

Torneko: The Last Hope FAQ/Strategy Guide

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Walkthrough and Spoiler Guide for Torneko The Last Hope (PSX) ver 1.03

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1. Introduction

There are already FAQs for this title but there are still questions. Therefore the FAQs are not complete to be helpful and updates of theirs are unlikely. I may not update others' works so I decided to write a new guide. It is spoiler-free considering The Last Hope an adventure game and I try to give all important information for the roguelike game. Many things can be tried in this game but I just write about things that work. The game already gives a lot of information so there is no need to repeat any here.

I use these characters in the guide to replace the item icons of the game:

/ = weapon

V = shield

> = arrow

O = ring

| = staff

* = herb

@ = scroll

D = bread

U = pot and box

P = key

If you find such a character before a name then it is an item otherwise it is a skill or a spell.

2. Walkthrough

I recommend you to read the entire walkthrough even though you have already cleared some dungeons because I give you tips that you can use later.

2.1. Odd Field

This tutorial dungeon is a very safe place. I doubt you may be defeated here. Try to learn the basics of the game. For example how to move diagonally and how to engage monsters so you can attack them first. You are going to find weapons and shields and you can check how they modify your fighting data.

The damage done to enemies is calculated a rather complicated way:

$$\text{AttackPower} = \text{Sword} / \text{factor1} + \text{Strength} / \text{factor2} + \text{factor3}$$
$$\text{TotalDamage} = (\text{AttackPower} - \text{factor4}) \times \text{factor5} \times \text{factor6} \times \text{factor7}$$

MaxDamage is calculated from the monster's defense value.

If $\text{TotalDamage} > \text{MaxDamage}$ then $\text{InflictedDamage} = \text{MaxDamage}$, otherwise

$\text{InflictedDamage} = \text{TotalDamage}$.

Factor1 is about 4 at Level 1 and is slowly decreased to about 1 by level-up.

Factor2 is about 4 at Level 1 and is quickly decreased to about 1 by level-up.

Factor3 is nearly zero at Level 1 and is increased by level-up.

Factor4 is exponentially calculated from the monster's defense value.

Factor5 is 2 in case you use a specialist weapon or skill otherwise it is 1.

Factor6 is 2 in case you do a critical hit otherwise it is 1.

Factor7 is 2 in case the monster is affected by |Sap[] otherwise it is 1.

And there is a 10-20% plus or minus to the calculated damage randomly.

MaxDamage for a defense value 2 is about 650. MaxDamage for a defense value 30 is about 100. MaxDamage for a defense value 37 is about 60. This means you can not knock a tough enemy out by just one hit.

The calculation of damage done to you is simpler:

$$\text{Damage} = \text{ATK} - \text{factor}$$

ATK is the monster's attack power. A monster with 0 attack power can not hit you (pondering). Factor is calculated from Shield. In the case of Shield 46 an ATK 200 is reduced to about 55 for example. A VMetabble+99 (Shield: 108) can reduce a 200 ATK to 8. Shields found in dungeons can not be so strong, they are from -1 (cursed) to +3. Such raw shields provide little protection so you should go for what ability the shield has. For example the VLeather here on the Odd Field can suppress hunger which greatly determines how much time you can spend in a dungeon.

2.2. Mansion Dungeon

This place has lots of arrows. This teaches you how to defeat monsters with ranged attacks without being hit or touched. Be careful later because arrows are not so bountifully generated in other dungeons. Save your arrows against the most dangerous enemies usually.

2.3. Castle Dungeon

Here you can learn how nasty monsters can get. One is when the monster runs and attacks you from behind in case you retreat. Experienced dungeonists do not use the circle+directional button combo to "walk fast" in a more magical dungeon because running and agile monsters may surprise-attack you from behind. They use this combo to jump on items they do not want to auto-pick up. For example you do not want to pick up a gold bag to be pocketed but you trade your DBig. The gold bag goes in your bag, then you pick up the DBig. The Trick Bag can steal from your pocket but it can not from your bag. Before you exit dungeon, just press square in the bag menu and the gold gets pocketed.

Usually the best place to fight monsters is the corridor because monsters can not surround you. It is a good idea to retreat from the room into the corridor even when there is a lone enemy. Who knows what cards it has up its sleeve? Can it clone itself or summon monsters?

2.4. Cemetery Dungeon

I consider this dungeon too a tutorial one. It teaches you how to use status changes to defeat monsters without a wound or a worse "injury." If you try the found herbs on both yourself and monsters then you can see the status effects can differ somewhat. For example you just can wait or walk while dancing (or chew an *Ironize) whereas a dancing monster spins around in place and occasionally attacks somebody nearby. A golden rule is a monster under bad status can not use its special technique, it still may attack you or use such attack abilities as FalconCut and BrutalHit. A monster can usually use its special technique 100 times. After that it becomes "sealed."

Blindness does not work well in a corridor because you are in the monster's way and it keeps punching you. You should hurl the *Blinding to the enemy in a room from a distance and step aside and you can hit the monster three times as it passes you by.

Panic works better in a corridor because the monster does not wander away from your blade.

Terror is good only when there is another monster in your target's back in the corridor otherwise the monster just escapes you to be back again.

Paralysis is used rarely. You can cork a corridor with a paralyzed monster.

There are status effects that last just long enough to lay some hits (dance, panic, terror, sleep) and some last for keeps on enemies (misled, blind, paralysis, slow).

2.5. Mt. Fiery

This is the first serious dungeon. A lot more difficult than the ones before. At first, the corridors are dark. Then there are traps. A trap can not be in a corridor and on the spot in the room where the corridor connects. Spikes are also free. And a trap usually can not be where an item is scattered on the

ground. Traps are just annoyances but they can be fatal under certain circumstances. Attack the air (ground) by pressing X and you discover the trap before you. This way you can make a safe path in a room, however, these plus movements can make you hungry. Another problem is you forget which way you have walked in case there is not a straight line between the entrances when you revisit a room. Do you search again or gamble a little? Anything you may want but you must search for traps next to items because a mine destroys the items around and must not walk when a monster is near because a gray jet can put you to sleep with sleeping gas and the monster beats you up. Nevertheless do not search for traps on the first floor.

There are various scrolls here. Some are useful now, some are more precious than to use it in this dungeon. In case you find a @Haven, store it in an UExploding[]. One reason is you can carry more items. Other reason is it gets wasted in case you trip over a hidden rock and it falls on the ground. A rock may break your pot (around 20% chance) but if it does not then you can pick the pot up with the scroll(s).

Useful items are the @Radiant and the @See-All. You may discover a hidden chamber full of gold walled in. You can obtain the cash with a /Pick or an @ItemPull or a @BigRoom. Or wait until an Army Ant tunnels there. It can look like this (W = wall, g = 100-499G, t = teleport (random)):

```
WWWWWWW  
WtgggW  
WggggW  
WggggW  
WggggW  
WWWWWWW
```

The @TieDown is also a very useful item but not here. Anyhow, do not sell these scrolls while your storehouse can accept items.

The monsters here are just bullies. The Iron Turtle can even teach you how to defeat monsters slower than you with the attack & retreat tactics. You can also find fine weapons to beat them up.

You are allowed to bring two items here. I recommend a VLeather from the Odd Field and a DBread because you may starve to death in case the randomizer just does not generate any bread through the ten floors.

One new thing is you may interrupt your exploration. The problem is the game corrupts the save data when you continue once. I advise you to prepare three memory cards. One card stores the "torneko house" data. The two others are used for the dungeon saves. After you interrupted, open the lid and reset the PSX. Copy the save data from slot 1 to slot 2. You continued and got knocked out? Reset and delete the corrupt data in slot 1, copy the data from slot 2 to slot 1 and you can continue again. Let us call it the "load game" tactics. Some games allow you to do it, but this game counts it as cheating.

2.6. Lost Forest

The new thing in this dungeon is the Gargoyle's shop. Fittingly, there are gold bags scattered and dropped by monsters. It is also a good idea to bring all your money because you may purchase very useful items. If you do shopping on the upper floors then a VThiefStop is a good choice because the Trick Bags are going to drive you crazy otherwise. A very good choice is a UPreserve[5]; the more items you can carry the stronger you are. Insert your bread to protect it from mud (green bread).

The /Windshear is a very technical weapon. It is not better in revealing traps than any other sword but it is very useful when you are confused and have to hit the enemy somehow. The sword's strength shows in the corner tactics. The corner tactics used when you are too weak. Here are two maps, the normal letter indicates where you should stand and wait by pressing X. When a monster shows up on the corner, you can hit it the first time, when it comes close, you can hit it the second time and perhaps you defeat it. W = wall, C = corridor, R = room.

```
WWWWWWWWW WWWWWW
WRRRRRRW CCCCWWW
WRRRRRRW WWWcWWW
CRRRRRRW WWWCCCC
WrRRRRRW WWWWWW
WWCWWWWW
```

The /Zombie-X is also a useful weapon here because you are going to meet vile undead enemies. It is a good idea to level up on 1-10 F so you can KO-hit them with the zombie killer. I am not saying the upper floors are easy because there are hibernant monsters that you should leave alone until you get stronger.

In case a Lylipa drops >Wooden[], you can shoot an arrow through a long corridor. If it hits (or misses) somebody then it is better to wait until it comes close to you. If the arrow just flies away then you should make five steps and shoot again. This way you can reduce the chance of bumping into a dangerous monster.

The zombies on the lower floors are extremely dangerous. Do not spend time searching for gold bags or a shop. Exit the floor and the dungeon as soon as you find the stairs. However, you surely need some tips in case you just can not find the stairs. When you stand on a Corpse in a corridor and there is a zombie before you, retreat and wait. The zombie resurrects the Corpse but there is no room to jump out of the grave and the Corpse just disappears. It is a good idea to reserve a *Super Herb for a Lv5+ Berserker. Hurl it to it. If it misses then there is still your sword.

Another new things are the ice and the islands. When you step on the ice, you slide until you hit ground again. If there is a trap on that spot then you can be hurt somehow. An item on the ice can catch you. You can slide to the wall and hurl or shoot items against the wall. This way you can slowly but safely advance on ice.

You could get on the island in case you could fill the water with earth or ford it as valiant warriors do but now you should just ignore those items. Once I was lucky to find a steel ball trap in the room with the island and it blew me on the island.

Before you exit the dungeon, insert your useful items in the UPreserve[5]. Your UPreserve[0] counts as one item for the next dungeon.

Now you know what awaits you, you can meditate what two items you want to bring here. The VLeather is not important because they sell lots of bread. Two @Radiant are very useful to find the exit quickly on the lower floors and see the monsters. Two @ItemPull are also useful in case you want to steal the expensive equipment.

2.7. Toro Ruins

You are allowed to bring five items here. Some players obtain a UMelding[6] by this time. Let us suppose you are one. Let us suppose you obtained a VScale+1 in Mt. Fiery, a VLeather+3 on the Odd Field and you bought and brought a VThiefStop+2, a VDragon+1, a /Windshear+1 and a /Zombie-X+2 in a UPreserve[] from the Lost Forest. Insert the VDragon+1 in the UMelding[6] and then the three other shields. Then insert the /Zombie-X+2 and the /Windshear+1 too. Hurl the UMelding[0] against the wall and the result is a VDragon+7 (Shield 14) that protects you against fire, theft, poison, rust, and normal hunger and a /Zombie-X+3 that can hit three enemies at one strike. Do you feel much safer?

You may find a sanctuary and you may ask the priest to do certain services to you. He can uncurse your equipment in case a Shaman cursed you in the Lost Forest. Maybe you do not need his service because you have no wound and other problems. Even then you should choose "restore HP" because he increases your max HP by 2 plus he may give you a DBread. Unfortunately religion did not reach a more magical dungeon.

You may find a |Heal[]. It seems a bad idea to heal your enemies unless it is a Skeletor. What to do with this useless staff? You may also find a huge crystal in a room. Aim the crystal with your staff. If you are wounded then it restores your HP by 25 otherwise it increases your max HP by 1.

You may find an |Itemizer[]. Use it against the Skeletor and the Enchanter. If you are extremely lucky then this staff can give you an VExplode-X+3 and a /Surehit+3. These are very useful items. When the staff gets to |Itemizer[0], do not hurl it to a monster but take it home and do not sell it.

Try to fight more Arrops to get some >Iron[] from them and save the arrows for the Enchanter. When it confuses you, you still can aim it well with arrows.

Promenade

There is a great exploration before you, the Magic Dungeon. What to do now? Do you jump in deep waters or decide to prepare utmost? A hardcore roguelike gamer surely enters the Magic Dungeon without any gold and items just because it is possible to survive. If you are far from that then you can safely earn gold on the Odd Field. Do not sell the @Bang. You can recharge the |Itemizer[0] in the magic shop or by @Prayer in the Well. The |Itemizer[] may give you a variety of useful items therefore you can also meld such a shield: VOgre+? + VLeather+? + VLeather+? + VDragon+? + VThiefStop+? + VExplode-X+? + VScale+?. This shield can be strengthened by @Upper up to +99 in the Well or by melding the junk shields collected on the Odd Field. You can ask for the service of the blacksmith too but I do not recommend that. You can turn your UPreserve[5] to UPreserve[8] by @Prayer and find such useful items as *WorldLeaf and @Blank in the Well. You should also strengthen a sword up to +99 in the melding shop in case you did not obtain an VExplode-X. On a decent level, you can knock a Bomb Crag out by a single slash with this sword. You can also meld another good weapon: /Zombie-X + /Windshear + /Surehit + /Babyfork + @Plating(read!). This is an excellent zombie buster because it is not just for the double damage to the undead but the monster drops a gold bag instead of a Corpse.

Let us call this the panzerkampfwagen-strategy for careful Dragon Quest guys. Where is this Well? You should not seek a well but a man in the village.

However, I bet you are not going to be so lucky with the |Itemizer[]. So I recommend you to strengthen your VDragon+7 a little and rely on the items you find in the Magic Dungeon.

2.8. Well

The easiest way to clear level 1 of the Well is bring a @Bang and read it in the monster house. The only problem is there are three types of dungeon here: the monster house, the labyrinth, and the maze of moats randomly. The best you can do is reset the PSX when it is not the monster house and try again. It is faster than wandering in the labyrinth. Just do not touch the ring, the shield, the sword, and the arrow on the ground because they are fakes.

There is level 10 too but that requires excellent equipment and maybe such staves as |Beat[] or |Dual-edge[]. The level 10 is harder with the monster house.

2.9. Magic Dungeon

The new things are the unknown items (just like in the Well) and the monster houses. I made two sections for them somewhat below. Search "Monster House" and "Unknown Items." About the half of items are unknown. For example you find a UFat[3] with "It" inside and a UThief[4]. It is 100% sure the unknown pot is a UHeal[3] and you can name it. Maybe you are not going to find a monster house except one.

There are two treasure rooms on certain floors. You need to bring two PKeys for them from the Well but they are not important now.

You may find very useful rings. The OShadow shows you the traps, the OSee-All shows you the items and the monsters. When you are in a room, equip the OShadow. When you are in a corridor, equip the OSee-All. And there is the OConfuse-X that you should carry with you. Another useful ring is the OPassage. You can loot the items from the islands with it.

From now on you should search for traps on the first floor already.

The boss of this dungeon is very tricky. Fill two UPreserve[5] with @Bang on the Odd Field and keep on reading them until it dies on the 27th floor.

Promenade

After you defeated the Darkevil Chest, you can find out there are some treasures to obtain. You can enter various new dungeons as the linearity of the adventure has ended. I hope you did not carry out the panzerkampfwagen-strategy because of two reasons: (1) an VOgre+99 is still almost nothing; (2) you are not allowed to take items in certain dungeons nevertheless. Such dungeon is the More Magical Dungeon. As I said, you have almost nothing, why not start to obtain things in the More Magical Dungeon? So turn on the joy music and march in. Good luck!

2.10. More Magical Dungeon

2.10.1. Jobs

2.10.1.1. Mage

The mage is the most fitting for this exploration because he is the least dependant of items. He does not get hungry therefore he does not have to carry

bread for example. He may not equip a weapon or a shield therefore he does not need them too. However, you must play with the mage very carefully because you may lose spells due to magic and doll attacks, status changes such as confuse, sleep, dance, misled, and even tripping over a hidden rock can be a disaster. This means you must not bump into monsters and must search for traps. Another problem is the elemental spells are useless because there are many monsters that resist them. Spells get available at random and if you do not get the essential spells then you are going to be defeated. Essential spells are RobMagic, Radiant, Sleep, Bounce, StopSpell. Very useful spells are Slow, X-Ray, Farewell, CurseOff, Beat, Defeat, DefeatMax, Panic, Upper, Transform, Open, Chance, StepGuard, Warp, Blazemost. If you have these spells then this exploration can be a very easy one.

What to do when you have all the available spells but you are dissatisfied with them? Let us suppose you are after a save point, and there is a dance floor in front of you and you have three *Joy, three *Disaster, and a OJoy. Step on the trap six times to lose six spells you do not need. Equip the OJoy and chew the three *Disaster and the three *Joy. This way you can quickly get six spells. If you lost useless spells and you got the spell(s) you wished for then you go on playing otherwise load game. This way you can force the randomizer to give you useful spells.

You should use the corner tactics while you do not have the essential spells. You should level up on the first three floors until the wind comes. If you have not learned the essential spells then reset and try again. This can be frustrating but the other jobs are even worse. If you find a OSee-All then the Radiant is not essential.

See what the monsters do on the map. Do not enter a room while there are awaken monsters in. Wait until they leave the room. When you enter a room with sleeping monsters, cast StopSpell especially when there are such monsters as Eye Ball on the floor. Watch the Dog Snipers' moves on the map. Do not enter a long corridor when a Dog Sniper may also enter it on the other end. Reserve a |Skill-X[] or a |Beat[] for a Dog Sniper on a long corridor because your ranged spells (Sleep, Beat) can reach about ten spots.

The Bounce effect should be always on you when there are Enchanter or Wizard on the floor. Bounce becomes essential only when these two monsters show up. It is your decision whether you go on playing after the third floor without Bounce or reset.

In case you find a VMagic and a VSkill-X in a shop, you should obtain them some way because they are very useful and very rare. You also should take home a |Beat[0], an |Invisible[0], an |Itemizer[0], a |Mimic[], and a *Bogus besides the treasure.

2.10.1.2. Merchant

If you do not like the mage job then the merchant is a good choice. He is dependant of items very much but if you are lucky then you are going to find every useful item in this dungeon. Your success depends on if you can make a decent shield by melding. For example you meld such a shield: VOgre+3 + VLeather+3 + VLeather+3 + VScale+3 + VDragon+3. This is not bad to start with. You add a VParry, VMagic, VSkill-X with luck. Meld these shields even if they are cursed (reserve an @Upper for that case). And meld such shields as VBronze+3, VSilver+3, and so on. I guess statistically every fifth shield is good for melding.

The sword is not as important as the shield. Meld this: /Abacus + /Windshear +

/Surehit. In case you have a UMelding[4], you should meld /Eliminato or /Demon-X too.

2.10.1.3. Warrior

The warrior is the worst job for this dungeon because you have to explore three times to get every treasure and you have to walk through 100 floors without a break. Once I reached about the 60th floor. I was able to meld a decent shield and I felt I could do it but I just turned off the PSX because I was very sleepy.

To explore this dungeon with an untrained warrior is a masochistic challenge, but I believe it is possible. With a well-trained warrior, it can be easy, however, to train a warrior can be very difficult and laborous. More laborous than to do this dungeon with a mage or a merchant.

Skills do not work like the spellcasting. You have to set the skill(s) on your weapon and shield. You will probably never use the 90% of skills because skills can not be set off in the dungeon. It could have been a good thing to use a skill only when needed but now you can perform even three sword skills in one turn. On the other side of the coin there is the problem that equipment with a skill set on is in danger. You may lose the weapon or the shield due to a brutal hit, a flying steel ball, and a falling boulder. You may lose your shield due to a mine in case it is not protected against explosions somehow. It can be the best idea not to set any skill on decent equipment, for example on a melded and strengthened shield. You can perform a skill by equipping the weapon too, so it is no use to hold a weapon with a skill set on all the time. It is dangerous. You perform a normal attack when there is no skill set on the equipped weapon. You can use this "ability" of the warrior to attack with specialist weapons. You meet a Wyvern? Equip a /Wind. The next is a Troll? Equip a /Demon-X.

I give you some tips how to fight as a warrior in the Sword Dungeon section.

2.10.2. Monster House

The most horrible thing in a dungeon is a room filled with monsters and traps. The monsters surround you and quickly defeat you even if you have a decent shield. There are three types of monster house. The worst is when the entire floor is a big room. You may know this type from the Well. The difference is traps too exist now. The easier is when one of the rooms of the floor is a monster house. (Let us call this type of monster house monster room.) And the third case is not a real monster house but just a room with many monsters. This happens when the floor has only two rooms and one room is a treasury or a shop and all the monsters of the floor are placed in one room.

If you are placed in a monster room then you should escape by chewing a *Warp, but you usually have a choice to enter a monster room. It is wisest not to enter however. Sadly, it often happens the stairs is placed in the monster room. If you have a OShadow then find a trapdoor and exit the floor that way. Sometimes the monster room is just in the way to the exit room. In that case a /Pick can be very helpful to make a tunnel to the exit room.

How can you know a monster room before entering it? The easier method is when your OSee-All shows a bunch of red dots on the map. Similar method is when a read @SeeAll shows several items in a room, that is very probably a monster room. @Radiant and @HearAll can show you a monster room as well. You should always equip your OShadow before you enter a room. If you see several traps in

the dark room then it is very probably a monster room. Usually a monster room is so filled with monsters that they are sleeping near the entrance, even on the entrance spot. They do not wake up when you step close to them. If the monster is known an awake type then the room is surely a monster room.

Before you enter a monster room, it is a good idea to eat a DMagic or an DOnion to get a thief effect. The weak point of a monster house is the monsters are tired of guarding the items and are very sleepy. If you can sneak in the room then you can fight them one by one. But you usually are not so lucky to get the wanted effect from the bread so there are other ways to fight the monsters.

The cork tactics: enter the monster room and cast StopSpell when you can. After that, return to the corridor and wait for a monster to step on the entrance spot. Cast Sleep and Slow on the monster and hurt one of the monsters beside the cork monster as the corner tactics dictates. Blazemost and RobMagic are fine to do it. When the cork monster wakes up, put it to sleep again and go on with the corner tactics. A merchant can do the same with a |Sleep[] and a |Slow[] but a @Paralyze or a *Paralyze are better. The warrior's cork tactics works fine with the Ironize skill. This way you can attack both monsters beside the cork monster with the /Windshear. The drawbacks: without the StopSpell, the Iron or Magic Ants can ruin this tactics. Dog Snipers also can kill the cork monster or snap it out from paralysis. Wizards and Druids may remove the cork.

The scapegoat tactics: lure a monster in the corridor leading to the monster room. Use a |Scapegoat[] on it and put it to sleep and enter the monster room. Then you can hurt them unpunished because they can not get to the scapegoat because you are in the way. Another way is you find a room with a lot of moat. For example a room like this (W=wall, R=room, C=corridor, M=moat):

```
WWWWWWWWW
WRMRRRRRW
WRMRMMMRW
WRMRRrMRW
CRMMMMMRC
WRRRRRRRW
WWWWWWWWW
```

If you make a monster a scapegoat and paralyzed on the spot indicated by normal letter then monsters are stupid to walk around the moat to get the fake priest, they just gather up at the moat and looking angrily while you clean up the monster room. The tactics does not work when there are Reapers on the floor.

The berserker tactics: zap a |Berserker[] into the monster room to hit a monster that is not a Zombie or a Demonite (zero ATK). As soon as it levels up, it quickly clears the room of monsters and starts to tunnel itself far away and you just enter the empty monster house, collect the items and exit the floor. You should watch the moves of your berserker with the OSee-All equipped. The drawback is a monster knocked out by a monster never drops an item.

The warp tactics: you enter the monster room and chew a *Warp. Hopefully it teleports you far away from the monster room and the monsters scatter on the floor and you have time to auto-heal when you fight them. This works well on floors with several rooms.

Now I list the tactics that are typical in a big room monster house.

The run tactics: in case the stairs is not far away, it is a cheap method to just walk out of the danger. Chew an *Eyedrop. This prevents you from stepping on a teleport or a turntable. Another benefit can be a trapdoor shows up just

beside you, and the only thing you should do is step on it. Sometimes you should chew an *Agility or use the QuickStep skill to be faster.

The tradespot tactics: it may happen you are in line with a monster near or next to the stairs. Use the |Tradespot[] and go on with the run tactics.

The corner tactics: it may happen you are placed near one of the four corners of the monster house. Hurry there and you can not be surrounded by monsters but three ones that can be hit with a /Windshear. If you equip a OWarp then you can get near a corner or the stairs. Remove the OWarp then.

The paralyze tactics: when you are surrounded by monsters, read a @Paralyze to make a wall of monsters around you and you can fight them one by one in case you do not wield a /Windshear.

The tunnel tactics: if you are placed near the LOWER EDGE of the room then it is a good idea to walk to the wall and make a cavity with a /Pick and you can leave the room. And then you can use the cork tactics or the scapegoat tactics. For the latter you need to trade spots with a monster to put it in the cavity and make it a fake priest and paralyze it. The drawback is ants can ruin this tactics.

The javelin tactics: sometimes you are placed near the left or the right edge of the room and the approaching monsters make one huge line. This is the time to equip a OJavelin and hurl a |Beat[0] or a *Misleader.

The pause tactics: read a @Pause to have 15 turns to exit the floor.

The invisible tactics: step in line with a crystal hunk and use the |Invisible[] on yourself to have 49 turns to exit the floor.

The scapegoat tactics: the problem is the monsters quickly knock the fake priest out and level up. But if you make it invisible then the monsters can not find it and become misled. You should hurl a *Paralyze to the invisible fake priest to make the effect last longer than 20 turns. If you are a warrior and you have the /GoldPick and on the 99th or 100th floor then you should set Scapegoat + Invisible + Paralyze on it and perform a skilled attack on the Gragoopi and you are a free man, just do not chew an *Eyedrop. See also the Bug Report.

The haven tactics: defeat the monsters standing on a @Haven. The drawback is the @Haven does not protect you from monster abilities of 'room' and 'line'. If a Gragoopi or a Druid removes you from the scroll then you get in trouble. Arrow shooters are also dangerous because they level up by shooting at the lined up monsters and knock you out. A VMagic or a VParry can save your life here.

The tie down tactics: read a @TieDown to make the monsters immobile. Only the ranged attacks are that you can worry about. It is a very foolish tactics against Blue Dragons but it is usually very good tactics to escape the monster house. If you have >Magic[] or a |Change[] then you can also earn EXP. Shoot the monsters from a distance or make a change on yourself at a crystal hunk and approach the monsters that look like you because those won't attack you. The transformation lasts for 100 turns.

The retry tactics: read a @Retry to get a normal floor. It does not always work because the 81st floor of the Magic Dungeon is always a monster house, and you just get another monster house retrying.

The chance tactics: read a @Chance to have two useful effects. One effect makes

you go down two floors. The other turns the monsters into items. The @Chance has other effects too, so you may easily fail but it is worth trying.

The defeat all tactics: cast DefeatMax, chew an *Eyedrop, and harvest the items. The mage's ways can be so easy.

The hurt all tactics: cast StopSpell and cast a Bang type spell in a row until all the monsters die. Sometimes you should cast Panic or chew an *Agility not to let nearby monsters get to you. The merchant can do this with a collection of @Bang.

The thief tactics: if you have a OThief equipped when you exit a floor then the monsters in the monster house are going to be sleeping. That is why you should never forget to equip your OThief when you exit a floor. It is a good idea to reserve the *Eyedrop for big room monster houses even if you have a OShadow because you must not remove your OThief while you are in the monster house. Stepping on a fork tray can be fatal. See also the Bug Report.

The @Monster makes a room a monster house. It fills the place with monsters, items, and traps, and the monsters have the initiative. Therefore you should read unknown scrolls in a corridor until you have identified the @Monster.

2.10.3. Unknown Items

One way to identify items is to read an @X-Ray on the unknown item. The problem is you have to identify the @X-Ray first in a more magical dungeon. It is easy when you find a shop. The prices tell you exactly the @X-Ray. How to use an @X-Ray? Drop all the items you already know what they are and set your bag so you hold 20 unknown items and you stand on the @X-Ray. Read it on the ground and if you are lucky then the scroll may identify all the 20 items in your bag.

The problem is you usually become overloaded with items before you get in a shop. What items should you take with you? It is time to identify items to know what you do not need. The first items an experienced dungeonist puts to trial are the pots.

Pots

Pots can be named well when you insert an item and see what happens. If you can take the item off the pot then it is a good old UPreserve[] and you may stop the trials and fill the UPreserve[] and go on until you find a shop. But what if the pot is a UMelding[] for example? What kind of item should you insert in an unknown pot? The wisest decision is to insert a staff in a pot with 3 slots, and you have to have another piece of both the staff and the pot. For example you have two |Mulberry that puts the target to sleep and a UDeep[5] and a UDeep[3]. If you insert a |Mulberry and nothing happens then you should insert the other |Mulberry too. If the pot is a UMelding[] then the pot identifies the melded staff inside, and you can name the pot too and you have the other UMelding[5]. It is a foolish idea to put a good shield in an unknown pot hoping for a UMelding[] because it can easily be a UChange[] or a UStorage[]. A |Sleep[] is not a great loss in that cases. In the other hand, if the pot happens to be an UExploding[] or a UNo-Break[], the two |Sleep[] have a better price in the shop to make money than a scroll or a herb usually.

What if the pot happens to be an UX-Ray[]? You should insert herbs that you already have more than one. It is a very unlucky trial to chew a *WorldLeaf to identify one, isn't it? And if you insert an unknown scroll that happens to

be a @Haven then it can be very difficult to make it useful.

What to do when you have an unknown pot that can be either a UMonster[] or a UHeal[] by the price? If it is a UCurved[5] then you should use up an @X-Ray hoping for a UHeal[5] but if it is a UCurved[3] then you should lure a monster in a room with moats and put it to sleep and use the pot on the spot surrounded by wall, moat, and the sleeping monster. In that case the UMonster[3] can not cause you trouble and a UHeal[3] was not a thing you should carry with you.

Staves

Staves can be named well by the effect they cause. Their usage points can be identified in shops by the price. Just watch how many times you use the staff. Try staves in rooms from a distance. If you try a |Mimic[] or an |Itemizer[] in a corridor then it can be a problem when the item generated is a Mimic.

Rings

Do not waste an @X-Ray to identify a ring because rings do not disappear after trying as herbs and scrolls do. The danger in trying is the probable curse on the ring. You must find a fork tray for the ring trials. Stand on the fork tray and equip the unknown ring. If it is cursed then see what effect the ring does and immediately stomp on the trap because it may be a OWarp that can make it difficult to return here. Never try on an unknown ring elsewhere even if you have a @CurseOff. The @CurseOff is not for removing bad rings but for uncursing good rings. To get rid of a cursed bad ring use a @Bread instead. If you have the CurseOff spell then naming unknown rings can be easy. The useful rings can be easily named well by their effect, such as OSee-All, OShadow, OPassage, OJavelin. How to identify the OThief? Enter a room with a hibernant monster such as Demonite or Big Sloth. Equip the ring then unequip it. If it wakes the monster up when you unequip it then it is surely a OThief. Somehow it works that way.

Weapons and shields

It is important to know whether a shield is +3 before melding. Stay on floors where there is a shop (you can tell by the price the + or - of the shield) or a fork tray and there are such monsters as Demonite to drop items (shields). It is also a good idea to eat a DMagic on a floor where there are monsters with good item-drop rate. The DMagic may have the effect that you can identify items by picking up just as you were wearing an OX-Ray.

Herbs and seeds

A mage needs *Life, *Herb, and *Super Herb to increase his max HP. Fortunately, the herbs and seeds that the Gargoyle gives you 50 or 100 gold do not cause you trouble; you can try them safely. The merchant and the warrior may try every herb and seed after you know the price is not 2500 (*World Leaf).

Scrolls

When you see a scroll on the ground and there is a monster nearby then do not pick up the scroll but stand on it or stand so the scroll should be between you and the monster. If the monster does not attack you or does not walk through the scroll then the scroll is a @Haven. After you have identified the

@Haven, you can just put down scrolls in shops to see the price otherwise insert the scroll in a UPreserve[] and drop it to see the price without the price of the UPreserve[]. When you happen to read a @Bread trying, read it on itself. As it can not turn itself into a DBig, the scroll remains. @Blank, @Outside, and @Chance are not unknown.

If the *Blue and the @Mouse were generated in a UChange[] then you know they can not be *Small Tum, @ShinyHarp, @MouthSeal, or @Monster.

2.10.4. Theft

After you have entered a shop, search for traps because a mine or a teleport may be fatal. If you find a trapdoor in a shop then you should consider a little sin...

Another safe method to steal is to use the UThief[]. But you can not steal a pot that way.

I do not like the @BigRoom method because of traps and monsters but it works.

A better method is to read an @ItemPull when you stand on the stairs. It is a good idea to insert the items in a UPreserve[] so you should have to grab only a pot and leave.

Once I could steal with a single use of a |Tradespot[]. The Magic Ants made a straight tunnel between the shop and the exit room. I waited for a monster show up in the exit room, aimed it, left the shop, and left the floor. I was a mage but you can make such a tunnel with a /Pick being a merchant.

Once I could steal with a OPassage because I could walk on water in caves to the exit room. The Gargoyles could not get me.

Leaving with debt is not exactly stealing but it is close. Let me explain it by an example. You have no shield yet but you have a UMelding[3]. There are a VLeather+3, a VParry+3, and an VExplode-X+3 in the shop and you have not enough money but you have a @Retry. Sell the UMelding[3] and buy the VLeather+3. Insert the VLeather+3 in the UMelding[3] first, and the two other shields. Break the UMelding[0], pick up the VLeather+9, and read the @Retry.

Promenade

I hope you found enough @Retry and was able to loot the treasures of the More Magical Dungeon and you do not need to enter it again. In this case the next dungeon should be the Magic Dungeon Unequipped and you can loot it as well with luck. Now there is no choice of jobs because it seems impossible with a merchant and an untrained warrior because UMelding[] are rare there.

2.11. Magic Dungeon Unequipped

This time the Open spell is essential because PKeys are rare here. But this time there are several save points and if you do not get good spells then just redo the floors. It is a good idea to collect *Joy and use them after a save point as I explained before.

Watch out for the priests in this dungeon. If you knock him out with a Bang type spell or you cast StopSpell in his room then he can not boost your HP.

You may need to use Mimics so I tell you how to pick up one. A Mimic is often generated in a UChange[]. If you stand on the proper spot and hurl the pot in the proper direction against the wall then the Mimic is going to fall right below you. Here are the patterns how the items are scattered on the floor when you shatter a pot with five items (W=wall):

```
WWW 52 52W W25
412 413 41W W13
53 WWW 3W W4
```

Promenade

If you did the Magic Dungeon unequipped with a mage then you obtain a OGuard (which is a junk item really) and you learned almost every spell. Now you can call Torneko a well trained mage who can now enter safely the Mage Dungeon to loot the warriors' dream sword.

2.12. Mage Dungeon

If you are lucky enough then you find so many @SpellBooks that you can write in every essential spell. However, you should learn RobMagic though. Also, you can not write in every spell. For example Farewell and Chance. Some folks recommend the "sacrifice trick" to do this dungeon. Surely, they do not like to play this game. I recommend the load tactics again to get good spells. There are savepoints and *Joy and *Disaster to collect so you can cheat all right.

Promenade

After you looted the Mage Dungeon and obtained such equipment as VSkill-X and VMagic in the Magic and the More Magical Dungeon, you can change your job to warrior. You can train the warrior safely on the Odd Field while you gather shields with + to make a strong shield. I mean now is the time to do the panzerkampfwagen-strategy. Meld an excellent shield and sword: VOgre+? + VLeather+? + VLeather+? + VScale+? + VExplode-X+? + VDragon+? + VParry+? + VSkill-X+? + VMagic+? + VSeal+?; /Magic+? + /Whirlwind+? + /Falcon+? + /Miracle+? + /Seal+? + /GoldPick+? + /Surehit+? + @Plating(read). You should strengthen your melded VOgre+? up to +99 whereas you can leave your melded /Magic+? as it is because it is strong enough due to the things I explained on the Odd Field (MaxDamage). The next target, the Ordeal Mansion, can be done with a mage also, but I recommend the merchant because you can not save your game in that dungeon. They thought about us cheaters for sure.

2.13. Ordeal Mansion

You may bring 20 items here. What should they be? An excellent sword, an excellent shield, a OShadow, a OSee-All, a OThief, a few UPreserve[8], a DGolden, a |No-Trip[], a |Beat[20], a >Tractor[20], some @Blank, some *WorldLeaf, some *Eyedrop, a @Retry.

If you find an alarm bell on 16-20th floor then keep on stepping on it and defeat the monsters to reach Lv99. From the 21st floor you must watch carefully the monster movement on the map not to bump into VenomZombies and not to find GoldSlimes in a room. Try to hunt down far away Red Dragons with your >Tractor[].

Promenade

After you obtained the VLoto, meld your VOgre+99 to it and revisit the Magic Dungeon with the warrior to learn skills. With the excellent equipment, the only danger can be the fork tray and the hidden rock. The latter can be solved by a |No-Trip[] in your bag. You can wade through the Magic Dungeon like a panzerkampfwagen nevertheless.

2.14. Sword Dungeon

I well trained warrior can clear this dungeon easily this way: set Bread Drop + Kamikaze on a /Copper and Disappear + Trap-X + StepGuard on a VLeather. What if you do not want to train the warrior? You should learn one skill though before you enter this dungeon: Hunger-X. You can easily learn it on the Odd Field taking two UHeal[4] and level up in the magic shop. You may find some *Joy too to increase your HP. Starve and heal until you get 1/2 Hunger and Hunger-X.

Equip Hunger-X on an VOgre (or other strong shield) and stay on the upper floors until the wind comes to level up and obtain such items as *Life, *Strength, *Big Tum. On the lower floors the monsters get stronger and your VOgre may provide little protection. Then change your shield to VParry.

If you find a /Surehit then try to learn Dance then set Dance on a /Demon-X. Dance is a cheap status skill, it is good to defeat lone monsters. In monster rooms where I had to defeat several monsters in a row, the Kamikaze on a /Surehit worked well. Use QuickStep when you see a running or agile monster coming.

Quick Step worked well in a monster house to run away from the monsters. You can not defeat the monsters of a big room monster house (and it seems the 20th floor is always one). If you use 1-Damage or Parry Pass then you are going to starve to death.

2.15. Challenge Games

In case you did not find this game challenging, you can make voluntary challenges:

No Melding

You do not use melding at all to strengthen your shield. You have to ready more shields in a dungeon for the various dangers. As this challenge is not a challenge when you explore dungeons with a mage, you may clear only the More Magical Dungeon, the Mage Dungeon, and the Magic Dungeon Unequipped 100 F with the mage once.

Only the Great Dungeons

You may not revisit such dungeons as Lost Forest, Toro Ruins, Cemetery Dungeon. Only the Magic and More Magical Dungeon, the Ordeal Mansion, the Well, and the Odd Field.

Every Dungeon is Clear

You may not use the priest, @Outside, Outside, Escape to exit a dungeon and you must not be defeated.

Warrior Only Quest

You explore every dungeon with the warrior. To do this, you have to save your game being a warrior. Reset the PSX and start Torneko The Last Hope. Enter the Exploration Log menu and exit. Then start a new game. Torneko looks like a merchant but he is warrior in dungeons. This way you can enter the Well too. The goodness of this challenge combined with the No Melding one is that you can rely only on the blacksmith to make a strong shield. However, the randomizer is not perfect with what items the blacksmith asks for. When you continue a game from Torneko's house, the blacksmith asks for items depending on how many times the timeout were triggered in the title screen ("Press Start").

@StepGuard + *Blinding

*Panic + @Radiant

*Blinding + *Big Tum

*Blinding + *Herb

*Paralyze + *WakeUp

*Agility + @Bang

@StepGuard + *Super Herb

*Ironize + *Strength

@Defense + *Panic

@X-Ray + @Paralyze

You may not force the randomizer to get these because it is a cheat. To avoid this, go to the blacksmith after you came out from a dungeon.

Use No Skills

You decide to use only one skill per dungeon or no skill at all to collect 40 Tiny Medals. Of course combined with the Warrior Only Quest and the No Melding.

No Theft, No Sells

Do not steal from the Gargoyle. Always pay. You may use the ODiscount. Do not sell items. Thrash them. Rely on the cash you find in gold bags. You may use the /Babyfork.

3. Item Spoiler

Pow = power

O = Odd Field

M = Mansion Dungeon

C = Castle Dungeon

c = Cemetery Dungeon

F = Mt. Fiery

L = Lost Forest

T = Toro Ruins

D = Magic Dungeon

d = More Magical Dungeon

m = Mage Dungeon

S = Sword Dungeon

o = Ordeal Mansion

W = Well

I = items generated by |Itemizer[], UChange[], @Chance, Itemize, Chance

* = found

- = I do not remember finding it
 S = I have found it in shops
 X = treasure
 U = unique treasure

Name	Pow	OMCc	FLT	Dd	mSo	WI	Gargoyle	Price				
/Club	2	**--	*S*	**	--	--	300	15	100	5		
/Copper	5	*---	*S*	**	--	--	700	35	300	15		
/Iron	7	----	*S*	**	--	--	900	45	400	20		
/Steel	9	----	*--	S*	--	--	3000	150	1500	75		
/Metabble	12	----	*--	**	--S	--	7000	350	2000	100		
/Abacus	15	----	---	**	--	--	15000	750	4000	200		
/Gold	3	----	*S*	**	--	--	4000	200	2000	100		
/Pick	1	----	*--	**	--	--	800	20	400	10		
/Windshear	3	----	*S-	S*	--	--	5000	125	2000	50		
/Whirlwind	3	----	---	X-	---	---	16000	400	8000	200		
/Surehit	2	----	---	SS	--	--	10000	250	5000	125		
/Eliminato	4	----	---	--	---	---	6000	150	2400	60		
/Reaper	8	----	---	--	---	---	13000	500	4000	140		
/Wind	6	----	---	S*	--S	--	7000	175	3000	75		
/Dragon-X	8	----	-S*	S*	--S	--	3600	90	1200	30		
/Zombie-X	4	----	-S-	S*	--S	--	5000	125	2000	50		
/Demon-X	4	----	---	S*	--	--	8000	200	3000	75		
/Doll-X	5	----	---	S*	--	--	7000	175	2600	65		
/Ice	25	----	---	X-	---	---	15000	375	6000	150		
/LifeDrain	1	----	---	-S	--S	--	10000	-	4000	-		
/Babyfork	5	----	---	S*	--	--	3200	80	900	30		
/Seal	2	----	---	X-	---	---	30000	750	12000	300		
/Magic	30	----	---	--	X--	--	4000	200	1600	80		
/MetalKing	40	----	---	--	---	---	40000	2000	20000	1000		
/Loto	99	----	---	U-	---	---	90000	4500	45000	2250		
/Miracle	7	----	---	-X	---	---	45000	1125	20000	500		
/Falcon	6	----	---	-X	---	---	35000	875	15000	375		
/GoldPick	1	----	---	-U	---	---	40400	1000	20200	500		
VBronze	4	*---	*S*	**	--	--	400	20	100	5		
VSteel	7	----	*S*	**	--	--	1600	80	600	30		
VMetabble	9	----	*--	**	--	--	3000	150	1200	60		
VLeather	2	**--	*S*	**	--S	--	1200	30	400	10		
VSilver	5	----	*--	**	--S	--	1200	45	400	15		
VScale	3	----	*--	**	--S	--	800	20	300	7		
VOgre	13	----	---	**	--	--	2400	110	1000	45		
VBlade	4	----	*S*	SS	--S	--	6000	150	2400	60		
VParry	6	----	---	SS	--S	--	12000	300	4000	100		
VThiefStop	4	----	-S-	**	--S	--	4000	100	1000	25		
VExplode-X	6	----	---	SS	--S	--	12000	300	5000	125		
VMagic	3	----	---	SS	--S	--	10000	250	4000	100		
VSkill-X	2	----	---	SS	--S	--	10000	250	4000	100		
VSeal	5	----	---	X-	---	---	15000	375	6000	150		
VDragon	7	----	-S-	S*	--S	--	5000	125	2000	50		
VMetalKing	40	----	---	--	---	---	80000	4000	40000	2000		
VLoto	99	----	---	--	--U	--	90000	4500	45000	2250		
VGolden	20	----	---	--	--U	--	20000	1000	8000	400		
>Wooden[]		----	---	**	---	---	20		2			
>Iron[]		*---	---	**	--S	--	60		10			
>Silver[]		*---	---	S*	---	--	80		20			
>Tractor[]		----	-S-	**	--S	--	200		40			
>Poison[]		----	---	SS	--S	--	800		160			
>Magic[]		----	---	S*	--S	--	400		80			
>Golden[]		----	---	U-	---	---	2000		400			
OPretty		----	---	**	--S	--	20000		10000			

ODiscount		----	---	**	---	--	10000		5000		
OHunger		----	---	S*	--S	--	15000		7500		
OHunger-X		----	---	S-	---	--	15000		7500		
OMonsterWake		----	---	SS	--S	--	20000		10000		
OThief		----	---	SS	--S	--	15000		7500		
OExplode		----	---	*S	--S	--	5000		2500		
ORustproof		----	---	S*	--S	--	3000		1500		
OStrength	3	----	---	**	---	--	3000		1500		
OJoy		----	---	S*	--S	--	10000		5000		
OSee-All		----	---	**	--S	--	5000		2500		
OShadow		----	---	**	--S	--	3000		1500		
OPassage		----	---	**	---	--	3000		1500		
OJavelin		----	---	**	--S	--	3000		1500		
OTrap-X		----	---	SS	--S	--	20000		10000		
OCurse-X		----	---	**	--S	--	5000		2500		
OPoison-X		----	---	**	--S	--	10000		5000		
OConfuse-X		----	---	**	---	--	3000		1500		
OSleep-X		----	---	**	---	--	5000		2500		
ODoll-X		----	---	SS	---	--	20000		10000		
OHeal		----	---	SS	---	--	10000		5000		
OBrutal		----	---	-*	---	--	15000		7500		
OCritical		----	---	SS	---	--	15000		7500		
OItemDrop		----	---	**	---	--	10000		5000		
OWarp		----	---	-*	--S	--	3000		1500		
OX-Ray		----	---	-S	---	--	50000		25000		
OLife	50	----	---	--	-X-	--	50000		25000		
OGuard	30	----	---	--	---	--	50000		25000		
OGolden		----	---	-U	---	--	100000		50000		
Thunder[]	25	*-*	---	**	*--	-*	1000	50	250	12	
Blowback[]	5	---*	-S*	**	*-S	**	1500	75	250	12	
Dual-Edge[]		----	-S-	**	*-S	**	400	20	100	5	
Disperse[]		----	-S-	**	---	*-	1500	75	400	20	
Druid[]		----	-S-	SS	---	-*	2000	100	500	25	
Mystifier[]		----	---	-S	---	-*	4000	200	1000	50	
Enchanter[]		----	---	-S	---	-*	3000	150	750	37	
Wizard[]		----	---	-S	---	-*	3000	150	750	37	
Sleep[]		---*	---	**	--S	**	1500	75	400	20	
Panic[]		---*	---	**	---	**	1000	50	250	12	
Terrify[]		----	---	**	--S	**	4000	200	1000	50	
Berserker[]		----	---	S*	*-S	--	400	20	100	5	
Slow[]		----	---	**	--S	-*	2000	100	500	25	
Sap[]		----	-S*	S*	--S	-*	1500	75	400	20	
Skill-X[]		---*	---	**	*-S	**	4000	200	1000	50	
Itemizer[]		----	---	-*	---	--	4000	200	1000	50	
Change[]		----	---	**	*-S	**	1000	50	250	12	
Clone[]		----	---	**	---	-*	1000	50	250	12	
Identify[]		----	---	--	---*	--	400	20	100	5	
Scapegoat[]		----	---	**	---	**	2000	100	500	25	
Tradespot[]		----	-S*	**	*-S	**	1500	75	400	20	
Heal[]	25	----	---	SS	---	**	2000	100	500	25	
No-Trip[]		----	---	**	---	-*	400	20	100	5	
Earner[]		----	---	-*	--S	--	1000	50	250	12	
Loser[]		----	---	-*	--S	--	800	40	200	10	
Mimic[]		----	---	-*	---	--	4000	200	1000	50	
Beat[]		----	---	-*	--S	--	9000	450	1500	75	
SpeedUp[]		----	---	-*	--S	--	1500	75	400	20	
Invisible[]		----	---	-*	---	--	2000	100	500	25	
Golden[]		----	---	-U	---	--	10000	500	2500	125	
*Weed		----	---	--	---	--	100		25		
*Herb	25	****	*S*	**	**-	-*	200		50		

*SuperHerb	100	----	*S-	**	**S	**	400	100
*Life	5	----	*S*	**	**-	**	200	50
Strength	1	--*	*S*	**	-*S	**	500	200
*Antidote		----	-S-	**	-*S	-*	400	200
Poison	-1	----	---	-	---	*-	400	200
*Joy		*----	-S-	**	**S	-*	2000	500
Disaster		----	---	-	*-S	--	1000	150
*Big Tum	10	----	---	**	-*S	-*	500	200
Small Tum	-10	----	---	-	--S	--	500	200
*Eyedrop		----	-S-	**	**S	**	200	50
*Blinding		----	-S-	**	-*S	**	600	150
*Agility		----	-S-	**	-*S	**	500	200
*Berserker		----	---	**	-*S	--	2000	500
*Ironize		----	-S-	**	-*-	**	600	250
*WakeUp		----	---	**	-*-	-*	400	100
*Warp		----	-S-	**	-*S	**	200	50
*Flame	70	*----	*S-	**	-*S	-*	400	100
*Sleep		----	-S-	**	-*S	**	600	150
*Dance		----	-S-	**	-*-	**	600	250
*Misleader		----	-S-	**	-*S	**	600	150
*Panic		----	-S-	**	-*-	**	600	150
*Paralyze		----	-S-	**	-*-	**	1000	250
BellyAche		----	---	-	--S	--	50	25
Bogus		----	---	-	---	--	600	250
WorldLeaf		----	-S-	S	-*-	*-	5000	2500
*Golden	100	----	---	--	---	--	8000	2500
@CurseOff		----	---	**	---	-*	1000	400
@X-Ray		----	---	**	---	-*	500	150
@Bang		*----	*S-	**	---	-*	1000	400
@MouthSeal		----	---	-*	---	--	200	100
@Outside		----	*S*	**	*-X	-*	500	250
@Trap		----	---	-*	---	--	500	250
@BigRoom		----	*S-	**	---	-*	1000	300
@Monster		----	---	-*	---	--	600	300
@Upper		----	-S-	**	--S	**	500	250
@TwinHits		----	-S-	**	--S	**	500	250
@Plating		----	---	**	--S	-*	2000	500
@Prayer		----	---	S*	--S	*-	1000	500
@Vacuum		----	---	-*	--S	--	4000	1000
@GlueDown		----	---	-*	---	--	200	100
@Haven		----	*--	**	---	-*	6000	1000
@See-All		-*--	*S*	**	---	-*	200	100
@HearAll		-*--	*S*	**	---	-*	200	100
@Radiant		----	*S*	**	---	-*	200	100
@Typhoon		----	---	-*	---	--	1000	500
@Bread		----	---	**	---	-*	200	100
@Retry		----	---	**	---	-*	200	100
@QuickSave		----	---	*-	---	-*	200	100
@Chance		----	---	**	---	--	10000	5000
@Paralyze		----	*S-	**	--S	**	1000	250
@ShinyHarp		----	---	-*	---	--	1000	500
@Revive		----	---	-*	---	--	1000	500
@StepGuard		----	*-*	**	---	**	200	100
@Pause		----	*--	**	---	-*	3000	150
@Defense		----	*--	**	---	-*	1000	500
@TieDown		----	*S-	**	--S	-*	500	250
@ItemPull		----	*--	**	--S	-*	2000	1000
@Blank		----	*--	**	---	**	9000	2500
@SpellBook		----	---	--	*--	--	5000	500
@Scrap		----	---	XX	--X	--	500	100

@Gold	----	---	-U	---	--	15000		5000		
DBread	50	****	*S*	**	-*-	--	100		50	
DBig	100	----	*S*	**	-*-	-*	200		100	
DHuge	max	----	---	**	-*S	-*	300		150	
DMagic	30	----	---	SS	--S	-*	400		200	
DOnion	30	----	---	--	---	--	200		100	
DMoldy	30	----	---	**	-*-	--	30		1	
DRotten	20	----	---	-*	---	--	20		1	
DGolden	100	----	---	U-	---	--	5000		500	
UHeal[]	max	----	*-*	**	*-S	*-	5000	250	1000	50
UMonster[]		----	---	-*	---	--	5000	250	1000	50
UThief[]		----	--*	**	---	--	2000	100	500	25
UPreserve[]		----	-S-	**	--S	*-	2000	100	600	30
UStorage[]		----	---	**	--S	--	2000	100	500	25
UX-Ray[]		----	---	S*	--S	--	2500	125	500	25
UExploding[]		----	*-*	**	--S	*-	2000	100	500	25
UNo-Break[]		----	---	S*	--S	--	2000	100	600	30
UChange[]		----	---	**	--S	--	3000	150	500	25
ULiar[]		----	---	-S	--S	--	2500	125	500	25
UMelding[]		----	---	**	--S	*-	7000	350	1500	75
UClone[]		----	---	-S	---	--	10000	500	5000	250
UMagic[]		----	---	XX	--X	--	4000	200	1000	50
UGolden[]		----	---	U-	---	--	30000	1500	5000	250
100-499G		-***	***	**	***	-*				
Mimic		----	---	**	**S	**	0		0	
PKey		----	---	**	---	X-	1000		500	
Tiny Medal		----	---	**	--*	--	1000		100	
Iron Safe		----	---	--	---	--	2000		1000	
Corpse		----	---	--	---	--	0		0	

4. Monster Spoiler

4.1. Main Data

EXP = experience points gained

HP = hit points

ATK = attack power

DF = defense

Res/Wk = resistance/weakness to elemental spells

capital letter = resists (1 damage)

normal letter = weak (double damage)

B = Blaze, Blazemore, Blazemost

F = Firebal, Firebane, Firebolt

C = cold as IceBolt, SnowStorm, Blizzard

I = Infernos, Infermore, Infermost

E = explosive as Bang, Boom, Explodet, Hellblast, BigBang, Blizmost(?)

Z = Zap, Bolt, Thordain

S = special family

Z = zombie (weak to /Zombie-X and Zombie Cut, vulnerable to healing)

N = dragon (weak to /Dragon-X and Dragon Slash)

D = demon (weak to /Demon-X and Devil Cut)

B = bird (weak to Bird Cut)

L = doll (weak to /Doll-X and Doll Cut)

M = material (KO hit by /Pick and /GoldPick; every doll is material)

T = toxic (suffers 50 HP damage from *Antidote)

F = flying or hovering (weak to /Wind)

* = yes

G = generated as

H = hibernant (it may not wake up when you step beside)
 S = sleepy (it may wake up when you step beside)
 L = lazy (it may wake up anytime)
 A = awake (it never sleeps except...)
 V = infravision (it can aim you through the dark corridor)
 * = yes
 ? = sometimes
 M = mobility
 0 = immobile
 1 = normal
 2 = running
 S = speed
 0 = slow
 1 = normal
 2 = agile
 I = item drop rarity
 0 = always
 1 = often
 2 = rare

Name	EXP	HP	ATK	DF	Res/Wk	SF	GV	MSI	Drop	Ability
Slime	2	5	2	2	-----	--	A-	112	any	
Giant Slug	3	6	3	3	-----	--	A-	112	any	
Bad Gopher	3	6	3	3	-----	--	L-	112	any	
Mommonja	4	7	5	2	-----	--	L-	112	any	
Dracky	3	5	4	4	---i--	B*	A-	112	any	Wander
Phantom	6	7	6	4	-----	D*	A-	112	any	Pass, Wander
Brunie	14	16	7	9	-----	--	S-	112	any	ChargeUp
Mummy	15	17	10	9	-----	Z-	L-	112	any	
Lilypa	8	10	6	7	-----	--	A-	112	>Wooden[]	Arrow
Pillow Rat	20	20	12	12	-----	--	A-	211	any	Watch
Spooky	4	6	3	3	-----	D*	A-	212	any	
Trick Bag	6	15	0	6	-----	M-	A-	110	100-499G	Brood, Steal
Deranger	9	13	6	7	BFCIEZ	D-	L-	112	Disperse[]	Staff
Demighoul	7	14	6	8	-----	D-	L-	112	any	Clone
Slime Nite	8	20	9	6	-----	--	L-	112	any	
Mummy Man	10	14	8	9	-----	Z-	L-	112	any	
Army Ant	13	15	8	7	-----	--	A-	112	any	Tunnel, Call
Hammerman	12	12	9	10	-----	--	S-	112	any	ChargeUp
Bigshroom	10	15	6	7	-----	T-	L-	112	any	Poison
Mad Gopher	4	7	4	3	-----	--	A-	112	any	
Red Slime	3	6	3	3	-----	--	A-	112	any	
Flame	11	18	10	8	B-c---	M-	L-	112	any	Burn
Iron Turtle	20	18	23	24	---I-z	--	L-	102	any	
Troll	30	30	14	12	-----	D-	L-	112	any	ChargeUp
Stone Man	25	23	13	14	-----	L-	A-	112	any	Statue
Goopi	35	30	9	14	-----	M-	A-	012	any	Grab, Call
Oniono	5	8	0	3	-----	--	L-	211	DBread	Flee
Crabus	20	24	12	11	-----	--	L-	112	any	
Dance Vegi	15	18	9	10	-----	--	L-	112	any	LureDance
Yeti	30	17	10	8	b-C---	--	H-	212	any	Bond
Wyvern	36	21	17	12	---i--	B*	L-	112	any	
Hork	45	30	0	13	-----	Z-	L-	111	Corpse	Fluid
Shaman	85	33	15	13	-----	Z-	L-	111	Corpse	Call, Curse
Skeletor	70	40	15	14	-----	Z-	L-	111	Corpse	ShieldOff
Berserker	55	35	10	15	-----	Z-	A-	211	Corpse	Berserk
Tah Dracky	5	6	5	5	---i--	B*	A-	112	any	Wander
Druid	14	14	7	7	BFCIEZ	D-	L?	112	Druid[]	Staff2
Evilamp	18	19	12	13	-----	M*	L-	112	any	Call
Druin	35	30	14	12	BFCIEZ	D-	H-	112	any	Sleep

Metal Rider	20	24	12	11	---I-z	--	L-	212	any	
Arrop	18	18	11	12	-----	--	L-	112	>Iron[]	Arrow
Roguenite	40	25	14	17	-----	M-	L-	112	any	
Spectet	50	45	20	13	-----	D-	L-	112	any	Ironize
MagiWyvern	115	39	22	15	BFCIEZ	B*	L-	112	any	StopSpell
Enchanter	50	45	15	3	BFCIEZ	D-	L*	112	Enchanter[]	Staff3, Watch
Demonite	70	35	0	15	-----	D-	H-	110	ANY	Steal2
Golem	155	48	26	17	-----	L-	L-	112	any	ConfuHit
Mud Doll	60	30	10	11	-----	L-	L-	112	any	OddDance
Lavaman	110	40	23	16	B-c---	M-	A-	112	any	Encircle
Tentsuk	75	33	13	14	-----	D-	L-	112	any	LureDance
Voodoll	100	65	15	11	-----	L*	L-	112	any	Drain, Absorb
Zombie	45	40	0	14	-----	Z-	L-	111	Corpse	Fluid2
Roboster	250	65	19	18	---I-z	L-	L-	112	any	FalconCut
Executer	150	60	22	17	-----	D-	L-	112	any	BrutalHit
Shadow	175	40	23	14	-----	D*	A-	112	none	Invisible
Iron Ant	130	55	20	17	---I-z	--	A-	112	any	Tunnel
Jellyfish	180	50	18	16	-----	--	L-	112	any	NumbAttack
Revirock	300	75	15	22	-----	M-	A-	112	any	Farewell
Copycat	10	30	5	5	-----	D*	A-	112	none	Disguise
Arc Demon	400	85	33	24	-----	D-	L-	112	any	
Gigantes	250	65	30	22	-----	D-	L-	112	any	
Ag Devil	300	70	22	18	-----	D-	L-	122	any	
Blizzard	450	85	30	23	b-C---	M-	L-	112	any	
Healer	500	75	25	20	BFCIEZ	-*	L-	112	any	Heal, Wander
Shadower	350	75	35	18	-----	D*	A-	112	none	Invisible, Bounce
Bomb Crag	550	100	20	23	B-c---	M-	A-	112	any	Explosive
Killarmor	650	85	35	25	-----	M-	L-	112	any	
Mystifier	500	65	30	22	BFCIEZ	D-	L-	112	Mystifier[]	Staff4
Dragon	1250	100	50	26	-----	N-	L*	111	any	Scorch
Eye Ball	800	95	38	25	-----	D-	L-	112	any	Confuse
Wing Sage	850	85	30	25	BFCIEZ	--	L-	112	any	Fly
Iceman	700	75	45	25	b-C---	M-	A-	112	any	Encircle, Freeze
Druinlord	900	85	30	25	BFCIEZ	D-	L-	112	any	Hypnotic
Reaper	800	80	50	25	-----	D*	A-	112	any	Pass, Wander
Onion Man	800	95	40	20	-----	--	L-	212	DOnion	Flee
Flufbeast	1700	95	50	25	-----	--	A-	212	any	Watch
Bazuzu	1800	120	30	26	-----	D-	L-	122	any	
Troll Max	1350	110	45	25	-----	D-	L-	112	any	ChargeUp
Mage Monja	2300	120	80	25	BFCIEZ	--	A-	112	any	MouthSeal
Dog Sniper	1800	95	80	23	-----	-*	L*	122	any	Arrow2
Dead Nite	2800	140	80	25	-----	Z-	L-	111	Corpse	ShieldOff
Drackeema	1700	100	70	24	---i--	B*	A-	112	any	Wander
Voodoo Man	2500	120	70	25	-----	Z-	L-	111	Corpse	Resurrect, Cut
Toadstool	1500	100	60	20	-----	T-	L-	112	any	Poison2
Big Sloth	2000	120	70	25	-----	--	H-	212	any	Bond
Eliminato	2800	130	95	30	-----	D-	L-	112	/Eliminato	BrutalHit
Ghoul	150	55	0	17	-----	Z-	L-	111	Corpse	Fluid3
Devil Clown	2500	120	105	30	BFCIEZ	D-	L-	112	any	Hypnotic
Poltergeist	3100	100	90	31	-----	D*	A-	212	any	
Rock Doll	1600	85	100	30	-----	L*	L-	112	any	Drain2, Absorb2
Super Ten	2000	115	95	29	-----	D-	L-	112	any	LureDance
Hellcrab	3500	120	125	33	-----	--	L-	112	any	
Star Wyvern	3000	145	135	33	---i--	B*	L-	112	any	
Rock Golem	3300	120	150	33	-----	L-	L-	112	any	ConfuHit
Specter	3000	145	150	37	-----	D*	A-	212	any	
Last Ten	3900	145	100	30	-----	D-	L-	112	any	LureDance
Tonghoul	1800	120	120	30	-----	D-	L-	112	any	Clone
Magic Ant	3900	140	135	32	BFCIEZ	--	A-	112	any	Tunnel, Retaliate
Wizard	3300	130	120	30	BFCIEZ	D-	L*	112	Wizard[]	Staff5

Evil Clown	3500	130	130	35	BFCIEZ	D-	L-	112	any		Hypnotic
Fly Mage	2500	135	130	33	BFCIEZ	--	L-	112	any		Fly
Troll King	3000	160	150	34	-----	D-	L-	112	any		ChargeUp
Metabble	5500	5	100	99	---I-z	--	L-	120	*Joy		Flee, Warp
Grand Titan	4200	220	200	38	-----	L-	L-	112	any		
Batboon	3500	140	120	37	-----	D-	L-	122	any		
Gragoopi	2700	120	120	32	-----	M-	A-	012	any		Grab2, Call
Demonica	2100	120	0	30	-----	D-	H-	110	ANY		Steal3
Curer	2700	130	85	32	BFCIEZ	--	L-	112	any		HealAll, Wander
Magestool	3000	110	100	33	-----	T-	L-	112	any		Poison3
Land Turtle	3500	70	165	40	-----	--	L-	102	any		
Blue Dragon	5000	150	150	37	-----	N-	L-	111	any		Scorch2
Gold Slime	9000	200	250	35	-----	--	A-	110	*Golden		MegaMagic
Minidemon	800	100	0	19	-----	D-	H-	110	ANY		Steal4
Metaly	1500	10	50	70	---I-z	--	A-	210	any		Flee
Mandora	1900	110	50	25	-----	--	L-	112	any		Encircle2, Hunger
Goldman	4000	120	380	38	-----	L-	L-	111	5000G		ConfuHit
Shadownite	4500	150	330	30	-----	Z-	L-	112	any		ShieldOff
Zarlox	2800	130	350	35	-----	D-	L-	112	any		ChargeUp
Atlas	4000	125	350	35	-----	D-	L-	112	any		ChargeUp
Puppet Man	2000	90	250	30	-----	L-	L-	112	any		OddDance
Darkevil	3000	165	125	27	-----	--	A-	212	none		Nullify, Open
Hellnite	3300	105	520	35	-----	M-	L-	112	any		
Red Dragon	8500	220	600	40	-----	N-	L*	111	any		Scorch3
Metal Hunter	5500	105	250	37	---I-z	L-	L-	112	any		FalconCut
War Doll	3500	170	350	35	-----	L*	L-	112	any		Drain3, Absorb3
Avenger	3100	180	500	35	-----	D-	L-	112	/Reaper		BrutalHit
Army Crab	3500	195	480	35	-----	--	L-	112	any		
VenomZombie	3500	95	0	40	-----	Z-	L-	111	Corpse		Fluid4, Flail
Toxarrop	2500	100	300	35	-----	T-	L*	112	>Poison[]		Arrow3
Mimic	100	45	25	14	-----	M-	--	112	none		
Cannibox	3000	110	50	30	-----	M-	--	112	none		
Gargoyle	1	500	200	50	---i--	B*	--	122	none		

4.2. Locations

O = Odd Field
 M = Mansion Dungeon
 C = Castle Dungeon
 c = Cemetery Dungeon
 F = Mt. Fiery
 L = Lost Forest
 T = Toro Ruins
 D = Magic Dungeon
 d = More Magical Dungeon
 m = Mage Dungeon
 S = Sword Dungeon
 o = Ordeal Mansion

Name	O	M	C	c	F	L	T	D	d	m	S	o
Slime	1-3	1-3	1-3	1-3	1-3	-	-	1-2	1	1-2	1-2	-
Giant Slug	1-3	1-3	1-2	1-3	-	-	1-3	-	-	-	-	-
Bad Gopher	2-3	-	-	-	-	1-3	-	1-3	-	-	1-2	-
Mommonja	3	-	-	-	-	1-3	-	1-3	1-3	1-2	1-2	-
Dracky	-	1-3	1-3	1-3	-	-	-	-	-	-	-	-
Phantom	-	1-3	-	-	-	-	1-3	1-3	1-3	1-2	1-2	-
Brunie	-	4-6	-	-	4-6	-	-	-	-	-	5-6	-
Mummy	-	4-6	-	-	-	4-6	-	-	4-6	3-5	5-6	-
Lilypa	-	4-6	-	-	-	4-6	-	4-6	3	-	-	-

Pillow Rat	-	4-6	-	-	-	4-6	-	4-6	4-6	3-5	3-4	-
Spooky	-	-	1-3	-	-	-	1-3	1-3	1-2	1-2	1-2	-
Trick Bag	-	-	3-6	-	4-6	4-8	-	4-6	-	-	3-4	-
Deranger	-	-	4-6	-	-	-	4-6	4-6	4-6	4-5	-	-
Demighoul	-	-	4-6	-	-	-	4-6	-	4-6	3-5	5-6	-
Slime Nite	-	-	4-6	-	-	-	4-6	-	4-6	3-5	5-6	-
Mummy Man	-	-	-	4-6	-	4-6	-	-	-	-	-	-
Army Ant	-	-	-	4-6	4-6	-	-	-	4-6	3-5	5-6	-
Hammerman	-	-	-	4-6	-	4-6	-	4-6	-	-	3-4	-
Bigshroom	-	-	-	4-6	-	4-6	-	4-6	4-6	3-5	3-4	-
Mad Gopher	-	-	-	-	1-3	-	-	-	1-3	1-2	-	-
Red Slime	-	-	-	-	1-3	-	-	1-3	1-2	1-2	1-2	-
Flame	-	-	-	-	4-6	-	-	4-6	4-6	3-5	3-4	-
Iron Turtle	-	-	-	-	7-10	7-11	-	8-11	8-11	8-9	7-9	-
										16-20		
Troll	-	-	-	-	7-10	-	-	8-11	8-11	8-9	7-9	-
Stone Man	-	-	-	-	8-10	-	-	8-12	8-12	-	-	-
Goopi	-	-	-	-	9-10	-	-	10-12	9-12	-	-	-
Oniono	-	-	-	-	-	1-3	-	-	1-3	-	3-4	-
Crabus	-	-	-	-	-	7-10	-	7-9	7-9	-	5-6	-
Dance Vegi	-	-	-	-	-	7-10	-	7-10	7-10	6-8	7-9	-
Yeti	-	-	-	-	-	7-10	-	7-10	7-10	6-7	7-9	-
Wyvern	-	-	-	-	-	8-10	-	8-10	8-10	6-9	7-8	-
Hork	-	-	-	-	-	11-12	-	11-13	11-13	-	10-12	-
Shaman	-	-	-	-	-	11-12	-	11-13	11-13	10-12	10-12	-
Skeletor	-	-	-	-	-	11-12	11-13	11-13	11-13	-	10-12	-
Berserker	-	-	-	-	-	11-12	-	11-13	11-13	10-12	10-12	-
Tah Dracky	-	-	-	-	-	-	1-3	-	1-3	1-2	-	-
Druid	-	-	-	-	-	-	4-6	4-6	4-6	5	-	-
										61-79		
Evilamp	-	-	-	-	-	-	7-13	-	7-10	6-9	7-9	28-50
Druin	-	-	-	-	-	-	7-10	7-10	7-10	6-7	7-9	-
Metal Rider	-	-	-	-	-	-	7-10	7-10	7-10	6-7	7-9	-
Arrop	-	-	-	-	-	-	7-10	7-10	7-10	-	7-8	-
Roguenite	-	-	-	-	-	-	8-10	8-10	8-10	6-9	7-8	-
Spectet	-	-	-	-	-	-	11-13	12-15	12-15	-	13-15	-
MagiWyvern	-	-	-	-	-	-	11-14	14-15	14-15	13-15	-	1-3
										22-24		
Enchanter	-	-	-	-	-	-	12-14	14-16	14-16	13-15	-	1-3
Demonite	-	-	-	-	-	-	12-14	14-17	14-17	13-15	13-15	-
Golem	-	-	-	-	-	-	-	11-14	11-14	-	10-12	1-3
Mud Doll	-	-	-	-	-	-	-	11-14	11-14	-	-	-
Lavaman	-	-	-	-	-	-	-	11-14	11-14	10-12	10-12	1-3
Tentsuk	-	-	-	-	-	-	-	12-15	12-15	13-15	13-15	1-3
Voodoll	-	-	-	-	-	-	-	13-15	13-15	13-15	13-15	1-3
Zombie	-	-	-	-	-	-	-	14-17	14-17	13-15	13-15	-
Roboster	-	-	-	-	-	-	-	15-17	15-17	-	16-20	1-3
Executer	-	-	-	-	-	-	-	15-17	15-17	-	16-20	1-3
Shadow	-	-	-	-	-	-	-	15-17	15-17	13-15	13-15	-
Iron Ant	-	-	-	-	-	-	-	18-22	18-22	-	16-20	-
Jellyfish	-	-	-	-	-	-	-	18-20	18-20	16-20	16-20	-
Revirock	-	-	-	-	-	-	-	18-22	18-22	16-20	16-30	21-50
								41-50	41-50			
								57-60	57-60			
								80-90	80-90			
Copycat	-	-	-	-	-	-	-	18-20	18-20	16-20	16-20	-
								57-60	57-60			
Arc Demon	-	-	-	-	-	-	-	18-22	18-22	16-20	16-20	-
Gigantes	-	-	-	-	-	-	-	18-22	18-22	16-20	16-20	-
Ag Devil	-	-	-	-	-	-	-	18-22	18-22	16-20	16-20	-

Atlas	-	-	-	-	-	-	-	-	-	-	-	16-20
Puppet Man	-	-	-	-	-	-	-	-	-	-	-	16-20
Darkevil	-	-	-	-	-	-	-	-	-	-	-	16-20
Hellnite	-	-	-	-	-	-	-	-	-	-	-	21-50
Red Dragon	-	-	-	-	-	-	-	-	-	-	-	21-50
Metal Hunter	-	-	-	-	-	-	-	-	-	-	-	21-50
War Doll	-	-	-	-	-	-	-	-	-	-	-	21-50
Avenger	-	-	-	-	-	-	-	-	-	-	-	21-50
Army Crab	-	-	-	-	-	-	-	-	-	-	-	21-50
VenomZombie	-	-	-	-	-	-	-	-	-	-	-	21-50
Toxarrop	-	-	-	-	-	-	-	-	-	-	-	21-50
Mimic	-	-	-	-	-	-	1-40	1-40	1-35	1-35	-	-
Cannibox	-	-	-	-	-	-	41-100	41-100	-	-	-	1-50
Gargoyle	-	-	-	-	-	S	-	S,T	S,T	-	-	S

Well

- 1: Slime, Tah Dracky, Lylipa, Bigshroom, Hammerman, Deranger, Druid, Flame
- 2: Iron Turtle, Troll, Goopi, Dance Vegi, Crabus, Arrop, Metal Rider, Wyvern, Roguenite, Druin, Yeti
- 3: Iron Turtle, Troll, Goopi, Lavaman, Golem, Hork, Shaman, Skeletor, Berserker
- 4: Tentsuk, Enchanter, Ag Devil, Roboster, Gigantes, Arc Demon, Copycat, Revirock
- 5: Gigantes, Arc Demon, Ag Devil, Healer, Bomb Crag, Mystifier, Wing Sage, Killarmor, Blizzard, Revirock
- 6: Healer, Bombcrag, Mystifier, Wing Sage, Blizzard, Killarmor, Shadower, Iceman, Eye Ball, Dragon
- 7: Druinlord, Reaper, Bazuzu, Troll Max, Minidemon, Onion Man, Metaly
- 8: Mage Monja, Dead Nite, Healer, Dog Sniper, Drackeema, Toadstool, Big Sloth, Voodoo Man, Revirock
- 9: Rock Golem, Hellcrab, Devil Clown, Wizard, Poltergeist, Super Ten, Fly Mage, Star Wyvern, Revirock
- 10: Gragoopi, Grand Titan, Blue Dragon, Curer, Bomb Crag, Revirock

4.3. Abilities

Wander - behavior self

It does not want to attack you exclusively therefore it gives you a break.

Pass - ability self

It can pass through the moat and the wall. It can be dangerous in a corridor.

ChargeUp - skill front/self

It uses a turn to attack more powerfully in the next.

Arrow - ability line

It can attack you from a distance when it is in line. A very dangerous ability in a monster house.

Level 1 normal arrow (max 10 spots distance)

Level 2 long range attack

Level 3 poisoned arrow (max 10 spots distance) that reduces your strength by 1

Watch - behavior self

It avoids melee fighting. You have to approach it to give it the initiative.

Brood - behavior room/self

It searches a gold bag on the ground and stays above it.

Steal - skill front

It steals from you then escapes you by teleport. Then it becomes fleeing. The

stolen item can be taken back by defeating the monster.

Level 1 money specialist

Level 2 unequipped items specialist

Level 3 equipped items specialist

Level 4 pot specialist

Staff - magic

It uses a staff effect on you.

Level 1 front Disperse

Level 2 line Druid (teleport+sleep)

Level 3 line Thunder or Tradespot or Panic

Level 4 front Mystifier (teleport+paralyze)

Level 5 line Slow or Sleep or Disperse or Skill-X (MouthSeal on you) or Terrify

Clone - ability self

It clones itself because of a wound.

Tunnel - ability self

It is able to destroy obstacles (wall, crystal hunk).

Call - ability front/beside

It can get help to be in odds. Some calls just one friend but some can call 7.

Poison - ability front

Its spores reduce your strength.

Level 1 -1

Level 2 -2

Level 3 -3 + slow

Burn - ability self

It burns shot and hurled items such as >Magic[]. It clones itself because of your flame attack (*Flame) and destroyer type explosions. This ability can not be sealed.

Statue - behavior self

It pretends to be a statue but it attacks you when you walk beside.

Grab - ability

It makes you immobile.

Level 1 front

Level 2 room

Flee - behavior self

It tries to avoid your attack.

LureDance - ability front

It makes you dance.

Bond - behavior self

They sleep together and wake up together. They are put to sleep together.

Fluid - ability front

It damages your equipment in various ways:

Level 1 rusts your shield

Level 2 rusts your weapon

Level 3 rusts your shield or weapon

Level 4 destroys a melded ability in your shield or weapon

Curse - skill front

It curses your weapon or shield or ring.

ShieldOff - skill front

It sends your equipped shield flying behind. Your shield may hit a monster or fall on water.

Berserk - behavior self

It attacks both you and monsters and levels up to be stronger. It also destroys the walls.

Sleep - magic front

It puts you to sleep.

Ironize - ability room/self

It gets ironized not to be hurt anyway.

StopSpell - magic front

It stops you from using a staff, reading a scroll, casting a spell.

ConfuHit - ability front

Its attack makes the mage forget a spell.

OddDance - doll attack front

It decreases your level by 1.

Encircle - ability self

It tries to get you encircled.

Level 1 front

Level 2 room

Drain - doll attack front

It reduces your max strength:

Level 1 -1

Level 2 -2

Level 3 -3

Absorb - doll attack front

It reduces your max HP:

Level 1 -5

Level 2 -10

Level 3 -15

FalconCut - doll attack front

It cuts you twice per turn.

BrutalHit - skill front

It occasionally hits you harder.

Invisible - ability self

It is invisible normally.

NumbAttack - ability front

It makes you paralyzed.

Farewell - ability/behavior beside/self

It trades its life with the felled one. It also searches for corpses to revive them.

Disguise - ability self

It looks like another monster.

Heal - magic beside/self+beside
It restores HP of the wounded by 25.

Bounce - ability self
It returns the staff effect as it were a crystal hunk. This ability can not be sealed.

Explosive - ability self/beside
If it is hit by an explosion or fire attack then it explodes and destroys items and monsters beside and reduces your HP to 1. Also, if it gets badly wounded then it also explodes.

Scorch - ability
It attacks you with fire from a distance.
Level 1 line 30 HP damage
Level 2 room 35 HP damage
Level 3 floor 40 HP damage

Confuse - skill room
It makes you confused.

Fly - magic front
It makes you lose a few HP per turn.

Freeze - skill front
It makes you disabled for a few turns.

Hypnotic - magic front
It may make you eat your *WorldLeaf and hurl your strengthened shield in the monster.

MouthSeal - magic front
It stops you from speaking, eating, reading scrolls, casting spells.

Resurrect - behavior self/room
It searches for corpses to resurrect them.

Cut - ability beside
It reduces staff usage points by 1 in the bag. Insert your staves in pots.

Retaliate - magic front
It puts you to sleep when you knock it out by normal attack.

Warp - ability beside/self
It can not be approached because it teleports itself away.

HealAll - magic beside/self+beside
It restores HP of the wounded by 100.

MegaMagic - ability room
It releases a powerful attack (at least 200 HP damage) that reduces your HP below 10. I believe this attack damages the caster and other monsters too.

Hunger - ability front
It reduces your belly by 20.

Nullify - ability self
It nullifies staff effect. It also clones itself because of destroyer type of explosions and your flame attack (*Flame). This ability can not be sealed.

Open - ability self

It releases monsters and teleports itself away because of a wound.

Flail - ability front

It makes you unable to distinguish items.

5. Skill Spoiler

5.1. Learning Methods

I list the required equipment after the method. I do not list the /Magic and the VLoto because they seem to work everywhere. The equipment for the sword skills is not my finding and it may be inaccurate. If there is no listed weapon or shield then the skill learning works with even bare hands. The equipment for shield skills are my trials. There can be more shields that work. It seems some skills (-) need certain skills or certain amount of skills to learn before therefore try to learn as many skills as you can. First the skills (*) that you can surely learn then the skills (+) that can be easily learned.

Kamikaze *

Defeat a monster while under 10 HP.

Twin Slash *

Reduce a monster's HP to 1.

Any

1/2 HP *

Reduce a monster's HP to its half.

/Magic

Miracler +

Defeat a monster.

/Miracle, /Loto

Tiger Trap *

Defeat a monster while caught in a tiger trap.

Babyfork *

Defeat five Trick Bags on a floor.

/Babyfork, /Loto

Zombie Cut *

Defeat five zombies on a floor.

/Zombie-X, /Loto

Bird Cut *

Defeat five birds on a floor.

/Wind, /Loto

Doll Cut *

Defeat five dolls on a floor.

/Doll-X, /Loto

Devil Cut *

Defeat five demons on a floor.

/Demon-X, /Loto

Dragon Slash *

Defeat five dragons on a floor.

/Dragon-X, /Loto

Surehit -

Attack not to miss a monster. Maybe a weapon with /Surehit melded in does not work.

/Dragon-X, /Loto

Critical +

Do a critical hit.

/Eliminato, /Reaper, /Loto

Multi Cut *

Defeat three monsters at one strike with a /Windshear.

Any

Havoc Cut *

Do at least 100 HP damage to a monster with a strengthened weapon (at least to +50).

Any

Evil Slash *

Defeat three Grand Titans in a row.

Any

KO-Hit

Hurl a |Beat[] to a monster.

Any

Falcon Cut +

Defeat a monster.

/Falcon

Bi-Attack +

Attack while agile.

/Iron, /Pick, /Steel, /Metabble, /Surehit, /Zombie-X, /Eliminato, /Reaper, /Ice, /MetalKing, /Loto, /Wirlwind, /Falcon

Flail Cut

Attack in a random direction under hypnosis.

Spin Cut +

Attack while confused.

/Loto

Dragon Breath

Get hit by Scorch.

Clone +

Attack a Demighoul or a Tonghoul.

Invisible *

Hurl an |Invisible[] to a monster and defeat it.

Berserker *

Defeat a monster while berserk.

/Zombie-X

Slow +

Step on a weird foot.

Defense +

Attack with a cursed weapon.

Any

Blind *

Attack a blinded monster.

Any

Confuse *

Attack a confused monster.

Dance *

Get hit by LureDance.

/Surehit, /Loto

Sleep +

Attack a monster that was put to sleep.

/Surehit, /Demon-X, /Loto

Ironize +

Chew an *Ironize.

Paralyze

Hurl a *Paralyze or a |Mystifier[] to a monster.

Mislead *

Attack a monster while misled.

Terrify *

Defeat a terrified monster.

Any

Dance-X +

Step on a dancefloor or chew a *Dance.

Any

Staff-X *

Defeat a sealed monster with such an ability as Staff. Hurl a |Berserker[] or a |Skill-X[] to the monster or hit it with the /Seal+VSeal combination to seal it.

Any

Magic-X *

Defeat a sealed monster with such an ability as Staff. Hurl a |Berserker[] or a |Skill-X[] to the monster or hit it with the /Seal+VSeal combination to seal it.

/Seal, /Loto

Skill-X *

Defeat a sealed monster with such a skill as ChargeUp. Hurl a |Berserker[] or a |Skill-X[] to the monster or hit it with the /Seal+VSeal combination to seal it.

/Seal, /Loto

Change +

Attack with a cursed weapon.

Any

Mimicize

Hurl a |Mimic[] to a monster.

Scapegoat *

Defeat a monster that was made a scapegoat.

Itemize

Hurl an |Itemizer[] to a monster.

Sword-X

Use the Shield-X skill.

Any

Shield-X

Get hit by ShieldOff.

Any

Bread Drop

Get a bread (DBig, DMoldy, DOnion, etc.) dropped by a monster.

/Loto

Item Drop

If you know the method then please tell us on the GameFAQs message boards or send me an e-mail to cborjati@gmail.com

/Babyfork, /Loto

Tractor +

Shoot a >Tractor[].

Summon

Step on an alarm bell.

/Magic

Bust Trap +

Attack a trap.

Any

Landfill +

Attack a moat.

Any

Tunnel +

Attack the wall.

Maybe any

Tunneler

Use the Tunnel skill.

Any

Charge Up +

Let a monster attack you by pressing circle+cross.

/Eliminato, /Reaper

Encircle +

Get "hit" by Encircle.

Quick Step +

Take turns while agile.

Strength Heal +

Chew an *Antidote.

Meditate +

Chew a *Sleep.

Surge -

Defeat a monster while wounded.

/Loto

Escape *

Step on a teleport.

Accuracy Up +

Do a critical hit.

Gold Throw

Hurl a gold bag to a monster.

Defense Up +

Chew a *Strength.

1-Damage

Use the Attack Block skill.

VLeather, VBronze

Heal Block

Use the 1-Damage skill.

VLoto

Attack Block *

Defeat a monster with the payback ability of a shield.

VBlade

Parry Pass

Get missed by a monster.

VLeather, VMetababble, VBlade, VParry, VSeal

Attack Parry +

Take 1 damage.

VParry

Magic Parry

Get hit by a magic attack (for example the Druin's Sleep, but chew a *WakeUp).

bare hands

Magic Back

Dissipate a magic attack (for example the Enchanter's Staff3).

VMagic

Arrow Grab +

Get hit by Arrow.

Brutal-X +

Get a brutal hit.

VLeather, VBronze, VMetababble, VBlade, VMagic, VDragon

Fair Wind +

Get hit by Scorch.

VMetababble, VDragon, OgreV

Fly-X +

Get hit by Fly.

VMetababble, VDragon

Curse-X +

Remove equipment by a fork tray.

Doll-X

Get hit by a doll attack (for example the Voodoll's Drain).

VScale, VThiefStop

Thief-X +

Negate the monster skill Steal.

VThiefStop only

Flail Parry

Chew a *Bogus.

VBronze, VScale, VThiefStop, VDragon, OgreV

Skill-X

Decrease your strength by chewing a *Poison or stepping on a poison arrow trap or get hit by Fluid, LureDance, or Drain/Absorb.

VSkill-X, VSeal, VMagic

Equip Lock +

Remove equipment by a fork tray.

VSilver, VScale, VMagic, OgreV

Bomb-X +

Step on a mine or hurl an UExploding[] to the wall close to you.

VExplode-X

Rustproof +

Get hit by Fluid.

VLeather, VSilver

Anti-Tox +

Get hit by poison breath.

VScale

Awaken +

Step on a gray jet or chew a *Sleep.

Confuse-X +

Step on a turntable or chew a *Panic.

Probably any

Mislead-X +

Step on a green jet or chew a *Misleader.

Probably any

Dance-X +

Step on a dancefloor or chew a *Dance.

Probably any

Slow-X +

Step on a weird foot.

Probably any

Trip-X +

Trip over a hidden rock.

Drop-X

Stomp on a trapdoor.

Find Trap

Chew an *Eyedrop.

Probably any

Trap-X -

Stomp on a trapdoor.

VLoto

Get hit by Fluid.

VLeather, VSilver

Ford *

Hurl a |Tradespot[] to a Phantom or a Reaper above a moat.

StepGuard *

Step on ten spikes in a row.

MonsterWake

Enter a monster house.

VBronze, VSkill-X, OgreV

Thief

Use the MonsterWake skill.

VBronze, VSteel, VMetabble, VDragon

Disappear *

Defeat five Shadows or Shadowers on a floor.

VLoto

Iron-X

Chew an *Ironize.

VBronze, VSilver, VScale

1/2 Hunger *

Take 100 turns while starvation.

Hunger-X *

Take 200 turns while starvation.

5.2. Setting

This table shows you which skill can be set on which weapon. The weapon must be at least +1 strong for Falcon Cut.

	C	P	I	G	P	t	b	a	h	e	f	W	o	i	l	o	n	a	r	w	S	a	l	K	a	L	P	
	l	p	r	o	i	e	b	c	e	h	o	i	n	e	l	n	a	p	a	i	e	I	c	c	i	g	o	i
	u	e	o	l	c	e	l	u	a	i	r	n	-	-	-	-	t	e	i	n	a	c	l	o	n	i	t	c
	b	r	n	d	k	l	e	s	r	t	k	d	X	X	X	X	o	r	n	d	l	e	e	n	g	c	o	k
Kamikaze	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Twin Slash	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
1/2 HP	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Miracler	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Tiger Trap	-	-	-	-	-	-	-	*	-	-	-	-	-	-	-	-	-	-	-	-	-	*	-	-	*	*	*	

Babyfork	-	-	-	*	*	-	-	-	-	*	-	*	-	-	*	*	-	-	-	*	*	*	
Zombie Cut	*	*	*	*	*	*	*	*	*	*	-	-	-	-	*	*	*	*	*	-	*	*	*
Bird Cut	*	*	*	*	*	*	*	*	*	*	-	-	-	-	*	*	*	*	*	-	*	*	*
Doll Cut	*	*	*	*	*	*	*	*	*	*	-	-	-	-	*	*	*	*	*	-	*	*	*
Devil Cut	*	*	*	*	*	*	*	*	*	*	-	-	-	-	*	*	*	*	*	-	*	*	*
Dragon Slash	*	*	*	*	*	*	*	*	*	*	-	-	-	-	*	*	*	*	*	-	*	*	*
Surehit	*	*	-	*	-	-	-	*	*	*	*	-	*	-	-	-	-	-	-	-	-	-	*
Critical	-	-	*	-	-	-	*	-	-	*	-	*	-	*	*	*	-	*	*	-	-	-	*
Multi Cut	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Havoc Cut	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Evil Slash	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
KO-Hit	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Falcon Cut	*	*	-	*	-	-	-	*	*	-	*	-	-	-	-	-	-	-	-	*	*	-	*
Bi-Attack	-	-	*	-	*	*	*	-	-	*	-	-	*	-	*	-	*	-	-	*	-	-	*
Flail Cut	*	*	-	*	-	-	-	*	*	-	*	*	-	-	-	-	-	-	*	-	-	-	*
Spin Cut	-	-	*	-	*	*	*	-	-	*	-	-	*	-	*	-	*	-	*	*	*	*	-
Dragon Breath	-	-	-	-	-	-	-	*	-	-	-	*	-	-	-	-	-	-	-	-	-	-	*
Clone	-	-	-	-	-	-	-	-	-	-	-	*	-	-	-	-	-	-	*	-	-	-	*
Invisible	-	-	-	-	-	-	-	*	-	*	-	-	-	-	-	-	-	-	*	-	-	-	*
Berserker	-	-	-	-	-	-	-	*	-	-	*	-	-	-	-	-	-	-	*	-	*	-	*
Slow	-	-	-	-	-	-	*	-	-	-	*	-	-	*	*	-	-	-	-	*	*	*	*
Defense	-	-	-	-	*	-	-	-	-	-	-	-	-	-	*	-	*	-	-	-	*	*	*
Blind	-	-	-	-	*	-	-	-	-	*	-	-	-	-	-	-	-	-	*	-	*	-	*
Confuse	*	-	-	-	-	-	-	-	-	*	-	-	-	-	*	-	-	-	-	-	*	*	*
Dance	-	-	-	-	-	-	-	-	-	*	-	-	-	-	*	-	-	-	-	*	*	*	*
Sleep	-	-	-	*	-	-	-	-	-	*	-	-	-	-	*	-	-	-	-	-	*	*	*
Ironize	-	-	-	-	*	-	*	-	-	-	-	-	-	-	-	-	-	-	*	-	-	-	*
Paralyze	-	-	-	-	-	*	*	-	-	-	-	-	-	-	-	-	-	-	*	-	-	-	*
Mislead	-	-	*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	*	-	-	-	*
Terrify	-	*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	*	-	-	-	*
Dance-X	-	-	-	-	-	-	*	-	-	-	-	-	-	*	-	-	-	-	-	*	-	-	*
Staff-X	-	-	-	-	-	*	-	-	-	-	*	-	*	*	*	-	-	-	-	*	-	-	*
Magic-X	-	-	-	-	-	*	-	-	-	-	*	-	-	*	-	-	-	-	-	*	-	-	*
Skill-X	-	-	*	-	-	-	-	-	-	*	-	-	-	*	-	-	-	-	-	*	-	-	*
Change	-	-	-	-	-	*	-	-	-	*	-	-	-	-	-	-	-	-	*	-	-	-	*
Mimicize	-	*	-	-	*	-	-	-	-	*	-	-	-	-	-	-	-	-	*	-	-	-	*
Scapegoat	-	-	-	-	-	-	-	-	*	-	-	-	-	-	-	-	-	-	*	-	-	-	*
Itemize	-	-	-	-	-	-	*	-	-	*	-	-	-	-	-	-	-	-	*	-	-	-	*
Sword-X	-	-	-	-	*	-	-	-	-	-	-	*	-	-	-	-	-	-	-	*	-	-	*
Shield-X	-	-	-	*	*	-	-	-	-	-	-	*	-	-	-	-	-	-	-	*	-	-	*
Bread Drop	-	*	-	-	*	-	-	-	-	*	-	*	-	-	*	*	-	-	*	-	-	-	*
Item Drop	-	-	*	-	*	-	-	-	-	*	-	*	-	-	*	-	*	-	*	-	-	-	*
Tractor	-	-	-	-	-	-	-	-	*	-	-	-	-	-	-	-	-	-	*	-	*	-	*
Summon	-	-	-	-	-	-	-	-	*	-	-	-	-	-	-	-	-	-	*	-	*	-	*
Bust Trap	-	-	*	-	*	-	-	-	-	-	-	-	-	-	*	*	-	-	-	-	-	-	*
Landfill	-	-	-	-	*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	*
Tunnel	*	*	-	*	-	-	-	*	*	-	*	*	-	-	-	-	-	-	*	*	-	-	-
Tunneler	-	-	*	-	*	*	*	-	-	*	-	-	*	*	-	*	*	-	*	-	*	-	*
Charge Up	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Encircle	-	-	-	-	-	-	-	-	-	-	-	-	-	-	*	-	-	*	-	*	-	*	
Quick Step	-	-	-	-	-	*	-	-	-	*	-	*	*	*	-	-	-	*	-	*	*	*	*
Strength Heal	*	-	-	-	-	-	-	-	*	-	-	-	-	-	-	-	-	-	-	*	*	-	*
Meditate	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Surge	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Escape	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*

6. Treasure Spoiler

Here I give you the maps of treasure rooms. The most of the treasure rooms have

a locked door. You need a PKey or the Open spell to get in, you can not get in with a /Pick. If there are monsters (Gargoyles, Reaper, or others) inside then you can get in by hurling a |Tradespot[] while you wear a OJavelin. But then you may need a *Warp or a @Retry to get out. The warrior can use the Bust Trap and the Ford skills in most cases. You can get through the moat wearing the OPassage while you can get through the traps by casting Transform or aim a crystal hunk with a |Change[] or a |Mimic[]. If there are more treasures on a floor then read a @Retry to get them. After you obtained all, you can find a @Scrap in the end. (W=wall, C=corridor, R=room, M=moat, I=ice, D=door, X=the treasure)

Magic Dungeon 15 F 1000G

More Magical Dungeon 35 F @Prayer

```
CCCCCCCCC
CWWWWWWWC
CWXXXXXWC
CWXXXXXWC
CWXXXXXWC
CWXXXXXWC
CWWWDWWWC
CCCCCCCCC
```

More Magical Dungeon 15 F 1000G

CCCCCCCC t = 3 random trapdoors and a safe spot

```
CWWWWWWWC
CWXRXXWC
CWRXXRWC
CWttttWC
CWIIIIWC
CWIIIIWC
CWIIIIWC
CWIIIIWC
CWRRRRWC
CWWDWWWC
CCCCCCCC
```

Magic Dungeon 20 F @Outside

Such treasure may be trapped. For example you have 20 items in your bag which often happens and you step on the trapped treasure. If the trap is a trapdoor or a mine then that could be a great problem because you leave the floor without picking up the item or the mine destroys it. Search for a trap, and if there is one then drop an item so you can auto-pick-up the treasure before the trap starts to work. Another problem can be the trap is an alarm bell and you can not see it for the item picture is bigger than the trap picture.

Magic Dungeon & More Magical Dungeon 23 F UMelding[]

```
CCCCCCC r = mine + stunned Bomb Crag
CWWWWWWWC
CWXrXWC
CWrrrWC
CWrrrWC
CWWDWWWC
```

CCCCCCC

You can lure some monsters out with arrows or teleport them out with a |Mystifier[]. Then you can use a |Tradespot[] to get to the pots. If you do not have a |Tradespot[] but you have a |Blowback[] then stand in the doorway and wait until a Shadower shows up. Aim it with the |Blowback[] to blow yourself on the spot between the pots and you can get one of them.

More Magical Dungeon 27 F @Monster

```
CCCCCCCCCCCCCCC r = stunned monster
CWWWWWWWWWWWWC
CWRRRrRRrRRRWC
CWRWRrRRrRRRWC
CWRWWWWWWWrWC
CRRWRRRXRWRWC
CRRWRRWWWrWC
CRRWRRrRrRRRWC
CRRWRRrRrRRRWC
CRRWWWWWWWWWC
CCCCCCCCCCCCCCC
```

Magic Dungeon 30 F /Ice 60 F 1st UGolden[] 2nd UMagic[] + >Golden[]
More Magical Dungeon 98 F 1st UMagic[] + /GoldPick 2nd UMagic[] + |Golden[]
3rd UMagic[] + OGolden

```
CCCCCCCCC r = stunned Gargoyle
CWWWWWWWC
CWRRRRRWC
CWRRRRRWC
CWRRRRRWC
CWRRRRRWC
CWWWWWWWC
CCCCCCCCC
```

A mage can not get in with a /Pick. However, he can make a monster berserk by a |Berserker[]. That monster can destroy the wall for the mage.

Magic Dungeon 50 F /Whirlwind

```
CCCCCCCCCCCCCCCC s = spikes
CWWWWWWWWWWWWWWC h = crystal hunk
CWtsssssssstWC
CWsWhhhhhhhhWsWC
CWshssssssshsWC
CWshsWhhhhWshsWC
CWshshssshsWC
CWshshsWsshshsWC
CWshshshshshsWC
CWshshshsXhshsWC
CWshshsWhhWshsWC
CWshshssssshsWC
CWshsWhhhhhhWsWC
CWshtsssssstWC
CWDWWWWWWWWWWWWC
CCCCCCCCCCCCCCCC
```


Use |Change[] on yourself.

More Magical Dungeon 50 F @Gold

```
CCCCCCCCC t = trapdoor
CWWWWWWWWC g = trapdoor + stunned Gargoyle
CMMMMMMWC
CWMgtgMWC
CWMtXtMWC
CWMtttMWC
CMMMMMMWC
CWDWWWDWC
CCCCCCCCC
```

More Magical Dungeon 70 F /Miracle

```
CCCCCCCCCCCCC m = mine
CWWWWWWWWWWWC
CMMMMMMMMMMWC
CWMmmmmmMMWC
CWMmWRWmMMWC
CWMmWXWmMMWC
CWMmWWWmMMWC
CWMmmmmmMMWC
CMMMMMMMMMMWC
CWWWDWWWDWWWC
CCCCCCCCCCCCC
```

Magic Dungeon 70 F /Seal 80 F VSeal

```
CCCCCCCCCCCCC t = teleport
CWWWWWWWWWWWC c = Mimic (Cannibox)
CMMMMMMMMMMWC
CWWWWWIWWWWWC
CWMWtcWIWxtWMWC
CWWWWIWIWIWWWC
CWWWWIWIWIWWWC
CWWIIIIIIIIWMWC
CWWWWIWIWIWWWC
CWWWWIWIWIWWWC
CWMWtcWIWctWMWC
CWWWWWIWWWWWC
CMMMMMIMMMMWWC
CWWWWWDDWWWWWC
CCCCCCCCCCCCC
```

Shoot arrows or hurl items against the wall not to slide on the ice.

More Magical Dungeon 90 F /Falcon

```
CCCCCCCCCCC t = trapdoor
CWWWWWWWWWC r = stunned monster
CWRMMtMMRWC c = Mimic (Cannibox)
CWRWRWRWRWC
CWRWrRrWRWC
```

CWRWcRXWRWC
CWRWrRrWRWC
CWRrWWWrRWC
CWRRRRRRRRWC
CWWWWDDWWWWC
CCCCCCCCCCC

Magic Dungeon 98 F 1st UMagic[] + /Loto 2nd UMagic[] + DGolden

CCCCCCCCCCCC t = teleport
CWWWWWWWWWWWC f = weird foot
CWMMMMMMMMMWC
CWMMtttttMMWC
CWMMtWDWtMMWC
CWMMtWXWtMMWC
CWMMtWWWtMMWC
CWMMtttttMMWC
CWMMMMMMMMMWC
CWWWfWWWfWWWWC
CWfffffffffWC
CWfffffffffWC
CWWWWDDWWWWWC
CCCCCCCCCCC

In the lack of rings (OPassage, OTrap-X) you need two Mimics to use at the proper place and use the |Blowback[], |Tradespot[], |Sleep[], and |Panic[].

Mage Dungeon 35 F /Magic

Sword Dungeon 35 F OLife

Ordeal Mansion 20 F @Outside 30 F @Outside, 1st UMagic[] + VLoto 2nd UMagic[] +
+ VGolden

7. Adventure Log Spoiler

Defeated the Darkevil Chest
Magic Dungeon unequipped: 100 F
Read the Monster Scroll
More Magical Dungeon: 100 F
Ordeal Mansion: 50 F
Sword Dungeon: 35 F
Mage Dungeon: 35 F
Cleared Level 10 of the Well

Learned all skills
Learned all spells
Gave the King 40 Tiny Medals
Obtained Loto's Sword & Shield
Obtained MetalKing Sword & Shield
Obtained all Golden items
Made a superb Sword by melding
Made a superb Shield by melding

Felled by a Trapdoor

Felled by a Poison Arrow
Felled by a falling boulder
Felled by a steel ball
Defeated while asleep
Defeated while dancing
Defeated while confused
Defeated while berserk

Defeated a Gargoyle
Brought home a Mimic
Defeated a Gold Slime
Hit by MegaMagic
Chain-exploded ten Bomb Crags
Felled by an explosion
Felled by an L5+ Berserker
Smote by Divine Retribution

Thieved ? time(s)
Successfully thieved ? time(s)
Returned alive ? time(s)
Read a Chance Scroll
Melded a weapon with a Pick
Threw a Melding Pot through walls
Felled by hunger
Blown out by wind

8. Bug Report

A mage is not supposed to shoot arrows but he can shoot arrows from a UPreserve[].

Shadownite can not be sealed by Skill-X.

When you make a fake priest invisible and you chew an *Eyedrop, monsters too can see the fake priest. The same goes with Find Trap and OShadow.

Once I entered a monster room wearing a OThief and left the floor and the next floor was also a monster house. The monsters were awake to my surprise. The OThief was ignored.

I obtained VLoto and VGolden. I hurled the UMagic[0] against the wall and put the shields in a UPreserve[]. I did not get the Loto and golden item entry in the adventure log though. I went in the Well and dropped the shields and picked them up. Then I got the entries.

9. Credits

Torneko The Last Hope by Chun Soft
this document by Borjati Csaba in 2015-2016
FAQ and Walkthrough by Terii Senshi at gamefaqs.com