.2 kg	
				SPECIAL
Poison	75			No charge wait time after running,
Dark	--			Paralysis time reduced by 75%,
Fire	29			+20 Wind magic
Earth	--			
Wind	19			LOCATION
Water	--			Place of the Beginning

<SPA>

6.7 SPECIAL ARMOR

/ Green Bracelet \

Lore	3			
DESCRIPTION				
A dwarf bracelet that grants the user greater strength.				
SPECIAL				
+5 to Power				
LOCATION				
Forest, Ralugo				

/ Evil Ring \

Lore	6			
DESCRIPTION				
A band of silver for adventurers seeking protection from poison.				

|
| SPECIAL
| +8 all element magic, -30 Power, randomly poisons user
| magic defense: +12 Dark, +6 Fire, +5 Earth, +5 Wind, +3 Water
|
| LOCATION
| Death Pass
|

| _____ / Silver Ring \ _____
|

| Lore 4
|
| DESCRIPTION
| A band of silver for adventurers seeking protection from poison.
|
| SPECIAL
| +75 Poison Defense, +1 physical defenses
|
| LOCATION
| Lyn, Poison Path, Cason
|

| _____ / Ivory Bracelet \ _____
|

| Lore 5
|
| DESCRIPTION
| A jeweled bracelet that facilitates healing.
|
| SPECIAL
| +10 HP/min
|
| LOCATION
| Ground Floor
|

| _____ / Ebony Bracelet \ _____
|

| Lore 5
|
| DESCRIPTION
| A jeweled bracelet that facilitates healing.
|
| SPECIAL
| +12 Fire, +12 Earth, +12 Wind, +12 Water weapon offense
|
| LOCATION
| Ground Floor
|

| _____ / Gold Ring \ _____
|

| Lore 4
|
| DESCRIPTION
|

	A simple gold ring that protects against magical paralysis.	
	SPECIAL	
	Paralysis time reduced by 75%, +5 Poison defense	
	LOCATION	
	Thief Path	

	/	Globe Amulet	\	
	Lore	3		
	DESCRIPTION			
	Hanging around the neck, it draws power from the earth to heal wounds.			
	SPECIAL			
	+3 HP/min			
	LOCATION			
	Shudom's Cave			

	/	Wind Necklace	\	
	Lore	6		
	DESCRIPTION			
	A simple link necklace of jade enchanted with wind magic.			
	SPECIAL			
	+20 Wind magic, +5 Slash defense			
	LOCATION			
	Wind Palace			

	/	Black Jewel	\	
	Lore	6		
	DESCRIPTION			
	The onyx jewel bestows a greater understanding of earth magic.			
	SPECIAL			
	+20 Earth magic, +5 Blow defense			
	LOCATION			
	Shudom's Cave			

	/	Luster Wing	\	
	Lore	6		
	DESCRIPTION			

A royal treasure empowering the bearer with increased light magic.	
SPECIAL	
+20 Light magic	
LOCATION	
Second Floor	

		_____ / Phantom Crown \ _____	
Lore	6		
DESCRIPTION			
The fairy spirit in the crown activates cyphers marking hidden doors.			
SPECIAL			
Shows hidden doors, -10 MP/min			
LOCATION			
Ground Floor			

<ITM>

6.8 Items

		_____ / Earth Herb \ _____	
Lore	1		
DESCRIPTION			
A local plant that restores health when consumed.			
SPECIAL			
+50 HP			
LOCATION			
Almost everywhere			

		_____ / Antidote \ _____	
Lore	1		
DESCRIPTION			
A weed that purges the body of poison when consumed.			
SPECIAL			
Removes poison status			
LOCATION			
Almost everywhere			

		_____ / Herbal Liquid \ _____	
--	--	-------------------------------	--

|
| Lore 1
|
| DESCRIPTION
| Distillate of the Earth Herb provides total healing of the body.
|
| SPECIAL
| Complete HP recovery
|
| LOCATION
| Quist, Battlegrounds, Barracks, Ralugo, Poison Path, Tim, Thief Path,
| Basement
|

_____/ Blood Stone _____
|

| Lore 2
|
| DESCRIPTION
| A gem named after its deep red color.
|
| SPECIAL
| Removes any negative status
|
| LOCATION
| Almost everywhere
|

_____/ Moon Stone _____
|

| Lore 2
|
| DESCRIPTION
| A smooth, white gem imbued with the power of the moon.
|
| SPECIAL
| +40 MP
|
| LOCATION
| Almost everywhere
|

_____/ Silviera's Key _____
|

| Lore 1
|
| DESCRIPTION
| Placed in the pedestal next to locked doors; they are removable.
|
| SPECIAL
| None
|
| LOCATION
| Quist, Battleground, Barracks, Forest, Ralugo, Poison Path,
| Thief Path, Dwarf Cave
|

/ Copper Key \

Lore 1

DESCRIPTION

Opens locked wooden chests with copper or golden hasps.

SPECIAL

None

LOCATION

Barracks

/ Jail Key \

Lore 6

DESCRIPTION

Opens the jail doors in the barracks and castle.

SPECIAL

None

LOCATION

Barracks, Poison Path

/ Silver Key \

Lore 3

DESCRIPTION

Opens wooden chests locked with silver hasps.

SPECIAL

None

LOCATION

Ralugo

/ Magician's Key \

Lore 3

DESCRIPTION

Opens green chests locked with gold hasps.

SPECIAL

None

LOCATION

Shudom's Cave

/ Orladin's Key \

Lore 4

DESCRIPTION

Opens Orladin's doors and pedestal chests. Not reusable.

SPECIAL

None

LOCATION

Poison Path, Gullick, Ruin, Maze Temple, Beginning

/ Lyn's Key \

Lore 4

DESCRIPTION

Opens the door to Lyn's house in Ralugo.

SPECIAL

None

LOCATION

Lyn

/ Dwarve's Key \

Lore 4

DESCRIPTION

Opens the doors in the dwarve's cave.

SPECIAL

None

LOCATION

Dwarve's Cave

/ Marilyn's Charm \

Lore 2

DESCRIPTION

A small charm to ward away evil and put to rest tormented spirits.

SPECIAL

Unlocks door barred by Leon's soul

LOCATION

Marilyn

/ Varde's Key \

| Lore 1

| DESCRIPTION

| A wooden key that will turn the switches found in the forest of Varde.

| SPECIAL

| Moves the location of tree stumps; reusable

| LOCATION

| Robert

/ Key of the Corridor \

| Lore 6

| DESCRIPTION

| A pedestal key that must be used in tandem to unlock the castle doors.

| SPECIAL

| Reusable

| LOCATION

| Prayer Hill, Ground Floor, Basement

/ Royal Key \

| Lore 1

| DESCRIPTION

| A key used to unlock the large, ebony and gold chests.

| SPECIAL

| None

| LOCATION

| Death Pass

/ Blood Herb \

| Lore 1

| DESCRIPTION

| A special herb used to cleanse the blood of a rare illness.

| SPECIAL

| Given to Janan to revive Airon

| LOCATION

| Ralugo

/ Lyn's Note \

Lore 1

DESCRIPTION

A brief letter to you saying why she left.

SPECIAL

None

LOCATION

Ice Field

/ Leon's Note \

Lore 1

DESCRIPTION

A brief letter to you from Leon after assembling the Ichrius' Key.

SPECIAL

None

LOCATION

Quist

/ Dragon Crystal \

Lore 1

DESCRIPTION

A cross between a fruit and a crystal, it will restore any injury.

SPECIAL

Recover all HP/MP; revives player and transports to Quist upon death

LOCATION

Almost everywhere

/ Wise Fruit \

Lore 1

DESCRIPTION

A rare fruit that permanently increases the user's knowledge of items.

SPECIAL

+1 Wisdom

LOCATION

Forest, Ralugo, Cason, Garan

/ Power Fruit \

| Lore 1

| DESCRIPTION

| A rare fruit that permanently increases the user's strength.

| SPECIAL

| +1 Power

| LOCATION

| Thief Path, Dwarf Cave, Poison Path, Death Pass, Ground Floor

/ Orladin's Pic \

| Lore 4

| DESCRIPTION

| The needle holds power to both remove petrification and boost magic.

| SPECIAL

| Remove petrification on target or +5 to all magic power 1 min

| LOCATION

| Gullick, Toni, Ruin, Maze Temple, Poison Path, Beginning, Second Floor

/ Crystal Flask \

| Lore 1

| DESCRIPTION

| A container used to hold the magical waters of recovery fountains.

| SPECIAL

| Fill with water from either blue or gold fountains

| LOCATION

| Ed, Quist, Battlegrounds, Poison Path, Lake Noel, Ice Field,
| Basement, Second Floor

/ Blue Potion \

| Lore 2

| DESCRIPTION

| The magical waters of a blue recovery fountains will restore health.

| SPECIAL

| +100 HP

| LOCATION

| Blue Recovery Fountain

/ Gold Potion \

| Lore 2

| DESCRIPTION

| The waters of a gold recovery fountains will restore health and magic.

| SPECIAL

| +200 HP, +100 MP, Removes negative status

| LOCATION

| Gold Recovery Fountain

/ Map of Verdite \

| Lore 1

| DESCRIPTION

| A parchment map of the kingdom. It is accurate but not very detailed.

| SPECIAL

| None

| LOCATION

| Marilyn

/ Truth Glass \

| Lore 1

| DESCRIPTION

| A rare item that reveals the nature of locations, people, and beasts.

| SPECIAL

| None

| LOCATION

| Quist Cemetary chest (Ed unlocks)

/ Pixy's Map \

| Lore 1

| DESCRIPTION

| A map that will automatically show where you have been in detail.

| SPECIAL

| None

| LOCATION

| Varde

/ Promeus \

Lore 1

DESCRIPTION

Ore of the strong and heavy promeus. It can be forged into weapons and armor.

SPECIAL

Give to Jans

LOCATION

Shudom's Cave, Garan

/ Moonlight Sword \

Lore 1

DESCRIPTION

The hilt and broken blade of the holy Moonlight Sword. It cannot be used as a weapon unless it is remade.

SPECIAL

None

LOCATION

Prayer Hill

/ Arrows \

Lore 1

DESCRIPTION

The ammunition required to use the Large Bow. They are not reusable.

SPECIAL

None

LOCATION

Barracks, Forest, Lyn, Thief Pass

/ Light Arrows \

Lore 3

DESCRIPTION

Ammunition required to use the Elchris Bow. They are not reusable.

SPECIAL

None

LOCATION

Barracks, Forest, Lake Noel, Thief Pass, Dwarf Cave, Gullick, Ice Field, Second Floor
--

	/ Fire Crystal \	
Lore	1	
DESCRIPTION		
A magical stone imbuing the user with greater understanding of fire.		
SPECIAL		
+3 Fire magic		
LOCATION		
Barracks, Ralugo, Dwarf Cave, Ruin, Maze Temple, Beginning, Ground Floor		

	/ Light Crystal \	
Lore	1	
DESCRIPTION		
A magical stone imbuing the user with greater understanding of light.		
SPECIAL		
+3 Light magic		
LOCATION		
Forest, Thief Path, Poison Path, Maze Temple, Beginning, Castle		

	/ Wind Crystal \	
Lore	1	
DESCRIPTION		
A magical stone imbuing the user with greater understanding of wind.		
SPECIAL		
+3 Wind magic		
LOCATION		
Ralugo, Wind Palace, Thief Path, Ice Field, Ruin, Maze Temple, Basement		

	/ Earth Crystal \	
Lore	1	
DESCRIPTION		
A magical stone imbuing the user with greater understanding of earth.		
SPECIAL		

+3 Earth magic
LOCATION
Shudom's Cave, Garan, Maze Temple, Death Pass, Ruin, Cemetary,
Basement, Second Floor

	/ Water Crystal \
Lore	1
DESCRIPTION	
A magical stone imbuing the user with greater understanding of water.	
SPECIAL	
+3 Water magic	
LOCATION	
Lake Noel, Cason, Ice Field, Prayer Hill, Maze Temple, Second Floor	

	/ Verdite \
Lore	1
DESCRIPTION	
A magical stone imbuing the user with greater understanding of magic.	
SPECIAL	
+1 Light, +1 Fire, +1 Wind, +1 Earth, +1 Water magic	
LOCATION	
Wind Palace, Shudom's Cave, Thief Path, Dwarf Cave, Garan, Beginning,	
Cemetary, Basement, Second Floor	

	/ Ichrius' Eye \
Lore	1
DESCRIPTION	
One of the three seals of Ichrius used to make the Ichrius Key.	
SPECIAL	
Warp to Ralugo fountain	
LOCATION	
Varde	

	/ Ichrius' Eye \
Lore	1
DESCRIPTION	
One of the three seals of Ichrius used to make the Ichrius Key.	

|
| SPECIAL
| Warp to Cason fountain
|

| LOCATION
| Cason
|

/ Ichrius' Crown \ _____

| Lore 1
|

| DESCRIPTION
| One of the three seals of Ichrius used to make the Ichrius Key.
|

| SPECIAL
| Warp to Prayer Hill fountain
|

| LOCATION
| Garan
|

/ Ichrius' Key \ _____

| Lore 1
|

| DESCRIPTION
| One of the three seals of Ichrius used to make the Ichrius Seal.
|

| SPECIAL
| Warp to any fountain; activate transport doors
|

| LOCATION
| Quist
|

/ Lyn's Ring \ _____

| Lore 5
|

| DESCRIPTION
| A simple ring of silver and sapphire, it has been slightly enchanted.
|

| SPECIAL
| Use in the courtyard fountain to summon Alexander
|

| LOCATION
| Garan
|

/ Fairy Fossil \ _____

| Lore 6
|

| DESCRIPTION
| A small stone with either a fairy trapped inside or its impression.
|


```
|
| SPECIAL
|   Create a bridge to Guyra's lair at the silent garths
|
| LOCATION
|   Beginning
|
```

```
_____/ Demon's Key \_____  
|  
| Lore      6  
|  
| DESCRIPTION  
|   The skull of the great archmage Oladin. It was seperated from his  
|   body and will restore his conciousness when returned.  
|  
| SPECIAL  
|   None  
|  
| LOCATION  
|   Beginning  
|
```

```
=====
7. Beastiary <BST>
=====
```

```
_____/ Mantrap \_____  
|  
| DESCRIPTION  
|   A man-sized mobile plant. Slow moving and predicable, they only  
|   become really dangerous in large numbers.  
|  
| SPECIAL  
|   None  
|  
| LOCATION  
|   Quist, Battlegrounds, Forest, Ralugo, Royal Cemetary  
|  
| EXP  
|   9, 11  
|
```

```
_____/ Head Eater \_____  
|  
| DESCRIPTION  
|   This plant is akin to the mantrap and will aggressively attempt to  
|   consume a human. Weak to stabbing.  
|  
| SPECIAL  
|   None  
|  
| LOCATION  
|   Ralugo, Lake Noel, Cason, Royal Cemetary  
|  
| EXP  
|   40  
|
```

```
_____/ Stool \_____  
|
```

DESCRIPTION	
A large, immobile fungus. Its only attack is a defensive spraying of spores. The spores are extremely toxic and will poison the attacker. Weak against slashing attacks.	
SPECIAL	
Poison	
LOCATION	EXP
Quist, Battlegrounds	15

/ Stool (Giant) \

DESCRIPTION	
This gigantic stool constantly emits toxic spores when attackers are near. It is best to destroy them with ranged attacks or magic.	
SPECIAL	
Poison	
LOCATION	EXP
Forest, Garan	53

/ Para Stool \

DESCRIPTION	
A type of stool whose spores cause paralysis upon contact. It is also vulnerable to slashing attacks.	
SPECIAL	
Paralysis	
LOCATION	EXP
Ralugo, Lake Noel, Garan, Ruin	45

/ Red Eye \

DESCRIPTION	
An unusually large, slow moving spider. They will simply attack with their front legs. Weak to water and stab attacks.	
SPECIAL	
None	
LOCATION	EXP
Quist	18

/ Poison Red Eye \

DESCRIPTION	
This variety of red eye will both attack with their front legs and spray poison. Weak to water and stabbing.	

	SPECIAL	
	Haze	
	LOCATION	EXP
	Ralugo, Lake Noel	68

/	Grave Pot \	
	DESCRIPTION	
	A plant-like creature that moves slowly and sprays a fine mist of poison. It is vulnerable to fire and slashing.	
	SPECIAL	
	Haze	
	LOCATION	EXP
	Battlegrounds, Forest, Ralugo	28

/	Two Headed Grave Pot \	
	DESCRIPTION	
	The second head on the grave pot gives it a more rapid rate of poison dispersal. They say two heads are better than one. Same weaknesses.	
	SPECIAL	
	Haze	
	LOCATION	EXP
	Forest, Ralugo	35

/	Reaper \	
	DESCRIPTION	
	An organism resembling a tree, the Reaper is a stationary, yet dangerous killer. They are quite vulnerable to slash attacks.	
	SPECIAL	
	None	
	LOCATION	EXP
	Battlegrounds, Garrison, Forest	45

/	Race \	
	DESCRIPTION	
	The lingering spirit of the fallen, they can only spite the living with their curse. Weak to slash.	
	SPECIAL	
	Curse	

LOCATION	EXP
Battlegrounds, Thief Path, Cason, Prayer Hill	18

/ Grave Shadow \

DESCRIPTION	
Sad and lonely ghosts that have no physical attack and can only blind the unwary. Weak to slash.	
SPECIAL	
Dark	
LOCATION	EXP
Poison Path, Cason	10

/ Skeleton \

DESCRIPTION	
The common undead. They wield the basic long sword and can parry attacks with their shield. Weak to blows and earth magic.	
SPECIAL	
None	
LOCATION	EXP
Everywhere	36

/ Undead Born \

DESCRIPTION	
Although apparently unarmed, this skeleton variety attacks with its very bones. Usually the victim is blinded by its ranged magic first.	
SPECIAL	
Dark	
LOCATION	EXP
Barracks, Dwarf Cave	29

/ Skull Soldiers \

DESCRIPTION	
These undead are armed with a very large sword and decimate any in the path of their jump attack. Weak against blows.	
SPECIAL	
None	
LOCATION	EXP
Barracks, Shudom's Cave, Thief Path, Ruin, Royal Cemetary	55

/ Scythe \		
DESCRIPTION		
A headless skeleton armed with a scythe for which it is named. It		
uses magic to supplement its attack.		
SPECIAL		
Dark, Paralysis		
LOCATION		EXP
Wind Palace, Thief Path, Death Pass, Prayer Hill		78

/ Scythe (Giant) \		
DESCRIPTION		
A Scythe from the bones of a giant. It is an even deadlier foe than		
its smaller kin. Their slow speed is their weakness.		
SPECIAL		
Dark, Paralysis		
LOCATION		EXP
Prayer Hill		185

/ Skull Masters \		
DESCRIPTION		
Large skeleton mages able to summon Skull Soldiers. They share the		
same weaknesses as other skeletons. Their magic can quickly sap MP.		
SPECIAL		
Pulse (damage + MP drain)		
LOCATION		EXP
Thief Path		228

/ Green Slime \		
DESCRIPTION		
The slime is an oozing creature found in dark, moist places. While		
not especially inviting, the resourceful adventurer can find exposure		
to its bite to be life saving. They are weak to stabbing weapons.		
SPECIAL		
Attack removes Poison status		
LOCATION		EXP
Barracks, Poison Path, Thief Path, Dwarf Cave		12

/ Crooked Demon \		

DESCRIPTION	
Found in the Palace of the Wind, these demons possess both physical might and the use of wind magic. Slightly weaker to slashing attacks.	
SPECIAL	
Wind Cutter	
LOCATION	EXP
Wind Palace	59

/ Salamanders \	
DESCRIPTION	
Salamanders are a stationary magical being. They will resort to physical attacks if needed. Weak to slashing attacks.	
SPECIAL	
Fire Ball	
LOCATION	EXP
Wind Palace	70

/ Gables \	
DESCRIPTION	
Small stone faces attached to the wall that shoot fire at people. Weak to stab damage.	
SPECIAL	
Fire Ball	
LOCATION	EXP
Wind Palace	45

/ Virulents \	
DESCRIPTION	
The large stone faces are attached to the wall and spew fire at any seen person. Weak to stab damage.	
SPECIAL	
Fire Storm	
LOCATION	EXP
Wind Palace, Maze Temple	82

/ Garth \	
DESCRIPTION	
Small stone faces attached to the wall that shoot rocks at people. Weak to stab damage.	

SPECIAL	
Stone	
LOCATION	EXP
Shudom's Cave, Maze Temple	77

/ Guards \	
DESCRIPTION	
Bulky, hooded creatures with some magic capability. Weak to stabbing.	
SPECIAL	
Dark, Slow	
LOCATION	EXP
Shudom's Cave, Maze Temple	80

/ Clay Golem \	
DESCRIPTION	
Barely sentient creations made of clay. Vulnerable to stab damage.	
SPECIAL	
None	
LOCATION	EXP
Shudom's Cave, Dwarf Cave	73

/ Promeus Golem \	
DESCRIPTION	
Creatures made of promeus ore. Weaker to stab damage.	
SPECIAL	
Multi Stone, always carries Promeus	
LOCATION	EXP
Shudom's Cave, Garan	257

/ Log Stalker \	
DESCRIPTION	
Demons collect and possess water debris to form a wooden creature.	
Weak to fire and slash.	
SPECIAL	
Water Blast	
LOCATION	EXP
Lake Noel, Dwarf Cave, Ruin	72

/ Puppet \		
DESCRIPTION		
Animated humanoid figures with some magic capacity. Weaker to slash.		
SPECIAL		
Crystal		
LOCATION		EXP
Thief Path, Maze Temple		105

/ Hell Worm \		
DESCRIPTION		
These "worms" have large fanged jaws to burrow through stone. They		
are aggressive though. Weak to blows.		
SPECIAL		
None		
LOCATION		EXP
Dwarf Cave		54

/ Hell Worm (Large) \		
DESCRIPTION		
Even more fearsome than the young ones, these hell worms are much		
more mature and powerful. Weak to blows.		
SPECIAL		
None		
LOCATION		EXP
Dwarf Cave		87

/ Garan Lizard \		
DESCRIPTION		
Lizard men able to use leather armor and crescent axes. They are able		
to cast level 2 wind magic.		
SPECIAL		
Wind Cutter, Whirlwind		
LOCATION		EXP
Dwarf Cave, Ice Field		112

/ Polaris \		
DESCRIPTION		
The ice demon attacks primarily with magic. Despite its delicate		

	appearance, it is not. Weak to stab damage.	
	SPECIAL	
	Multi Wind Cutter, Pebble Storm	
	LOCATION	EXP
	Ice Field	85

/	Garan Tess \	
	DESCRIPTION	
	The north is home to these large cyclops. They use earth magic.	
	Their earthquake is especially difficult to avoid.	
	SPECIAL	
	Stone, Earth Wave	
	LOCATION	EXP
	Ice Field	135

/	Skull Fighters \	
	DESCRIPTION	
	Skeletal apparitions wielding two sword. They pack a punch but are	
	rather slow.	
	SPECIAL	
	None	
	LOCATION	EXP
	Death Pass	99

/	Gasts \	
	DESCRIPTION	
	Quick moving ghosts of those who died in great fear. They sap magic	
	points as well as health.	
	SPECIAL	
	None	
	LOCATION	EXP
	Death Pass, Basement	53

/	Shell Dragon \	
	DESCRIPTION	
	Although it can bite and swing its tail, this turtle-like beast's	
	greatest annoyance is their defense and immobility.	
	SPECIAL	
	None	

LOCATION	EXP
Garan, Ruins	105

/ Lua Stone \

DESCRIPTION	
A statue guard. The greatest threat is their ability to knock adventurers off of the cliffs with a well placed boulder.	
SPECIAL	
Stone	
LOCATION	EXP
Ruins	132

/ Face Trap \

DESCRIPTION	
The trap appears as double doors. It attacks people with arrows and by swinging the doors. Melee attacks are quite difficult to connect. The face is weak to slash although arrows or magic are recommended.	
SPECIAL	
Arrow	
LOCATION	EXP
Maze Temple	108

/ Raymire \

DESCRIPTION	
Half woman, half serpent wielding a bardiche, it prefers to use haze but will attack. Weak to slash.	
SPECIAL	
Haze	
LOCATION	EXP
Poison Path, Maze Temple	153

/ Alchemine \

DESCRIPTION	
A half woman, half spider creature with no sense of right or remorse.	
SPECIAL	
Fire Ball, Fire Storm	
LOCATION	EXP
Poison Path, Beginning	161

/ Skull Trap \		
DESCRIPTION		
A relatively benign, if not gruesome, trap. They swing from the ceiling and cannot be reached with melee weapons.		
SPECIAL		
Dark		
LOCATION		
Poison Path, Maze Temple		EXP
		113

/ Crannell \		
DESCRIPTION		
A creature of stone that wanders the Place of the Beginning. Their light attack is fast and deadly. Weak to slash.		
SPECIAL		
Light Beam, Pebble Storm		
LOCATION		
Beginning		EXP
		138

/ Grainia \		
DESCRIPTION		
Another stone face, this one shoots deadly beams of light at all it sees. Weak against stab.		
SPECIAL		
Light Beam		
LOCATION		
Beginning		EXP
		101

/ Flare \		
DESCRIPTION		
A face trap that does not directly attack people but spews molten rock to create pools of lava.		
SPECIAL		
None		
LOCATION		
Beginning		EXP
		120

/ Mummy \		
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	DESCRIPTION	
	The mummy is a lumbering undead being still wrapped in its embalming	
	linens. Weak to slash.	
	SPECIAL	
	None	
	LOCATION	EXP
	Royal Cemetary	124

/	Living Statue \	
	DESCRIPTION	
	Another animated statue, this one uses the power of wind.	
	SPECIAL	
	Wind Cutter	
	LOCATION	EXP
	Royal Cemetary, Ground Floor	100

/	Living Statue (Large) \	
	DESCRIPTION	
	On the theory that bigger is better come these brutes.	
	SPECIAL	
	Wind Cutter	
	LOCATION	EXP
	Guyra's Quarters	200

/	Merrill Ur \	
	DESCRIPTION	
	A champion of Seath, Merrill Ur has risen from the dead to find and	
	destroy Guyra. He uses the sword given to him by Seath.	
	SPECIAL	
	Multibeam	
	LOCATION	EXP
	Royal Cemetary	1800

/	Death Fighter \	
	DESCRIPTION	
	Instead of bones, the restless spirits possess the armor of the	
	fallen warriors.	
	SPECIAL	

	Multi Fire Ball	
	LOCATION	EXP
	Guyra's Quarters	137

/	Demon Lord \	
	DESCRIPTION	
	Guyra's winged demons are rightly feared and can cause massive magical damage. Groups can annihilate many warriors.	
	SPECIAL	
	Lightning Bolt, Multi Water Blast	
	LOCATION	EXP
	Guyra's Quarters	235

/	Gatekeepers \	
	DESCRIPTION	
	Armored and with a battle axe, this ghost has no difficulty fleeing to the air when outmatched.	
	SPECIAL	
	Slow, Pebble Storm	
	LOCATION	EXP
	Ground Floor, Basement	88

/	Death Knight \	
	DESCRIPTION	
	This undead creature appears as a heavily armored horse-headed man. It has a high defense.	
	SPECIAL	
	Wind Slash	
	LOCATION	EXP
	Ground Floor	160

/	DragoNewt \	
	DESCRIPTION	
	A medium sized green dragon. It attacks with the traditional fire blast.	
	SPECIAL	
	Multi Fire Ball	
	LOCATION	EXP
	Ground Floor	151

/ DragoMaster \		
DESCRIPTION		
A large gold dragon. Its lightning attack devastates large areas.		
It has high defense and attack power.		
SPECIAL		
Lightning Bolt, Sonic Blast		
LOCATION		
Ground Floor	EXP	
	373	

/ Wall Ghost \		
DESCRIPTION		
Ghosts bound in walls. They have no physical attack.		
SPECIAL		
Haze		
LOCATION		
Basement	EXP	
	70	

/ Blood Demon (Hands) \		
DESCRIPTION		
The blood demon has several pairs of hands. These jut from the ground		
and swipe at people. The demon hands will linger even after the head		
is destroyed.		
SPECIAL		
None		
LOCATION		
Basement	EXP	
	85	

/ Blood Demon (Head) \		
DESCRIPTION		
The demon sticks his head up only far enough to see so that he can		
cast darkness. He is defenseless with his hands destroyed.		
SPECIAL		
Dark		
LOCATION		
Basement	EXP	
	135	

/ Imperial Guards \		
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	DESCRIPTION	
	Possessed armor of those soldier spirits most loyal to the king.	
	SPECIAL	
	Triple Energy Blast	
	LOCATION	EXP
	Second Floor	170

/	Imperial Guards (with Helmet) \	
	DESCRIPTION	
	A more magically inclined royal guard, they won't hesitate to kill.	
	SPECIAL	
	Flash	
	LOCATION	EXP
	Second Floor	193

/	Jean Alfred Forester, the Swordsmaster \	
	DESCRIPTION	
	The king of Verdite, he is a master of the sword techniques.	
	SPECIAL	
	Megapulse, Lightning Bolt, Vertical Beam, Crystal Cone	
	LOCATION	EXP
	Second Floor	0

/	Seath \	
	DESCRIPTION	
	The white dragon, a demi-god, who defeated Guyra and is terrorizing Verdite.	
	SPECIAL	
	Holy Flash, Sonic Blast, Rainbow Quills	
	LOCATION	EXP
	Second Floor	0

8. FAQ <FAQ>

Concerning the quickthrough and guide...

- Q - Where exactly do I go from here?
A - This isn't a walkthrough. Only the main points are listed here.

2. Q - Where is item XXXX?

A - General location given. Shouldn't need specifics if you search everywhere. The Phantom Crown is useful for finding hidden rooms.

3. Q - What does Lv A / Lv B magic mean on swords?

A - Depending on the weapon, there are various points during the swing where you press the magic button to activate the technique. Olivier teaches Lv A and Alexander teaches Lv B. You can learn one or the other or both. Alexander can only be summoned once and will teach you if you talk to him. Olivier will teach you when you're at least level 33. The screen will flash when the ability is given.

4. Q - Why is there a difference between the strategy manual and this?

A - Who knows? I've never read the book. Only things I could verify went in here.

Concerning game play...

5. Q - How do I unlock the sealed chest in Quist?

A - Slash the star on the Hero's statue. You have to have at least 38 Power to break the star.

6. Q - Where do I get more arrows?

A - Buy as many from Lyn while she's in Ralugo and put 99 in storage; she's the only vendor selling them so when she no longer is a merchant, there are no more. For Light Arrows, Gullick sells them.

7. Q - How do I get past all these fire balls and fire storms?

A - Find and equip the Fire Mail and cast Fire Resist (109 Fire Def).

8. Q - How do I kill those giant turtles blocking the way?

A - The hard way is to use arrows from the front. The easy way is to use magic like Fire Wall while standing directly behind them.

9. Q - Can I totally avoid the Passage of Death?

A - Yes, by using Ichrius' Crown or Key to warp past. But you miss some good treasure.

10.Q - Where is the Groundal Blade?

A - After learning Olivier's sword magic, just walk back and forth talking with Toni and Olivier. You must talk with Toni or another NPC to end Olivier's last conversation and start the next.

11.Q - Olivier died! How do I get the Groundal Blade now?

A - Sorry, but if Olivier has died, you can't get it. All you can do is know when he'll die. He'll be dead and buried once you enter Prayer Hill after he teaches you the sword magic.

12.Q - What did Orladin's blessing do for me?

A - It gave +30 Light Magic to your base.

13.Q - Is that possible to get all the magic types at level 1?

A - You can get all four learned magic types without killing a single enemy. You have to know where to go, run constantly, and get a little lucky. It takes roughly 20 minutes if all goes well.

14.Q - Why can't I enter the castle? It's sealed.

A - You have to remove the seal by getting the Moonlight Sword at the northwest part of Prayer Hill. But to break the seal, you have to

have visited all four archmages.

15.Q - Why does the game end ominously when I kill the king?

A - This is the "bad ending". You don't have the spiritual power to confront the powers behind the throne, so you are destined to follow in your father's footsteps. Restore the Moonlight Sword to get the "happy" ending.

16.Q - I totally rocked the game but still don't get the story. Huh?

A - The people worshiped what they thought was the good dragon, Seath, and reviled the bad dragon, Guyra. The two dragons warred against each other, and Seath eventually won. Despite being "good", Seath's armies continued their war and started killing everyone else. So you had to go ask the spirit of the "bad" dragon, Guyra, for help in restoring balance to the world. Basically, there really was no good or bad - only two powers fighting with everyone else in the middle.

Concerning game mechanics...

17.Q - Do I need to use the Excellector to power it up?

A - No. It goes by your experience points and levels up the same both times.

18.Q - How does magic level up?

A - Three ways: level up, crystals, and use. Attack magic has to hit the enemy to count as experience.

19.Q - How do I increase Strength?

A - Level up, Power Fruit, and swing & hit enemies.

20.Q - What does the Wisdom/Intelligence stat do?

A - All it does is give the ability to identify items. Lore is the required Wisdom to view extra item information. Max Wisdom is 5. Lore 6 means Mark must ID it for you when you have 5 Wisdom.

21.Q - What's the deal with Slash, Blow, and Stab?

A - Think of it like $A + B + C = \text{damage}$. B is the weapon rating and the enemy's defense against Blow, etc. Throw your power and element damage into the equation, and different weapons do different damage. For example, a green slime dies faster using a rapier than a crescent axe despite the axe seeming like a better weapon.

22.Q - Why doesn't weapon/armor/item do what it says it should?

A - Translation or programming error it seems. Like the Groundal Crown says that you can't use magic, but it will only double your MP use. The Groundal Armor text states the doubling effect, but it doesn't happen.

23.Q - Do modifiers stack?

A - Most do. The exceptions include casting the same spell over again or using multiple boost items like Orladin's Pic.

24.Q - Does 100 or more to an element defense make me invincible to it?

A - Often, yes. But some attacks are only partly elemental. Fire is the easiest to defend against. However, status change due to a cursed item are not affected by resistances. That is, you can still get poisoned with 100+ poison resistance while wearing the Evil Ring.

25.Q - Can you learn magic without visiting the archmages?

A - Only Light magic. Element spells are not activated until the respective archmage is visited.

26.Q - Can I kill NPCs?

A - You sure can. This may ruin your game so it is not recommended. Plus, they give no experience points or drops.

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Section 9. Credits <CRD>
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Several years have passed since the game has been released, and I decided to just now create the FAQ because I couldn't find a detailed one on a recent play through. The guide, format, error checking, etc. have all been completed by myself without assistance (although it would have been easier). This is another game guide brought to you by WarrantX.

Feel free to transmit, reproduce, or distribute this guide in its entirety as long as it remains unchanged and is of no financial cost to the reader. Due to the age of the game, this first version is considered the final version and reader suggestions are not being taken. Thanks!

~fin

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