

# Dragon Quest III (Import) FAQ/Walkthrough

by Red Scarlet

Updated to v3.0 on Feb 23, 2004

This walkthrough was originally written for Dragon Quest III on the SNES, but the walkthrough is still applicable to the GBC version of the game.

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\ Dragon Quest III Remix (Super Famicom) /  

/           Walkthrough           \  

\  

/           Version 3.0 01/27/04           \  

\ By: Red Scarlet (akaiscarlet@hotmail.com) /  

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Simply combine the roman numeral, letter, and number of a section while in the 'find' window to zip right to whatever section you want.

Example: To go straight to the Item list, you simply punch in:

III - J (take out the spaces) and voila. Hopefully that makes navigating this guide simpler.

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To view this text file correctly, please use a Japanese text viewer program or download NJStar at [www.njstar.com](http://www.njstar.com) and download the Japanese word processor and the CJK viewer. By the way, if you have Internet Explorer 5.0

I think), right click on the text, and choose 'Encoding', then select Japanese (Auto Select) and the kana will come out just right. I strongly recommend doing this to view any of my kana files.

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-----A Note by the Author-----  

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Hi everyone, a few years ago, Enix re-released Dragon Quest 3 (Dragon Warrior 3 over here in the US) for the Super Famicom, and since it has been

7+ years since it came out, I really doubt it will see the light of day in the US (except for the Game Boy Color version now).

So, I decided to translate what I could of the game to make it as English as I could. This faq is the result. Enjoy!

If there are any errors, please send me an email at akaiscarlet@hotmail.com, and after verification, I will gladly give you credit for pointing it out, and add the change in the GBC version.

Please note that I am going through the actual cartridge of the game while making this walkthrough, so I have no tips on if the game messes up anywhere while using an emulator. This walkthrough should also work for the Game Boy Color version of the game, sans those collectible monster medals.

This is my first walkthrough that I've ever made, so please don't mind the messiness of it. I just hope it helps people to be able to go through this wonderous game that is IMO far superior to the Game Boy Color version.

As of version 3.0, this guide is finally truly 'Final'. It took me about 5 years off and on to complete the thing. Bleh.

Most everything is discussed in this guide, except for a handful of things. Mainly I simply did not want to find them out. Such things are:

The questions/answers that determine the Hero's starting Personality. I do not feel it is worth the time to find out, when most people will just get a better one about an hour into the game anyway. Not worth the time.

The effects of the Chance spell. IMO, Chance sucks until part 4 in the series, so I did not feel like hoping that I found all the results.

The Carouser/Goof-Off's goofs. The character is horrible. I'm also unsure how many "goofs" the class has.

What Seed combinations when creating a character determine the initial Personality for non-Hero characters. I might actually go and figure this out when I convert this guide into a Game Boy Color version.

And the big one....

What people in the towns say. Look, if you absolutely \*must\* know what non-important-to beating-the-game things are being said, play the Game Boy Color version, get familiar, and then come back to this superior version.

It really \*is not\* necessary to know what the little boy in Muor is saying in order for you to complete the game. This guide is for the stuff that will actually \*help\* you beat the game even if you have no knowledge of the Japanese language at all.

The early (and to some extent the later) Dragon Quest games aren't renowned for their plot twists/amazing story to begin with. If this guide still is no good, simply because I don't have what the "Welcome to Aliahan!" lady translated in here, then in my honest opinion, it's your loss to refuse to play the game part of this game.

This guide took me 5 years of off-and-on playing to complete, and it was simply a labor of love. At this point, I truly could care less about a patch for this game being released or not.

This guide will enable you to beat the game (hell, the old one could), but if seeing what all the townspeople say (which isn't helpful) is your only reason to play, then I hope you enjoy waiting for a patch while those who want to actually \*play\* the game can (hopefully) easily do so with this guide. Rawr.

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 / 11-Phantom Ship and a Volcanic Sword \  
 \ 12-flfNf [fSf`fh, Ì, Ç, ¢, , Â: Nekurogondo no Doukutsu (Necrogond /  
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 / 1-f%f\_fg [f€: Radato-mu (Ladutorm) Castle \  
 \ 2-fhf€fh [f%: Domudo-ra (Domdora) /  
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 / 5-, » , ¢, è, á: Souryo (Priest) \  
 \ 6-, µ, á, ¢, É, ñ: Shounin (Merchant) /  
 / 7-, , » , Ñ, É, ñ: Asobinin (Carouser) \  
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This section covers the basics of how to play the game, such as controls, the menu screen, the battle screen, and various other aspects of the game that would be helpful to know before you start playing.

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/=====\  
\ (I-A) Adventure Files /  
/=====\  
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Ok, as you turn the game on, you will be greeted with anywhere between 1 and 5 options, here is what they are and what they mean.

,Ú,¤,¯,ñ,ð,·,é: Bouken wo Suru (Continue an Adventure)  
,¹,Á,Ä,ç,ð,©,!,é: Settei wo Kaeru (Change Message Speed)  
,Ú,¤,¯,ñ,ì,µ,â,ð,Â,,é: Bouken no Sho wo Tsukuru (Start a New Adventure)  
,Ú,¤,¯,ñ,ì,µ,â,ð,¤,Â,·: Bouken no Sho wo Utsusu (Copy an Adventure file)  
,Ú,¤,¯,ñ,ì,µ,â,ð,¯,·: Bouken no Sho wo Kesu (Erase an Adventure file)

All right, if you are starting a new game, choose the proper choice, and enter a name.

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/=====\  
\ (I-B) Control Scheme /  
/=====\  
-----

Directional Pad  
Move up, down, left, right

L Button: quick choice; hit L to search areas and to talk to people, instead of hitting A, then choosing ,Í,È,·: Hanasu (Talk), for example.

R Button: view the world map (if you have one).

Y Button: not used.

X Button: quick choice; hit X to search areas and to talk to people, instead of hitting A, then choosing ,µ,ç,×,é: Shiraberu (Search), for example.

B Button: cancel, and go back one menu.

A Button: accept/confirm.

Select: Used for the 'Remember' spells learned by the Hero.

Start: not used.

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\ (I-C) Naming Characters /
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You are only allowed 4 spaces, but the Japanese language makes it in a way 8 English letters. Here is what the 2 different kana screens look like and what they stand for.

Hiragana Mode-This is used for Japanese words in the Japanese language, where Katakana is used for words from other languages (example: , ,µ: Sushi in Hiragana, f`◆[fYfuf<fK◆[: Chi-zuburuga-(Cheeseburger) in Katakana. Most names in Japanese videogames use Katakana to write them.

```

, =a , ç=i , æ=u , |e , ``=o , Í=ha , Ð=hi , Ó=fu , Ö=he , Ù=ho
, ©=ka , «=ki , =ku , ¯=ke , †=ko , Ü=ma , Ý=mi , Þ=mu , ß=me , à=mo
, ¸=sa , µ=shi , ´=su , º=se , »=so , ç=ra , è=ri , é=ru , ê=re , ë=ro
, ½=ta , ¸=chi , Â=tsu , Ä=te , Æ=to , â=ya , ä=yu , æ=yo , í=wa , ñ=n
, È=na , É=ni , Ê=nu , Ë=ne , Ì=no , á= -ya , ã= -yu , å= -yo , Á=* , ð=wo
, Ÿ=a , ¡=i , £=u , ¥=e , $=o ◆B ◆B◆B◆B ◆H ◆I

```

\*-This symbol is used for a double letter of the letter that follows it. Example-,µ,â,è,ã,ê,Á,Ï: Shoryureppa (,Á signifies the double P).

The symbols on the far right are:

": Used for 'soft' letters (Soft K=G, Soft S=Z, Soft T=D, Soft H=B)

◆B: Used for the 'hard' letter P (Hard H=P)

◆[: Used for long vowel sounds.

fJfi: Kana (Changes to Katakana mode)

,à,ç,é: Modoru (Backspace)

,¨,í,é: Owaru (Finish)

Katakana mode

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fA=a fC=i fE=u fG=e fI=o fn=ha fq=hi ft=fu fw=he fz=ho
fJ=ka fL=ki fN=ku fP=ke fR=ko f}=ma f~=mi f€=mu f◆=me f,=mo

```

fT=sa fV=shi fX=su fZ=se f\=so f%=ra fŠ=ri f<=ru fE=re f◆=ro  
 f^=ta f`=chi fc=tsu fe=te fg=to f,,=ya f†=yu f^=yo f◆=wa f``=n  
 fi=na fj=ni fk=nu fl=ne fm=no ff= -ya f...= -yu f#=-yo fb=\* f'=wo  
 f@=a fB=i fD=u fF=e fH=o ◆B ◆B◆B◆B ◆H ◆I

\*: This symbol is used for a different pronunciation than the regular one for the vowel before it.

The symbols on the far right are:

": Used for 'soft' letters (Soft K=G, Soft S=Z, Soft T=D, Soft H=B)

◆B: Used for the 'hard' letter P (Hard H=P)

◆[: Used for long vowel sounds.

,©,È: Kana (Changes to Hiragana mode)

,à,Ç,é: Modoru (Backspace)

,¨,í,é: Owaru (Finish)

Once you choose ,¨,í,é: Owaru (Finish), you are given two choices. ,¨,Æ,±: Otoko (Male), and ,¨,ñ,È: On'na (Female). Choose the sex you want, but in this game, female characters can equip a few more items that males cannot, and only females can become the overall best personality, so choose wisely.

After choosing the sex of the Hero, you are given a choice to choose a number. This is the message speed. ,Í,â,¢: Hayai (Fast) or ,¨,»,: Osoi (Slow). For the fastest message speed, choose 1. For the slowest, choose 8.

Lastly, you get to select the sound mode. The 2 choices are fXfefEfI: Sutereo (Stereo) and f,fmf%f<: Monoraru (Mono).

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 /=====\  
 \ (I-D) Menu Screen Translations /  
 /=====\  
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Note-a \*\* means there are more options that open when you select that command.

,Í,È, .: Hanasu (Talk) ,¶,ã,à,ñ: Jumon (Magic)  
 \*\*,Ç,¤,©: Dougu (Item) ,µ,ç,×,é: Shiraberu (Search)  
 \*\*,Â,æ,³: Tsuyosa (Status) \*\*,³,,¹,ñ: Sakusen (Strategy)

,Ç,¤,©: Dougu (Item Bag) Translations



A new feature in Dragon Quest 3, you can now fit extra items in your party's bag (besides being able to now hold 12 items per person, instead of 8). The best thing about the bag, is it seems to have unlimited space, and can hold 99 of whatever item (so buy lots of Medical Herbs if you want now).

When you choose the Item Bag, you will see a list of your characters' names, and one more selection, ,Ó,,ë: Fukuro (Item Bag). Each character can now hold 12 items, instead of 8, and can put extra items into the bag now, which is very helpful.

Choose a character, and then hit the A button on the item in question, and another menu pops up. The translations for those are as follows:

- ,Â,©,¤: Tsukau (Use item)
- ,í,½,·: Watasu (Move item up or down in list)
- ,» ,¤,Ñ: Soubi (Equip the item if you can)
- ,Ý,¹,é: Miseru (Look at the item)
- ,·,Ä,é: Suteru (Throw the item away; once its thrown, its gone!)
- ,â,ß,é: Yameru (Cancel)

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=====
\ (I-E)                ,Â,æ,³: Tsuyosa (Status) Translations          /
=====

```

When you choose this command, you can choose an individual character, or choose the bottom option, ,°,É,ñ: Zenin, which shows a 'quick list' of all party members' current/max hp, current/max mp, ,±,¤,°,«: Kougeki (Attack Power), ,µ,ã,Ñ: Shubi (Defense Power), and their current experience level.

Now choose an individual character, and the stats are translated as follows:

Name	Amount of Gold
Character Type	-----
Behavior:Sex	,ç,©,ç: Chikara (Power)
Exp. Level	,·,Î,â,³: Subayasa (Agility)
-----	,½,ç,è,â,: Tairyoku (Vitality)
Weapon equipped	,©,µ,±,³: Kashikosa (Intelligence)
Armor equipped	,¤,ñ,Ï,æ,³: Un no Yosa (Luck)
Shield equipped	,³,ç,¾,çHP: Saidai HP (Max HP)
Helmet equipped	,³,ç,¾,çMP: Saidai MP (Max MP)
Decoration eqpd	,±,¤,°,«-Í: Kougeki Chikara (Attack Power)
-----	,µ,ã,Ñ-Í: Shubi Chikara (Defense Power)
	Ex: Current Experience Points
	-----

Note that ,±,¤,°,«-Í: Kougeki Chikara (Attack Power) is figured by the characters' ,ç,©,ç: Chikara (Power) + the Attack Power of their equipped weapon, and ,µ,ã,Ñ-Í: Shubi Chikara (Defense Power) is figured by the Defense Power of the character's equipped armor, shield, helmet, decoration (if it applies) plus 50% of their Agility rating.

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\ (I-F)                , 3, , 1, ñ: Sakusen (Strategy) Translations /
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When you open this menu, these options pop up. The translations for these are to the best of my knowledge, so if anyone out there knows what the last option does, please email and I will give you credit for it.

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, à, ñ, ½, ñ: Montan (Use the strongest heal spells to heal everyone)
, » , ¼, Ñ: Soubi (Equip weapons and armor)
, È, Ç, Ñ, ©, |: Narabikae (Change party order)
, Ð, à, ¼, ¶, » , Ç: Hyoujisokudo (Change message speed)
, Ç, ¼, ©, ¹, ç, è: Dougu Seiri (Places all unequipped items on a character or
everyone into the bag)
, Ó, , è, ¹, ç, è: Fukuro Seiri (Arrange the order of items in the bag by
, µ, ã, ×, Â, ¶, ã, ñ: Shubetsujun [type] or by
, , ç, ¼, |, , ¶, ã, ñ: Aiueojun [alphabetical order])

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=====
\ (I-G)                Battle Commands /
=====

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, ±, ¼, °, «: Kougeki (Attack)                , Ç, ¼, ©: Dougu (Use item)
, ¶, ã, à, ñ: Jumon (Spell)                    , » , ¼, Ñ: Soubi (Equip)
, Ú, ¼, ¬, à: Bougyo (Defend)                  , É, °, é: Nigeru (Run)

```

Attack: attack an enemy with your equipped weapon.  
Item: use an item from your personal inventory.  
Spell: cast a spell (if that character can).  
Equip: change current equipment from items in your inventory.  
Defend: take 50% damage, but can't do any other action.  
Run: attempt to flee the battle.

Battles are just a little bit different from the original version of the game. There are now weapons that can hit a group of enemies as its regular attack, and weapons that can hit all enemies onscreen. The negative side to these weapons is that with each monster hit, the damage is reduced with each monster hit.

Also, you cannot do a critical hit with these weapons (remember that when fighting a Metal Slime or Separating Metal). One other welcome change is that if say you had two characters fighting the same enemy. If the first character kills the monster, the second character will then attack another enemy instead of attacking air. Spells however, do not attack a new target.

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/=====\
\ (I-H)                Successful Status Spell? /
/=====\

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This section is for anyone who has cast a status spell in the game, and does not know if it worked or not. This will go through each spell that affects status, and will display what text appears on the screen if the spell worked, or did not work. Some spells will not be displayed, because they'll either make a sound or some other easily visible effect as to if they worked or not. All of the text in this section is what appears after the spell animation is done (if you need to read it slowly to know if a spell worked or not, I would recommend slowing the text speed to its lowest).

One easy way to remember if a spell worked or not, is if it is a spell like Sap, or Slow a number will be shown in the text window if it worked.

Please note that if a spell does not work the first time, it does not mean it will never work!

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/=====\
\ ,»¤,è,â: Souryo (Priest) /
/-----\
\ fsfIfŠf€: Piorimu (Speedup)-If successful, a weird sound and a number /
/ will appear in the text window; that number is the increased \
\ number of Agility points the target received. If there is no /
/ sound made, the character is already at the maximum of 255 \
\ Agility. /
/-----\
\ f}fk¤[fT: Manu-sa (Surround)-After the spell animation, these two /
/ messages can appear: \
\ /
/ ", " , a , ç , ·A, Í , Ü, Ú, ë, µ, É , Â, Â, Ü, ê, ½¤I: Big Bird A was \
\ surrounded! (Effective) /
/ /
\ fO¤[f<A, É, Í , «, ©, È, ©, Á, ½¤I: Ghoul A was not affected! /
/ (Ineffective) \
/-----\
/ f<fJfj: Rukani (Sap)-After the spell animation, these two messages can \
\ appear: /
/ /
\ ", " , a , ç , ·A, Í , µ, ã, Ñ, è, â, ¢, , ð /
/ 6, ¢, °, ½¤I: Big Bird A's Defense went down by 6! (Effective) \
\ /
/ fXf%fcf€∕, Â, ¢, èA, É, Í , «, ©, È, ©, Á, ½¤I: Slime Snail A was not \
\ affected! (Ineffective) /
/-----\
\ f%fŠfz¤[: Rariho- (Sleep)-After the spell animation, these two messages /
/ can appear: \
\ /
/ fXf%fcf€∕A, ð , È, ¢, ç, ¢, ½¤I: Slime A fell asleep! (Effective) \
\ /
/ fO¤[f<A, Í , È, ¢, ç, È, ©, Á, ½¤I: Ghoul A did not fall asleep! (Miss) \
\ /
/ After an enemy falls asleep, 2 more text messages can appear. \
\ This is what they say: /
/ \

```

```

\          fXf%fCf€B,Í ,ß,ð,³,Ü,µ,½I-Slime B's eyes opened! (No longer /
/                                               asleep). \
\
/          fXf%fCf€D,Í ,Ë,Ð,Á,Ä,ç,éI-Slime D is sleeping! \
\-----/
/ f}fzfƒI[f": Mahoto-n (StopsPELL)-After the spell animation, these two \
\          messages can appear: /
/
\          fXfrI[fTf^f",Ì ,Ŧ,ã,à,ñ ,Ó,¤,Ŧ,±,ß,½I: Baby Satan's spell /
/                                               was blocked! (Effective) \
\
/          ,µ,Ñ,ê, ,°,Í,É,Í ,«,©,È,©,Á,½I: Stingwing was not affected! \
\=====/

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```

/-----\
\ ,Ü,Û,¤,Â,©,ç: Mahoutsukai (Magician) /
\-----\
\ f{f~fIfX: Bomiosu (Slow)-After the spell animation, these two messages /
/          can appear: \
\
/          fXf%fCf€Ë,Â,Ð,èA,Ì \
\          ,·,î,â,³,ª 35,³,ª,Á,½I: Slime Snail A's Agility went down by /
/                                               35! \
\
/          fTf^f`fƒfsI[,É,Í ,«,©,È,©,Á,½I: Satan Pappy was not affected! \
\-----/

```

```

/ fI_fƒfj: Medapani (Chaos)-After the spell animation, these two messages \
\          can appear: /
/
\          fTf^f`fƒfsI[,Í , ,½,Û,ª ,±,ñ,ç,ñ,µ,½I: Satan Pappy's head /
/                                               was confused (Effective). \
\
/          f}fhfnf`fh,É,Í ,«,©,È,©,Á,½I: Mudhand was not affected! \
\
/          Note that in order for confusion to be of any use, more than one \
\          enemy must be present, because if the enemy confused is the only one /
/          onscreen, then it has no other monsters to attack; and will attack the \
\          party. This rule is also applicable to your characters. /
\=====/

```

```

-----
/-----\
\ (I-I)                               Starting the Game /
/-----\

```

Walk north, into the light and to the edge of the cliff. A voice will ask you different questions that are answered either ,Í,ç: Hai (Yes) or ,ç,ç,|: Iie (No). I do not know what all of the questions are asking at this time, I apologize. If you say yes first, it asks for your name. Enter it (doesn't matter what you put), and then enter your birth month. Then day of birth. If the month and day are correct, choose ,Í,ç: Hai (Yes). If it is not, choose ,ç,ç,|: Iie (No). After you input your birthday, the voice

proceeds to ask you several questions. Depending on how you answer, you will be teleported to different places, and your actions in the test will determine the starting personality of your Hero. Don't worry about it too much, as you can change your personality all throughout the game.

As the game starts, it is the Hero's 16th birthday, and it's time to see the King. Your mother takes you to the gates of the castle, go straight up to get there, and then go straight up in the castle to get to the King.

Talk to him by using the first option when you hit the A button, ,í,È, ·: Hanasu (Talk) and he gives you a basic outline of what is happening.

Basically, he says that your ·f: Chichi (Father), fIf<fefK: Orutega (Ortega), met his end while fighting a monster on a %ŠŽR: Kazan (Volcano).

Now, you must follow in his footsteps and accomplish what he could not do, kill the evil -,%f%of%f,fX: Maou Baramosu (Devil Baramos).

You receive 50 gold, and are told to go to the Eatery and enlist people to campaign with you.

So hop to it!

The items the Hero starts with are as follows:

- E,Ç,¤,ì,Â,é,-: Dou no Tsurugi (Copper Sword) equipped
- E,½,Ñ,Ñ,Æ,Ì,Ó,: Tabibito no Fuku (Traveler Cloth) equipped
- ,½,Ñ,Ñ,Æ,Ì,Ó,: Tabibito no Fuku (Traveler Cloth)
- ,±,ñ,Ú,¤: Konbou (Club)
- ,±,ñ,Ú,¤: Konbou (Club)
- ,Ð,ì,±,ì,Ú,¤: Hinoki no Bou (Cypress Stick)

After talking to the King, leave the castle and go to town. You'll want to get some more party members first, so head for the building at the northwest corner in town.

The merchant on the right is the Vault Keeper. You can let him save your gold for you (for free), and take it when you want. He can only hold gold in increments of 1,000. The point for him is that if your party ever gets wiped out, you lose half of your current gold, but lose none that is being stored. So a wise thing to do would be to deposit as much gold as you can before tackling a difficult cave or boss, to keep losses at a minimum.

When you talk to him you are given the following options:

- , , . , ¯, é: Azukeru (Give)
- , Ð, <, ¾, ·: Hikidasu (Take)
- , â, ß, é: Yameru (Cancel)

The woman behind the counter, f<fC◆[f\_: Rui-da (Ruida), is who you want to talk to in order to enlist party members, but you have to create them first; unless you want the pre-made characters (which you don't). Now go up the stairs to the right.

-----  
/=====\  
\ (I-J) Creating Characters /  
/=====\  
-----

Once you reach the 2nd floor of the Eatery, talk to the man behind the counter on the left. He will ask you if you want to create a character,

reply with a , í, ç: Hai (Yes). Now name the character and choose , ¨, í, é: Owaru when you are finished with their name. Now choose the sex of the character, , ¨, Æ, ±: Otoko (Male), or , ¨, ñ, È: On'na (Female). Now it is time to choose what type of character for them to be.

```
/=====Character==Types=====\  
\  
/ , ^, ñ, µ: Senshi (Soldier) High HP and attack power, but expensive to \  
\  
/ equip, and very low , ·, Î, â, ^: Subayasa (Agility). A good \  
\  
/ choice for a lead party member. \  
\  
/-----\  
/ , Ô, Æ, ¢, ©: Butouka (Martial Artist) Costs less to equip than a Soldier, \  
\  
/ has high Agility and an astronomical critical hit rate as \  
\  
/ levels go up. Personally I prefer a Martial Artist over \  
\  
/ a Soldier in my game. \  
/-----\  
\  
/ , Ü, Ü, ¢, Â, ©, ç: Mahoutsukai (Magician) Very low attack power and HP, but \  
\  
/ the Magician learns many attack spells. Overall, a \  
\  
/ Magician can make the first half of the game a lot \  
\  
/ easier, but eventually will not be too useful compared \  
\  
/ to combination classes the second half of the game. \  
/-----\  
\  
/ , » , ¢, è, â: Souryo (Priest) Higher attack power and HP than a Magician. \  
\  
/ Learns healing and defensive spells. Stays useful longer \  
\  
/ than a Magician, and a good character to change into a Sage \  
\  
/ later on. \  
/-----\  
/ , µ, â, ¢, É, ñ: Shounin (Merchant) Medium-level fighting ability; can find \  
\  
/ extra gold after battles, and is the only character that \  
\  
/ can Appraise items. A fun alternative to a Martial Artist \  
\  
/ or Soldier. \  
/-----\  
\  
/ , , » , Ñ, É, ñ: Asobinin (Carouser) Medium-level fighting ability, but \  
\  
/ more often than not will do random actions in battle, \  
\  
/ making him or her an unpredictable ally. Very high luck, \  
\  
/ and can become a Sage without a Book of Enlightenment. \  
/-----\  
/ , Æ, ¢, ¼, : Touzoku (Thief) A new type of character to Dragon Quest 3, \  
\  
/ Thieves have good attack power, speed, and can sometimes \  
\  
/ find items after a battle. Thieves are highly useful in \  
\  
/ looking for items hidden in towns and dungeons. The item \  
\  
/ stolen from an enemy can be from *any* monster, not just the \  
\  
/ final one killed (different from the Game Boy Color version). \  
/-----\  
\  
/ , ¨, ñ, ¶, á: Kenja (Sage) This powerful magician cannot be enlisted at \  
\  
/ the Eatery; they must be earned. These mages can learn and \  
\  
/ use all of the Magician and Priest spells. There are two \  
\  
/ ways to get a Sage in your party: \  
\  
/ \  
/ 1-Get any character other than the Hero to level 20 or \  
\  
/ above, and put the , ^, Æ, è, Ì, µ, â: Satori no Sho (Book of \  
\  
/ Enlightenment) into his or her inventory, and then go to \  
\  
/ the Shrine of Dharma and select Sage. \  
/ \  
/ \  
/ 2-The second way to get a Sage is to have a Carouser and get \  
\  
/ him or her to level 20, and then go to the Shrine of \  
\  
/ Dharma. \  
/ \  
/ For being so patient with that type of character, you are \  
\  
/ allowed to become a Sage without having to use a Book of \  
\  
/ Enlightenment with that character. \  
/
```

\=====/  
The party I used for this walkthrough was a ,Ô,Æ,ϖ,©: Butouka  
(Martial Artist), ,»ϖ,è,å: Souryo (Priest), and a ,Æ,ϖ,¼, : Touzoku (Thief)  
along with the ,ä,ϖ,μ,á: Yuusha (Hero). All characters are female. Use  
whatever you want, although I recommend bringing a Priest and either a  
Martial Artist or Thief, and then whatever other character you want.

Now I prefer to use a Thief, the Hero, a Priest, and a Magician. At  
level 20, or when the Thief learns her last spell, I change her into a  
Martial Artist. When my Magician learns the fofCfLf<fg: Baikiruto (Bikill)  
spell at around level 20 or 21, I turn her into a Sage via the Book of  
Enlightenment. Once I get another Book of Enlightenment (usually in  
Rimuldar) I change my Priest into a second Sage.

It is possible to beat the game with pretty much whatever party you  
want to, including just a Hero by him or herself. I've gone through the game  
with just a solo Hero several times, and it is a pretty fun way to play.

Once you name a character and select their class, choose  
,Í,ç: Hai (Yes) if it is correct.

You will then be given the option to roll for 5 status bonuses  
yourself if you choose ,¶,Ô,ñ,Å ,â,é: Jibunde Yaru or let the computer  
randomly roll for you by choosing ,",Û,©,¹,É,·,é: Omakasenisuru. The choice  
is yours, but I would roll myself.

One "trick" that can be helpful is if you have all 5 rolls go to  
Vitality. If you do so, then when you go up to level 2, the character will  
likely get a huge HP bonus around 20 or more. Going from 12HP to over 30HP  
in one level-up is a big leap, and can make the beginning of the game quite a  
bit easier.

After creating your 3 new characters, go back downstairs and talk  
to f<fC◆[f\_: Rui-da (Ruida) again. You are given 4 options, and they are:

,È,©,Û,ð,æ,Ñ,¾,·: Nakama wo Yobidasu (Add to party)

,È,©,Û,ð,·,¯,é: Nakama wo Zukeru (Remove from party)

,β,ç,Û,ð,Ý,é: Meibo wo Miru (View roster)

,â,β,é: Yameru (Cancel)

Enlist the 3 party members the game originally gave you, and sell their  
equipment (or give it to the Hero if you want to give what they have to the  
characters you created), then release them at Luita's if you want. Get the  
party members you created in your party, and then go back to the King.

As you talk to him, he will tell you how much experience each character  
needs to get up to the next level, then ask if you want to save. Select  
,Í,ç: Hai (Yes), then choose the file slot to save your game. He will then  
ask you if you want to continue playing, or not to. Say ,Í,ç: Hai (Yes) to  
keep playing, and ,ç,ç,|: Iie (No) to stop.

If at any time you need the services of a church, here are what the choices are:

,ç,«,©,!,ç,¹,é: Ikikaeraseru (Revive)  
,ç,,î,ç,è,â,¤: Doku no Chiryô (Detoxify)  
,î,è,ç,ð,Æ,: Noroiwotoku (Life Curse)  
,â,ß,é: Yameru (Stop-; leave)

```
/=====\  
\ (II-A)                A Magical Key and an Exploding Ball      /  
/                                                                \  
\ Quick Summary                                                /  
/                                                                \  
\ 1-Start game, and enlist party members.                      /  
/ 2-Travel to Reeve, gain exp. and money.                       \  
\ 3-Enter the cave south of Reeve, get Thief Key in the Najimi Tower. /  
/ 4-Get the Magic Ball in Reeve.                                \  
\ 5-Use the Magic Ball in the Cave of Enticement, and enter the Romaly /  
/   region.                                                    \  
\=====
```

Search the room at the southwest corner of the floor with the King. Inside the dresser on the left is a f%fbfN,î,½,È: Rakku no Tane (Luck Seed).

Exit the King's room floor, and then from the stairs you just left, head left, up, right, and then down into that room with the two barrels. Search the barrel on the left for ,ç,ç,³,Èf◊f\_f<: Chiisanamedaru (Small Medal) #1. Search the barrel on the right for a ,ç,,¯,µ,»,¤: Dokukeshisou (Antidote Herb). Go back around to the entrance of the castle, and leave into the town of Aliahan.

```
-----  
/=====\  
\ (II-A1)                fAfŠfAfnf": Ariahan (Aliahan)      /  
/                          (My level: 1)                        \  
\-----/
```

/ Inn: \$2 per person / Church: yes			
/-----/			
/ Weapon Shop			
/			
/ ,ð,î,«,î,Ú,¤: Hinoki no Bou (Cypress Stick)		\$5	
\ ,±,ñ,Ú,¤: Konbou (Club)		\$30	
/ ,ç,¤,î,Â,é,-: Dou no Tsurugi (Copper Sword)		\$100	
\ ,ß,î,î,Ó,: Meno no Fuku (Clothes)		\$10	
/ ,½,Ñ,Ñ,Æ,î,Ó,: Tabibito no Fuku (Traveler Cloth)		\$70	
\ ,©,í,î,æ,è,ç: Kawa no Yoroi (Leather Armor)		\$150	
/ ,©,í,î,½,Ä: Kawa no Tate (Leather Shield)		\$90	
/-----/			
/ Item Shop			
/			
/ ,â,,»,¤: Yakusou (Medical Herb)		\$8	
\ ,ç,,¯,µ,»,¤: Dokukeshisou (Antidote Herb)		\$10	
/ fLf◊f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing)		\$25	
\ ,¨,È,×,îftf^: Onabe no Futa (Pot Lid)		\$50	



In town, go left to Luita's, but go around the side and back of the place, and search the barrel on the left side to find \$25. Go back to your house in the southwest.

In the kitchen of your house, search the bottom barrel for a ,â,,»,: Yakusou (Medical Herb). Go upstairs to the bedrooms. Search the dresser in your room (room on the right) for a ,ç,©,ç,î,¼,Ë: Chikara no Tane (Power Seed), and the dresser in the room on the left for \$5. If you want some quick cash, sell the Power Seed. Exit the town.

To your west is the Najimi Tower. You will want to go there to get the ,Æ,¤,¼,,î,©,-: Touzoku no Kagi (Thief Key), but not quite yet. Level up and upgrade your equipment first. Head northwest, across the bridge and make your way to fE [fx: Re-be (Reeve)]. The enemies around Aliahan and Reeve are weak, so you should make the trip at level 1 or 2. If you have a Priest in your party, give the Hero's ,ç,¤,î,Â,é,-: Dou no Tsurugi (Copper Sword) to the Priest, and equip a ,±,ñ,Ú,¤: Konbou (Club) to the Hero instead, so the party is a little bit more balanced.

```

/=====\
\ (II-A2)                fE [fx: Re-be (Reeve)                /
/                          (My level: 1)                      \
\-----\
/ Inn: $2 per person / Church: yes                               \
\-----\
/ Weapon Shop                                                    \
\                                                                    /
/ fuf [fYfifCft: Bronzunaifu (Bronze Knife)                    $80          \
\ ,ç,¤,î,Â,é,-: Dou no Tsurugi (Copper Sword)                 $100         /
/ ,,³,è,ª,Û: Kusarigama (Chain Sickle)                        $320         \
\ ,¯,ç,±,-: Keikogi (Training Suit)                            $80          /
/ ,©,í,î,æ,ë,ç: Kawa no Yoroi (Leather Armor)                 $150         \
\ fJf [î,±,¤,ç: Kame no Koura (Turtle Shell)                  $330         /
/ ,©,í,î,Ú,¤,µ: Kawa no Boushi (Leather Hat)                  $80          \
\-----\
/ Item Shop                                                       \
\                                                                    /
/ f^ [fof": Ta-ban (Turban)                                    $160         \
\ ,â,,»,: Yakusou (Medical Herb)                               $8           /
/ ,ç,,¯,µ,»,: Dokukeshisou (Antidote Herb)                    $10          \
\ ,¹,ç,·,ç: Seisui (Holy Water)                               $20          /
/ fLf [f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing)           $25          \
\=====\

```

In Reeve, go into the house to the right of the Item Shop, and search the bookcase to find a ,ç,©,ç,î,Đ,Ý,Â: Chikara no Himitsu (Power Secret) book.

Push the boulder in the bottom right corner of town, and then search the spot where it used to be to find Small Medal #2.

In the weapon shop, you will see some weapons and armor you should strive to save up for to equip your characters decently, and also a Turban in the item shop for your Merchant or Carouser (if you have either). Now

you will want to go outside and walk back to Aliahan (don't go to the inn in Reeve unless you are absolutely in need).

Keep walking around Aliahan until night falls (the ground has to be a bluish tone, not orange for it to be night). You will most likely be level 2 or 3 with some characters when you re-enter.

Once it is night, go to the house north of the well in the southeast corner (a man blocks the doorway during the day) and go up the stairs. Search the dresser on the right for Small Medal #3.

Leave the house and go back to your home (southwest corner of town). Talk to your mother, and then talk to her again. Answer ,í,¢: Hai (yes) if you want to sleep at your house (free Inn, and you can also stay during the day as well). Save your game with the King. Head back to Reeve, fighting enemies to gain much needed experience and gold.

Build up to level 3 or 4, and upgrade what equipment you can afford. If you are feeling brave, you can try to fight Bubble Slimes and other monsters for more experience and gold to upgrade faster for the cave/Najimi Tower.

--Optimum Equipment--

Hero, Soldier, Priest, and Thief

Weapon: ,,³,è,ª,Û: Kusarigama (Chain Sickle) bought in Reeve.

Armor: ,©,í,Ì,æ,ë,¢: Kawa no Yoroi (Leather Armor) bought in both towns.

Shield: ,©,í,Ì,½,Ä: Kawa no Tate (Leather Shield) bought in Aliahan.

Helmet: ,©,í,Ì,Û,ª,µ: Kawa no Boushi (Leather Hat) bought in Reeve.

Total cost: \$690.

Martial Artist

Weapon: none.

Armor: ,¯,¢,±,-: Keikogi (Training Suit) bought in Reeve.

Shield: ,¨,È,×,Ìftf^: Onabe no Futa (Pot Lid) bought in Aliahan.

Helmet: none.

Total cost: \$130.

Magician

Weapon: ,Ð,Ì,«,Ì,Û,ª: Hinoki no Bou (Cypress Stick) bought in Aliahan.

Armor: ,½,Ñ,Ñ,Æ,Ì,Ó,: Tabibito no Fuku (Traveler Cloth) bought in Aliahan.

Shield: ,¨,È,×,Ìftf^: Onabe no Futa (Pot Lid) bought in Aliahan.

Helmet: ,©,í,Ì,Û,ª,µ: Kawa no Boushi (Leather Hat) bought in Reeve.

Total cost: \$205

Merchant and Carouser

Weapon: ,,³,è,ª,Û: Kusarigama (Chain Sickle) bought in Reeve.

Armor: fJf◆,Ì,±,ª,¢: Kame no Koura (Turtle Shell) bought in Reeve.

Shield: ,©,í,Ì,½,Ä: Kawa no Tate (Leather Shield) bought in Aliahan.

Helmet: f^◆[fof": Ta-ban (Turban) bought in Reeve.

Total cost: \$900

Figure up how much it will cost for the best equipment (or replace Chain Sickles for Copper Swords or Bronze Knives if you want), and get ready to fight for a little bit. Buy a few Medical Herbs and Antidote Herbs (and a Chimera Wing if you can spare it), and head out of Reeve and then go east.

In the hills are tougher enemies (but more experience and gold). Make your way through the hills to the Shrine and battle the monsters there. Be careful not to die, though. Revive fallen party members in the churches

(the price depends on the character's class and level), and recover at the inn in Reeve when you still have enough HP/MP to make it back. Buy new weapons or armor (I prefer weapons first over armor myself) as soon as you can afford them.

When you talk to a merchant from a Weapon/Armor/Item shop, you are given three choices:

,©, ¢, É, «, ½: Kainikita (Buy)

, ¢, è, É, «, ½: Urinikita (Sell)

, â, ß, é: Yameru (Stop)

Also when buying weapons and armor, there are a couple of different messages in each character's equipping box (lower left corner).

Name E Number (The item selected is currently equipped).

Name , » , ¢, Ñ, Å, «, È, ¢: Soubidekinai (Cannot equip)-The character can hold the item in their inventory, but not equip it.

Name , à, Á, Ä, ¢, é: Motteiru (Possess)-Character has this item in their inventory, but not currently equipped.

Whenever you buy a piece of armor or a weapon, the merchant will ask you a yes/no question. They are asking if you want to equip the item at that time.

When you trade a weapon or armor from one character to the other, the game asks the question at that time as well.

The enemies to be careful with are Bubble Slimes (they can poison you), Scorpion Wasps (they can call for more to appear and outnumber you), and Masked Moths (they cast the Surround spell).

When you think you are prepared enough (make sure to have a couple of Antidote Herbs), head south from Reeve into the cave you see. There are two entrances to the Najimi Tower (south of Reeve or southeast of Reeve in a little patch of grass in the forest), but you can get all of the treasure quicker by going through the cave to the south.

-----

```
/=====\  
\ (II-A3) , Ý, ¢, «, Ì, Ç, ¢, , Â: Misaki no Doukutsu (Promontory Cave) /  
/                                     (My level: 4)                               \  
\=====/  
-----
```

The monsters in here are the same as around Aliahan and Reeve.

B1-Head south to the stairs leading down.

B2-Go east, north, and east to the chest. Take the , â, , » , ¢: Yakusou (Medical Herb). Then take the northern passage to the next treasure chest, which contains , ½, Ñ, Ñ, Æ, Ì, Ó, : Tabibito no Fuku (Traveler Cloth). Go north and relieve the chest of its 56 gold. After the three chests have been opened, head back south and east of the Traveler Cloth chest to the stairs there. Go up the stairs.

```

=====
\ (II-A4)          fifWf~,ì,Æ,¤: Najimi no Tou (Najimi Tower) /
/                                     (My level: 4) /
\=====

```

- B1-Walk to the east until you get to the intersection, and then head north. Take the passage to the left and open the chest for 32 gold. Then go back south and up the stairs below the intersection.
- 1F-Walk north, and on the left side of the second intersection are stairs down, which lead to an inn if you need it (2 gold per person to stay). Rest (or don't), and head east to the stairs up.
- 2F-Go west, north, and then west again to the treasure chest (\$40). Walk east, directly across from the treasure chest room to the stairs up.
- 3F-Open the chest for ,ç,ç,³,Èf♦f\_ç: Chiisanamedaru (Small Medal) #4. Go back down the stairs you came up.
- 2F-Walk back to the original staircase on the floor (west, south, east), and keep moving south and then west, to the second passage going north. Go up the stairs.
- 3F-Walk to the north, then head east. Take the second passage south and open the chest that contains a fLf♦f%,ì,Â,î,³: Kimera no Tsubasa (Chimera Wing). Then go to the first passage that you passed and go up the stairs.
- 4F-Talk to the old man and receive the ,Æ,¤,¼,,ìfJfM: Touzoku no Kagi (Thief Key). Put the key into the item bag by: push the A button, ,Ç,¤,©, A button, character with they key's name, A button, choose the key, A button, ,í,½,·, A button, ,Ó,,ë, A button. Search the bookcase on the left for a book, the ,",Ä,ñ,î,¶,Ä,ñ: Otenba Jiten (Tomboy Encyclopedia). Use the key (or hit the X button) while in front of the door to unlock it, and then jump off the tower. Use a Chimera Wing if you don't want to go through the Promontory Cave to get back to Aliahan. If you don't have a Chimera Wing, there is one on the east side of the 3rd floor.

Back in Aliahan, rest at the Inn (or talk to your Mother), and sell off any excess Traveler Cloth and/or books you don't want. Go to the castle. Before talking to the king, go around to the back of the castle, where the Princess is. Enter the door on the left (it will unlock with the Thief Key), and search the dresser for Small Medal #5.

Leave the castle and search the well in town in the southeast section of town. Talk to the man behind the counter, and he will take your 5 Small Medals. You will receive a ,Æ,°,ì,Ð,ç: Toge no Muchi (Thorn Whip) as a prize for finding 5 Small Medals.

Give the whip to your Thief or Hero. This is the first of a handful of weapons that hit a group of enemies per attack. It should be useful for the Inviting Cave. Now go to the King and save your game.

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=====
\ (II-A5)          The Magic Ball /

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With the Thief Key in hand, travel to Reeve, killing whatever stands in your way. Make a short pit stop at that single grassy spot in the forest south of the town, the ,» , º, ñ, Ì, Û, ±, ç: Sougen no Hokora (Grassland Shrine).

Take the stairs that go down, then unlock the door to the south. The chest on the left holds a , «, Ì, Ú, º, µ: Ki no Boushi (Wooden Helmet), and the one on the right has a , ·, Î, Â, º, Ì, ½, Ë: Subayasa no Tane (Agility Seed) inside. Make sure to equip the helmet to whoever has the lowest defense power.

In town, enter the locked house in the upper right area of town (with a horse outside). Search the pot on the right to find a , ©, µ, ±, º, Ì, ½, Ë: Kashikosa no Tane (Intelligence Seed). Go up the stairs. Talk to the old man, and choose , Í, ç: Hai (yes) when he asks you if you have the Thief Key. You will then receive the , Û, Û, º, Ì, ½, Û: Mahou no Tama (Magic Ball), which will be used in the next cave. Search the dresser for a , Ç, , ¯, µ, » , º: Dokukeshisou (Antidote Herb), then leave town.

Travel east from Reeve, and then south into the mountains. Enter the shrine you will see. Search the pot on the right for Small Medal #6. Search the pot on the left for a fLf f%, Ì, Â, Î, º: Kimera no Tsubasa (Chimera Wing).

The bookcase has information about the f€f` : Muchi (Whip) and fu f[f f% f": Bu-meran (Boomerang) weapons in the game; if you choose to read it. Whips hit a group of monsters, while Boomerangs hit all monsters. Damage is less for each monster hit in succession (ie: if you are fighting 8 Slimes, you might start at 41 damage on the first one, but on the 8th you might have only done 6 damage to it). If you talk to the old man, he asks if you have the Magic Ball or not. Leave, and go north-northeast to that little 1 square lake in the woods.

-----  
/=====\  
\ (II-A6) , ç, ´, È, ç, Ì, Ç, º, , Â: Izanai no Doukutsu (Inviting Cave) /  
/ (My level: 7) \  
\=====/  
-----

- Enemies to look out for:  
fofuf<fXf%fCf€: Bubble Slime (They can poison you.)  
, Ì, ñ, ß, ñ, ç, â, º: Masked Moth (They cast the Surround spell at the party.)  
, Û, Û, º, Â, ©, ç: Magician (They cast Fireball at party members.)  
fAf<f~f% f[W: Spiked Hare (Casts the Sleep spell at the party.)  
fLfff^fsf% f[: Caterpillar (High HP, defense, and attack.)

- 1F-Go down the stairs that are just above the big lake.  
B1-Walk west, and then go up to the wall with the statues, and use your , Û, Û, º, Ì, ½, Û: Mahou no Tama (Magic Ball). The ball will explode, allowing you to go down to the stairs. Open the chest to get the , Ó, µ, ¬, È'n f: Fushigi na Chizu (Mystery Map). The map will show where towns, dungeons, and other places are when you have been to them. Hit the R button to view the map. Place the map in your bag. Go down the stairs.  
B2-Head north, passing the passage on the left and right. Take the second

left, then walk north at the intersection. At the T-shaped intersection, head west to the treasure chest. Grab the ,Ç,,̄,μ,»,♠: Dokukeshisou (Antidote Herb), then proceed east until you have to go south (skip the passage a little before the corner). Walk all the way south until you reach the bottom right corner of the floor, then head west. Make sure to avoid the pitfall square, and go north when the path forks. Take the next passage to the west, and open the chest for a ,¹,ç,È,é,fifCft: Seinarunaifu (Sacred Knife). Equip it to anyone who needs it. Resume heading north, avoiding the pitfall squares, and go west, following that passage to the stairs heading down.

B3-Follow the leftmost passage to the south to get to the teleporter, leading out of the cave. Walk out of the shrine, and into the castle.

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/=====\
\ (II-B)           A King, a Thief, and a Sleepy Village /
/                                                         \
\ Quick Summary /
/                                                         \
\ 1-Enter Romaly, buy new equipment, and talk to the King. /
/ 2-Travel to Kazab; gain exp. and money. /
\ 3-Enter, and play Sugoroku #1. /
/ 4-Fight Kandata in the Champagne Tower, and win the Gold Crown. \
\ 5-Give the King of Romaly his Gold Crown. /
/ 6-Investigate Noaniel, and the Isolated Elf Village. \
\ 7-Find the Dream Ruby in the Lake Depths. /
/ 8-Give the Dream Ruby to the Queen of Elves. \
\ 9-Use the Wake-Up Powder in Noaniel. /
/=====\

```

Note: The entire Champagne Tower and Noaniel section of the game are completely optional. They can be skipped, and you can go from Kazab straight to Assaram if you like (but you will miss out on some Small Medals, and other things as well).

```

/=====\
\ (II-B1)           f♠f}fŠfA: Romaria (Romaly) /
/                   (My level: 5) /
\-----\
/ Inn: $3 per person / Church: yes -Fight Contest- /
\-----\
/ Weapon Shop /
\ /
/ ,¹,ç,È,é,fifCft: Seinaru Naifu (Sacred Knife) $200 \
\ ,,³,è,ª,Û: Kusarigama (Chain Sickle) $320 /
/ ,Ä,Â,Ì,â,è: Tetsu no Yari (Iron Spear) $650 \
\ ,©,í,ì,æ,ë,ç: Kawa no Yoroi (Leather Armor) $150 /
/ ,±,♠,ç,ì,æ,ë,ç: Koura no Yoroi (Shell Armor) $350 \
\ ,,³,è,©,½,Ñ,ç: Kusarikatabira (Chain Mail) $480 /
/ ,¹,ç,Ç,♠,Ì,½,Ä: Seidou no Tate (Bronze Shield) $250 \
\-----\
/ Item Shop /

```

\	/
/ ,Ä,Â,Ï,Û,!,©,¯: Tetsu no Maekake (Iron Apron)	\$700 \
\ ,©,í,Ï,Û,¤,µ: Kawa no Boushi (Leather Hat)	\$90 /
/ ,â,,»,,¤: Yakusou (Medical Herb)	\$8 \
\ ,Ç,,¯,µ,»,,¤: Dokukeshisou (Antidote Herb)	\$10 /
/ ,¹,¢,·,¢: Seisui (Holy Water)	\$20 \
\ fLf♦f%,Ï,Â,Î,³: Kimera no Tsubasa (Chimera Wing)	\$25 /
/ ,Û,ñ,°,Â,»,,¤: Mangetsusou (Full Moon Herb)	\$30 \
\=====	

Head to the Inn and rest. Search the dresser for a ,Û,ñ,°,Â,»,,¤: Mangetsusou (Full Moon Herb), then go upstairs and search the dresser there for a ,Ç,,¯,µ,»,,¤: Dokukeshisou (Antidote Herb).

In the church, search the dresser to find a ,,¶,¯,Ê,±,±,ë: Kujikenukokoro (Tough Heart). Equip it, or sell it. The center bookcase holds a , ,½,Û,ª,³,!,é,Û,ñ: Atama ga Saeru Hon (Clear Head Book).

On the right side of town, there is a dog named f{fr♦[: Bobi- (Bobby) that won't move but is barking as if he found something; search that spot the he is covering at night to find a , ,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket).

Enter the house above the shops, and search the upper pot for Small Medal #7, and then search the dresser for a ,©,í,Ï,Û,¤,µ: Kawa no Boushi (Leather Hat). Go towards the castle, but go to the right of the door and search the square just to the right of the brazier there for Small Medal #8. Now enter the castle. See all those flower patches? Go into the southeastern one, and search the intersecting bush of (backwards L shape) them to find Small Medal #9.

- o
- o
- o
- o

oooo<---search this bush

Go around the edge of the castle, to the top right stairs. Go all the way up them and search the dresser for a , ,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket), and then the bookshelf for a ,,é,Á,±,Ï,Û,ñ: Zurukko no Hon (Slyness Book).

Now, its time to see the King. Save your game, then before you leave, he has a request: it seems that his <à,Ï,©,ñ,Ð,è: Kin no Kanmuri (Gold Crown) was stolen by a man named fJf"f\_f^: Kandata, and he wants you to return it to him. It is an optional sidequest, and the choice is up to you to do it or not. Regardless, it is time to go to the next town on the list, Kazab.

---

\=====	
\ (II-B2)	fJfU♦[fu: Kaza-bu (Kazab) /
/	(My level: 7-8) \
\=====	

Enemies to look out for:  
 f|fCfYf`fg♦[fh: Poison Toad (They can poison you.)

,@,ñ,½,¢fKfj: Army Crab (High attack, high defense, and can call for help.)  
fLf%◆[fr◆[: Killer Bee (Can paralyze party members.)

Walk due north, and you will eventually see a Shrine. Enter it.  
Welcome to the first Dice Game board. For now, simply search the raised platform by the masked man to find another , ·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket), and then leave. Continue heading north-northeast near the mountains until you spot the village.

```
=====\  
\  
fJfU◆[fu: Kaza-bu (Kazab) /  
=====\  
\  
Inn: $4 per person / Church: yes /  
=====\  
\  
Weapon Shop /  
/  
\  
 ,Ä,Â,Î,â,è: Tetsu no Yari (Iron Spear) $650 /  
/  
 ,Ä,Â,Î,Â,ß: Tetsu no Tsume (Iron Claw) $870 \  
\  
 f`fE◆[f`fNf◆fX: Che-nkurosu (Chain Cross) $1,000 /  
/  
 ,Ä,Â,Î,æ,ë,¢: Tetsu no Yoroi (Iron Armor) $1,100 \  
\  
 ,Ô,Æ,¤,¬: Butougi (Fighting Suit) $800 /  
/  
 ,¹,¢,Ç,¤,Î,½,Ä: Seidou no Tate (Bronze Shield) $250 \  
\  
 ,¤,ë,±,Î,½,Ä: Uroko no Tate (Scale Shield) $600 /  
=====\  
\  
Item Shop /  
/  
\  
 ,«,Î,Ú,¤,µ: Ki no Boushi (Wooden Helmet) $140 /  
/  
 ,â,,»,¤: Yakusou (Medical Herb) $8 \  
\  
 ,Ç,,¯,µ,»,¤: Dokukeshisou (Antidote Herb) $10 /  
/  
 ,¹,¢,·,¢: Seisui (Holy Water) $20 \  
\  
 fLf◆f%,Î,Â,Î,³: Kimera no Tsubasa (Chimera Wing) $25 /  
/  
 ,Û,ñ,°,Â,»,¤: Mangetsusou (Full Moon Herb) $30 \  
\  
 ,¤,³,¬,Î,µ,Á,Û: Usagi no Shippo (Rabbit's Tail) $270 /  
=====\  
/
```

As you can see, it will cost a pretty penny to upgrade your character's equipment (if you have a Soldier along with a Hero, you should save up 1,500 gold to buy a Steel Sword and 1,200 gold apiece for an Iron Shield, which are bought at the shop in the Dice Game, and one Steel Sword can be received by reaching the GOAL at the Dice Game). There are two ways of achieving this high monetary goal, and both take about the same amount of time (unless you are extremely lucky). One way is to fight around Kazab, and a bit north where harder enemies lurk, until you are decently powered and then go east and fight some really tough enemies for a lot of experience and money, or by returning to Romaly, and betting on monster battles. I myself used to go the betting route, until I got too angry at how long it took and just started fighting badguys instead. It is your choice.

Fighting Monsters-first off, you will want to get some money and then save at Romaly. Then proceed to the Dice Game and play it (reset if you hit a pitfall and don't get much). Try to get the Boomerang there, and finish the game within your 4 chances (you should have 4 tickets after visiting Kazab), and keep trying until you do. With the Boomerang in hand (and the Thorn Whip on another character and a Chain Cross if you have a Thief with you), harder monsters should be easier to fight, and then upgrade weapons and armor accordingly when you have the cash. You will probably be around level 12+ by the time enough gold is gained.



or...

Betting on Monster Battles-Return to Romaly. Inside the Weapon Shop, go down the staircase there to enter the Fight Ring. Speak with the person behind the counter on the left, and you can choose which monster you think will win. The higher the number after their name, the less likely of a chance they have of winning, so there are a couple of big payoffs even at this stage of the game. Tickets cost whatever level the Hero is x10. So if your Hero is level 10, tickets will cost 100 gold. The amounts won are the number after the monsters name multiplied by the cost of the ticket. So if you were to be at level 20 and picked a Magician who had a win amount of 23.0, and it won, you would win 4,600 gold just like that. If the Hero is close to a level up, level him/her up and then go bet.

At this point in the game, the best payouts are the Magician, Bat Man, and Killer Bee setup, and the Spiked Hare, Poison Toad, Caterpillar, and Magician setup. I myself choose the Magician in both.

I will go further into the fighting around way, because there isn't much to the betting besides those two big payoff matches right now.

Enter the village, and if you can, don't go to the inn yet. Go to the church, and exit to the right. Search under the third gravestone on the right to fight Small Medal #10. Proceed to the Inn, and search the dresser on the right for a fourth , , ^2, ë, , ^-, ñ: Sugorokuken (Dice Game Ticket).

On the upper right area of town, there is a hidden staircase behind the house there. Go up the stairs there, and search the upper barrel for an , ç, ì, ç, ì, «, ì, Ý: Inochi no Kinomi (Life Nut). Use it on whoever has the slowest HP gain (or sell it for the cash) or if you decide to class change one character, save it for that one (like when you get a Sage). Search the dresser on the right for a , ^-, ^a, í, ìft♦[fh: Kegawa no Hu-do (Fur Hood). Enter the Item Shop, and search the dresser for some fXfefefRfpf^fc: Sutetekopantsu (Boxer Shorts). Sell whatever excess items and equipment that you can, then exit the village. Walk around until nightfall, if you can.

Enemies to look out for:

, ^3, Ü, æ, æ, æ, ë, ç: Wandering Armor (high HP, high defense, high attack, can summon Heal Slimes)

fAfjff}f<f}f^fr: Animal Zombie (high HP, casts Slow)

ffXftf%fbf^♦[: Death Flutter (2 attacks per round)

, Ç, fCf, f€fV: Poisonous Green Caterpillar (can use poison breath on all party members)

, ±, æ, à, è, ^, Æ, ±: Bat Man (casts Stopspell)

Once night falls, re-enter Kazab. Enter the Item Shop, and the merchant is sleeping, so go ahead and open the two chests there to find a , Ç, , ì, è: Dokubari (Poison Needle) and a , ±, ñ, Ú, æ: Konbou (Club). Sell both items if you do not want or need them after going to the Inn for the night. The Poison Needle is useful against Metal monsters later on, though.

Use a Chimera Wing and fly back to Aliahan. Enter the well, and trade in your 5 Small Medals, for a total of 10 and you will receive a fK♦[f^♦[fxf<fg: Ga-ta-beruto (Garter Belt). At 20 Small Medals, you will receive a Yaiba Boomerang. Equip the Garter Belt on a Female character in your party to become a fZfNfV♦[fMfff<: Sekushi-gyaru (Sexy Gal) personality. Use another Chimera Wing and fly back to Kazab.

Keep fighting around the town until you get about 1,500 gold. Now return to Romaly and save. Proceed to the Dice Game board.

/=====\  
\  
(II-B3) , ·, ^, ë, : Sugoroku (Dice Game #1) /  
/=====\  
\

The Sugoroku/Dice Game board is completely optional, but a fun way to pass time. With a little patience, it is a way to get some good items early in the game. There are 5 Dice Game boards throughout Dragon Quest 3. They function like other board games; roll the dice and move. Special squares are throughout the board, and different things happen. They will be explained shortly. The game ends in four different ways. The game can be ended by:

Running out of rolls.  
Falling down a pit (sometimes it does not, on multi-floored boards).  
Landing on the GOAL square.  
Dying in a battle, or due to a damage square.  
Choosing to quit.

Walk up to the stairs, and talk to the man in front of the START square. If you have at least one ticket, you can play. Tickets are found in miscellaneous places all throughout the game. Please note that the character in the lead can only play, so if you want to switch the party leader, hit the A Button, then choose , ^, , ^, ñ: Sakusen (Strategy), and then the third option on the Strategy menu, , È, ç, Ñ, ©, |: Narabikae (Party Order). Then simply put who you want to play the game in the lead then whatever other order. When you are ready, talk to the guy in front of START.

You are given 10 rolls for this one floor board. It is pretty uniform that the color red is positive, and blue is negative for effects on the Dice Game board.

Hit the A Button, and a new menu list appears.

fTfCfRf◆, ð, Ó, é: Saikoro wo Furo (Roll Die).  
f}fbfv, ð, Ý, é: Mappu wo Miru (Look at Map) Hit the B or A Button to return.  
, Â, æ, ^, ð, Ý, é: Tsuyosa wo Miru (Look at Stats).  
, â, ß, é: Yameru (Stop) End the game.

There are several different squares to land on, and this is what they do.

START: Starting location; nothing happens on this square.  
Grass: Low chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.  
Directional Arrow (Red) + (number): Move in the direction of the arrow forward X number of spaces.  
Directional Arrow (Blue) - (number): Move in the direction of the arrow backward X number of spaces.  
Forest: Medium chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.  
Treasure Chest: Usually contains a good item (the items in chests, dressers, and pots are always the same, and can only be received once).  
Die (Red) + (number): Gain X amount of rolls.  
Die (Blue) - (number): Lose X amount of rolls.  
House with a Wing: The Dice Game Shop. Usually has items that aren't sold anywhere else, or not for a long time in the regular game.  
Pot: Usually contains a decent item.

Coins (Red) + (number): Gain X amount of Gold.

Coins (Blue) - (number): Lose X amount of Gold.

?: Chance. Various effects, such as gain/lose experience or gold, get warped, and the occasional pitfall.

Mountain: High chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.

Grey door: Pitfall. Usually ends the game. Avoid.

Dresser: Usually contains a decent item.

Slime: Instant battle.

Flashing Swamp: HP damage (about 25% of maximum).

Star in a Circle: Restore all HP and MP.

Skull wearing a Magician Hat: MP damage (about 25% of maximum).

GOAL: End of the board, but this square MUST be landed on. If you are 2 steps away and roll a 3, you will land 1 step away.

!: Changes stats, depending on what numbers are rolled.

Stats CAN be reduced, so look out.

If the first roll is a:

1-, ç, ©, ç: Chikara (Power) is affected.

2-, ·, î, â, ³: Subayasa (Agility) is affected.

3-, ½, ç, è, å, : Tairyoku (Vitality) is affected.

4-, ©, µ, ±, ³: Kashikosa (Intelligence) is affected.

5-, ¢, ñ, Ì, æ, ³: Un no Yosa (Luck) is affected.

6-, ³, ç, ¾, çHP: Saidai HP (Max HP) is affected.

Whatever the second roll is, that is the number of points to be changed.

If the third roll is:

4-6: the number of points to the stat are added.

1-3: the number of points to the stat are subtracted.

If you find a Medical Herb, you will asked if you want to use it now or not. Simply say yes or no.

```

/=====\
\ Points of interest:                               /
/                                                    \
\ Pot on right side of board: , â, , » , ¢: Yakusou (Medical Herb).           /
/ Pot on left side of board: , ©, í, Ì, Ú, ¢, µ: Kawa no Boushi (Leather Hat). \
\                                                    /
/ Dresser: , ·, ², è, , ¯, ñ: Sugorokuken (Dice Game Ticket).                 \
\                                                    /
/ Chest 4 steps above 'Start' square: , ¹, ç, È, éifCft: Seinarunaifu         \
\                                                    /
\                               (Sacred Knife).                               /
/ Chest on the right side of board: fu♦[f♦f%`": Bu-meran (Boomerang).         \
\ Chest 6 steps from GOAL: , ç, Ì, ç, Ì, «, Ì, Ý: Inochi no Kinomi (Life Nut). /
/-----\
\                                                    /
/ Items found through searching:                               \
\                                                    /
/ fLf♦f%, Ì, Â, Î, ³: Kimera no Tsubasa (Chimera Wing)                       \
\ , ¯, ç, ±, ¬: Keikogi (Training Suit)                                       /
/ , ©, í, Ì, Ú, ¢, µ: Kawa no Boushi (Leather Hat)                             \
\ , ±, ñ, Ú, ¢: Konbou (Club)                                                  /
/ , Ç, , ¯, µ, » , ¢: Dokukeshisou (Antidote Herb)                             \
\ , ©, í, Ì, ½, Å: Kawa no Tate (Leather Shield)                             /
/-----\
\                                                    /
/ Items found in '?' block treasure chests:                               \
\                                                    /
/ , ¯, ç, ±, ¬: Keikogi (Training Suit)                                       \
\ , ç, ©, ç, Ì, ½, È: Chikara no Tane (Power Seed)                           /
/ , ±, ñ, Ú, ¢: Konbou (Club)                                                  \

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\ ,Ç,,î,è: Dokubari (Poison Needle) /
/ ,â,,»,: Yakusou (Medical Herb) \
\ ,Ç,,µ,»,: Dokukeshisou (Antidote Herb) /
/ ,ç,î,ç,î,«,î,ý: Inochi no Kinomi (Life Nut) \
\ ,ó,µ,-,È,«,î,ý: Fushigi na Kinomi (Mystery Nut) /
/ ,. ,î,â,³,î,½,È: Subayasa no Tane (Agility Seed) \
\ ,©,í,î,Ú,µ,µ: Kawa no Boushi (Leather Hat) /
/ fLf♦f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing) \
\ ,©,í,î,½,Ä: Kawa no Tate (Leather Shield) /
/-----\
\ /
/ Shop \
\ /
/ ,í,ª,È,î,Â,é,-: Hagane no Tsurugi (Steel Sword) $1,300 \
\ ,©,í,îfhfçfX: Kawa no Doresu (Leather Dress) $420 /
/ ,Ä,Â,î,½,Ä: Tetsu no Tate (Iron Shield) $1,200 \
\=====

```

Reach the GOAL, and inside the two chests are \$500 and a ,í,ª,È,î,Â,é,-: Hagane no Tsurugi (Steel Sword).

After reaching a satisfactory point (getting the Boomerang, or reaching the GOAL), leave and save your game. If you are thrown out from a pitfall, I would recommend resetting, as Dice Game tickets are limited and there is another one to visit pretty soon.

When you get decently equipped, you can venture east of Romaly and go across the bridge to fight stronger monsters to level up and gain gold faster, or you can be daring and attempt to fight extremely difficult monsters east of Kazab. The monsters there consist of Bomb Crags, Death Stalkers, Magic Hags, Birds of Paradise, and Grizzlies. Be very careful and prepared to hit reset often for awhile. The fights are worth it, however.

An easy way (depending on your luck) to get some experience is to equip the ,Ç,,î,è: Dokubari (Poison Needle) if you bump into some Bomb Crags. Just have the character with the Poison Needle attack Bomb Crags until you get the one-hit death, and you can easily kill Bomb Crags for experience.

To reach the area that these monsters can be fought, go to Kazab, and then head east. Keep going east until you see a little forest area. Once there, walk back and forth along the east coast and you will get fought by the monsters. Here is a little diagram:

The \* areas are the forest that the stronger enemies can be encountered.

```

          |
          |
Kazab    ***|
|  ^^^^^^  **|
*         ____*|
  ^^^^^^  ____|
^^        ----

```

Try to have the f%fšfz♦[: Rariho- (Sleep) and f<fJfj: Rukani (Defense) spells, because they are pretty effective on Death Stalkers and Grizzlies. It still might be better to wait until a few more experience levels are attained, though. Now it is time for a showdown in the sky...

```

=====
\ (II-B4)          fVfff`fp [fj, Ì, Æ, ¢: Shanpa-ni no Tou (Champagne Tower) /
\                                     (My level: 10)                               \
=====

/-----
\ My current stats/equipment: /
/-----
\ Martial Artist (Level 10) /
/ Weapon: , Ä, Ä, Ì, Ä, ß: Tetsu no Tsume (Iron Claw) \
\ Armor: , Ö, Æ, ¢, -: Butougi (Fighting Suit) /
/ Shield: , ` , È, x, Ìftf^: Onabe no Futa (Pot Lid) \
\ Decoration: fK [f^ [fxf<fg: Ga-ta-beruto (Garter Belt) /
/-----
\ Hero (Level 10) /
/ Weapon: fu [f f%f": Bu-meran (Boomerang) \
\ Armor: , ½, Ñ, Ñ, Æ, Ì, Ó, : Tabibito no Fuku (Traveler Cloth) /
/ Shield: , Ä, Ä, Ì, ½, Ä: Tetsu no Tate (Iron Shield) \
\ Helmet: , ©, í, Ì, Ú, ¢, µ: Kawa no Boushi (Leather Hat) /
/ Backup weapon: , Í, ¢, È, Ì, Ä, é, -: Hagane no Tsurugi (Steel Sword) \
/-----
/ Priest (Level 11) \
\ Weapon: , Ä, Ä, Ì, â, è: Tetsu no Yari (Iron Spear) /
/ Armor: , ½, Ñ, Ñ, Æ, Ì, Ó, : Tabibito no Fuku (Traveler Cloth) \
\ Shield: , ¢, è, ±, Ì, ½, Ä: Uroko no Tate (Scale Shield) /
/ Helmet: , ¯, ¢, í, Ìft [fh: Kegawa no Hu-do (Fur Hood) \
/-----
/ Thief (Level 11) \
\ Weapon: f`fF [f`fNf fX: Che-nkurosu (Chain Cross) /
/ Armor: , ©, í, Ì, æ, è, ¢: Kawa no Yoroi (Leather Armor) \
\ Shield: , ¢, è, ±, Ì, ½, Ä: Uroko no Tate (Scale Shield) /
/ Helmet: , ©, í, Ì, Ú, ¢, µ: Kawa no Boushi (Leather Hat) \
\ Backup weapon: , ¢, ¢, È, éfifCft: Seinarunaifu (Sacred Knife) /
=====

```

The point to having a backup weapon is to do more damage on boss enemies if you have a stronger single-target weapon, and Metals as the group-hitting weapons have a 0% chance of doing a critical hit.

The Hero has weak armor because the Iron Shield makes up for it at this point, and to save money to buy better armor once in Isis without having to fight around for the cash.

Enemies to look out for:

```

fLf% [fr[: Killer Bee (Can paralyze party members.)
, ±, ¢, à, è, ` , Æ, ±: Bat Man (Casts Stopspell at the party.)
, Ç, fCf, f€fV: Poison Silkworm (Can poison the party with its breath.)

```

Walk or warp to Kazab, and then start walking to the west. Go south, and across the bridge, following the coast until you see the Champagne Tower.

1F-Follow the passage around until you can go west then north, west then south, or simply south. Take the west/south passage to the chest that contains 430 gold. Now go back to the intersection and take the south passage to the stairs going up.

2F-Go west, and then north when you can, and simply follow the wall to the staircase heading up.  
3F-Walk east, then north, and enter the room to the west and open the chest to receive a ,<sup>1</sup>,ç,Ç,¤,Ì,½,Ä: Seidou no Tate (Bronze Shield). Now, go back to the stairs going down and walk past them, heading northwest (skip the little room right past the stairs and keep going north) until you see the stairs heading up in the room.  
4F-Head south, along the room and enter via the locked door, then head up.  
5F-Walk south to the staircase leading up.  
6F-Heal all party members, and proceed north until you fall down the pit.  
5F-Walk south to the staircase leading up.  
6F-Go north and walk off the edge.  
5F-Walk up to fJf`f\_f^: Kandata (Kandata) and get ready to fight!

--Boss Fight! fJf`f\_f^: Kandata (Kandata)--

In this fight, you face Kandata and 3 of his henchmen. They are all separate, meaning group hitting weapons will only hit one enemy. All four enemies attack for good damage, and have high defense.

fJf`f\_f^: Kandata (Kandata)/Kandar  
Max HP: 300  
MP: 0  
Experience: 2,200  
Gold: 0  
Attack Power: 70  
Defense Power: 54  
Agility: 10

fJf`f\_f^,±,Ô,ñ: Kandatakobun (Kandata Henchman)/Kandar's Henchman  
Max HP: 60  
MP: 0  
Experience: 80  
Gold: 0  
Attack Power: 45  
Defense Power: 31  
Agility: 20

If there is a Magician in the party, use fXfNf<fg: Sukuruto (Increase) on the first (and possibly second, just in case) round. If there is no Magician present, then the Priest's fsfIfŠf€: Piorimu (Speed Up) spell will increase Defense Power a little as well (since more Agility increases base Defense Power regularly).

I recommend going after each henchman one by one, and then using the f<fJfj: Rukani (Sap) spell on Kandata himself until it works (thus reducing his Defense Power to 0). f%fŠfz◆[: Rariho- (Sleep) will work on him sometimes too. After that, keep wailing on him until he is dead, and heal when anyone falls below 30 HP. After a few rounds, they should all fall and you will receive 610 experience for your efforts if you have 4 living characters at the battle's end.

Once defeated, Kandata asks you to let him go. Say yes (you have to), and he will jump off the tower, leaving the crown for you to take. Take the ,«,ñ,Ì,©,ñ,Ð,è: Kin no Kanmuri (Gold Crown), and jump off the tower's edge.

Now, in the 8-bit version of the game, the Golden Crown was the strongest helmet a Magician could equip (besides the extremely rare Mysterious Hat), so in order to keep it you would have to avoid ever talking to the King of Romaly again. In this version of the game, though, there are more powerful helmets, so walk or warp to Romaly. Rest at the Inn, and then

go into the castle and talk to the King.

So relieved the King is to have his crown back, he offers you to become the new ruler of the country. Unlike the 8-bit version, if you say no five times to his offer, he will stop asking (but will still ask every time you save at his castle). If you do happen to say yes, you will now be the King (or Queen) of Romaly. Once you are tired of being the ruler, go to the Fight Ring and talk to the balding man above the woman in the bunny suit. Tell him 'no' you are not liking the job of a ruler, and then 'yes' you want to resume your travels.

New monster bets worth the time:

,í,ç,ç,ô,,ë, fffXftf%fbf^◆[, fLfffbfgftf%fC, ,¾,ç,“,mfKf}

Laugh Bag, Death Flutter, Catfly, Great King Toad. The Catfly wins pretty good for me.

Warp to Aliahan and drop off what money you can at the bank (in the Eatery at the entrance of town).

-----

/=====\  
\ (II-B5) fmfAfj◆[f<: Noani-ru (Noaniel) /  
/ (My level: 11) \  
\=====/

Journey north of Kazab, to the little village of Noaniel. Spooky, windy music plays, and none of the townspeople are moving, nor do they respond..

Head to the house in the upper right area and search the pot for a ,ç,©,ç,î,½,Ë: Chikara no Tane (Power Seed), and then behind the little alcove of bricks next to the old man facing north to find another ,·,²,ë,,¬,ñ: Sugorokuken (Dice Game Ticket).

Enter the Inn, and go upstairs. Search the dresser on the right in the room below the stairs to find a ,Ü,ñ,°,Â,»,¤: Magetsusou (Full Moon Herb), then search the dresser on the far left to find a ,©,í,î,±,µ,Û,«: Kawa no Koshimaki (Leather Hide). Equip it to your Hero or Soldier if it is stronger than his or her current armor.

Walk along the path to the house in the southwest corner of town. Search the pot on the first floor to find a ,·,î,â,³,î,½,Ë: Subayasa no Tane (Agility Seed). On the second floor, the old man there will speak.

Search the bookcase on the right for a ,©,Ë,µ,ç,à,î,ª,½,è: Kanashii Monogatari (Sad Tale).

According to the old man, the citizens of the Isolated Elf Village have put the town to sleep, because they claim that a townspeople from Noaniel stole their Dream Ruby and kidnapped the Queen's daughter. Now it is time to go to the Isolated Elf Village. Head west.

Walk along the grassy path until you see a single square of grass in the forest. That is the location of the Isolated Elf Village.

Once in the Isolated Elf Village, speak with the Queen. She says that not until her daughter, Ann, who was kidnapped by a human from Noaniel is returned, the town will be asleep forever. The kidnapper was seen taking

her to the cave to the south.

Before leaving, go around to the left side of the Queen's chamber and search the little nook on the upper left area of grass to find Small Medal #11. Now leave and go to the cave to the south.

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/=====\
\ (II-B6)           , ç, Ä, ç, Ì, Ý, , , ¢, Ý: Chitei no Mizuumi (Lake Depths) /
/                                     (My level: 11)                               \
\=====/
```

Enemies to look out for:

f}f^f" fS: Matango (Can put the party to sleep with its breath.)

f ofŠfCfhfhfbfO: Buried Dog (Casts the Defense spell at the party.)

, Ð, E, , ç, ¢: Cannibal Moth (Can call for help and do medium damage.)

B1-Walk south, and take the first left. Inside the treasure chest is 288 Gold. Continue walking south, skipping the path to the west. Take the 90-degree turn to the right, then enter the room going north and take the , ¢, , ç: Seisui (Holy Water) from the chest. Take the passage heading west after going south for a bit, and go down the stairs on the right.

B2-Head down the next set of stairs.

B3-Open the chest for Small Medal #12, and go back up the stairs you entered.

B2-Go to the stairs heading up.

B1-Take the stairs going down on the left.

B2-Walk around to the glowing square; it is a healing spring. All HP and MP will be restored each times that you walk over it. Fight around if you feel you need to, then proceed to the west. Follow the passage until you can go west or north. Go north, then take the eastern path to the chest. Inside is a , ç, ©, ç, Ì, ½, È: Chikara no Tane (Power Seed). Go into the western passage now, and open the chest for a , Ä, Â, Ì, â, è: Tetsu no Yari (Iron Spear). Now you will want to go south and take the western path to the stairs leading down.

B3-Follow the path until you reach the stairs leading down. Ignore the stairs and head south, then go into the eastern room and open the chest with a , ¬, ñ, Ì, fUfŠfI: Gin no Rosario (Silver Rosary) inside. Now go back to the stairway leading down, and continue west. At the fork going north and south, head south and take the first room on the right. Open the chest and take the , ©, í, Ì, fhfEfX: Kawa no Doresu (Leather Dress) inside, and equip it if someone needs it. Take the stairs above the chest leading down.

B4-Follow the path to the chest, which contains the

, ä, ß, Ý, éf<fr [[: Yumemirurubi- (Dream Ruby) and a letter. The letter is written by Ann, to her mother, the Queen of Elves. In it, she states that she ran away with her lover, and if the people of this world cannot accept their union, then maybe the other world can. Go back up the stairs.

B3-From the staircase, head south and open the chest in the little room on the right. Grab the , , ¢, ¢, ¢, ¢, ¢: Sugorokuken (Dice Game Ticket). Now, head north to the intersection and go west. At the north/south fork, go south to the final chest in the dungeon. Take the 224 Gold, and now you are ready to leave the cave. Cast fŠf<f~fg: Rirumito (Outside) if your Magician or Hero have it, or walk your way out. To walk out, head east





```

\ /
/ Quick Summary \
\ /
/ 1-Play Dice Game #2 southwest of Assaram (optional). \
\ 2-Explore the town of Assaram (optional). /
/ 3-Journey across the desert to the castle town of Isis. \
\ 4-Get the Meteorite Armband in Isis (optional). /
/ 5-Find the Magic Key in the Pyramid. \
\ 6-Find the Gold Claw in the Pyramid (optional). /
/ 7-Go back to previously visited towns and use the Magic Key (optional). \
\=====/

```

From Romaly, stick to the east coast and cross the bridge, and then follow the coast south until you see another shrine. Inside here is Dice Game #2.

Enter the door, and then if you see how the stairs on the right are on the upper-right of a 4-spaced area within the square of blue tiles, go to the left side of the floor and search the upper-right square within the big square of blue tiles for Small Medal #13. Now proceed to the stairs heading up.

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/=====\
\ (II-C1) , ·, ^, ë, : Sugoroku/Dice Game #2 /
/=====\

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You are given 22 rolls for this one floor board. It is pretty uniform that the color red is positive, and blue is negative for effects on the Dice Game board.

Hit the A Button, and a new menu list appears.

```

fTfCfRf◆, ð, Ó, é: Saikoro wo Furo (Roll Die).
f}fbfv, ð, Ý, é: Mappu wo Miru (Look at Map) Hit the B or A Button to return.
, Â, æ, ^, ð, Ý, é: Tsuyosa wo Miru (Look at Stats).
, â, ß, é: Yameru (Stop) End the game.

```

There are several different squares to land on, and this is what they do.

START: Starting location; nothing happens on this square.  
Sign with a direction arrow: Can only go in that direction.  
Grass: Low chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.  
Directional Arrow (Red) + (number): Move in the direction of the arrow forward X number of spaces.  
Directional Arrow (Blue) - (number): Move in the direction of the arrow backward X number of spaces.  
Forest: Medium chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.  
Treasure Chest: Usually contains a good item (the items in chests, dressers, and pots are always the same, and can only be received once).  
Die (Red) + (number): Gain X amount of rolls.

Die (Blue) - (number): Lose X amount of rolls.  
House with a Wing: The Dice Game Shop. Usually has items that aren't sold anywhere else, or not for a long time in the regular game.  
Pot: Usually contains a decent item.  
Coins (Red) + (number): Gain X amount of Gold.  
Coins (Blue) - (number): Lose X amount of Gold.  
?: Chance. Various effects, such as gain/lose experience or gold, get warped, and the occasional pitfall.  
Mountain: High chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.  
Grey door: Pitfall. Usually ends the game. Avoid.  
Dresser: Usually contains a decent item.  
Slime: Instant battle.  
Flashing Swamp: HP damage (about 25% of maximum).  
Star in a Circle: Restore all HP and MP.  
Skull wearing a Magician Hat: MP damage (about 25% of maximum).  
GOAL: End of the board, but this square MUST be landed on. If you are 2 steps away and roll a 3, you will land 1 step away.  
!: Changes stats, depending on what numbers are rolled.  
Stats CAN be reduced, so look out.  
If the first roll is a:  
1-, 2, 3, 4: Chikara (Power) is affected.  
2-, 5, 6, 7: Subayasa (Agility) is affected.  
3-, 8, 9, 10: Tairyoku (Vitality) is affected.  
4-, 11, 12, 13: Kashikosa (Intelligence) is affected.  
5-, 14, 15, 16: Un no Yosa (Luck) is affected.  
6-, 17, 18, 19: Saidai HP (Max HP) is affected.  
Whatever the second roll is, that is the number of points to be changed.  
If the third roll is:  
4-6: the number of points to the stat are added.  
1-3: the number of points to the stat are subtracted.  
INN: Stay at the Inn on the board, but it is more expensive than Inns in towns.  
Blue and white swirl: Teleport. Teleport to another warp spot on the board.  
If you find a Medical Herb, you will asked if you want to use it now or not. Simply say yes or no.

```

/=====\
\ Points of interest: /
/ /
\ Pot 3 spaces from 'Start' square: , 2, 3, 4, 5, 6: Chikara no Tane /
/ (Power Seed) \
\ Pot in lower left corner: Small Medal #14 /
/ /
\ Dresser on right side of board: , 7, 8, 9, 10: Ki no Boushi (Wooden Helmet) /
/ Dresser in bottom right corner: , 11, 12, 13, 14: Sugorokuken (Dice Game \
\ Ticket) /
/ /
\ Chest in bottom right corner: , 15, 16, 17, 18: Tetsu no Tsume (Iron Claw) /
/ Chest on left side of board: , 19, 20, 21, 22: Hagane no Harisen \
\ (Steel Needle) /
/-----\
\ /
/ Items found through searching: \
\ /
/ , 23, 24, 25, 26: Kawa no Tate (Leather Shield) \
\ , 27, 28, 29, 30: Onabe no Futa (Pot Lid) /
/ fJf 31, 32, 33, 34: Kame no Koura (Turtle Shell) \
\ , 35, 36, 37, 38: Seisui (Holy Water) /

```

```

/ fLf♦f%, Ì, Â, Î, ³: Kimera no Tsubasa (Chimera Wing) \
\ , ¢, ³, ¬, Ì, µ, Á, Û: Usagi no Shippo (Rabbit Tail) /
/ , ¢, µ, Ì, ©, Â, ¢: Ishi no Katsura (Stone Wig) \
\ , ¬, ¢, ±, ¬: Keikogi (Training Suit) /
/ , ¢, ¬, µ, »: Dokukeshisou (Antidote Herb) \
\ , ¢, ñ, ¢, è, Û, ¢, µ: Tongariboushi (Pointed Hat) /
/ , ¹, ¢, È, éfifCft: Seinarunaifu (Sacred Knife) \
\ , ¨, µ, á, Ô, è: Oshaburi (Pacifier) /
/-----\
\ /
/ Items found in '?' block treasure chests: \
\ /
/ fLf♦f%, Ì, Â, Î, ³: Kimera no Tsubasa (Chimera Wing) \
\ , ¨, µ, á, Ô, è: Oshaburi (Pacifier) /
/ , ¬, ¢, ±, ¬: Keikogi (Training Suit) \
\ , ¹, ¢, ·, ¢: Seisui (Holy Water) /
/ , ¢, ¬, µ, »: Dokukeshisou (Antidote Herb) \
\ , ¢, µ, Ì, ©, Â, ¢: Ishi no Katsura (Stone Wig) /
/ , ¹, ¢, È, éfifCft: Seinarunaifu (Sacred Knife) \
\ , ¢, ñ, ¢, è, Û, ¢, µ: Tongariboushi (Pointed Hat) /
/ , ¢, ³, ¬, Ì, µ, Á, Û: Usagi no Shippo (Rabbit Tail) \
\ , ©, Ì, Ì, ½, Ä: Kawa no Tate (Leather Shield) /
/ , ¨, È, ×, Ìftf^: Onabe no Futa (Pot Lid) \
\ fJf♦, Ì, ±, ¢, ¢: Kame no Koura (Turtle Shell) /
/-----\
\ /
/ Shop \
\ /
/ f}fWfJf<fXfJ♦[fg: Majikarusuka-to (Magical Skirt) $1,500 \
\ , Ì, ¢, È, Ì, Â, é, ¬: Hagane no Tsurugi (Steel Sword) $1,300 /
/ , Û, Ô, ¢, ¢, Ì, Â, †: Mafuuji no Tsue (Staff of Silence) $3,300 \
\=====

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Reach the GOAL, and inside the two chests are Small Medal #15 and the f,♦[fjff"fofXf^♦[: Mo-ningusuta- (Morning Star), which is a group-hitting weapon a Priest can use.

After reaching a satisfactory point (getting the Small Medal #14, or reaching the GOAL), leave and save your game. If you are thrown out from a pitfall, I would recommend resetting, as Dice Game tickets are limited. Now, head to fAfbfTf%♦[f€: Assara-mu (Assaram) to the northeast.

```

/-----\
\ (II-C2) fAfbfTf%♦[f€: Assara-mu (Assaram) /
/ (My level: 12) \
\-----\
/ Inn: $7 per person / Church: yes \
\-----\
/ Weapon Shop 1-No Haggle (Open only at night) \
\ /
/ , ¹, ¢, È, éfifCft: Seinarunaifu (Sacred Knife) $200 \
\ , , ³, è, ¢, Û: Kusarigama (Chain Sickle) $320 /

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```

/ ,Ä,Ä,Ì,â,è: Tetsu no Yari (Iron Spear) $650 \
\ f`fF[f`fNf[fX: Che-nkurosu (Chain Cross) $1,000 /
/ ,Ä,Ä,Ì,Ä,ß: Tetsu no Tsume (Iron Claw) $870 \
\ ,Ä,Ä,ÌfIfm: Tetsu no Ono (Iron Axe) $2,500 /
/-----\
\ Weapon Shop 2-Haggle (Upper-left corner of town) /
/ (Say no 3 times for "lowest price") \
\ /
/ ,Û,Ç,µ,µ,Ì,Ä,|: Madoushi no Tsue (Wizard Staff) $3,000 \
\ fz[fš[f%`fX: Ho-ri-ransu (Holy Lance) $4,600 /
/ ,Ä,Ä,ÌfIfm: Tetsu no Ono (Iron Axe) $5,000 \
\ f}fWfJf<fXfJ[f%g: Majikarusuka-to (Magical Skirt) $3,000 /
/ ,,ë,µ,â,µ,¼,: Kuroshouzoku (Black Outfit) $4,800 \
\ ,Ä,Ä,©,Ô,Æ: Tetsukabuto (Iron Helmet) $2,000 /
/-----\
\ Weapon Shop 3-No Haggle (Upper-right section of town, below item shop) /
/ \
\ ,,³,è,©,½,Ñ,ç: Kusarikatabira (Chain Mail) $480 /
/ ,Ä,Ä,Ì,æ,è,ç: Tetsu no Yoroi (Iron Armor) $1,100 \
\ ,¹,ç,Ç,µ,Ì,½,Ä: Seidou no Tate (Bronze Shield) $250 /
/ ,µ,è,±,Ì,½,Ä: Uroko no Tate (Scale Shield) $600 \
\ ,Ä,Ä,Ì,Û,|,©,: Tetsu no Maekake (Iron Apron) $700 /
/ ,¯,ª,í,Ìft[fh: Kegawa no Huudo (Fur Hood) $250 \
/-----\
/ Item Shop 1-No Haggle (Upper-right corner of town) \
\ /
/ ,Ç,,¯,µ,»,: Dokukeshisou (Antidote Herb) $10 \
\ ,Û,ñ,°,Ä,»,: Mangetsusou (Full Moon Herb) $30 /
/-----\
\ Item Shop 2-Haggle (Far left side of town) /
/ (Say no 3 times for "lowest price") \
\ ,â,,»,: Yakusou (Medical Herb) $16 /
/ ,Ç,,¯,µ,»,: Dokukeshisou (Antidote Herb) $20 \
\ ,¹,ç,·,ç: Seisui (Holy Water) $40 /
/ fLf[f%,Ì,Ä,Ì,³: Kimera no Tsubasa (Chimera Wing) $50 \
\ ,Û,¾,Ç,,à,ç,Æ: Madarakumoito (Spider's Web) $70 /
/ ,«,ñ,ÌflfbfNfEfX: Kin no Nekkuresu (Gold Necklace) $2,000 \
/=====\

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Not much to buy here, except maybe the Iron Helmet for 2,000 gold. If you can wait though, the next town sells it for only 1,000 gold. Search the dresser in the Inn and grab the ,Ç,,ª,Ì,±,È: Dokuga no Kona (Poisonous Powder). Leave town and walk around until nightfall, then re-enter.

Back in town, go to the left side and into the room that the masked man was blocking. Go up the stairs, then head left and search the dresser for another ,·,²,è,,¯,ñ: Sugorokuken (Dice Game Ticket). Use the Inn if you need to, and get ready for a trek across the desert.

```

/=====\
\ (II-C3) A Walk Across a Desert /
/ (My level: 12) \
\=====\

```

Enemies to look out for:

,¶,²,,îfnfTf~: Hell Scissors (High defense, and can increase it's defense)

From Assaram, walk south to the Dice Game shrine, and then west until you enter the desert. Continue walking south and you will see another shrine. Enter, and search the pot on the left for Small Medal #16. The dresser on the left hides a ,·,²,ë,,̄,ñ: Sugorokuken (Dice Game Ticket). The bookshelf on the far right holds an ,·,Ä,ñ,î,¶,Ä,ñ: Otenba Jiten (Tomboy Encyclopedia). Leave the shrine, and continue walking to the west. When you see an oasis, you're there.

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/=====\  
\  
\  
/ Inn: $10 per person / Church: yes -Fight Contest- \  
\  
/ Weapon Shop \  
\  
/ ,í,ª,Ë,ì,Â,é,-: Hagane no Tsurugi (Steel Sword) $1,300 \  
\  
\  
\  
\  
/ fz◆[fš◆[f%f"X: Ho-ri-ransu (Holy Lance) $2,300 /  
/ ,Ä,Ä,îfIfm: Tetsu no Ono (Iron Axe) $2,500 \  
\  
\  
\  
/ ,«,Ê,îf◆◆[fu: Kinu no Ro-bu (Silk Robe) $1,500 \  
\  
\  
/ ,Ä,Ä,î,½,Ä: Tetsu no Tate (Iron Shield) $1,200 /  
/ ,Ä,Ä,©,Ô,Æ: Tetsukabuto (Iron Helmet) $1,000 \  
\  
/ Item Shop (there are 2, but they sell the same stuff) \  
\  
/ f^◆[fof": Ta-aban (Turban) $160 \  
\  
/ ,â,,»,: Yakusou (Medical Herb) $8 /  
/ ,Ç,,̄,µ,»,: Dokukeshisou (Antidote Herb) $10 \  
\  
/ ,¹,ç,·,ç: Seisui (Holy Water) $20 /  
/ fLf◆f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing) $25 \  
/ ,Û,ñ,°,Ä,»,: Mangetsusou (Full Moon Herb) $30 /  
/=====\  
/=====
```

Nothing exciting to buy, but there is another Fight Contest in Isis. The monster battles are the same as the ones in Romaly (as the experience level of the Hero determines when new setups are available to bet on).

Search below the center gravestone just south of the Inn to find Small Medal #17. On the lower right area of town, search the pot there for Small Medal #18. Return to town at night to get past that pesky man blocking the way into the house to the left of the weapon shop. Search the hanging bag there and grab the ,·,²,ë,,̄,ñ: Sugorokuken (Dice Game Ticket). Go up the stairs and search the bookcase on the left to find an ,½,Û,ª,³,|,é,Û,ñ: Atama ga Saeru Hon (Clear Head Book).

Enter the well and open the chest to find a ,ä,»,<100,î,ç: Yuuki 100 bai (Courage x 100) book. Search one space to the left of the well and you will find a ,·,î,â,³,î,½,Ë: Subayasa no Tane (Agility Seed). Leave the town and

enter the castle.

Once entering, go left all the way, and then go straight up. Take the stairs leading down, and take the northern passage in the center of the room. Take the stairs down again, and open the chest. A skeleton will appear, and ask you two questions. Answer either way you want, it doesn't matter.

You now have in your possession one of (if not the) most useful decorations in the original version of the game, the ,Û,µ,Ó,é,¤,Å,í: Hoshifuruudewa (Meteorite Armband). This wonderful item doubles the wearer's Agility (and with higher Agility also comes more base Defense). Give the item to your Priest right away. Being quick and able to heal an ally at the beginning of a round in battle is extremely useful.

After receiving the Armband, return to the entrance of the castle. In the multi-roomed area, search the dresser on the left in a room on the right side for yet another ,·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket).

Save your game with the Queen, then for a quick way out simply jump off the castle on the far left. Now that you are a bit stronger, you might want to attempt those stronger monsters east of Kazab to build a couple of levels so tackling the Pyramid might be a bit easier.

Warp to Aliahan, and put as much money as you can into the bank in case you die. Save the game after doing that, and then warp to Kazab and head east until you fight the stronger monsters.

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/=====\  
\ (II-C5) Easy? Level Building /  
/ (My level: 12) \  
\=====/  
  
/=====\  
\ My current stats/equipment: /  
/-----\  
\ Martial Artist (Level 12) /  
/ Weapon: ,Ä,Ä,ì,Ä,ß: Tetsu no Tsume (Iron Claw) \  
\ Armor: ,Ô,Æ,¤,-: Butougi (Fighting Suit) /  
/ Shield: ,¨,È,x,Ïftf^: Onabe no Futa (Pot Lid) \  
\ Decoration: fK[f^fxf<fg: Ga-ta-beruto (Garter Belt) /  
/-----\  
\ Hero (Level 12) /  
/ Weapon: fu[f%f%f": Bu-meran (Boomerang) \  
\ Armor: ,©,í,ì,±,µ,Û,«: Kawa no Koshimaki (Leather Hide) /  
/ Shield: ,Ä,Ä,ì,½,Ä: Tetsu no Tate (Iron Shield) \  
\ Helmet: ,«,ì,Û,¤,µ: Ki no Boushi (Wooden Helmet) /  
/ Backup Weapon: ,Í,ª,È,ì,Ä,é,-: Hagane no Tsurugi (Steel Sword) \  
/-----\  
/ Priest (Level 13) \  
\ Weapon: f,[fjff"fofXf^[: Mo-ningusuta- (Morning Star) /  
/ Armor: ,«,È,Ïf[fu: Kinu no Ro-bu (Silk Robe) \  
\ Shield: ,¤,ë,±,ì,½,Ä: Uroko no Tate (Scale Shield) /  
/ Helmet: ,Ä,Ä,©,Ô,Æ: Tetsukabuto (Iron Helmet) \  
\ Decoration: ,Û,µ,é,é,¤,Å,í: Hoshifuruudewa (Meteorite Armband) /  
/ Backup Weapon: ,Û,Ó,¤,¶,ì,Ä,|: Mafuuji no Tsue (Staff of Silence) \  
/-----\  
/ Thief (Level 14) \  
/-----
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\ Weapon: f`fE[f`fNf[fX: Che-nkurosu (Chain Cross) /
/ Armor: f}fWfJf<fXfJ[f: Majikarusuka-to (Magical Skirt) \
\ Shield: , , , , , , , : Uroko no Tate (Scale Shield) /
/ Helmet: , , , , , , , : Kawa no Boushi (Leather Hat) \
\=====/

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Here are some strategies for some of the monsters that are fought in this area:

, , , , , , , : Mahoubaba (Magic Hag)  
 On the first round, they will almost always cast fxfMf%}: Begirama (Firebane), which will cause 15-40 damage to each character, so try to use f}fzfg[f": Mahoto-n (Stopspell) as soon as possible. If they are not silenced, they can cast Firebane again, fofVf<[f%: Bashiru-ra (Limbo), or fxfzfcf~: Behoimi (Healmore). They eventually might run away, as well.

ffXfXfg[fJ[: Desusuto-ka- (Death Stalker)/Avenger  
 Strong attackers, and they can summon more to join the fray. f%fšfz[: Rariho- (Sleep) sometimes works on them, as do defense lowering spells. Very, very dangerous at low levels, but the best experience gained per monster in the area.

, , , , , , , : Gokurakuchou (Bird of Paradise)/Elysium Bird  
 These foes are pretty much harmless, in the fact that they will usually cast fxfzf}f%[: Behomara- (Healus) and run away.  
 Good experience if they are killed.

, , , , , , , : Bakudaniwa (Bomb Crag)  
 If your characters attack with significant strength, these monsters will never get the chance to kill themselves (and your party) when their HP run low. An alternate method would be to equip a , , , , , , , : Dokubari (Poison Needle) and simply have that character attack until the one-hit kill works.

fOfšfYfš[: Gurizuri- (Grizzly)  
 Very fierce fighters, they can easily kill a low level party with minimal effort. f%fšfz[: Rariho- (Sleep) and f<fJfj: Rukani (Sap) work on them sometimes.

Try to learn the fšf<f~fg: Rirumito (Outside) spell for the Hero, and then you should be ready enough to venture into the Pyramid that lies due north of Isis.

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/=====\
\ (II-C6)          fsf%f~fbfh: Piramiddo (Pyramid) /
/                                     (My level: 14) \
\=====/

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Enemies to look out for:



- ,Đ,Æ,,ç,Î,±: Cannibal Box (VERY powerful attacks)
- ,í,ç,ç,Ô,,ë: Laugh Bag (Has a large assortment of magic spells)
- , ,â,µ,ç,©,°: Suspicious Shadow (Could be any kind of enemy)

- 1F-Go north, and avoid the two tiles in the center of the intersection, as those two squares are pits. Keep heading north (both the chest on the left and right are empty) until the second intersection (watch out for pit squares in the center again). To the left are 3 treasure chests. From the bottom going up, they contain: ,Đ,Æ,,ç,Î,±: Hitokuibako (Cannibal Box), another ,Đ,Æ,,ç,Î,±: Hitokuibako (Cannibal Box), and an empty chest. Skip those chests if you like, and head east at the second intersection until you see the stairs going up.
- 2F-Take the passage south, then take your first left. At the next intersection keep going left. Keep going left at the third intersection, then walk north at the fork. Take the stairs going down.
- 1F-The right chest is empty, and the chest on the left contains another Cannibal Box. Follow the passage until the end and open the chest there for Small Medal #19. Head back to the stairs.
- 2F-Follow the passage and go all the way south until you spot a treasure chest. It contains a ,©,µ,±,<sup>3</sup>,Ì,½,Ë: Kashikosa no Tane (Intelligence Seed). Now, walk north and then take a right at the second intersection. Turn south at the following intersection, and go all the way down. Now head east until the staircase going up.
- 3F-This is the floor that contains the ,Û,Û,¤,Ì,©,-: Mahou no Kagi (Magic Key). There are four buttons, 2 in the bottom left corner and 2 in the bottom right corner. They must be pushed in a specific order for the door that the key is behind to open.
- Here is a diagram of the order of the buttons to be pushed (numerically):  
Walk into the wall in the dividing areas in each corner, and choose ,Í,ç: Hai (yes) to press the buttons. If you go up or down a stairway or choose the wrong button, you will have to start the order again.

3 2            1 4

With the fourth button pushed, the door will open. Walk north from the stairs going down to reach the two treasure chests. The chest on the right contains the Magic Key, and the one on the left holds a fXf^f~fi,Ì,½,Ë: Sutamina no Tane (Stamina Seed). You are now free to leave the Pyramid, but there are some more treasures and Small Medals to obtain in the dungeon. The choice is yours. If you choose to keep going in the dungeon, head south from the key, and make your way to the upper left corner of the floor to find the stairs heading up.

- 4F-Make your way into the treasure room, and you'll see twelve chests. Each chest is cursed; you have to fight some Mummy Men as each chest is opened. The monsters aren't very hard though, and if you have a Thief with you, they can sometimes find a Dice Game Ticket from them as well. Here is a diagram of each chest's location and what is inside each one:

1234  
5 6  
7 8  
90\*ø

- 1-176 gold
- 2-fLf♦f%,Ì,Â,Î: Kimera no Tsuba (Chimera Wing)
- 3-,ç,©,ç,Ì,½,Ë: Chikara no Tane (Power Seed)
- 4-80 gold
- 5-,ç,µ,Ì,©,Â,ç: Ishi no Katsura (Stone Wig)
- 6-, ,Î,â,<sup>3</sup>,Ì,½,Ë: Subayasa no Tane (Agility Seed)

7-Small Medal #20

8-112 gold

9-56 gold

0-f<fr [ , Ì, ¢, Å, í: Rubi- no Udewa (Ruby Armlet)

\*-304 gold

@-f}}fWfJf<fXfJ [fg: Majikarusuka-to (Magical Skirt)

After looting the floor, simply go south of the chests to the staircase leading up.

5F-Open the chest and take the , Í, Å, È, Ó, : Hadenafuku (Colorful Clothes).

Take the stairs leading up to your right.

6F-Being careful not to fall over the edge, make your way to the upper-left tile and search there to find Small Medal #21. Fall off to leave.

There is one more item to get, but if you have gotten all (minus 1 at the max) of the Small Medals so far, you should have 21 in total. At 20, you can get another Boomerang, so warp to Aliahan and go to the Small Medal shop to claim your new prize, the , â, ¢, Î, Ìfu [f?f%f": Yaiba no Bu-meran (Blade Boomerang).

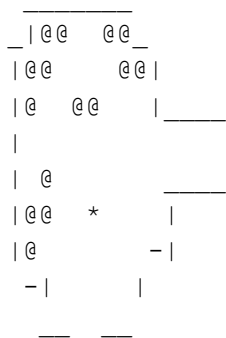
Also, sell some of the junk stuff you got from the Pyramid if no one can use it, and buy as many , â, ,, » , ¢: Yakusou (Medical Herb) as you can (buy 9 at a time at the shop and put them in your bag until you cannot carry anymore). Store excess gold at the Vault, then save your game. Now head back to the Pyramid.

1F-From the entrance, go directly to the west until you see a staircase going down. Make sure to heal up before entering. Go down the stairs.

B1-Spells are useless in this section of the Pyramid, so hopefully you stocked up on Medical Herbs. Go north. You will then be in a large four-room area. The hidden stairs are in the upper-left room.

Here is a diagram of the upper-left room:

|, -=walls  
@=skull  
\*=hidden stairs



Search the spot marked with the \* to find a secret staircase, then go down the hidden stairs to the next basement floor.

B2-Magic still has no effect on this floor. Make your way to the casket and open it. Take the , ", ¢, ^, ñ, Ì, Å, ß: Ougon no Tsume (Gold Claw), if you dare. Taking the Claw activates a curse, in which you will get fought every 1-3 steps until you can make your way out of the Pyramid. Unlike the original version of the game, once you have left the Pyramid, the fight rate returns to normal (except if you are inside the Pyramid), and you can keep the Claw as a more powerful weapon for a Martial Artist and not have to worry about getting fought every few steps. In order to keep the , ", ¢, ^, ñ, Ì, Å, ß: Ougon no Tsume (Gold Claw), you MUST battle your way out and survive. If the party gets killed trying to make its way out, or even if you kill yourself to try and save some time, the Gold Claw will no longer be in your possession. You will have to go back into the Pyramid

and take it again, and then try to escape once more. Make sure your party can handle all the battles in order to get out. Once you are finally out, save your game and move on to the next chapter of the quest.

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\ (II-C7) Magic Key Treasures /  
/=====\  
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With the ,Û,Û,¤,Ì,©,-: Mahou no Kagi (Magic Key) in hand, its time to go back to a few towns and get a couple more items. First stop: walk back to Isis, and walk around until it is nightfall. Enter the castle part of Isis.

Walk straight up into the castle, and once you are in the room past the cat, there are 2 treasure rooms with 4 chests apiece that are guarded during the day. Time to loot!

Treasure room on left:

Top left chest: ,«,Ê,Ìf◆◆[fu: Kinu no Ro-bu (Silk Robe)

Bottom left chest: f<fr◆[,Ì,¤,Å,í: Rubi- no Udewa (Ruby Armlet)

Top right chest: 72 gold

Bottom right chest: ,©,µ,±,<sup>3</sup>,Ì,½,Ë: Kashikosa no Tane (Intelligence Seed)

Treasure room on right:

Top left chest: ,¨,¤,<sup>2</sup>,ñ,ÌfefBfAf%: Ougon no Tiara (Gold Tiara)

Bottom left chest: ,ç,ç,<sup>3</sup>,Èf◆f\_f<: Chiisanamedaru (Small Medal #22)

Top right chest: ,ç,Ì,ç,Ì,«,Ì,Ý: Inochi no Kinomi (Life Nut)

Bottom right chest: 80 gold

After cleaning out the chests, go upstairs to the throne room. The Queen is not around, but there is a Magic Key locked door to the left. Enter the room there and go up the stairs. Talk to the Queen and she will be happy to see you, then tell you to search behind her bed. Search there and grab the ,ç,Ì,è,Ì,ä,Ñ,í: Inori no Yubiwa (Prayer Ring). This handy item will replenish MP, but can break after any number of uses. So use it sparingly. Now warp to fAfbfTf%◆[f€: Assara-mu (Assaram).

Once in town, head to the locked door in the northwest section of town and go up the stairs. Search the bookcase and you will find a f+◆[f,fA,Ì,Û,ñ: Yu-moa no Hon (Humor Book), and then search the upper right blue tile (near the bed next to the wall) for Small Medal #23. Warp or walk to f◆f}fŠfA: Romaria (Romaly).

In Romaly, head into the castle. Walk all the way to the northern end of the castle, where there is a Magic Key locked door. Enter the room, and search the left bush on the right side of the pond to find Small Medal #24.

Next stop: fAfŠfAfnf": Ariaahan (Aliahan) Castle. On the western side of the castle is yet another Magic Key locked door. The contents of the six chests are:

Top left-128 gold  
 Top center-336 gold  
 Top right-, ², ¢, ¤, Å, Ì, ¨, Å, í: Gouketsu no Udewa (Heroic Armllet)  
 Bottom left-, ·, Ì, â, ³, Ì, ½, Æ: Subayasa no Tane (Agility Seed)  
 Bottom center-, ¿, ©, ¸, Ì, ½, Æ: Chikara no Tane (Power Seed)  
 Bottom right-f< [f`fXf^fbft: Ru-nsutaffu (Rune Staff)

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/=====\
\ (II-D)                A Spice for a Ship                /
/                                                                \
\ Quick Summary                                              /
/                                                                \
\ 1-Travel to Portuga, and get a letter from the King.      /
/ 2-Show the King's Letter to Norud.                        \
\ 3-Go to Baharata and talk to Gupta and the old man.      /
/ 4-Get Ortega's Helmet in Muor (optional).                 \
\ 5-Get the Book of Enlightenment and raise levels to 20 (optional). /
/ 6-Change character classes at Dharma (optional).         \
\ 7-Rescue Tania and Gupta from Kandata in the Kidnappers' Hideout. /
/ 8-Get Black Pepper from Gupta in Baharata.                \
\ 9-Return to Portuga, and trade the Black Pepper for a ship. /
/=====\

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With the Magic Key in hand, it is now time to go searching for a ship. Warp to Romaly, and head north along the western coast. Enter the Shrine and make your way over to the other side. The door on the southern part in the east-west passage is still locked; you need one last key to open that type of door. When you exit the Shrine, proceed to the south to the castle-town of f|f<fgfK: Porutoga (Portoga).

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/=====\
\ (II-D1)                f|f<fgfK: Porutoga (Portoga)      /
/-----\
\ Inn: $10 per person / Church: no                          /
/-----\
\ Weapon Shop                                              /
/                                                                \
\ , í, ¢, Æ, Ì, Å, é, -: Hagane no Tsurugi (Steel Sword)   $1,300 /
/ , Ä, Å, ÌfIfm: Tetsu no Ono (Iron Axe)                    $2,500 \
\ , í, ¢, Æ, Ì, ¤, ¿: Hagane no Muchi (Steel Whip)          $3,100 /
/ , Ä, Å, Ì, æ, é, ¸: Tetsu no Yoroi (Iron Armor)           $1,100 \
\ , Ä, Å, Ì, ½, Ä: Tetsu no Tate (Iron Shield)              $1,200 /
/ , , é, µ, â, ¢, ¼, : Kuroshouzoku (Black Outfit)          $2,400 \
/-----\

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/ Item Shop		\
\		/
/ ,â,,»,: Yakusou (Medical Herb)	\$8	\
\ ,Ç,,̄,µ,»,: Dokukeshisou (Antidote Herb)	\$10	/
/ ,¹,ç,·,ç: Seisui (Holy Water)	\$20	\
\ fLf❖f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing)	\$25	/
/ ,Û,ñ,°,Â,»,: Mangetsusou (Full Moon Herb)	\$30	\
\=====		

Buy whatever items or equipment you might need, and sell the excess items you found in chests. Search the dresser to the right of the Innkeeper to find a ,·,²,ë,,̄,ñ: Sugorokuken (Dice Game Ticket). Enter the horse pasture above the Inn and search the upper-right shrub and claim Small Medal #25 for yourself.

Enter the house to the northwest of the shopping area and go upstairs. Search the hanging bag on the bottom left and take the ,ç,©,ç,î,½,Ë: Chikara no Tane (Power Seed) inside.

Now, go up and around the northern edge of town, and then go west. Enter the staircase at the end of the walkway. Search the pot and grab Small Medal #26, and take the ,©,È,µ,ç,à,î,ª,½,è: Kanashii Monogatari (Sad Tale) while you're there too.

Once in the castle, go around to the right side of the building and grab the three treasures there. From right to left, they contain:

a ,Û,Ó,ª,¶,î,Â,|: Mafuujii no Tsue (Staff of Silence), fXf^f~fi,î,½,Ë: Sutamina no Tane (Stamina Seed), and ,ç,©,è,îf^fgfD❖[: Ikari no Tatu- (Fury Tattoo). Next, find the King and speak to him.

In a nutshell, the King says he has heard marvelous things about a spice from the far east called Black Pepper, and wants to try it. He will give you a ship if you bring him some. A man named fmf<fh: Norudo (Norud) guards he path to the east, and gives you the ,¨,ª,î,Ä,ª,Ý: Ou no Tegami (King's Letter) to show to Norud. Now you know where to set off next...the far east! Warp to fAfbfTf%❖[f€: Assara-mu (Assaram), and enter the cave to the northeast.

The cave to the east is very straightforward. You also do not get attacked by monsters. Follow the hall and then go north to the well. Down the well, search the upper-right corner and use the ,ç,î,ç,î,«,î,Ý: Inochi no Kinomi (Life Nut) on whoever needs it. Open the two chests if you want, they only contain a ,̄,ç,±,¬: Keikogi (Training Suit) and a ,±,ñ,Û,ª: Konbou (Club). Stand in front of the dwarf and ,Â,©,ª: Tsukau (use) the ,¨,ª,î,Ä,ª,Ý: Ou no Tegami (King's Letter). Norud will ask if you want to go east (say yes), and then open the passage that allows you to go east.

After exiting the cave, head southeast until you see a new town. There are new monsters in this area, but only a couple to worry about.

Enemies to look out for:

- ffXfWfffbfJf<: Death Jackal (Casts the Surround spell, and can call for more to appear.)
- fAf`fgfxfA: Antbear (Pretty high HP and can hit pretty hard.)

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/=====\

\ (II-D2)	f of n f % f ^: Baharata (Baharata)	/
/-----\		
\ Inn: \$12 per person / Church: yes		/
/-----\		
\ Weapon Shop		/
/		
\ f, [fj f " fOf Xf ^[: Mo-ningusuta- (Morning Star)	\$1,300	/
/ , , , , i ^ 3 , Y: Oobasami (Giant Shears)	\$4,700	\
\ , e , e , a , , i , A ,   : Riryoku no Tsue (Force Staff)	\$2,500	/
/ , i , ^ a , E , i , a , e , c : Hagane no Yoroi (Steel Armor)	\$2,400	\
\ , U , U , s , i , z , A : Mahou no Tate (Magic Shield)	\$2,000	/
/ , , e , i , , « , ñ : Kuro no Zukin (Black Hood)	\$1,200	\
/-----\		
/ Item Shop		\
/		
/ , a , , » , s : Yakusou (Medical Herb)	\$8	\
\ , C , , ^ , m , » , s : Dokukeshisou (Antidote Herb)	\$10	/
/ , ^ , c , , c : Seisui (Holy Water)	\$20	\
\ fL f [ f % , i , A , i ^ 3 : Kimera no Tsubasa (Chimera Wing)	\$25	/
/ , U , ñ , ^ , A , » , s : Mangetsusou (Full Moon Herb)	\$30	\
\ , U , s , C , , a , c , E : Madarakumoito (Spider's Web)	\$35	/
/=====\		

Enter town, and proceed to the southern area. You will see a young man and an old man talking. Talk to the old man, and he will state the town's predicament: a girl by the name of f^fjfA: Tania (Tanya) has been kidnapped and taken to a cave northeast of the town. fOfvf^: Gupata, her fiancé (the young man talking to the old man) can't take it anymore and decides to rescue her on his own. The old man will tell you to go after him and help him out.

Item-wise, there is not much to find here. Search the dresser in the house on the eastern side of town for another , , ^ 2 , e , , ^ , ñ: Sugorokuken (Dice Game Ticket). Go upstairs in the pepper shop and search the dresser on the right and take the , z , Ñ , Ñ , E , i , Ó , : Tabibito no Fuku (Traveler Cloth). Enter the Inn, and search the dresser in the upper-right corner to find Small Medal #27.

Now, you have four options of places you can go to: The Kidnappers' Hideout, the Shrine of Dharma, Garuna Tower, or the village of Muor. Muor is at this point the hardest place to get to, but my guide is going to go there, then Dharma, the Garuna Tower, and then the Kidnapper's Hideout. If you don't want to go in that order, simply skip down to the section you will want to read first.

/-----\		
\ (II-D3)	The Trek to f€fIf<: Muoru (Muor)	/
/	(My level: 15)	\
/=====\		

The actual length of travel to Muor isn't tough, but the monsters fought along the way can be. Rest at the Inn at Baharata, then go east across the bridge. Follow the coast north until you see a castle, and enter f\_ [f}: Da-ma (Dharma).

There isn't much to do in Dharma yet, but go ahead and pick up Small Medal #28 by searching the front right side of the 2nd statue on the right in the main room. Rest at the Inn if you need to, and save your game. Exit Dharma, and head east-southeast until you see a shrine.

Rest at the shrine if you need to (\$15 per person), and take the ,Đ,Ì,«,Ì,Ū,⊖: Hinoki no Bou (Cypress Stick) from the dresser in the upper left, and Small Medal #29 from the dresser in the room on the right.

Outside again, head north-northeast while following the coast. Eventually you'll see Muor (if you don't die in the battles between the shrine and village.

Enemies to look out for:

fXfJfCfhf%fSf": Sky Dragon (High HP and its breath attack can wipe the party out in a couple of blasts.)

fXf%fCf€,Â,Đ,è: Slime Snail (Low hp but high defense, VERY high magic defense; also casts Sleep, and can call for Heal Slimes to appear. Casting Stopspell or using the Staff of Silence is a must.)

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\                               /
/-----\
\ Inn: $12 per person / Church: yes /
/-----\
\ Weapon Shop /
/ /
\ , í, ª, È, Ì, Í, è, ¹, ñ: Hagane no Harisen (Steel Needle) $1,300 /
/ , ³, Î, «, Ì, Â, †: Sabaki no Tsue (Staff of Judgement) $2,700 \
\ , ¨, ¨, Î, ³, Ý: Oobasami (Giant Shears) $4,700 /
/ , Ý, ©, í, µ, Ì, Ó, : Mikawashi no Fuku (Evasion Clothes) $2,900 \
\ , , è, µ, â, ♂, ¼, : Kuroshouzoku (Black Outfit) $2,400 /
/ , Û, Û, ♂, Ì, ½, Ä: Mahou no Tate (Magic Shield) $2,000 \
\-----/
/ Item Shop \
\ /
/ , â, , » , ♂: Yakusou (Medical Herb) $8 \
\ , Ç, , ¯, µ, » , ♂: Dokukeshisou (Antidote Herb) $10 /
/ , ¹, ç, , ç: Seisui (Holy Water) $20 \
\ fLf♦f%, Ì, Â, Î, ³: Kimera no Tsubasa (Chimera Wing) $25 /
/ , Û, ñ, °, Â, » , ♂: Mangetsusou (Full Moon Herb) $30 \
\ , Ç, , ª, Ì, †, È: Dokuga no Kona (Poisonous Powder) $310 /
/=====\

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Search the dresser in the Inn and take the ,©, í, Ì, †, µ, Û, «: Kawa no Koshimaki (Leather Hide). Enter the Church, and search the intersecting point of the cross on the ground. Take the , ç, Ì, ç, Ì, «, Ì, Ý: Inochi no Kinomi (Life Nut). Lastly, walk around the northern edge of town to the northeast corner and go up the stairs in the shopping area. Look in the bottom pot to find yet another , , ², è, , ¯, ñ: Sugorokuken (Dice Game Ticket), and the upper pot for Small Medal #30.

Talk to the man playing the lute. He will ask if you are from Aliahan (say yes), then ask if you are related to Ortega (your father). Say yes again. Finally he will ask if Ortega is faring well (answer no). As you prepare to leave, a little boy will run up to you and tell you that Ortega left his helmet in town a long time ago, and it doesn't fit him, so you can have it. Go back downstairs, and the merchant will give you fIf<fefK,Ì,©,Ô,Æ: Orutega no Kabuto (Ortega's Helmet). Only the Hero can equip it, but it is one of the best helmets in the game with a +30 defense increase. It can be sold for 6,150 gold, but keep it unless you are in dire

need of cash. The Hero must be alive in order for you to receive the helmet.

Buy whatever equipment you can that helps (like Magic Shields), as this is the last town you'll find until after the Garuna Tower and Kidnappers' Hideout.

Once you are done with Muor, warp back to Aliahan, drop all the excess gold you have off at the bank, and pick up the ,i,©,ç,ì,ä,Ñ,i: Chikara no Yubiwa (Power Ring) if you've gotten all of the Small Medals so far. Warp back to f\_♦[f]: Da-ma (Dharma) and save your game. Head north to the tower.

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/=====\
\ My current stats/equipment: /
/-----\
\ Martial Artist (Level 16) /
/ Weapon: ,",¤,²,ñ,ì,Â,ß: Ougon no Tsume (Gold Claw) \
\ Armor: f}fWfJf<fXfJ♦[fg: Majikarusuka-to (Magical Skirt) /
/ Shield: ,",È,×,ìftf^: Onabe no Futa (Pot Lid) \
\ Decoration: none /
/-----\
\ Hero (Level 16) /
/ Weapon: fu♦[f♦f%f": Bu-meran (Boomerang) \
\ Armor: ,©,í,ì,±,µ,Û,«: Kawa no Koshimaki (Leather Hide) /
/ Shield: ,Û,Û,¤,ì,½,Ä: Mahou no Tate (Magic Shield) \
\ Helmet: fIf<fefK,ì,©,Ô,Æ: Orutega no Kabuto (Ortega's Helmet) /
/ Decoration: fK♦[f^♦[fx<fg: Ga-ta-beruto (Garter Belt) \
\ Backup Weapon: ,í,ª,È,ì,Â,é,-: Hagane no Tsurugi (Steel Sword) /
/-----\
\ Priest (Level 17) /
/ Weapon: f,♦[fjff"OfXf^♦[: Mo-ningusuta- (Morning Star) \
\ Armor: ,«,È,ìf♦♦[fu: Kinu no Ro-bu (Silk Robe) /
/ Shield: ,Û,Û,¤,Û,Û,¤,ì,½,Ä: Mahou no Tate (Magic Shield) \
\ Helmet: ,Æ,ñ,ª,è,Û,¤,µ: Tongariboushi (Pointed Hat) /
/ Decoration: ,Û,µ,Ó,é,¤,Å,í: Hoshifuruudewa (Meteorite Armband) \
\ Backup Weapon: ,Û,Ó,¤,¶,ì,Â,!: Mafuuji no Tsue (Staff of Silence) /
/-----\
\ Thief (Level 18) /
/ Weapon: ,â,ç,î,ìfu♦[f♦f%f": Yaiba no Bu-meran (Blade Boomerang) \
\ Armor: f}fWfJf<fXfJ♦[fg: Majikarusuka-to (Magical Skirt) /
/ Shield: ,Û,Û,¤,ì,½,Ä: Mahou no Tate (Magic Shield) \
\ Helmet: ,©,í,ì,Û,¤,µ: Kawa no Boushi (Leather Hat) /
/ Decoration: ,-ñ,ìf♦fUfŠfI: Gin no Rozario (Silver Rosary) \
\ Backup Weapon: ,¹,ç,È,éfifCft: Seinarunaifu (Sacred Knife) /
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/=====\
\ (II-D4) fKf<fi,ì,Æ,¤: Garuna no Tou (Garuna Tower) /
/ (My level: 16) \
/=====\

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Enemies to look out for:  
fXfJfCfhf%fSf": Sky Dragon (High HP and its breath attack can wipe the party



out in a couple of blasts)

,µ,Ñ,ê, ,°,í: Stingwing (Can paralyze party members)

fKf<◆[f\_: Garuda (Can cast the Firebane spell at you)

- 1F-From the entrance, walk west along the bottom side and enter the second southern room. Inside the chest there is a ,©,µ,±,³,ì,½,Ë: Kashikosa no Tane (Intelligence Seed). After taking it, leave the room and make your way west, then north past both staircases going up. Go out to the grassy area and take the stairs there going up.
- 2F-Carefully walk across the rope to the east and then go down the stairs.
- 1F-Enter the teleport, then take the stairs going up on the northern side of the intersection.
- 2F-Go up the next set of stairs.
- 3F-Open the chest and take the \$448 inside. Head back down the stairs.
- 2F-Go back down the stairs to 1F.
- 1F-Walk south to the staircase going up.
- 2F-Take the stairs going up.
- 3F-Open the chest to find Small Medal #31. Go back down the stairs.
- 2F-Go down the stairs again.
- 1F-Now go up the stairs on the eastern side of the intersection.
- 2F-Head south at the fork and take the stairs going up.
- 3F-Walk up the next set of stairs.
- 4F-Go up again.
- 5F-Walk all the way across the rope, then head south at the fork and go up the stairs.
- 6F-Open the chest and take the ,¬,ñ,ì,©,ý,©,´,è: Gin no Kamikazari (Silver Hair Ornament). Go back down to 5F.
- 5F-Walk back across the rope, but about halfway along it, jump off. If you fell off in the right part, you'll now be on a new part of 4F.
- 4F-Walk into the pitfall.
- 3F-Go down the stairs on the left.
- 2F-Open the chest and take the ,³,Æ,è,ì,µ,â: Satori no Sho (Book of Enlightenment). With this book, you can change any character besides the Hero into a ,¬,ñ,¶,á: Kenja (Sage) at the Shrine of Dharma once they are at Level 20 or above. I will change my Priest (old party; new party I change my Magician) into one, but how does one get to Level 20 quickly?

If you want to level up to 20 without much trouble, simply return to the large rope on the fifth floor of the Garuda Tower and fight some Metal Slimes. With four characters in your party, each slain Metal Slime will yield 1,035 experience points each. The best way to kill them is to equip the backup weapon that only hits one enemy, and fight them with those.

If you still have the ,Ç,,î,è: Dokubari (Poison Needle) and a party member can equip it, sometimes you can get lucky and do a one-hit kill with the weapon against them. Even if you don't do a 1-hit kill with the Poison Needle, the weapon has the best chance of just damaging Metals over any other weapon in the game.

Beware of other monsters accompanying them, as Sky Dragons can wipe a party out in a couple of breath attacks, and Stingwings can paralyze party members, which does not help in trying to kill the Metal Slimes. Garudas are somewhat dangerous, but not as bad as the previous two described.

Try to get all of your party members except the Hero over Level 20, especially if you want to change more than one party member at Dharma.

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/=====\
\ (II-D5)          f_◆[f]: Da-ma (Dharma) Shrine / Class-Changing /
/
/                               (My level: 20)                               \
\-----/
/ Inn: $2 per person / Church: yes
\=====/

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The Inn and Church are both located on the second floor of Dharma. Simply walk to the right from the entrance and go up the stairs. The man out front where you enter can save your game. Walk around the left edge of the Shrine to find an old woman that can change the names of your party members; even the ,Ó,,ë: Fukuro (Item Bag) can be renamed if you so desire.

The Dharma Shrine is where characters at Level 20 or higher can change their class to a new one. This is the only place in the game that a character can change classes, and the only place to become a ,¯,ñ,ƒ,á: Kenja (Sage).

Any character can change to any of the other 7 regular classes (except the Hero), and can become a Sage if they are at Level 20 or higher, and have the ,³,E,è,Ì,µ,â: Satori no Sho (Book of Enlightenment) in their inventory. Carousers at Level 20 or higher can become a Sage without a Book of Enlightenment.

Before changing a class, SAVE YOUR GAME. You do not want to be stuck with a party of real stinkers when you need a good party. There are some things that you should know about how class changing affects a character. All current stats from before the change are reduced by half, and the character starts back at Level 1. All spells learned from previous classes are kept, though. This is how you can have a Soldier who can use spells, for example.

When you talk to the man, he will first ask if you want to change a character's class. Reply with a yes or no. He will then ask which character's class you want to change. Third, he will ask what you want the character's new class to be. Fourth, he will ask if you do indeed want to change into that class. Then he will will ask if you are willing to start back at Level 1 with the new class (you have to if you want to change). A little 'level up' song will play, and they are changed. Finally, he asks if you want to change another character's class. Reply with ,Í,¢: Hai (yes) to change someone else, and the questions will repeat. Hit the B button or choose ,¢,¢,!: Iie (no) to quit the process.

Also note that if you are changing classes from a magic user (say a Magician) into a fighting character (Soldier or Martial Artist), you will have all the spells you learned, and half of the max MP you had as a Magician. But now as a Martial Artist or Soldier, you will NOT gain MP as you level up, nor will you be able to learn new spells from the Magician class. Keep that in mind before you change a class like that. Be aware that different classes change what they can equip too: if you are going to change a Soldier into a Magician, you had better have the cash to buy stuff that a Magician can use.

Please note that after a character changes, they are totally unequipped (unless their new class can equip some of the stuff in their inventory already). They don't lose any stuff they had equipped, though.

Another note: when a few classes change, some abilities are lost. These are:

If you change classes from a Magician or Priest, you will no longer learn new spells of that class (unless you are changing into a Sage).

If you change from a Merchant to another class, you will no longer be

able to appraise items, nor find gold after battles.

If you change from a Carouser to another class, you will no longer be able to do goofy stuff in battles.

If you change from a Thief to another class, you will no longer be able to steal items from monsters after battle (you can still find treasure chests from battles, though).

If you change from a Sage to another class, you will no longer be able to learn both new Magician nor Priest spells (if you were to change from a Sage to a Priest, you could only learn new Priest spells).

A few quick tips/suggestions: before changing a Magician to another class, I would recommend first learning the fofCfLf<fg: Baikiruto (Bikill) spell. Usually learned at Level 21, it will be a great asset to have first before changing. If you are planning on changing a Priest, you might want to learn fUfIf%f<: Zaoraru (Vivify) before changing. If you find party members dying a lot, I would get this spell learned first, as a Priest learns it at around Level 24, while a Sage does not learn it until around Level 35. Finally, if you want to change a Thief, be sure to learn their last spell, fEf~f%<[f}: Remira-ma (Seek Out), first. It is usually learned around Level 20 or 21 anyway.

For my guide, I am only changing my Priest into a Sage at this time. With my current party that I now use (Thief, Hero, Priest, Magician), I change my Thief into a Martial Artist and my Magician into a Sage. If you are going to change more than one character, I recommend fighting around for a little bit before going to the Kidnappers' Hideout. Changing three characters at the same time is not highly recommended, either.

For reference, here is the job list that is displayed when you talk to the class-changing old man:

- ,<sup>1</sup>,ñ,µ: Senshi (Soldier)
- ,Ô,Æ,¤,©: Butouka (Martial Artist)
- ,Û,Û,¤,Â,©,¢: Mahoutsukai (Magician)
- ,»¤,è,â: Souryo (Priest)
- ,µ,â,¤,É,ñ: Shounin (Merchant)
- , ,»Ñ,É,ñ: Asobinin (Carouser)
- ,Æ,¤,¼,: Touzoku (Thief)
- \*,¯,ñ,¶,á: Kenja (Sage)

\*-Remember, Sage only appears as an option for characters Level 20 or higher and they must have the ,<sup>3</sup>,Æ,è,Ï,µ,â: Satori no Sho (Book of Enlightenment) in their personal inventory, or be a Level 20 or higher Carouser.

With that out of the way, it is now time to go to the cave northeast of Baharata, and rescue f^fjfa: Tania (Tanya). Warp to Baharata, and visit the Inn if you need to. Now make your way to the cave to the northeast.

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/=====\
\ (II-D6)    ,Ð,Æ,3,ç,ç,ÏfAfWfg: Hitosarai no Ajito (Kidnappers' Hideout) /
/                                                    \
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This cave is only two floors, and pretty easy to navigate around. The only monsters to worry about are the Man-Eater Chests hiding in some

treasure boxes, and the boss at the end.

B1-Head left, and go north at the first intersection. Keep going north until you hit the northern end of the floor. Open the chest on the right which has 352 gold inside. The other chest in the room is a ,D,E,,ç,Î,±: Hitokuibako (Cannibal Box). Open it and fight or skip it and head west. The next chest you will see holds ,ç,ç,³,Èf◊f\_f<: Chiisanamedaru (Small Medal) #32. Continue west and open the upper chest. Inside is 132 gold. The chest to the left is another ,D,E,,ç,Î,±: Hitokuibako (Cannibal Box). There is still one more chest on this floor. Head south. Go south in the next room...and the next. You will meet a guard who has lost his way in this room; keep going south. Go south yet again. In the room where you open a door, head left to find the room with the last chest. Inside is a fXf^f~fi,Î,½,È: Sutamina no Tane (Stamina Seed). Use it on a character that recently changed a class, and proceed due east through three rooms, and take the stairs leading down.

B2-The final floor of the cave already. Go west, and keep going west until you see a Magic Key locked door. Enter, and grab the treasures in the room. Their contents are:

12

34

- 1-,ç,©,ç,Î,½,È: Chikara no Tane (Power Seed)
- 2-,ç,Î,ç,Î,«,Î,Ý: Inochi no Kinomi (Life Nut)
- 3-,©,µ,±,³,Î,½,È: Kashikosa no Tane (Intelligence Seed)
- 4-,·,Î,â,³,Î,½,È: Subayasa no Tane (Agility Seed)

Use them on who you feel needs them. After claiming those prizes, head back to the T-intersection and head south. You will be greeted by a pair of men. Answer their question that they ask with an ,ç,ç,|: Iie (no). Two more will run up and you will fight four fJf"f\_f^,±,Ô,ñ: Kandatakobun (Kandata Henchman). Kill them off, and you should have a good idea of who the kidnapper is. After killing the henchmen, use herbs (if you have enough) or heal spells to restore everyone to full HP. Search the bag on the left side of the room that you got fought to find another ,·,²,è,,ñ: Sugorokuken (Dice Game Ticket). Head south, and then turn to the west. You'll see both f^fjfa: Tania (Tanya) and fOfvf^: Gupta (Gupta) behind bars. Like he was going to be any help.. Gupta will ask you to flip the switch near his cell. Search while facing the lever, and answer with a ,Í,ç: Hai (yes) to free them. They will celebrate, thank you, and head north to the cave's exit.

Make sure to search the upper left corner of Gupta's cell, you will find a f%fbfN,Î,½,È: Rakku no Tane (Luck Seed). Search the upper right corner of Tanya's cell and use the ,Ó,µ,-,È,«,Î,Ý: Fushigi na Kinomi (Mystery Nut). With the couple free, make your way out. Someone has arrived back home, and it isn't a welcoming party. fJf"f\_f^: Kandata has returned, and he is not happy to see you again. Make sure you are healed up, and talk to him.

--Boss Fight! fJf"f\_f^: Kandata (Kandata)--

In this fight, you face Kandata and 2 henchmen. All of them have more HP this time around, and his henchmen can now cast both fxfzfCf~: Behoimi and f<fJfif": Rukanan (Defense).

fJf"f\_f^: Kandata (Kandata)/Kandar

Max HP: 700

MP: 0  
Experience: 4,600  
Gold: 0  
Attack Power: 95  
Defense Power: 70  
Agility: 23

fJf`f\_f^,±,Ô,ñ: Kandatakobun (Kandata Henchman)/Kandar's Henchman  
Max HP: 120  
MP: 20  
Experience: 100  
Gold: 0  
Attack Power: 60  
Defense Power: 60  
Agility: 37

Luckily, both of his henchmen are in one group, so they should not pose much of a threat before they are killed. Get rid of them first, and if you have anyone who can cast the fXfNf<fg: Sukuruto (Increase) spell, do that at least once or twice. Casting f<fJfj: Rukani (Sap) on Kandata until it works is highly recommended.

When it is just Kandata against your party, if you have backup weapons of significantly greater attack power than your group-hitting weapons, equip those (you'll also have a chance of doing a critical hit as well, which always helps). Cast fzfcf~: Hoimi (Heal) or even better, cast fxfzfcf~: Behoimi (Healmore) on any party members that fall below 50 HP.

Kandata supposedly has 400 HP this time around, but it seems like around 750 or more. After a few all-out rounds, Kandata will once again lose to your party. Beat them with all four party members alive, and they will each gain 1,250 experience points.

After he is beaten again, he will be in absolute shock. He once again begs for your forgiveness. Once again, you have to let him go, so reply with ,í,ç: Hai (yes). This time though, his days of terror are indeed over. You will not encounter him in a battle again. fOfvf^: Guputa (Gupta) and f^fjfA: Tania (Tanya) will now leave and tell you to stop by his shop in Baharata. Either walk out and then back to Baharata, or cast fŠfEf~fg: Riremito (Outside) to leave immediately.

Back in Baharata, enter the shop directly below the weapon shop. You will see Gupta behind the counter. Amazed and thankful to see you again, he offers to give the party some ,,ë,±,µ,â,¤: Kurokoshou (Black Pepper) on the house. Tell him ,í,ç: Hai (yes), and you'll have just what the King of Portoga wants.

Cast f<◆[f%: Ru-ra (Return) or use a fLf◆f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing), and warp over to f|f<fgfK: Porutoga (Portoga). Talk to the King, and he will trade your Black Pepper for a ship automatically. Go outside of the castle and you will see your ship. Get on board and sail south until you are outside of Portoga.

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/=====\  
\ (II-E) Set Sail for the High Seas /  
/ \  
\ Quick Summary /

- /
- \ 1-Explore the ruined village of Tedon, upgrade equipment, and get the /
- / Darkness Lamp (optional). \
- \ 2-Get the Thunder Staff and buy an Invisibility Herb at Sioux. /
- / 3-Enlist a Merchant in Aliahan, then drop him/her off in the grassy spot \
- \ east of Sioux. /
- / 4-Use the Invisibility Herb to bypass the guard at Edinbear, and find the \
- \ Vase of Drought. /
- / 5-Use the Vase of Drought south of Aliahan to get the Final Key. \
- \ 6-Unlock previously locked areas with the Final Key for more items /
- / (optional). \
- \ 7-Play Dice Game #3 southeast of Noaniel (optional). /
- / 8-Find a Leaf of the World Tree (optional). \
- \=====/

Now that you've got yourself a nice big boat, where to next? Well, there are several places you can go to, as this part of the game is a little open-ended. Some possibilities include: going after the ,<sup>3</sup>,<sup>ç</sup>,<sup>2</sup>,<sup>ì</sup>,<sup>©</sup>,<sup>-</sup>: Saigo no Kagi (Final Key) first, or maybe the ,<sup>â</sup>,<sup>Û</sup>,<sup>Ñ</sup>,<sup>±</sup>,<sup>Ì</sup>,<sup>Ó</sup>,<sup>|</sup>: Yamabiko no Fue (Echo Flute), or even attempting to kill the dreaded ,<sup>â</sup>,<sup>Û</sup>,<sup>½</sup>,<sup>Ì</sup>,<sup>¨</sup>,<sup>ë</sup>,<sup>¿</sup>: Yamata no Orochi. Either way, all of these things and the others are covered in the guide. The way I am going to do it is just one of many possible orders, so if you do not want to do things in the way I am until after getting all six Orbs, just search for what you are currently doing in my guide, and read on.

There is another place that can be now reached with the ship to fight high-level monsters for levelling-up if you would like to. Warp to Assaram, and follow the western coastline. You will see some mountains, and a small river inlet; sail down the inlet. There will be two places to land; the right has a volcano (remember this area for later), and the left has a forest. Disembark on the left branch, and walk left to right on the farthest down forest squares right beside the jagged river. Monsters such as f<sub>g</sub>f<sub>f</sub><: Tororu (Troll), f<sub>t</sub>f<sub>f</sub>Xf<sub>g</sub>f<sub>M</sub>f<sub>Y</sub>f,: Furosutogizumo (Frost Cloud), and f~f<sub>j</sub>f<sub>f</sub>f<[f,f": Minide-mon (Minidemon) can be fought. They are very strong, however, but yield good experience.

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### The Thunder Staff, a New Town, and a Final Key

- Enemies to look out for:
- ,<sup>µ</sup>,<sup>Ñ</sup>,<sup>ê</sup>,<sup>,</sup>,<sup>ç</sup>,<sup>°</sup>: Numbing Jellyfish (Can paralyze party members and call for more to appear.)
  - f}f<sub>š</sub>f"fXf%fCf€: Marine Slime (Not really dangerous; just annoying with its high defense.)
  - f<sub>w</sub>f<f<sub>R</sub>f"f<sub>h</sub>f<: Hell Condor (See note below.)

A quick note about Hell Condors and their fofVf<◆[f%: Bashiru-ra (Limbo) spell: Hell Condors and a couple of other enemies can cast the Limbo spell against you, and if it works, one of your party members will be whisked away and out of the party. Do not panic! They are not dead, gone forever, or anything like that.

Simply go back over to Aliahan, and into f<fC◆[f\_: Rui-da (Ruida)'s place, and enlist them again. To enlist someone again, talk to Ruida. Choose the first option that appears: ,<sup>È</sup>,<sup>©</sup>,<sup>Û</sup>,<sup>ð</sup>,<sup>æ</sup>,<sup>Ñ</sup>,<sup>¾</sup>,<sup>·</sup>: Nakama wo

Yobidasu (Add party member). Then all you have to do is find the whisked-away party member's name, and he or she will be added again. Remember to change the formation of your party back to how it was by hitting A, then choose ,<sup>3</sup>, ,<sup>1</sup>, ñ: Sakusen (Strategy), then the third option down, , È, Ç, Ñ, ©, !: Narabikae (Change party order). Please note that all non-equipped items that the party member was holding have been moved to the back of the item bag. They are not long gone.

First off, head south from Portoga to the shrine you see onscreen. Pass the shrine (for now), and follow the coast until you pass by a second shrine near a bridge. About one screen below that are two rivers that head east into the continent; a northeast one and a southeast one. Sail your boat down the southeast river, and you will run into a new village. If you warped to Portoga and sailed to get here, it should be nightfall. Do not go to the Inn until you are done exploring the town first.

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/=====\
\ (II-E1)          fefhf": Tedon (Tedon), Town of the Dead /
/-----\
\ Inn: $1 per person / Church: yes /
/-----\
\ Weapon Shop /
/ /
\ f, [ffj"fofXf^ [[: Mo-ningusuta- (Morning Star) $1,700 /
/ , í, ^, È, Ì, È, ç: Hagane no Muchi (Steel Whip) $3,100 \
\ , ", ", î, ^, Ý: Oobasami (Giant Shears) $4,700 /
/ f}fWfJf<fXfJ [fg: Majikarusuka-to (Magical Skirt) $1,500 \
\ , Û, Û, ¢, Ì, Û, ¢: Mahou no Houi (Magic Robe) $4,400 /
/ , Û, Û, ¢, Ì, ¢, è, ¢: Mahou no Yoroi (Magic Armor) $5,800 \
\ , Æ, ñ, ^, è, Û, ¢, µ: Tongari Boushi (Pointed Hat) $2,300 /
/=====\
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Buy some , Û, Û, ¢, Ì, ¢, è, ¢: Mahou no Yoroi (Magic Armor) for your Sage if you can afford it, the , Æ, ñ, ^, è, Û, ¢, µ: Tongari Boushi (Pointed Hat) is also a good buy for those who can equip it. Everything else for sale is not really of much importance to get.

In the northeast section of the town (with the swamp), you can find some items hidden. Search the bottom pot behind the old man and swipe the 55 gold inside. Small Medal #33 is located in the swampy area that is five steps west of the upper pot. Go down the stairs near the old man, and search right below the center of the upper coffin. Use the , ¢, Ì, ç, Ì, «, Ì, Ý: Inochi no Kinomi (Life Nut) you find on whoever. Go back up the stairs.

There is a prisoner locked up, but a guard is in the way. You will definitely want to talk to the prisoner once you can unlock jail doors. For now, rest at the Inn.

When you wake up, the town might seem rather, well...dead. It seems that all the people you talked to and bought weapons from in the town were ghosts. The town was destroyed by Baramos, but the townspeople still live on at night.

With the Weapon Shop owner out of the way, take the stairs heading up in the shop. Search the dresser and equip the , , è, , «, ñ: Kurozokin (Black Hood) if you need to. Open the chest and take the , â, Ý, Ìf%f"fv: Yami no

Ranpu (Darkness Lamp). This unusual item will change day into night whenever you want. It does not change night into day, however. Warp back to f|f<fgfK: Porutoga (Portoga), and sail west.

Once you hit land, sail south along the coast, and then go into the river outlet you will see soon after to your left. If you look at the map (R button), you'll see that there are a lot of river branches here. At the first branch, stay on the right. Go left at the second branch, then take the center branch when it divides into three ways to go, and finally take the fork on the right. You will then see another town. Enter.

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/=====\
\ (II-E2)                fX◆[: Suu (Sioux)                /
/-----\
\ Inn: $5 per person / Church: no                          /
/-----\
\ Weapon Shop                                                /
/                                                           \
\ ,±,ñ,Ú,¤: Konbou (Club)                                $30   /
/ ,Ç,,î,è: Dokubari (Poison Needle)                    $10   \
\ fofgf<fAfbfNfX: Batoruakkusu (Battle Axe)            $8,700 /
/ ,©,í,î,±,µ,Û,«: Kawa no Koshimaki (Leather Hide)    $800  \
\ ,í,Â,È,Ó,: Hadenafuku (Colorful Clothes)            $1,300 /
/ ,Û,Û,¤,î,½,Ä: Mahou no Tate (Magic Shield)          $2,000 \
\-----/
/ Item Shop                                                \
\                                                           /
/ ,â,,»,¤: Yakusou (Medical Herb)                      $8    \
\ ,Ç,,¯,µ,»,¤: Dokukeshisou (Antidote Herb)           $10   /
/ ,Û,ñ,°,Â,»,¤: Mangetsusou (Full Moon Herb)          $30   \
\ ,Ç,,ª,î,±,È: Dokuga no Kona (Poisonous Powder)     $310  /
/ ,«,|,³,è,»,¤: Kiesarisou (Invisibility Herb)       $300  \
\ f,fqfJf",î,¯: Mohikan no Ke (Mohican Hair)         $60   /
/ ,-,ñ,î,©,Ý,©,´,è: Gin no Kamikazari (Silver Hair Ornament) $760 \
\=====/

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Make sure that you buy at least one ,«,|,³,è,»,¤: Kiesarisou (Invisibility Herb), because you will be needing to use it very soon.

Search one step under the well in town and take the ,¢,©,,¿,î,Â,|: Ikazuchi no Tsue (Thunder Staff). The Sage in the party can put it to good use, both as a backup weapon, and to use again a group of monsters (it works really well against sea monsters with high defense, like Marine Slimes). Search 1 step above the well to find Small Medal #34. Inside the well, search the dresser and grab the ,·,²,è,,¯,ñ: Sugorokuken (Dice Game Ticket).

Enter the house to the right of the town's entrance, and search the pot on the right. Use the ,·,î,â,³,î,½,È: Subayasa no Tane (Agility Seed) on whoever needs it.

The house to the north of the well has an item inside it too; search the pot there for Small Medal #35. With that final item, the town of Sioux has pretty much no more use for you.

Find your way out of the river 'maze', then head north (or just warp to Portoga and sail west again). After passing the mountains and small hills, there will be a 1 square patch of grassland in a forest. Visit that grassy



spot.

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/=====\  
\ (II-E3)                A New Town                \  
/=====\  
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Not much is here for now, except an old man who wants to create a town here. He needs a Merchant to start it, so if you want to help him out, you will want to return to Aliahan and create a Merchant then drop him or her off here.

Warp to Aliahan, and go to f<fC◆[f\_: Rui-da (Ruida)'s place. If you have a Merchant along with you already, I would not recommend giving him/her to the old man, as you would have to make a whole new character then. If you have a Merchant in your party already, drop him or her off at Ruita's, then make a Level 1 Merchant and bring that one over.

First off, you need to create a Merchant. Go up the stairs next to the nun, then talk to the man behind the counter. Answer his question with a ,í,ç: Hai (yes), then name the character. Hit A while the cursor is over the , ,í,é: Owaru (end) command in the bottom right corner. Next up is the sex of the character, , ,E,±: Otoko (man) or , ,ñ,È: On'na (woman). A list of classes appears; choose the class of , μ,â,¤,É,ñ: Shounin (Merchant), which is the 5th one from the top. Answer the next question with another ,í,ç: Hai (yes). For the next question, answer with either option (although the first option might be better; simply use all 5 Stamina Seeds to get a good HP bonus when he or she gets a level up on the way to the grassy spot).

He will ask one more yes/no question; answer with yes again. The character will be created, and he will want to know if you want to make yet another character; answer no this time. Go back downstairs, and talk with Ruita this time.

If you currently have four people in your party, you will have to let one rest for a few minutes, then enlist the Merchant. If you need to do this, choose the second option in Ruita's menu:

,È,©,Ü,ð, , , ,é: Nakama wo Zukeru (Remove from party), then choose any party member other than the Hero. Reply to her question with ,í,ç: Hai (yes), and the party member will be out of the party for the time being. Answer Ruita's next question with no. Once the menu pops up again, this time choose the first option in the menu: ,È,©,Ü,ð,æ,Ñ,¾, ∴: Nakama wo Yobidasu (Add party member), then add the Merchant you just created. Hit B or choose ,â,β,é: Yameru (cancel) after the Merchant has joined. Make sure to keep the Merchant at the back of the party, so he/she has a lower chance of getting killed.

Now warp back to f|f<fgfK: Porutoga (Portoga), and sail back to the old man in the grassy spot. Talk to him, and reply to both of his questions with a yes. The Merchant will leave the party to start a new town with the old man, and your job is done here (for a while). Re-enlist the party member you dropped off at Aliahan again, and warp to fmAfj◆[f<: Noani-ru (Noaniel).

Sail west and keep close to land until you see a small island to the southwest. Enter the castle there, fGfWf`fxfA: Ejinbea (Edinbear).

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/=====\
\ (II-E4)          fGfWf`fxfA: Ejinbea (Edinbear) and the Final Key          /
/-----\
\ No Inn is located in Edinbear, nor any shops, nor a Church                /
/=====\

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As you enter Edinbear, there is a pesky guard that simply refuses to let you pass (they don't like outsiders here much). How do you get past this insufferable oaf? Well, it is pretty common knowledge that guards in games aren't the brightest people around, so you've just got to trick him to get by. Use the ,«,!,³,è,»,⌘: Kiesarisou (Invisibility Herb) that you bought in Sioux (you DID buy one, right?) to instantly disappear from human view. Just walk right by the moron while invisible, and voila.

Once inside the castle, take the stairs leading down that you see by the entrance. There will be 3 boulders, and 3 blue diamond squares. To solve the puzzle of the room, all 3 boulders must cover each diamond square. Don't push a boulder into the water or against a wall that would mess you up, or you'll have to go back up the stairs then down to reset the puzzle. If you can't figure it out, the solution is:

1st boulder (left): push the boulder up 1, then push the center boulder to the right 1. Now push the left boulder to the right twice, then up 4 times, then left once.

2nd boulder (center): first you will want to push the boulder on the right down 1. Then push the boulder to your left to the left 3 times. Then up 1, right 2, and up 4.

3rd boulder (right): push the boulder up 1, left 4, up 1, right 2, up 3, right 1, and then up 1.

After placing all three boulders in their correct locations, you will hear a sound. Walk up to the north end of the room, and go down the passageway. Open the treasure chest, which contains the ,©,í,«,ì,Â,î: Kawaki no Tsuba (Vase of Drought).

Once you get that, go back to the regular floor of the castle. Enter the royal bedroom in the northeastern corner, and search the bookcase. It holds a ,µ,ã,,¶,â,Ö,Ï,Ý,¿: Shukujohe no Michi (Lady Doctrine). The dresser on the left holds a ,",µ,á,ê,ÈfX◆[fc: Osharenasu-tsu (Fashion Suit). The dresser on the right contains a fp◆[fefB◆[fhfEfX: Pa-ti-doresu (Party Dress). Equip the Party Dress onto your Thief, if you have one.

Now, head to the doorway leading outside of the castle in the southwestern area of the castle. Search the grassy spot in the center of the flower ring to find Small Medal #36. Go back into the castle.

This time, walk straight up and past the guard to the King's room. Save your game if you'd like, then walk straight down from the King to another door. Out here, walk to your right and then up and take the stairs leading down. Go through the door heading out of the castle, and search the very bottom-left square of the field; right next to the entrance of the castle. Small Medal #37 is located there.

With fGfWf`fxfA: Ejinbea (Edinbear) now cleaned out, warp back to Aliahan.

In Aliahan, go to the Small Medal man in the well, and get your 35+ Small Medals item, the fCf`fefŠ,β,ª,Ë: Interimegane (Intelli-Glasses). They increase the wearer's ,©,µ,±,³: Kashikosa (Intelligence) by 15 points, and changes their personality to ,,,Ï,⌘,β,¢,¹,«: Zunoumeiseki (Clear-Headed). Once you collect 50 Small Medals, the Medal Man will give you

,μ,ì,Ñ,ì,Ó,: Shinobi no Fuku (Shinobi Clothes). Leave town, and board your ship.

Once you have boarded the ship, sail west 5 spaces, then go straight south. Keep sailing, and night will fall. Eventually, you'll run across some shoals that look like this onscreen:

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Move to the spot right below the \*, and face upward. Now use the ,©,í,«,ì,Â,î: Kawaki no Tsuba (Vase of Drought). The shoals will go under the water, and a small island with a shrine will appear. Enter the shrine, and open the treasure chest. The ,³,¢,²,ì,©,¬: Saigo no Kagi (Final Key) is now yours. Any locked door can now be open. Before you leave the shrine, search the northern tip of the sun-shaped diagram of tiles to find Small Medal #38. The skeleton behind the locked door mentions the fMfAfK,ì,¨,¨, ,È: Giaga no Ooana (Great Pit of Giaga), which is located in the flfNf♦fSf`fh: Nekurogondo (Necrogond), south of Isis. All evil things emanate from that pit (scary?). Warp back to Aliahan, and save.

Now that the Final Key is in your possession, you can go back to a few places and get some new stuff.

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/=====\  
\ (II-E5)                    Treasure Hunting With the Final Key                    /  
/=====\  
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Enter Aliahan Castle, and walk to the northern end (where the Princess is). Take the door on the right and go down the stairs going down at the end. Search the pot in the right cell and take the ,ç,©,ç,ì,½,È: Chikara no Tane (Power Seed). Search the pot in the left cell and take the 500 gold inside. Warp to f♦f}fŠfA: Romaria (Romaly).

In Romaly Castle, take the stairs in the southwestern corner. At last, you can finally open the two treasure chests down here, and they are worth the wait. The chest on the left holds an fAfTfVf`f\_fK♦[: Asashindaga- (Assassin Dagger), and the chest on the right contains the ,Ó,¤,¶,ñ,ì,½,Ä: Fuujin no Tate (Wind God Shield). The Assassin Dagger is an excellent backup weapon for a Thief, as it is pretty powerful and can deliver a 1-hit fatal blow randomly. Very nice when it happens against Metal enemies. The Wind God Shield is the strongest shield that a Martial Artist can equip in the game, so make sure that a Martial Artist in the group gets it if you are using one.

Next you will want to go up to the stairs in the northwest corner of the castle. Go up to the top floor, and enter the jail cell. Search the sink on the right to find Small Medal #39. Leave the castle.

Walk north to the shrine that leads you to Portoga, the f♦f}fŠfA,ì,¹,«,μ,â: Romaria no Sekishou (Romaly Checking Station). Go down the stairs and then unlock the door that was previously inaccessible midway through the room. In the room with the Travel Door, go to the upper-left area with water and search the ground to find Small Medal #40. Enter the Travel Door.

After warping, you are now in the ,½,Ñ,ì,È,Ñ,ç,ì,Û,±,ç: Tabi no Tobira

no Hokora (Travel Door Shrine) there is a square-shaped lake in the center of the area with blue diamond blocks around it. Search the center diamond block on the top end of the diamond blocks and grab Small Medal #41. Enter the Travel Door to the north.

Once you have warped again, walk up 2 steps, and left 1 step, then search. Take Small Medal #42, then warp to Baharata. Sail north/northeast to Muor.

In Muor, enter the shopping area and walk to the small field behind a prison door. Search the grassy spot in the upper-right corner for Small Medal #43. Warp to Aliahan and take out 6,500 gold for each character that can use a boomerang-type weapon in the party, then save. Warp to fmfAfj [f<: Noani-ru (Noaniel).

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/=====\  
\ (II-E6) , ·,²,ë,: Sugoroku/Dice Game #3 /  
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/=====\  
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From Noaniel, sail east while following the coast. The first river inlet you will pass will be blocked by shoals; keep following the coast to the east. The second inlet will have a shrine next to it. Enter the fzfrfbfg, Ì, Û, ±, ç: Hobitto no Hokora (Hobbit's Shrine) and search behind the throne to find Small Medal #44. Exit the shrine and sail west into the continent. When you see another shrine, enter fIfŠfrfA, Ì, Ý,³,«: Oribia no Misaki (Olivia's Cape).

The people inside will tell the tale of fGfŠfbfN: Erikku (Eric) and fIfŠfrfA: Oribia (Olivia), two lovers that fell into despair. Eric was sent onto a ship which never returned, the , ä, ¢, ê, ç,¹, ñ: Yuureisen (Phantom Ship), and Olivia, full of sadness, ended her life outside of the shrine. The promontory right outside is now cursed, until Olivia meets her long-lost love.

Sail north up to the hills, then exit the boat. There should be hills on the east side and forest on the west; head west and you will see a cave. Enter the cave, which is Dice Game #3.

Search the left side of the lake on the right (1 step down and 5 1/2 steps to the right of the person standing around) for a , ·,²,ë,, ñ: Sugorokuken (Dice Game Ticket). Search 3 1/2 steps up then 1 1/2 steps to the left of the man for Small Medal #45. Take the stairs up.

Before you play the Dice Game, there is an item hidden on the floor around the board. From the stairs, head south and then west until you hit a wall. Now walk around the edge of the board, and search the corner there (down and left from the '?' square at the boards intersection). Small Medal #46 is hidden there. Start the game at the upper-right corner.

You are given 20 rolls for this two floor board. It is pretty uniform that the color red is positive, and blue is negative for effects on the Dice Game board.

Hit the A Button, and a new menu list appears.

fTfCfRf [f, ð, Ó, é: Saikoro wo Furo (Roll Die).  
f}fbfv, ð, Ý, é: Mappu wo Miru (Look at Map) Hit the B or A Button to return.

,Â,æ,³,ð,Ý,é: Tsuyosa wo Miru (Look at Stats).  
,â,ß,é: Yameru (Stop) End the game.

There are several different squares to land on, and this is what they do:

- START: Starting location; nothing happens on this square.
- Sign with a direction arrow: Can only go in that direction.
- Grass: Low chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.
- Directional Arrow (Red) + (number): Move in the direction of the arrow forward X number of spaces.
- Directional Arrow (Blue) - (number): Move in the direction of the arrow backward X number of spaces.
- Forest: Medium chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.
- Treasure Chest: Usually contains a good item (the items in chests, dressers, and pots are always the same, and can only be received once).
- Die (Red) + (number): gain X amount of rolls.
- Die (Blue) - (number): lose X amount of rolls.
- House with a Wing: The Dice Game Shop. Usually has items that aren't sold anywhere else, or not for a long time in the regular game.
- Pot: Usually contains a decent item.
- Coins (Red) + (number): gain X amount of Gold.
- Coins (Blue) - (number): lose X amount of Gold.
- ?: Chance. Various effects, such as gain/lose experience or gold, get warped, get attacked by monsters, and the occasional pitfall.
- Mountain: high chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.
- Grey door: Pitfall. Usually ends the game. Avoid.
- Dresser: Usually contains a decent item.
- Slime: Instant battle.
- Flashing Swamp: HP damage (about 25% of maximum).
- Star in a Circle: Restore all HP and MP.
- Skull wearing a Magician Hat: MP damage (about 25% of maximum).
- GOAL: End of the board, but this square MUST be landed on. If you are 2 steps away and roll a 3, you will land 1 step away and have to roll again.
- !: Changes stats, depending on what numbers are rolled.
  - Stats CAN be reduced, so look out.
  - If the first roll is a:
    - 1-,¿,©,ç: Chikara (Power) is affected.
    - 2-,·,î,â,³: Subayasa (Agility) is affected.
    - 3-,½,ç,è,â,: Tairyoku (Vitality) is affected.
    - 4-,©,µ,±,³: Kashikosa (Intelligence) is affected.
    - 5-,¤,ñ,î,æ,³: Un no Yosa (Luck) is affected.
    - 6-HP is affected.
  - Whatever the second roll is, that is the number of points to be changed.
  - If the third roll is:
    - 4-6: the number of points to the stat are added.
    - 1-3: the number of points to the stat are subtracted.
- INN: Stay at the Inn on the board, but it is more expensive than Inns in towns.
- Blue and white swirl: Teleport. Teleport to another warp spot on the board.
- U-Turn Arrow: You are sent back to the Start square. Avoid.

If you find a Medical Herb, you will asked if you want to use it now or not. Simply say yes or no.

/=====\  
\ Points of interest, 1F: /

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/
\ Pot near Start square: ,ç,©,ç,ì,½,È: Chikara no Tane (Power Seed) /
/ Pot 3 squares to left of '?' square: f%fbfN,ì,½,È: Rakku no Tane (Luck \
\ Seed) /
/
\ Dresser below 'Slime' square: f^◆[fof": Ta-ban (Turban) /
/ Dresser in lower right area of board: ,¬,ñ,ì,©,Ý,©,´,è: Gin no Kamikazari \
\ (Silver Hair Ornament) /
/ Dresser in lower left area of board: ,·,®,è,,¬,ñ: Sugorokuken \
\ (Dice Game Ticket) /
/
\ Chest in lower left area of board: fpf◆◆[fxf<fg: Pawa-beruto (Power Belt) /
/-----\
\
/ Items found through searching: \
\
/ fu◆[f◆f%f": Bu-meran (Boomerang) \
\ ,Ç,,ª,ì,±,È: Dokuga no Kona (Poisonous Powder) /
/ ,Û,ñ,°,Ã,»,¤: Mangetsusou (Full Moon Herb) \
\ ,¹,ç,·,ç: Seisui (Holy Water) /
/ ,É,°,É,°fŠf"fO: Nigenigeringu (Flee Ring) \
\ ,Ç,,¬,µ,»,¤: Dokukeshisou (Antidote Herb) /
/ f<◆[fYf\fbfNfX: Ru-zusokkusu (Loose Socks) \
\ ,«,|,³,è,»,¤: Kiesarisou (Invisibility Herb) /
/-----\
\
/ Items found in '?' block treasure chests: \
\
/ fu◆[f◆f%f": Bu-meran (Boomerang) \
\ ,Ã,ñ,µ,ìf◆◆[fu: Tenshi no Ro-bu (Angel Robe) /
/ ,ç,ì,ç,ì,ç,µ: Inochi no Ishi (Life Stone) \
\ ,É,°,É,°fŠf"fO: Nigenigeringu (Flee Ring) /
/ f<◆[fYf\fbfNfX: Ru-zusokkusu (Loose Socks) \
\ ,¹,ç,·,ç: Seisui (Holy Water) /
/ ,«,|,³,è,»,¤: Kiesarisou (Invisibility Herb) \
\ ,Ç,,ª,ì,±,È: Dokuga no Kona (Poisonous Powder) /
/ ,³,´,È,Ý,ì,Ã,|: Sazanami no Tsue (Staff of Reflection) \
\ ,Ç,,¬,µ,»,¤: Dokukeshisou (Antidote Herb) /
/ ,Û,ñ,°,Ã,»,¤: Mangetsusou (Full Moon Herb) \
\ ,³,Æ,è,ì,µ,â: Satori no Sho (Book of Enlightenment) /
/-----\
\
/ Shop \
\
/ ,Û,ì,¨,ìfu◆[f◆f%f": Honoo no Bu-meran (Flame Boomerang) $6,500 \
\ ,í,â,Ã,ìfŠf"fO: Hayate no Ringu (Quick Ring) $3,100 /
/ ,Æ,ñ,ª,è,Û,¤,µ: Tongariboushi (Pointed Hat) $2,300 \
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\ Points of interest, 2F: /
/
\ Pot in bottom left area: ,Ó,µ,¬,È,«,ì,Ý: Fushigi na Kinomi (Mystery Nut) /
/ Pot 4 squares up from 'HP/MP Recovery' square: Small Medal #47 \
\
/ Dresser on right side of board: fp◆[fefB◆[fhf@fX: Pa-ti-doresu (Party \
\ Dress) /
/ Dresser on left side of board: ,·,²,è,,¬,ñ: Sugorokuken (Dice Game \
\ Ticket) /
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\ Chest 1 square to right of 'HP/MP Recovery' square: f}fWfJf<fXfJ[f:g: /
/
/
/
/ Chest on left side of board: ,Í,Å,È,Ó,: Hadenafuku (Colorful Clothes) \
\ Chest in upper-right area of board: fAfTfVf"f_fK[: Asashindaga- /
/
/
/-----/
/
\ Items found through searching: /
/
\ fu[f%f": Bu-meran (Boomerang) /
/ ,Ç,,^,Ì,±,È: Dokuga no Kona (Poisonous Powder) \
\ ,Û,ñ,°,Â,»,»: Mangetsusou (Full Moon Herb) /
/ ,¹,ç,·,ç: Seisui (Holy Water) \
\ ,É,°,É,°fŠf"fO: Nigenigeringu (Flee Ring) /
/ ,Ç,,^,µ,»,»: Dokukeshisou (Antidote Herb) \
\ f<[fYf\fbfNfX: Ru-zusokkusu (Loose Socks) /
/ ,«,|,³,è,»,»: Kiesarisou (Invisibility Herb) \
/-----/
/
\ Items found in '?' block treasure chests: /
/
\ fu[f%f": Bu-meran (Boomerang) /
/ ,Ä,ñ,µ,Ìf[fu: Tenshi no Ro-bu (Angel Robe) \
\ ,ç,Ì,ç,Ì,ç,µ: Inochi no Ishi (Life Stone) /
/ ,É,°,É,°fŠf"fO: Nigenigeringu (Flee Ring) \
\ f<[fYf\fbfNfX: Ru-zusokkusu (Loose Socks) /
/ ,¹,ç,·,ç: Seisui (Holy Water) \
\ ,«,|,³,è,»,»: Kiesarisou (Invisibility Herb) /
/ ,Ç,,^,Ì,±,È: Dokuga no Kona (Poisonous Powder) \
\ ,³,´,È,Ý,Ì,Â,|: Sazanami no Tsue (Staff of Reflection) /
/ ,Ç,,^,µ,»,»: Dokukeshisou (Antidote Herb) \
\ ,Û,ñ,°,Â,»,»: Mangetsusou (Full Moon Herb) /
/ ,³,E,è,Ì,µ,â: Satori no Sho (Book of Enlightenment) \
\=====/

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Reach the GOAL, and inside the chest on the right holds a ,·,Î,â,³,Ì,½,È: Subayasa no Tane (Agility Seed) and the one on the left has a fhf%fSf"fefCf<: Doragonteiru (Dragon Tail) inside, which is a strong group-hitting weapon.

Make it a top priority that you stop at the shop. Buy a Flame Boomerang for anyone who can equip it, as it is the strongest 'all enemy' hitting weapon for pretty much the rest of the entire game.

After getting all of the necessary things from here, walk out of the cave and get back into the boat. Sail back to the ocean, but stop off at the shrine by the outlet, the fzfrfbfg,Û,Û,±,ç: Hobitto no Hokora (Hobbit's Shrine). Walk directly south from the shrine into the forest (I deem this area the "Great Forest"), and you will see a lone mountain. Move directly south of it, then walk about 10 steps south of the mountain. You should find a useful item called the ,¹,©,ç,¶,â,Ì,Í: Sekaiju no Ha (Leaf of the World Tree).

This item will revive a dead party member to full HP health. Now, before you decide to search the spot over and over and be fully stocked of World Leaves, note that you can only find one at a time from that spot. Once you use the Leaf of the World Tree that you found from there, you can search there again and get another one. If you already have at least 1 Leaf of the World Tree in your inventory, you cannot find one in this forest. But, if you have the one found in the "Great Forest", you CAN still get more from some treasure chests that carry one, and some monsters do drop them too. So it is possible to have more than 1 Leaf of the World Tree.

After taking a Leaf of the World Tree, warp to f|f<fgfK: Porutoga  
(Portoga).

Enemies to look out for:

fOfŠfYfŠ[: Grizzly (Very high attack power and high defense.)

fLf%[: Killer Armor (High attack power and defense; and can cast  
the Defense spell to lower the party's own defense power.)

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/=====\  
\ (II-F)                The Search for the Six Orbs                \  
/                                                                \  
\ Quick Summary                                                \  
/                                                                \  
\ 1-Find the Echo Flute in the Tower of Arp (optional).        \  
/ 2-Get the Green Orb from the prisoner in Tedon at night.     \  
\ 3-Visit Lancel and get the Blue Orb in the cave.              \  
/ 4-Sail to Luzami and get info (optional).                      \  
\ 5-Sail to the Pirate's House and take the Red Orb.            \  
/ 6-Enter the cave near Jipang, and kill the Yamata no Orochi. \  
\ 7-Enter the teleport that appears after beating Yamata no Orochi, and \  
/  kill it again for the Purple Orb.                             \  
\ 8-Teleport to the Samanosa region.                             \  
/ 9-Enter Samanao, upgrade equipment, get thrown in jail, and meet the real \  
\  King (optional).                                             \  
/ 10-Find the Ra Mirror in the Ra Cave.                          \  
\ 11-Use the Ra Mirror on the King of Samanosa at night.        \  
/ 12-Kill the Boss Troll and receive the Change Staff.         \  
\ 13-Use the Change Staff in the Isolated Elf Village to buy Prayer \  
/  Rings (optional).                                           \  
\ 14-Trade the Change Staff for the Sailor's Bone in Greenlad.  \  
/ 15-Use the Sailor's Bone to find the Phantom Ship.           \  
\ 16-Find the Love Memory on the Phantom Ship.                  \  
/ 17-Use the Love Memory at Olivia's Cape.                       \  
\ 18-Take the Gaia Sword from Simon's corpse.                   \  
/ 19-Throw the Gaia Sword into the volcano south of Assaram.   \  
\ 20-Travel through the Necrogond Cave, and get the Silver Orb in the \  
/  shrine.                                                       \  
\ 21-Return to the New Town and get the Yellow Orb.             \  
/ 22-Use the 6 orbs in Leiamland to revive Ramia.              \  
\ 23-Fly to the Castle of Baramos.                               \  
/ 24-Kill Baramos.                                              \  
\ 25-Return to Aliahan victorious.                               \  
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This very long section will take a while to fully complete, but it is not a totally arduous task. Different people in towns and the twins in fEfCfAfEf%fh: Reiamurando (Leiamland) talk about 6 colored orbs that will resurrect a holy bird. It is time to search out the world for all 6 and revive the legendary animal. The order of getting any of the orbs is entirely up to you.



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/=====\  

\ (II-F1)                               The Tower of Arp /  

/                                       (My level: 20)   \  

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From Aliahan, sail either north or south until you hit f€fIf<: Muoru (Muor). Sail east until you hit land, and follow the coast until you see a tower.

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/=====\  

\ My current stats/equipment: /  

/-----\  

\ Martial Artist (Level 20) /  

/ Weapon: ,",s,²,n,Ì,Â,ß: Ougon no Tsume (Gold Claw) \  

\ Armor: f}fWfJf<fXfJ◆[fg: Majikarusuka-to (Magical Skirt) /  

/ Shield: ,Ó,s,¶,ñ,Ì,½,Ä: Fuujin no Tate (Wind God Shield) \  

\ Helmet: ,-,ñ,Ì,©,Ý,©,´,è: Gin no Kamikazari (Silver Hair Ornament) /  

/ Decoration: ,ç,©,ç,Ì,ä,Ñ,í: Chikara no Yubiwa (Power Ring) \  

\-----\  

/ Hero (Level 21) /  

\ Weapon: ,Û,Ì,¨,Ìfu◆[f◆f%f¨: Hono'o no Bu-meran (Flame Boomerang) /  

/ Armor: ,©,í,Ì,±,µ,Û,«: Kawa no Koshimaki (Leather Hide) \  

\ Shield: ,Û,Û,s,Ì,½,Ä: Mahou no Tate (Magic Shield) /  

/ Helmet: fIf<fefK,Ì,©,Ô,Æ: Orutega no Kabuto (Ortega's Helmet) \  

\ Decoration: fK◆[f^◆[fxf<fg: Ga-ta-beruto (Garter Belt) /  

/ Backup Weapon: ,Í,ª,Ë,Ì,Â,é,-: Hagane no Tsurugi (Steel Sword) \  

\-----\  

/ Sage (Level 12) /  

\ Weapon: fhf%fSf¨fefCf<: Doragonteiru (Dragon Tail) /  

/ Armor: f}fWfJf<fXfJ◆[fg: Majikarusuka-to (Magical Skirt) \  

\ Shield: ,Û,Û,s,Ì,½,Ä: Mahou no Tate (Magic Shield) /  

/ Helmet: ,Æ,ñ,ª,è,Û,s,µ: Tongariboushi (Pointed Hat) \  

\ Decoration: ,Û,µ,Ó,é,s,Â,í: Hoshifuruudewa (Meteorite Armband) /  

/ Backup Weapon: ,ç,©,.,ç,Ì,Â,|: Ikazuchi no Tsue (Thunder Staff) \  

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/ Thief (Level 21) /  

\ Weapon: ,Û,Ì,¨,Ìfu◆[f◆f%f¨: Hono'o no Bu-meran (Flame Boomerang) /  

/ Armor: fp◆[fefB◆[fhf€fX: Pa-ti-doresu (Party Dress) \  

\ Shield: ,Û,Û,s,Ì,½,Ä: Mahou no Tate (Magic Shield) /  

/ Helmet: ,.,è,.,«,ñ: Kurozugin (Black Hood) \  

\ Decoration: f,fqfJf¨,Ì,¯: Mohikan no Ke (Mohican Hair) /  

/ Backup Weapon: fAfTfVf¨f_fK◆[: Asashindaga- (Assassin Dagger) \  

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\ fA◆[fv,Ì,Æ,s: A-pu no Tou (Arp Tower) /  

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Enemies to look out for:  
fLf%◆[fA◆[f]◆[: Killer Armor (high defense and attack power, and can cast the Defense spell against the party)

1F-Head north through the door. Go either left or right at the T-intersection, through another door, towards the center, then walk south through yet another door. Enter the room below by going through the doorway on the bottom side. Go up either of the staircases on the left side.

2F-Follow the western passage and go up the next set of stairs.

3F-Go up the next set of stairs.

4F-Head east and take the stairs heading up.

5F-Walk across the ropes to the southeast corner of the room. The chest there is a ,D,Æ,,ç,Î,±: Hitokuibako (Cannibal Box). Walk along the ropes to the southwest corner of the room. The chest on the right holds Small Medal #48. Make your way around to the chest on the left and open it to find a ,Í,, ,çfŠf"fo: Hakuairingu (Benevolent Ring). Now, walk across the ropes to the center of the floor. The space between the ropes on all sides will make a perfect square. From the center of the rope, fall upward into the pit. If you fell in the right place, you will land at..

3F-There are four chests here. Their contents are:

12

34

1-,â,Û,Ñ,±,Î,Ó,|: Yamabiko no Fue (Echo Flute)

2-552 Gold

3-Small Medal #49

4-,ç,Î,ç,Î,«,Î,Ý: Inochi no Kinomi (Life Nut)

The Echo Flute is used to find orbs. If you use it and it echoes, an Orb is in the immediate area. Since you have this guide, just throw the Echo Flute into the item bag.

There is a weird place north of the Arp Tower; walk north from it and walk through the hills to the north while hugging the mountains. You'll bump into the ,',ç,ê,ç,Î,ç,,Ý: Seirei no Izumi (Spirit Spring), a small pond where you will drop a weapon, and then a fairy will appear. She will try to find the item you dropped.

The only point I can see to this whole thing is when she finds a ,Û,¶,ñ,Î,"Î: Majin no Ono (Devil Axe), but there is no way that I know of that it can be kept. More or less the spring is nothing but a tease.

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/ (II-F2) The fOfŠ♦[f"fI♦[fu: Guri-no-bu (Green Orb) /  
/ (My level: 22) \  
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Warp to f|f<fgfK: Porutoga (Portoga). Sail south to fefhf": Tedon (Tedon). If it is not nightfall when you arrive, use the ,â,Ý,îf%f"fv: Yami no Ranpu (Darkness Lamp), then enter.

Now that you have the Final Key, you can talk to the prisoner. Speak to him, and he will give you the fOfŠ♦[f"fI♦[fu: Guri-no-bu (Green Orb). Wasn't that a piece of cake? Onto the next Orb..

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\ (II-F3)                The fuf<◆[fI◆[fu: Buru-o-bu (Blue Orb) /
\                          (My level: 22) /
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Warp to fAfŠfAfnf": Ariaahan (Aliahan). Sail west until you hit land. Enter the town on the east side of the island.

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\                          f%f"fv◆[f<: Ranshi-ru (Lancel) /
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\ Inn: $15 per person / Church: no /
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\ Weapon Shop /
/ /
\ , í, ª, È, Ì, Ð, ¿: Hagane no Muchi (Steel Whip) $3,100 /
/ , ¨, ¨, ©, È, Æ, ¿: Ookanadzuchi (Giant Hammer) $6,500 \
\ fpf◆◆[fifbfNf<: Pawa-nakkuru (Power Knuckle) $7,100 /
/ , Ý, ©, í, µ, Ì, Ó, : Mikawashi no Fuku (Evasion Clothes) $2,900 \
\ , Û, Û, ¢, Ì, Û, ¢: Mahou no Houi (Magic Robe) $4,400 /
/ , Û, Û, ¢, Ì, æ, è, ¢: Mahou no Yoroi (Magic Armor) $5,800 \
\ , Ä, Ä, ©, ß, ñ: Tekkamen (Iron Mask) $3,500 /
/-----
\ Item Shop /
/ /
\ , ¹, ¢, ·: Seisui (Holy Water) $20 /
/ fLf◆f%, Ì, Ä, Ì, ³: Kimera no Tsubasa (Chimera Wing) $25 \
\ , «, |, ³, è, », ¢: Kiesarisou (Invisibility Herb) $300 /
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Rest at the Inn, and buy , Û, Û, ¢, Ì, æ, è, ¢: Mahou no Yoroi (Magic Armor) for anyone who can equip it (if you haven't bought any already). I would pass on buying a fpf◆◆[fifbfNf<: Pawa-nakkuru (Power Knuckle), as the Gold Claw is stronger for Martial Artists, and the Assassin Dagger is better for a Thief.

Enter the house on the left side of town, and search the pot on the right to find 5 gold, and search the dresser for a , ·, ², è, ¯, ñ: Sugorokuken (Dice Game Ticket).

Now, walk around the very right edge of town and go up. You'll see a huge shrine. Follow the grassy pathway on the right (left of the Final Key locked door on the far right), and search at the end to find Small Medal #50.

Talk to the priest at the end of the shrine. For now, answer his question with a , Í, ¢: Hai (yes), then take a right at the T-intersection. Small Medal #51 is inside the chest. Go all the way to the left (you will be walking alone at this point) until you leave the town. Re-enter the town, and answer with either response. Your party will rejoin, so warp to Aliahan to claim your 50 Small Medal prize. Take the , µ, Ì, Ñ, Ì, Ó, : Shinobi no Fuku (Shinobi Clothes), and the man will tell you that when you find 60 Small Medals, he will give you a , ¹, ¢, -, Ì, », è, Ì, ñ: Seigi no Soroban (Abacus of Virtue). Give the Shinobi Clothes to a Martial Artist or Thief. Return to Lancel again, rest at the Inn if needed, then go to the big shrine.

Now, as you may have noticed, after talking to the priest, only the person in the lead followed him. In order to enter the cave outside of town

(which has the Blue Orb), you must go in with only 1 person. If you want someone else besides who is in the lead to go, hit A and choose ,<sup>3</sup>, ,<sup>1</sup>, ñ: Sakusen (Strategy), then the third option, ,È,ç,Ñ,©,|: Narabikae (Change Party Order). Then put whomever you want to enter the cave in the first position. Now talk to the priest again, and exit the shrine at the upper-left. Enter the cave.

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/ (II-F4) ,ç,«,ã,¤,Ì,Ö,¼: Chikyuu no Hezo (Navel of the Earth) /  
/ (My level: 22) \  
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Enemies to look out for:

f~f~fbfN: Mimic (casts both Beat and Defeat, can put you to sleep with its breath, can replenish its MP at your expense with Robmagic and casts Blazemore sometimes)

I took my Hero along for the journey of this cave. The cave is relatively small, and most of the monsters are pretty lame. Just watch out for Mimics in chests.

B1-Walk south, and keep walking south while passing the east-west passage. In the next room, there is a chest in each of the 4 alcoves. The alcove in the upper-left has 248 gold inside. The lower-left has a f~f~fbfN: Mimikku (Mimic) inside. Fight it with caution. You will receive 770 Experience Points and 110 Gold if you kill one by yourself. Whether or not that is worth it or not is up to you. The lower-right chest holds a ,©,µ,±,<sup>3</sup>,Ì,¼,È: Kashikosa no Tane (Intelligence Seed). The upper-right chest contains Small Medal #52. Grab it, and head south from the room into another room. Follow the passageway to the stairs going down.

B2-In this wide-open area, walk about 8 steps up, then go to the right until you see a staircase leading up.

B1-Follow the passage to the chest, which contains the ,¾,ç,ç,Ì,æ,È,ç: Daichi no Yoroi (Earth Armor). The Earth Armor is more powerful defensively than Magic Armor, but does not provide extra magical protection. Equip it or throw it into the Item Bag. Head back to the staircase.

B2-Back on the big floor, simply walk straight up until you see another staircase leading down.

B3-The final floor already. When the path splits into two, go north. Ignore the heads telling you to go back, and when you reach the end, you will see two chests. The chest on the left contains Small Medal #53, while the one on the right has the fuf<◆[fI◆[fu: Buru-o-bu (Blue Orb). Cast fŠfEf~fg: Riremito (Outside) if you have it, or walk back out to the surface.

Back in Lancel, rejoin the party, re-order the party (if needed) then warp to Aliahan, and save. Board the ship, and sail around the coast to the east. When you see the shrine, sail eastward until you hit land. Then sail south (view the map if you need to) until you land on a tiny island. Enter f<fUf~: Ruzami (Luzami).

All there is in Luzami is information about Simon, the Gaia Sword, and other things. There are a few items hidden as well. Search 1 step below the gravestone to find a f%fbfN, Ì, ½, È: Rakku no Tane (Luck Seed).

Enter the house to the right of where you found the Luck Seed, and search the leftmost bookcase for a , ç, ©, ç, Ì, Ð, Ý, Â: Chikara no Himitsu (Power Secret) book. Search the third bookcase from the left to find a , ©, ç, ¢, ñ, Ì, Û, ñ: Kaiun no Hon (Better Fortune Book).

Out of the house, go to the right and search the hole encircled by flowers for Small Medal #54. Exit the village, and sail north until you hit land.

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\ (II-F5)          The fEfbfhfI♦[fu: Reddoo-bu (Red Orb) /  
/                  (My level: 23) /  
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Once you hit land, walk east. You should see a village. Walk around until it is daytime before you enter. Enter the , ©, ç, ¼, , Ì, ç, †: Kaizoku no Ie (Pirate's House) through the front door. Go up to the upper-left room and search the dresser there. Take the f<♦[fYf\fbfNfX: Ru-zusokkusu (Loose Socks), then enter the room with the pots and barrels.

Search the pot on the left to find a , ·, ^, è, , ¯, ñ: Sugorokuken (Dice Game Ticket). Search the pot on the right for another , ·, ^, è, , ¯, ñ: Sugorokuken (Dice Game Ticket). Search the center barrel and take Small Medal #55.

Enter the Thief Key locked room, and go downstairs. Search the upper-right corner of the jail cell to find Small Medal #56. Now, you might think you are done with this place, but use your , â, Û, Ñ, ±, Ì, Ó, †: Yamabiko no Fue (Echo Flute) for kicks. It'll echo...there's an Orb here!

Go back to the outside area of the house, and go around the right side until you see a boulder. Push it out of the way, and , µ, ç, ×, é: Shiraberu (Search) where the boulder was. Go down the stairs that appear.

Open the chest on the right to find a fwfrf♦f^fŠf`fO: Hebimetaring (Heavy Metal Ring). The lower chest on the left holds the fEfbfhfI♦[fu: Reddoo-bu (Red Orb). The upper chest on the left has a , ç, ©, ç, Ì, ½, È: Chikara no Tane (Power Seed) inside. Warp to Aliahan, and save.

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\ (II-F6)          The fp♦[fvf<fI♦[fu: Pa-puruo-bu (Purple Orb) /  
/                  (My level: 23) /  
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Warp to fofnf%f^: Baharata, board the ship, and sail east along the

coast. Just to the southeast of the Shrine Inn is yet another shrine (which is actually a village), and a dungeon very close to it. Enter the shrine/town.

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fWfpf`fO: Jipangu (Jipang) /  
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\  
Inn: none. Church: none /  
/-----\  
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Shops: none /  
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This little far-eastern village has a small problem. According to the citizens, a vile monster living in the cave close by has decided that unless a female is sacrificed every year, it will destroy the town. Being the nice good guys/gals that you are, why not help these people with their problem? First, explore the village for some goodies.

Enter the first house to the left from the entrance of town. Search the dresser there and take the ,Ê,Ï,Ï,Ó,: Nuno no Fuku (Clothes). Keep going to the left, and go down the stairs.

In the room with a ton of pots, there are 3 'items' here. Use the diagram shown below to see where to search.

|, \_, and - are walls  
^= stairs  
\*= empty pots  
\$= pots to search

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|*****$*|  
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The pot on the lower left has a ,ç,©,ç,Ï,½,Ë: Chikara no Tane (Power Seed) inside. The pot 4 steps to the right of the stairs leading up holds Small Medal #57. The pot 2 steps up and 3 to the right of the stairs hides (literally) a girl named ,â,æ,ç: Yayoi. She's simply hiding from the Orochi. Go back upstairs.

Back at the surface, enter the next house to the north. Search the bottom pot in the house and take the ,Ó,µ,¬,È,«,Ï,Ý: Fushigi na Kinomi (Mystery Nut), then search the bag hanging on the left to find some ,Ç,,ª,Ï,±,È: Dokuga no Kona (Poisonous Powder). Next, head east, past the well, and into the house. Search the dresser there and grab the ,«,Ï,Ú,µ,µ: Ki no Boushi (Wooden Helmet). Follow the walkway to the big house on the northern end of the village.

Once in fqf~fR: Himiko's Palace (Pagoda?), go up until the 4-way intersection, then take a left. Go up at the next intersection, and search the upper pot on the right side of the room at the end. Inside is a ,Ó,µ,¬,È,«,Ï,Ý: Fushigi na Kinomi (Mystery Nut). Now, you will want to go to the same area on the right side of the palace.

In the room with the 6 pots, search the center pot on the right to find Small Medal #58. The uppermost pot on the left has a ,ç,©,ç,Ï,½,Ë: Chikara no Tane (Power Seed). Walk up to the room with 5 dressers. The second dresser from the left has an ,µ,ë,±,Ï,½,Ä: Uroko no Tate (Scale Shield) inside it, while the dresser on the far right has a ,¬,ç,±,¬: Keikogi

(Training Suit) in it.

Talk to f<sub>qf</sub>~f<sub>R</sub>: Himiko if you want (in the top-center part of the palace). She'll ask if you are outsiders or not (she can tell either way), and suggest leaving the area and never coming back. How friendly. Makes one wonder if Himiko or the Orochi is the worst of the two powers in the area. Now it is time to enter the cave outside of the town.

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 , , ë, ç, Ì, Ç, ¢, , Â: Orochi no Doukutsu (Orochi Cave) /  
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Enemies to look out for:

, «, ß, ñ, Ç, ¢, µ: Deranger (Confuses party members)  
, â, Ü, ½, Ì, , ë, ç: Yamata no Orochi (Boss)

Hear that screeching sound? You're about to find out what is making that sound very, very soon...be prepared.

B1-From the entrance, head left. When the path bends, take the southern path, ignoring the pathways to the left and right. At the 2-way fork, take the western passage going south, then go east when the path changes. Head north when you see a passageway, then take the eastern path. Open the chest inside and throw the , Í, ñ, É, á, Ì, ß, ñ: Hannya no Men (Noh Mask) into the Item Bag. Now walk west to the staircase leading down.

B2-The screeching is getting louder...head north then go right at the intersection. Cross the bridge, then heal up to maximum HP (and restore MP with an , ç, Ì, è, Ì, ä, Ñ, í: Inori no Yubiwa (Prayer Ring) if you need to. Walk up to the monster, and it's time to fight.

--Boss Fight! , â, Ü, ½, Ì, , ë, ç: Yamata no Orochi (8-Headed Orochi)--

, â, Ü, ½, Ì, , ë, ç: Yamata no Orochi (8-Headed Orochi)  
Max HP: 1,800  
MP: 12  
Experience: 2,080  
Gold: 0  
Attack Power: 130  
Defense Power: 68  
Agility: 40

Luckily, this boss only has 5 heads. Still, the Orochi can attack twice in the same round (but doesn't do it too often), and do a couple of different attacks. It can attack a character (about 10-15 damage after using Increase once), or breathe heavy flames at all party members (around 30-40 damage to all). Fighting characters should undoubtedly attack, and a couple of spells are particularly handy.

If successful, f<fJfj: Rukani (Sap) will reduce the Orochi's Defense Power by 68 points. fXfJf%: Sukara (Upper) should be used on characters with really low Defense (magic users especially), fXfNf<fg: Sukuruto (Increase) is probably a better spell to use a couple of times, since it will increase the entire party's Defense Power at the same time.

fsfIfŠf€: Piorimu (Speed Up) will not only give all characters a better chance of attacking the monster first, it also will increase their defense.

If you have a Magician around Level 21, hopefully he or she has already learned the fofCfLf<fg: Baikiruto (Bikill) spell. If you have this spell, most definitely use it on the fighters in the group. The Sleep spell works sometimes, but it is not worth trying to use in my opinion. Cast fzfcf~: Hoimi (Heal) or fxfzfcf~: Behoimi (Healmore) on any party members that fall below 60 HP. Keep wailing on the monster, and heal when needed, and you should come out on top. The foldout poster that came with the NES version of the game says that the Orochi has 300 HP. Adding up attacks when I last fought it, the boss died after I did 1,854 damage to it.

If all party members are alive when winning, each will receive 520 experience points for beating the monster. The Orochi will drop the ,,³,È,¬,Ì,¯,ñ: Kusanagi no Ken (Grass Cutter Sword). This sword is the 2nd strongest single-hitting weapon in the game for both Sages and Priests. Only the f]f~frfLf%◆[: Zonbikira- (Zombie Killer) is a stronger weapon, and is only 2 attack points stronger. The Grass Cutter Sword also casts f<fJfif~: Rukanan (Defense) when used as an item in battle.

If you are a Japanese mythology buff or a fan of the anime series Blue Seed, the ,â,Û,¼,Ì,¨,ë,¿: Yamata no Orochi and the ,,³,È,¬,Ì,¯,ñ: Kusanagi no Ken names should sound familiar, as well as the plight of girls in fWfpf~fO: Jipangu (Jipang).

After beating the Orochi, it flees through a warp. In order to kill it completely, you will have to take the plunge into the teleport too.

Heal up to maximum HP with herbs or spells, and use an ,¢,ì,è,ì,ä,Ñ,í: Inori no Yubiwa (Prayer Ring) to restore MP of spellcasters.

If you exit the dungeon by casting Outside or walk out, you will have to beat the boss again in the Orochi Cave, and it is the second version this time too (seems to be, as it killed me bad in my re-fight against it)! So you will have to beat the harder, second version of the Orochi in order for the teleport to appear. After teleporting, you'll still have to fight the second version of the Orochi immediately after, as well.

After following the wounded Orochi into the teleport, you will arrive in Himiko's palace, and she appears very hurt (odd coincidence?). Walk up to her, and she will speak to you telepathically. She will ask you if you will till leave the village and stop meddling or not. Answer with ,¢,¢,|: Iie (no) to fight her true form, the Orochi. Kill it here, and the monster is dead for good.

,â,Û,¼,Ì,¨,ë,¿: Yamata no Orochi (8-Headed Orochi)

Max HP: 2,000

MP: 12

Experience: 8,040

Gold: 1,000

Attack Power: 140

Defense Power: 68

Agility: 50

The second version of the Orochi almost ALWAYS goes twice in a battle, can attack for about 30+ damage physically, and can do the strong breath that does around 30-40 damage to every character, or sometimes (hope!) it will do a much weaker breath attack that does around 10 damage maximum to everyone. The second version of the Orochi has around 2,000 HP (I did 2,021 when I finally killed it), and yields 2,010 Experience points to a 4-living member party, along with 1,000 gold.

The rumor of Himiko really being the Orochi will spread through town quickly, and a new day begins..the people assume the real Himiko was killed by the Orochi a long time ago, and now have to restart their lives.

Open the chest left by the Orochi to finally get ahold of the fp◆[fvf<fI◆[fu: Pa-puruo-bu (Purple Orb).



Warp to Aliahan, revive any dead party members, visit the Inn, and save. Now warp to fGfWf`fxfA: Ejinbea (Edinbear), and sail westward. You should see a small island with ice on it, and a shrine. Enter the shrine. It might look familiar in here, this is where Small Medal #41 was found. Take the Travel Door on the right side, and then exit the new location.

Head north, and cross the bridge going west. Walk southwest, and follow the clearing through the woods heading south, and you'll arrive at a castle.

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\ (II-F7)          The Castle Town of fTf}f`fIfT: Samanosa (Samanosa) /
/                                     (My level: 25)                       \
\-----/
/ Inn: $20 per person / Church: yes      -Fight Contest-                \
\-----/
/ Weapon Shop                                                    \
\                                                                    \
/ ,³,î,«,ì,Â,¡: Sabaki no Tsue (Staff of Judgement)                $2,700 \
\ fpf❖❖[fi❖[fNf<: Pawa-nakkuru (Power Knuckle)                      $7,100  /
/ f]f`frfLf%❖[: Zonbikira- (Zombie Killer)                          $9,800 \
\ ,Û,Û,¤,î,æ,ë,¢: Mahou no Yoroi (Magic Armor)                      $5,800 /
/ fhf%fSf`fv❖[f<fh: Doragonshi-rudo (Dragon Shield)                $3,500 \
\ ,,ë,,«,ñ: Kurozukin (Black Hood)                                  $1,200 /
/ ,Ä,Ä,©,ß,ñ: Tekkamen (Iron Mask)                                  $3,500 \
\-----/
/ Item Shop                                                    \
\                                                                    \
/ ,â,,»,¤: Yakusou (Medical Herb)                                    $8      \
\ ,Ç,,¯,µ,»,¤: Dokukeshisou (Antidote Herb)                        $10     /
/ ,¹,¢,·,¢: Seisui (Holy Water)                                    $20     \
\ fLf❖f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing)                $25     /
/ ,Û,ñ,°,Â,»,¤: Mangetsusou (Full Moon Herb)                      $30     \
\ ,Ç,,ª,î,±,È: Dokuga no Kona (Poisonous Powder)                  $310    /
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Search the barrel outside of the Inn, and take the ,·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket) inside. When you look to the east of the church, a funeral is taking place. There are 3 items hidden among the gravestones in the area. Search where the \$'s are.

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Top row-Small Medal #59  
Center row-,·,î,â,³,î,½,È: Subayasa no Tane (Agility Seed)  
Bottom row-,·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket)

Enter the house south of the gravestones. The pot on the left has a ,ç,©,ç,ì,½,Ë: Chikara no Tane (Power Seed) inside.

The weapon shop doesn't have too much new to offer, but buy a fhf%fSf"fV [f<fh: Doragonshi-rudo (Dragon Shield) for the Hero and a Soldier (if you are using one), and a f]f"frfLf%[: Zonbikira- (Zombie Killer) if you think the Hero's ,í,ª,Ë,ì,Â,é,¬: Hagane no Tsurugi (Steel Sword) is too outdated. Talking with people in the town, the King seems really strange, and cruel. The townspeople fear for their lives, and with good reason. Make your way west, and cross the bridge.

Outside the castle, go around to the left side (near a small lake), and search the upper-right corner of grass to find Small Medal #60.

With 60 Small Medals total in your possession, warp back to Aliahan and visit the Small Medal Man. He will give you your 60 Small Medal prize, the ,¹,ç,¬,ì,»»,ë,î,ñ: Seigi no Soroban (Abacus of Virtue). If you have a Merchant in your party, this is most likely their best single-attacking weapon in the game (110 attack power). If you don't have a Merchant, and don't plan on getting one, you can sell it for 18,750 gold. At 70 Small Medals, you will receive a ,µ,Á,Õ,ìfof"f\_fi: Shippu no Bandana (Gale Bandana). Warp back to fTf}f"fIfT: Samanosa (Samanosa). Enter the castle.

The two guards blocking the way in are rather stubborn; they won't move for anything. Lying won't get you in either. Now what? Leave the castle, and walk around the right side and enter the door.

Now you are in the castle's kitchen. Search the barrel there to find Small Medal #61. The cooks won't talk to you much, because if their meals aren't ready in time they could get sent to prison, or killed. Walk past the throne room for now, and then up. Take a right when you see stairs going down. The Princess has no idea what has come over her father, who used to be a kind man. She's very afraid.

Search the upper-right flower square on the right to find an ,ç,ì,ç,ì,«,ì,Ý: Inochi no Kinomi (Life Nut).

Go back to the throne room, and talk with the King. This King looks a little different than other ones...his eyes look evil.

Before you can even try to talk to the King yourself, he shouts for guards to throw you into jail. Luckily, the guards in this castle are just as dumb as other guards; they forgot to take away your Final Key. Open the door, and walk across to the cell with the Lute player. Search the pot in that cell and take Small Medal #62. The stairs to 'escape' are in the southwest corner of the prison. On the lower floor, an odd-looking person is in a bed...a King. What would a King be doing in the basement of a jail?

Search the floor right beside him and take the ,ç,ì,ç,ì,ç,µ: Inochi no Ishi (Life Stone). Talk to the King, who appears to be in poor shape. He mentions his ,Ö,ñ,°,ì,Â,!: Henge no Tsue (Change Staff) was stolen.

It should become clear as to what has happened to this castle; some evil being somehow stole the King's Change Staff, threw the real King in prison, and is now assuming the role. But what to do? First, head to the cell on the left to find a hidden passageway that leads out to the graveyard in town.

Exit the town, then head southeast. Enter the cave that lies across the bridge.

-----

Enemies to look out for:

fVfffh◆[: Shadow (Casts Snowstorm)

,<sup>a</sup>,ç,±,Â,¯,ñ,µ: Skeleton Fencer (Casts Defense against the party)

f]f"frf}fXf^◆[: Zombie Master (Steals MP, and can revive enemies)

fKf◆fSf": Tortragon (High defense, and can put the party to sleep with  
breath)

f~f~fbfN: Mimic (Dangerous instant-death spells)

B1-From the starting point, head westward. Take a north turn when the path  
forks. At the next fork, travel west. Almost immediately after, take  
the path to the south, then go downstairs.

B2-If you have a Thief in the party, cast ,Æ,¤,¼,,Ì,Í,È: Touzoku no Hana  
(Thief Nose). A startling 21 chests are on this floor! Here we go..  
Open the chest near the stairs, and follow them to the north area of  
the floor. In order, the contents of the chests are: 128 gold,  
,ç,©,ç,Ì,¼,È: Chikara no Tane (Power Seed), 56 gold,  
,·,<sup>2</sup>,ë,,¯,ñ: Sugorokuken (Dice Game Ticket), 568 gold, 24 gold,  
,ç,Ì,ç,Ì,«,Ì,Ý: Inochi no Kinomi (Life Nut), Small Medal #63, 320 gold,  
then there are four chests in a room. All four chests in here have a  
f~f~fbfN: Mimikku (Mimic) inside. Fight them, or simply leave the room.  
If you do decide to fight them, one way to make them easier to kill would  
be if you have a decently agile (100 Agility or above) spellcaster, have  
him/her cast the f}fzfgf%: Mahotora (Robmagic) spell the first round.  
Head west, to the wall. Then go south, and enter the passageway into  
a southeastern passageway. Open the chest at the northern path, which  
has a fXf^f~fi,Ì,¼,È: Sutamina no Tane (Stamina Seed) inside. The next  
chest holds 24 gold. The one after that has a ,·,<sup>2</sup>,ë,,¯,ñ: Sugorokuken  
(Dice Game Ticket). In the small room with two chests, the one on the  
left is really another f~f~fbfN: Mimikku (Mimic), while the chest on the  
right has Small Medal #64 inside it. Now go back to where the path split  
into two eastern passages, and this time take the southern one. Go north  
when the path splits, and the first chest you will see is yet again a  
f~f~fbfN: Mimikku (Mimic). In the little room, the chest on the left  
holds another cowardly f~f~fbfN: Mimikku (Mimic), while the one on the  
right has an ,ç,Ì,ç,Ì,ç,µ: Inochi no Ishi (Life Stone). Go south again,  
and go east, to the stairs going down.

B3-Walk left, then up, and open the chest. Take the ,Ê,ç,®,é,Ý: Nuigurumi  
(Stuffed Doll), and equip it if you want to look like a cat, or if it  
has better defense than currently equipped armor (most likely it does not  
at this point in the game). Head back to the stairs going up.

B2-Go west, skip the passage north, keep heading west at the next  
intersection, then go north at the turn. After getting back to the big  
room, simply follow the wall on the right until you see a pitfall in a  
corner. Enter the pitfall.

B3-Open the chest and take the f%◆[,Ì,©,<sup>a</sup>,Ý: Ra no Kagami (Ra Mirror).  
Cast fŠfEf~fg: Riremito (Outside) if you have enough MP, or fall down  
the pitfall, take the stairs up, then head west and take the stairs  
going up to get to B2, then retrace your steps to the exit of the cave.

Return to Aliahan and save your game, then return to Samanosa. Rest at  
the Inn, then use the ,â,Ý,Ìf%fv: Yami no Ranpu (Darkness Lamp). Enter the  
castle via the kitchen. Walk down, then left (past the throne room), then  
up, and take a right at the stairs leading to the prison. Take the stairs  
going up in the upper-right corner. Go up again, then drop off the ledge on  
the roof. Enter the door leading to the King's bedroom.

Search the bookcase to find a ,·,é,Á,±,Ì,Ù,ñ: Zurukko no Hon (Slyness  
Book). The dresser on the right has a ,±,ñ,Ú,¤: Konbou (Club) inside. When  
you are ready, stand right beside the King and hit the A button. Choose

,Ç,¤,©: Dougu (Item), then the f%◊[,Ï,©,ª,Ý: Ra- no Kagami (Ra Mirror), and finally select ,Â,©,¤: Tsukau (Use). The King's true appearance is reflected in the mirror, and he wakes up to change into the f{fXfgf◊◊[f<: Bosutoro-ru (Boss Troll) to attack you.

--Boss Fight f{fXfgf◊◊[f<: Bosutoro-ru (Boss Troll)--

f{fXfgf◊◊[f<: Bosutoro-ru (Boss Troll)

Max HP: 1,500

MP: 65,535 (probably infinite)

Experience: 2,500

Gold: 105

Attack Power: 180

Defense Power: 120

Agility: 80

Watch out, this boss can hit \*VERY\* hard, and usually attacks twice per round. Casting f}fzfg◊[f": Mahoto-n (Stopspell) is a must, as the Boss Troll will cast f<fJfif": Rukanan (Defense) against the party and can then deal fatal damage easily to anyone in the party. Be aware that it also attacks twice per round on most occasions. Use f}fzfg◊[f": Mahoto-n (Stopspell) immediately at the beginning of the battle, or use a ,Û,Ó,¤,¶,Ï,Â,|: Mafuuji no Tsue (Staff of Silence) as an item if you have one.

Cast fXfJf%: Sukara (Upper) on everybody or fXfNf<fg: Sukuruto (Increase) at least two or three times to beef up defense. Casting fsfIfŠf€: Piorimu (Speed Up) also is useful. fofCfLf<fg: Baikiruto (Bikill) is highly recommended; if you have it (Sages and Magicians learn it at around level 21). Even at high HP levels, you have to be wary of a critical hit; the Boss Troll has a higher than usual percentage of getting one off against you. Keep healthy, keep highly defended, and keep attacking, and you can win. Do not be afraid to use a ,¹,©,¢,¶,ã,Ï,Í: Sekaiju no Ha (Leaf of the World Tree) to revive a fallen comrade.

The poster that came with the NES version of the game says the Boss Troll has 320 HP. I killed it after doing 1,536; so it probably has 1,500 HP. If all party members are living, each will gain 625 experience points, and you will receive a whopping 105 gold.

After the fake King dies, a new day has begun..open the chest and grab the handy (and sometimes comical) ,Ö,ñ,°,Ï,Â,|: Henge no Tsue (Change Staff). Take the stairs going down directly below the chest.

The real King is already back on his throne, and is very thankful for what you have done. He says he never thought he'd be sitting on the throne ever again, and his heart goes out to you. Now you can leave Samanosa with the Change Staff in hand. Revive any dead party members, and get another ,¹,©,¢,ã,Ï,Í: Sekaiju no Ha (Leaf of the World Tree) if you used it in the battle against the Boss Troll.

The Change Staff is used for trading with an old man in Greenlad, but you might as well put it to some use before giving it up. Use it in towns, and talk to people while in various guises. Women will shriek at the sight of Slimes waltzing through town, and other various stuff. As those purple winged demons, one woman said ",«,á◊[,Á,Û -,•",æ,Á◊B ,½,·,¯,Ä◊[,Á◊I" (Kyaaa ma mamonoyoo. Tasukete-!: Kyaaa! m-monsters. Help me!" ...haha).

After being cruel to various citizens and when you are ready to put the staff to a useful purpose, return to Aliahan and take out (or sell items) at least 25,000 gold (I had 17,172 on me, and took all the money out from the bank that I had, which was another 27,000).

I then sold my ,¹,¢,¬,Ï,»ë,Î,ñ: Seigi no Soroban (Abacus of Virtue) for yet another 18,750. Grand total: 62,922 gold. Warp to fmfAfj◊[f<:

Noani-ru (Noaniel), then walk west to get to the Isolated Elf Village.

If you remember, the Elves would not sell things to a human. With the Change Staff, you can now trick them and buy stuff at the item shop.

Keep using the ,Ö,ñ,°,Ï,Â,|: Henge no Tsue (Change Staff) until you turn into something acceptable and non-human. Changing into hobbits (the man next to the plus sign-looking lake is a hobbit) or Slimes seem to be the only two that seem to trick the shopkeeper. Talk to the shopkeeper when you are in either form, and you can buy and sell items from her.

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/=====\
\ (II-F9)           Isolated Elf Village Item Shop           /
/
\ ,Ä,ñ,µ,Ïf??[fu: Tenshi no Ro-bu (Angel Robe)             $3,000 /
/ ,ç,Ï,è,Ï,ä,Ñ,í: Inori no Yubiwa (Prayer Ring)           $2,500 \
\ f,?[fjff"fOfXf^[[: Mo-ningusuta- (Morning Star)         $1,700 /
/ ,Ë,Ë,è,Ï,Â,|: Nemuri no Tsue (Sleep Staff)              $4,200 \
\ ,¨,¤,²,ñ,ÏfefBfAf%: Ougon no Tiara (Gold Tiara)         $5,000 /
/ ,â,³,µ,,È,ê,é,Û,ñ: Yasashiku Nareru Hon (Promiscuous Book) $90 \
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If you can afford it, buy around 15-20 Prayer Rings (50,000 gold for 20), a Sleep Staff (if you want it), and Angel Robes for all spellcasters.

Once you trade the Change Staff, you cannot buy items from this shop again until you can find another Change Staff, which won't be until the very end of the game when the point of buying more will have passed. This shop is also the only place in the game to buy most of the items listed, as well.

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/=====\
\ (II-F10)           Lost Lovers Reunited                     /
/                                     (My level: 26)           \
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Warp to Aliahan, and sail to the eastern coast of the continent. Then sail southward. You should sail right into a big glacier. Exit the ship and search for a small grassy spot amidst the ice. When you find it, enter the ,Ö,ñ,°,ë,¤,¶,ñ,Ï,ç,|: Hengeroujin no Ie (Old Changing Man's House).

Walk about 15 steps to the right, then go straight up and you should see a house. Search the dresser on the left to find Small Medal #65. The dresser on the right has a fVf<fNfnfbfg: Shirukuhatto (Silk Hat) inside.

Speak to the old man, and he wants to know if you will give him your Change Staff. Say ,Í,ç: Hai (Yes), and he will then give you a ,Ó,È,Ï,è,Ï,Û,Ë: Funanori no Hone (Sailor's Bone). Warp to Romaly.

In Romaly, stock up on ,Û,ñ,°,Â,»,¤: Mangetsusou (Full Moon Herb); try

to have about 30 or so in the Item Bag. Walk outside of town, and board the ship. Use the Sailor's Bone, and it will tell you how many steps away the Phantom Ship is (Romaly is the closest distance away from the ship).

Use this directional guide to see how far you must sail to find the Phantom Ship:

- k-Hoku (North)
- "i-Minami (South)
- "E-Higashi (East)
- ◆Nishi (West)

Board the , ä, ¢, ê, ç, ¹, ñ: Yuureisen (Phantom Ship) by ramming into it with your own ship.

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/=====\  
\ (II-F11)           The Phantom Ship and a Volcanic Sword           /  
/                               (My level: 26)                               \  
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1F-Walk south until you see a monster walking around. Talk to it, and you will be attacked. Don't worry too much; it is only a f~fjff◆[f,f": Minide-mon (Minidemon). Search the barrel on the right and find Small Medal #66. Go down the stairs.

B1-Go down and open the single chest by itself. It contains the , , ç, Ì, ", à, ç, Å: Ai no Omoide (Love Memory). Enter the treasure room, and search the bottom-left pot. A , ç, ©, ç, Ì, ½, Ë: Chikara no Tane (Power Seed) is inside. Search the 2nd barrel from the left to find Small Medal #67. The contents of the 5 chests in the room are:

123  
45

- 1-128 gold
- 2-, ., ², ë, , ñ: Sugorokuken (Dice Game Ticket)
- 3-670 gold
- 4-f~f~fbfN: Mimikku (Mimic)
- 5-, Ç, , Î, è: Dokubari (Poison Needle)

Walk to the north side of the floor, and search the center dresser. A fK◆[f^◆[fxf<fg: Ga-ta-beruto (Garter Belt) is inside. Equip it to a female party member. fZfNfV◆[fMfff<: Sekushi-gyaru (Sexy Gal) is the best personality for a female character to have. Now you are done with the Phantom Ship. Warp to fmfAfj◆[f<: Noani-ru (Noaniel).

Now you want to go to fIfŠfrfA, Ì, Ý, ³, «: Oribia no Misaki (Olivia's Cape). It is right next to Dice Game #3.

If you don't remember where that is, follow these directions: warp to Noaniel, and sail east while following the coast. At the second river inlet (there is a shrine there), follow it into the mainland.

The shrine is where you would get off the boat and then walk south to find a Leaf of the World Tree at the intersecting point of the 4 mountains. Keep sailing into the mainland, and you will see another shrine.

Sail west, and a strange song will play and your boat will get pushed back.

While it is being pushed back, use the , ,ç, Ì, ¨, à, ç, Å: Ai no Omoide (Love Memory). The spirits of fGfŠfbfN: Erikku (Eric) and fIfŠfrfA: Oribia (Olivia) will finally find each other, and they will join in heaven, thus lifting Olivia's curse from when she threw herself off into the water.

Sail westward to the shrine on the island. This is the lonely , Û, ±, ç, Ì, ë, ¢, ², : Hokora no Rougoku (Shrine Prison). Go south, and enter the first cell on the left. Search the pot and take Small Medal #68.

Travel down to the final cell on the right. Search the area above Simon's skeleton to find the fKfCfA, Ì, Å, é, -: Gaia no Tsurugi (Gaia Sword). At last, you can now get to the flfNf◆fSf`fh: Nekurogondo (Necrogond). Save the game, then warp to Assaram.

Sail southwest while following the coastline, then go down the river. When you see the volcano, get off the boat and stand next to the volcano. Use the fKfCfA, Ì, Å, é, -: Gaia no Tsurugi (Gaia Sword), and it will cause the volcano to erupt. The molten lava will create a land bridge allowing you to go south. Make your way to the cave and enter. The new monsters in this area might seem tough, but they're nothing to worry about compared to the enemies to come.

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/=====\  
/ (II-F12) flfNf◆fSf`fh, Ì, ç, ¢, Å: Nekurogondo no Doukutsu (Necrogond /  
/ Cave) and a Silver Orb \  
\  
\  
\  
/ (My level: 26) /  
/=====\  
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Enemies to look out for:

, ¶, ², , Ì, «, µ: Hell Knight (Attacks twice, and can breathe paralyzing gas to all party members.)

fzf◆fS◆[fXfg: Hologhost (Casts instant death spells against the party.)

B1-Walk to the left, then up, until you see a staircase going up.

1F-Start this floor by heading west first. When it becomes an east-west fork, continue going west. At the end of the passage is a chest with Small Medal #69 inside. Now go back to where the path forked, and go east. Head south, passing the eastern passage. You'll bump into another chest; this one holds the , ç, È, , Û, Ì, ¯, ñ: Inazuma no Ken (Lightning Sword) This weapon is not only high in attack power (+84), it also casts fCfIf%: Iora (Boom) when used in battle as an item. Unfortunately, only Soldiers or the Hero can use the sword as an item in battle. Head south after getting the sword. In the big intersection room, make your way west. At the south/west fork, take a left and open the chest there. The , â, ç, Ì, Ì, æ, ë, ç: Yaiba no Yoroi (Blade Armor) is now yours. I highly recommend equipping this armor, and I pretty much keep it equipped to the Hero (or a Soldier if you have one) for the rest of the game. When this very unique armor is equipped, any physical attack done to the wearer results in a ~51% backlash of damage to the attacker. Metal Slimes and Metal Babble attacks will give them damage as well. Once you get the Blade Armor, go back to the fork, and go south where the next set of stairs leading up are.

2F-Go south from the stairs, and take the eastern route at the bottom.

Make sure to avoid those pit squares while going to the right. Take the stairs going up.

3F-Go to the right and fall down the pit near the staircase going up.

2F-On this very wide area floor, there is a Small Medal hidden. It is located about 9 steps south, and 7 steps west of the stairs leading up.

Pick up Small Medal #70 then go up the staircase.

3F-Follow the passageway while avoiding pits to get to the stairs going up.

4F-This is the final floor of the cave. Head south, take the first bridge leading east, then go north and take the eastern passage. When it splits, head south. Go across the next bridge to the east, and continue eastward, then take the first path south. Simply follow the edge of the cave to the stairs outside, which are found at the upper-right corner.

Enter the shrine to the northeast, the fLfNf`fSf`fh, Ì, Ù, ±, ç: Nekurogondo no Hokora (Necrogond Shrine). Speak to the man inside, and he will give you the fVf`fo`[fI`[fu: Shiruba-o-bu (Silver Orb).

Search under the gravestone on the far left to find a , ·, ^, ë, ¯, ñ: Sugorokuken (Dice Game Ticket). Underneath the center gravestone lies Small Medal #71. Under the far right gravestone is another , ·, ^, ë, ¯, ñ: Sugorokuken (Dice Game Ticket). Warp to Aliahan to claim your next Small Medal prize.

The 70 Small Medal prize is the , µ, Á, Ö, ¢, Ìfof`f\_fi: Shippuu no Bandana (Gale Bandana). This decoration increases Agility by 30, and changes the wearer's personality to , Á, ñ, ±, ¢, ^, Á, ©: Denkousekka (Lightning Speed). Equip this to anyone in the party that you'd like to see them get more Agility at level-ups.

At 80 Small Medals, you will receive the fhf`fSf`fNf`fE: Doragonkurou (Dragon Claw). Warp to Portoga, then head west and land at the New Town.

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/=====\
\ (II-F13)           The fCfGf`[fI`[fu: Iero-o-bu (Yellow Orb)           /
/                                     (My level: 27)                                     \
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Arriving back to the New Town while making this walkthrough, there were still no shops at all. To advance time for the New Town, talk to both the merchant and the old man, then use the , â, Ý, Ìf`f`fv: Yami no Ranpu (Darkness Lamp), exit the town, and re-enter. If there is an Inn, visit the Inn, use the Darkness Lamp again, then exit the town and re-enter (and repeat). If building STILL does not progress, save your game, reset, then go back and repeat the enter, Darkness Lamp, exit, enter cycle.

When the town is in it's third stage (theater southwest of where you enter is still being constructed), there is a , ·, ^, ë, ¯, ñ: Sugorokuken (Dice Game Ticket) hidden in the lower flower bush to the right of the lake in the center of town. Grab it, then go to the Inn (2 gold per person) and stay.

Exit the town, use the , â, Ý, Ìf`f`fv: Yami no Ranpu (Darkness Lamp), then enter the town again. In its fourth stage (theater is completed and a woman is walking around near the entrance of town), there is another , ·, ^, ë, ¯, ñ: Sugorokuken (Dice Game Ticket) hidden in town; this time in the dresser of the bigger (and more expensive) Inn. The Merchant's house is at the far-left area of town. Enter it and open the two chests there. The left one holds a , «, ñ, ÌfNf`fofV: Kin no Kuchibashi (Gold Beak). The right one has Small Medal #72.

Make your way to the theater. Inside are two dressers. In the left one is a third fK`[f^`[fxf`fg: Ga-ta-beruto (Garter Belt). The right dresser has an , ¢, ^, Ý, Ýfof`fh: Usamimibando (Bunny Ears Band).



On your way out, the hostess will walk up to you and tell you your fee. 50,000 gold. Answer either way; as she will then not charge you for being a friend of the merchant.

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/=====\
\ New Town (Note: this list is from the 4th version of the town; when the /
/ theater is first completed) \
\-----/
/ Inn: $15 per person / Church : no \
\-----/
/ Weapon Shop \
\ /
/ f]f`frfLf%?[: Zonbikira- (Zombie Killer) $9,800 \
\ fEfI?[:fnf`f}: Uo-hanma (War Hammer) $9,500 /
/ ,^,î,«,ì,Â,!: Sabaki no Tsue (Staff of Judgement) $2,700 \
\ ,Û,Û,¤,ì,»,ë,î,ñ: Mahou no Soroban (Magic Abacus) $7,700 /
/ ,Û,Û,¤,ì,Û,!,©,-: Mahou no Maekake (Magic Apron) $9,900 \
\-----/
/ Item Shop \
\ /
/ ,â,,»,¤: Yakusou (Medical Herb) $8 \
\ ,^,ç,.,ç: Seisui (Holy Water) $20 /
/ fLf?f%,ì,Â,î,^: Kimera no Tsubasa (Chimera Wing) $25 \
\ ,ç,,^,ì,±,È: Dokuga no Kona $310 /
/ ,Û,¾,ç,,à,ç,Æ: Madarakumoito (Spider's Web) $35 \
\ ,«,!,^,è,»,¤: Kiesarisou (Invisibility Herb) $300 /
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Use the Darkness Lamp once more, but don't leave town yet. Walk directly south from the Merchant's house (the jail), and spy on the 3 people having a conversation underneath it. The townspeople seem to be getting really angry with the Merchant; he/she seems to be working them too hard. The 3 conspirators even contemplate murder! Listen to them conspire, then stay at the Inn. Leave town, and re-enter.

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/=====\
\ New Town (Note: this list is from the 5th version of the town; after the /
/ Merchant is thrown in jail.) \
\-----/
/ Inn: $15 per person / Church: no \
\-----/
/ Weapon Shop \
\ /
/ fEfI?[:fnf`f}: Uo-hanma (War Hammer) $9,500 \
\ fhf%fSf`fLf%?[: Doragonkira- (Dragon Killer) $15,000 /
/ ,Û,Û,¤,ì,»,ë,î,ñ: Mahou no Soroban (Magic Abacus) $7,700 \
\ ,Û,Û,¤,ì,Û,!,©,-: Mahou no Maekake (Magic Apron) $9,900 /
/ fhf%fSf`fV?[:f<fh: Doragonshi-rudo (Dragon Shield) $3,500 \
\ ,Ä,ñ,µ,îf??[:fu: Tenshi no Ro-bu (Angel Robe) $3,000 /
/=====\

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A guard should be walking around the entrance of town. If one is, visit the jail again, and you'll see the Merchant behind bars. Walk up to the prison door, and the Merchant will talk to you. He/she will tell you to search behind his/her throne in his/her house. Search there, and you will find the fCfGf[fI][fu: Iero-o-bu (Yellow Orb)]. You should now have all Six Orbs. Warp to fmfAfj[f<: Noani-ru (Noaniel)].

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/=====\  
\ (II-F14)                Legendary Bird, Ramia                /  
/                          (My level: 27)                          \  
\=====\/
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Sail north from Noaniel until you hit a large icy island, named fEfCfAfEf%fh: Reiamrando (Leiamland). Enter the ,Ó,µ,¿,å,¤,î,<sup>3</sup>,ç,<sup>¾</sup>,ñ: Fushichou no Saidan (Phoenix Bird's Altar) on the island. Search the northeast corner of the floor before the big staircase to find Small Medal #73. Place the 6 Orbs at each pedestal. It does not matter which Orb you put onto which pedestal. If you are having trouble finding them in your Item Bag, their names once again are:

- fOfŠ[f"fI[fu: Guri-no-bu (Green Orb)
- fuf<[fI[fu: Buru-o-bu (Blue Orb)
- fEfbfhfI[fu: Reddoo-bu (Red Orb)
- fp[fvfv<fI[fu: Pa-puruo-bu (Purple Orb)
- fVf<fo[fI[fu: Shiruba-o-bu (Silver Orb)
- fCfGf[fI[fu: Iero-o-bu (Yellow Orb)

After placing the last Orb, all 6 will glow, and the egg will begin to shake. Talk to either twin, and they will announce the birth of the bird of legend. f%[f~fA: Ra-mia (Ramia) will hatch, stretch, and test his wings.

Leave the shrine and board your new form of travel. Ramia can fly anywhere, (over mountains and oceans) and land anywhere except for water, mountains, and shoals.

Stand over Ramia and hit the A button. While flying, you cannot be attacked. Too bad the party seems to weigh Ramia down, he seems to fly rather slow... You get a great aerial view from the sky with the bird though. Press the B button to land.

When you are ready to advance in the game, warp to fCfVfX: Ishisu (Isis). Rest at the Inn, and save your game. When you are ready, it is time to fight Baramos himself.

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/=====\
\ (II-F15)                Assault Against Baramos                /
/                               (My level: 27)                    \
\-----/
/ My current stats/equipment:                                     \
\-----/
/ Martial Artist (Level 26)                                       \
\ Weapon: ,",s,²,ñ,Ì,Â,ß: Ougon no Tsume (Gold Claw)           /
/ Armor: ,µ,Ì,Ñ,Ì,Ó,: Shinobi no Fuku (Shinobi Clothes)        \
\ Shield: ,Ó,s,¶,ñ,Ì,½,Ä: Fuujin no Tate (Wind God Shield)    /
/ Helmet: ,-,ñ,Ì,©,Ý,©,´,è: Gin no Kamikazari (Silver Hair Ornament) \
\ Decoration: fK[f^f[fxf<fg: Ga-ta-beruto (Garter Belt)       /
/-----\
\ Hero (Level 27)                                                 /
/ Weapon: ,Û,Ì,¨,Ìfu[f%f%": Hono'o no Bu-meran (Flame Boomerang) \
\ Armor: ,â,ç,Î,Ì,æ,ë,ç: Yaiba no Yoroi (Blade Armor)         /
/ Shield: fh%fSf`fv[f<fh: Doragonshi-rudo (Dragon Shield)     \
\ Helmet: fIf<fefK,Ì,©,Ô,Æ: Orutega no Kabuto (Ortega's Helmet) /
/ Decoration: ,µ,Á,Õ,s,Ìfof`f_fi: Shippuu no Bandana (Gale Bandana) \
\ Backup Weapon: ,ç,È,.,Û,Ì,¯,ñ: Inazuma no Ken (Lightning Sword) /
/-----\
\ Sage (Level 22)                                               /
/ Weapon: fh%fSf`fefCf<: Doragonteiru (Dragon Tail)           \
\ Armor: ,Ä,ñ,µ,Ìf[fu: Tenshi no Ro-bu (Angel Robe)           /
/ Shield: ,Û,Û,s,Ì,½,Ä: Mahou no Tate (Magic Shield)         \
\ Helmet: ,Æ,ñ,ª,è,Û,s,µ: Tongariboushi (Pointed Hat)       /
/ Decoration: ,Û,µ,Ó,é,s,Á,í: Hoshifuruudewa (Meteorite Armband) \
\ Backup Weapon: ,.,³,È,-,Ì,¯,ñ: Kusanagi no Ken (Grass Cutter Sword) /
/-----\
\ Thief (Level 27)                                              /
/ Weapon: ,Û,Ì,¨,Ìfu[f%f%": Honoo no Bu-meran (Flame Boomerang) \
\ Armor: ,Ê,ç,©,é,Ý: Nuigurumi (Stuffed Doll)                 /
/ Shield: ,Û,Û,s,Ì,½,Ä: Mahou no Tate (Magic Shield)         \
\ Helmet: ,.,ë,.,«,ñ: Kurozugin (Black Hood)                  /
/ Decoration: fK[f^f[fxf<fg: Ga-ta-beruto (Garter Belt)       \
\ Backup Weapon: fAfTfVf`f_fK[: Asashindaga- (Assassin Dagger) /
/=====\

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From Isis, board Ramia, and fly east. When you are about 4 steps west of the Desert Shrine, fly south. You'll see a castle conveniently surrounded by mountains. That is the home of Baramos.

Enemies to look out for:

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fGfrf<f}[fW: Evil Mage (Casts Snowstorm, Chaos, Healall, Sleep, Blazemost)
fzf[fS[fXfg: Hologhost (Casts instant death spells at the party)
,s,²,.,¹,«,¼,s: Moving Statue (High attack power)
,Í,©,êf^f<: Metal Babble (Worth over 10,000 experience points each)
,¶,²,.,Ì,«,µ: Hell Knight (Can paralyze the party with breath)

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1F-Walk straight up, into the door. Go down the stairs on your left.

B1-Walk down, and take the first passageway going to the right. Go all the way to the room with a skeleton. Search the ground 1 step to the left of the skeleton to find Small Medal #74.

1F-Walk east, past the building with the stairs. When you hit the right wall, hug it and go north. Go west when the pathway opens, and enter the door. Take the stairs going up.

2F-Travel west, and walk past the two statues to the stairs leading down.

1F-Go south across the damage squares. Cast the fgf%}fi: Toramana (Stepguard) spell before crossing the squares to not get damaged by them.

Take the stairs going down up on the right.

2F-Walk east to the stairs leading down.

1F-Open the 3 chests here. The top chest holds the ,Ü,Ŧ,ñ,ÌfIfm: Majin no Ono (Devil Axe). The center chest hides an ,ç,Ì,è,Ì,ä,Ñ,í: Inori no Yubiwa (Prayer Ring). The bottom chest has the ,Ó,±,¤,Ì,©,Ô,Æ: Fukou no Kabuto (Sorrow Helmet). Equip the Devil Axe to a Soldier, but skip the Sorrow Helmet. It reduces the wearer's Luck to 0 if it is equipped; due to a curse. Return to the stairs leading up.

2F-Walk west and take the stairs going down.

1F-Walk to the left and take the stairs going down.

B1-Take the eastern passage and go up the stairs.

1F-Choose the northern pathway going east, and go up the stairs.

2F-Walk west to the stairs going down.

1F-Exit via the door, enter the next doorway, and go down the stairs.

B1-Follow the northern passage to the stairs going up.

1F-Cast fgf%}fi: Toramana (Stepguard) before entering the darkened area, or you will be damaged. Search the spot in front of the skeleton on the throne to find Small Medal #75. Exit by going through the door to the south. Head east and go down the stairs surrounded by damage squares to get to Baramos.

B1-Make sure the party is at full HP and MP (use Medical Herbs or spells for HP, and Prayer Rings for MP), then talk to Baramos. He says he will make sure that you are dead by eating your intestines. Tasty. Get ready...

--Boss Fight! fof%f,fX: Baramosu (Baramos)--

fof%f,fX: Baramosu (Baramos)  
 Max HP: 2,500  
 MP: 65,535 (probably infinite)  
 Experience: 65,535  
 Gold: 0  
 Attack Power: 240  
 Defense Power: 200  
 Agility: 85

The big baddie himself. Baramos is one evil badguy. He is extremely relentless in battle; he can go up to 2 times per round, and has a variety of attacks. He can physically attack for his claws, breathe fire at everyone (around 80+ damage to all), and casts a variety of deadly spells.

His spell repertoire consists of the following spells:

fCfIf%: Iora (Boom)-does around 60-90 damage to all party members.

f[f%]f[f]: Merazo-ma (Blazemost)-does between 100-150 damage to one character.

f[f]\_fpfj: Medapani (Chaos)-confuses a party member if it works. Confused party members = bad.

fofVf<[f%: Bashiru-ra (Limbo)-sends a party member away, as if they weren't even in the group for the battle.

As you can see, Baramos is a very dangerous enemy when it comes to spells. So....cast f}fzfg[f": Mahoto-n (Stopspell) until it works on him, and then all he can do to the party is breathe fire or attack. He will rarely try to cast a spell after they are blocked, but sometimes he does and gives the party a break.

Beating Baramos while he can cast spells is pretty hard (but if you're in the mood for more of a challenge, go for it), but it can be done.

I only found out recently that he can be Stopspelled. The Sleep spell (or Sleep Staff) sometimes works, but I find it rather pointless in trying because of the high percentage of him going twice each round.

Casting f<fJfj: Rukani (Sap) is highly recommended; as it will remove

all 200 of his defense power if it works. Boosting the party's defense power with fXfNf<fg: Sukuruto (Increase) is also a very wise thing to do.

fofCfLf<fg: Baikiruto (Bikill) would be of great use to any fighting character. ftfo❖[fn: Fuba-ha (Barrier) is very helpful as well, but that is not learned until around level 32 (very high level for a Sage at this point). fxfzf}: Behoma (Healall) is useful as well, but it is not learned until around level 30 for Sages. Without the Healall spell, beating Baramos will be an extremely difficult task. If you manage to do it, you deserve congrats.

If you've had a Priest for the whole game up to this point, then you might have the Barrier spell and/or Healall. If your level is near the level that a Priest learns either spell, getting both spells is highly worth fighting around for.

Pretty much, if you're going to go at it with all 4 party members, cast Stopspell until it works, then beef up on defense power. If all you have is Healmore, it will be tricky to keep all party members alive. If the party is really pressed for magic (if you only have 1 magic user besides the Hero for example), and you want to reduce Baramos' defense another way, simply use the ,,³,È,¬,Ì,¯,ñ: Kusanagi no Ken (Grass Cutter Sword) that was won from the Orochi. Two successful uses will bring Baramos' defense power from 200 to 50. Try to keep healthy and persist...and you might win. If all four party members are alive, they will all receive 16,383 experience for beating Baramos.

Another strategy that worked the last time I played the game (Game Boy Color version) was to concentrate on the Sage only. Have fighting characters fight, have the Hero cast Stopspell, and then use spells like Upper on the Sage, Sap on Baramos, Bikill on the Sage, SpeedUp on the Sage, etc. Let everyone but the Sage die, and if his/her defense is high enough, Baramos won't do much damage at all with his attacks; only with the breath attack. Equip the ,Í,ñ,É,â,Ì,ß,ñ: Hannya no Men (Noh Mask) if you have it, because it will give the sole wearer both Confuse status (does not matter if you are by yourself in a battle), and a very nice +255 defense power bonus.

If you are going to attempt this, make sure the Sage has the f}fzfJf^f: Mahokanta (Magic Counter) fxfzf}: Behoma (Healall) spells first.

Do NOT cast Stopspell, but do cast fofCfLf<fg: Baikiruto (Bikill) if you have them and are going to try to beat Baramos with just a Sage. Pretty high Attack Power is also needed, because Baramos can restore some HP between each round.

Unfortunately, after casting Magic Counter, the only spell Baramos would cast was the Limbo spell. Also note that I did a total of 7,944 damage to Baramos with just my Sage, and she still died (thanks to the free HP restore).

It actually might be easier to kill him with this method: to level up the Hero or Sage faster, just fight around with them alive or in the party. The Hero by him/herself gains 4 times the experience in every battle. The Hero and a Sage would both gain twice the experience points than a party of 4 would.

For my guide, I am changing my Thief into an , ,»,Ñ,É,ñ: Asobinin (Carouser), then changing the Carouser into a Sage (level 20 or higher). Then I will fight around the Castle of Baramos until the higher level Sage learns ftfo❖[fn: Fuba-ha (Barrier) at around level 32, and both the Hero and Sage learn fxfzf}: Behoma (Healall). My Hero learned it at level 34, and Sage learned the spell at level 30. Killing the other characters also works too.

A solo Hero can beat Baramos with levels in the mid-30's. I make sure my Hero has the Grass-Cutting Sword to use as an item to reduce Baramos' Defense Power from 200 to 50 in two uses, the Lightning Sword to attack with, the Stopspell spell, and the Blade Armor equipped.

The poster that came with the NES version of the game says Baramos has 900 HP, but he didn't die in this until after I did 3,595 (average of 189.2

damage per attack) damage with my full group of four party members.

Considering that I did almost 8,000 damage with just a Sage and Baramos did not die, he most definitely gains a set number of HP back after each round, so his actual HP is probably around 2,500 or 3,000. A full, living party of 4 will receive 16,383 experience points each after Baramos has been killed.

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/=====\
\ (II-F16)           A Triumphant Homecoming           /
/                               (My level: 35)           \
\=====/

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After he is killed, Baramos will dissolve into nothingness, and a shining light appears to revive any party members that are dead, and restore all HP and MP. A voice from the light will speak and warp the party to Aliahan.

Back in Aliahan, the townspeople already know Baramos is dead and they await your arrival. Visit your mother if you'd like, then go up to the castle and speak to the King.

The King will throw a celebration for your victory over evil, but something odd happens during the procession...the guards get zapped into dust!

An evil entity appears and laughs at the survivors. Apparently, this being, f]◆[f]: Zo-ma (Zoma), is the real mastermind behind all of the evil of the world. Baramos was a meager cronie. And with his powers, Zoma has already taken over one world, and the world with Aliahan is next on his list. Then, he disappears just as quickly as he entered.

Speak with the King, and he is in a state of shock. How can he tell the townspeople (and the world) of this new and even worse threat? He decides there is nothing that anyone can do, and sends you off. If you want to save your game, talk to the King's aide. Thankfully, you have more resolve than the King (right?).

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/=====\
\ (II-G)           ^Å,İ◆çŠE: Yami no Sekai (World of Darkness) /
/                               /
\ Quick Summary           /
/                               \
\ 1-Get the Temptation Sword in Portoga (optional).           /
/ 2-Get the Light Ball from the Dragon Queen.                 \
\ 3-Fly to the giant pit east of the Castle of Baramos, and fall into the /
/   Dark World.                                               \
\ 4-Enter Ladutorm, get the Sun Stone and the Fairy Map.     /
/ 5-Travel south to Domdora, find the Oricon, and purchase a Power Shield \

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\   for each party member (optional, but recommended).           /
/ 6-Fight through the cave north of Domdora (optional).           \
\ 7-Enter the Devil's Nail Mark, and get the Hero Shield (optional). /
/ 8-Get the Silver Harp from the basement in Garai's house (optional). \
\ 9-Sail to Maira, play Dice Game #4 (optional), get the Fairy Flute, and /
/   sell the Oricon to the Item Shop.                               \
\ 10-Save, reset, warp back to Maira, and buy the King Sword (optional). /
/ 11-Enter the tower west of Maira, and free Rubiss from her curse.   \
\ 12-Travel to the shrine south of Merkido and get the Rain Staff.    /
/ 13-Sail to Rimuldar, and upgrade equipment to maximum (optional).   \
\ 14-Sail to the shrine south of Rimuldar, and get the Rainbow Drop.   /
/ 15-Use the Rainbow Drop to make a bridge to get to Zoma's Castle.    \
\ 16-Enter Zoma's castle, and kill him.                               /
/ 17-Return to Ladutorm...victorious!                               \
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Warp to f|f<fgfK: Porutoga (Portoga). Walk across the bridge to the south, and talk to the woman there. She will give the party the ,ä,¤,í,,î,¯,ñ: Yuuwaku no Ken (Temptation Sword). Not many classes can equip this weapon, but any female character can use it in battle; and the sword casts the f♦f\_fpfj: Medapani (Chaos) spell in battle. Use of the sword can be an effective way of killing Metals; simply confuse another enemy while battling Metals, and they can kill the Metal for the party.

Fly Ramia to the New Town next. The New Town has changed yet again, and now it is in it's final form. Go to where the jail was located, and it has changed into a house. Go up the stairs and search the dresser for Small Medal #76.

Enter the Merchant's house, and you will see a conversation take place. The Merchant feels that he/she has done his/her job, and wants to rejoin your party once more. Talk to the Merchant and he/she will walk out the door. You can pick up the Merchant at Ruida's if you want to.

Now warp to fJfU♦[fu: Kaza-bu (Kazab). Fly east until you cross over a river, then fly south to the castle surrounded by mountains. This is the ,è,ã,¤,î,¶,â,¨,¤,î,µ,ë: Ryuu no Jouou no Shiro (Dragon Queen's Castle). Remember where it is for later...

Once inside, walk around to the top end of the castle. Search the center spot in the big tile formation (2 1/2 steps to the right of the elf standing around) to find Small Medal #77.

From where the Small Medal was found, walk due south into the room area. Keep walking south until you bump into a green dragon. Talk to it; it is the ailing Dragon Queen.

The Dragon Queen is on her last legs, and wants to give you an item she has; the ,Ð,©,è,î,¼,Û: Hikari no Tama (Light Ball). Take it, and she lays an egg then dies. The egg will not hatch in this game, but if you have played the first game in the series, you know who the egg will hatch into at a later time. For now, put the Light Ball in the Item Bag, but remember that you have it. Warp to fCfVfX: Ishisu (Isis).

Fly to Baramos' Castle again, then fly east from the castle. A small island cave surrounded by swampland is where you want to go. Enter the cave, the fMfAfK,î,¨,¨, ,È: Giaga no Ooana (Great Pit of Giaga). Before Baramos was killed, the pit was enclosed by a rock wall; now it has grown (and sucked in one of the two guards of the pit too! Poor guard). Fall into any part of the pit. You are now in the ^Å,î♦çŠE: Yami no Sekai (Dark World), fAfEftfKf<fh: Arefugarudo (Alefgard).

You land at the ,Ó,È,Â,«,Î: Funatsukiba (Harbor). Search the dresser on the right in the room. It has a f%fbfN,î,¼,È: Rakku no Tane (Luck Seed) inside.

Walk out to where you fell from, then to the left side around the house. Search the bottom right corner next to the wall of the house to find a ,ç,©,ç,î,¼,È: Chikara no Tane (Power Seed).

Walk back into the house, past the man there, and board the conveniently placed ship. Follow the northern stone pier (it should look like a 'C' shape), and search the lower-right corner of stone pier on the top section to find Small Medal #78. Exit to the right via the ship.

Land at the right. The new overworld music might sound familiar...head east and you will see a town.

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/=====\
\ (II-G1)                f%f_fg[f€: Radato-mu (Ladutorm) /
/-----\
\ Inn: $1 per person / Church: yes /
/-----\
\ Weapon Shop /
/ /
\ fh%fSf`fLf%[: Doragonkira- (Dragon Killer) $15,000 /
/ fpf[fifbfNf<: Pawa-nakkuru (Power Knuckle) $7,100 \
\ ,Ä,ñ,µ,Ïf[fu: Tenshi no Ro-bu (Angel Robe) $3,000 /
/ fh%fSf`f?fCf<: Doragonmeiru (Dragon Mail) $9,800 \
\ fh%fSf`fV[f<fh: Doragonshi-rudo (Dragon Shield) $3,500 /
/ ,Ý,©,ª,Ý,Ï,½,Ä: Mikagami no Tate (Silver Shield) $8,800 \
\ f~fXfŠf<fwf<f€: Misurirucherumu (Mithril Helm) $18,000 /
/-----\
\ Item Shop /
/ /
\ ,â,,»,: Yakusou (Medical Herb) $8 /
/ ,Ç,,µ,»,: Dokukeshisou (Antidote Herb) $10 \
\ ,¹,ç,·,ç: Seisui (Holy Water) $20 /
/ fLf%f%,Ï,Ä,Î,³: Kimera no Tsubasa (Chimera Wing) $25 \
\ ,Û,ñ,°,Ä,»,: Mangetsusou (Full Moon Herb) $30 /
/ ,«,|,³,è,»,: Kiesarisou (Invisibility Herb) $300 \
/=====\

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There might be a couple of weapon/armor upgrades that look nice, but for now save your money. You will want at least 60,000 gold for the next town you visit.

Search the '+' sign shaped flower bed near the weapon shop to find a ,Ó,µ,-,È,«,Ï,Ý: Fushigi na Kinomi (Mystery Nut). Go east of the weapon shop and up the stairs in the room next to the boy that wants to learn how to remove curses.

Search both bookcases. The one on the left has a ,©,ç,ª,ñ,Ï,Û,ñ: Kaiun no Hon (Better Fortune Book), and the one on the right has an , ,Û,|,ñ,Û,ª,¶,Ä,ñ: Amaenbou Jiten (Spoiled Child Encyclopedia). Go back downstairs. Head north into the church, then go up the stairs.

Search the pot in the cell to find a ,·,²,ë,,ñ: Sugorokuken (Dice Game Ticket), then talk to the prisoner. Amazingly, the prisoner is fJf`f\_f^: (Kandata) himself, who did hold to his word that he would stop living a life of crime, and wants to thank you for stopping him. He then tells you that the '¼-z,Ï,Î: Taiyou no Ishi (Sun Stone) is in Ladutorm Castle. Leave the church, then head to the eastern side of town.

Right after passing by the swordsman standing on the right side of town, head up. Search the upper-left corner of grass all the way up. Small Medal #79 is there. Now enter the next screen to the entrance of the castle.



Before entering the castle itself, go to the right side of it, and search the upper-left corner grassy spot. A , ·, ^, ë, ¯, ñ: Sugorokuken (Dice Game Ticket) is waiting for you. Now enter the castle.

If you need it, the old man behind the counter on the right will refill your MP to its maximum. Enter the treasure room on the left if you want; all 3 chests are empty. Go up to the next room and ascend the stairs.

Search the two dressers in the upper-left room to find a , ·, ^, ë, ¯, ñ: Sugorokuken (Dice Game Ticket) and some fXfefefRfpf`fc: Sutetekopantsu (Boxer Shorts). Go back downstairs.

Walk around the top part of the castle, and enter the door past the guard walking back and forth. Take the door that leads to the back of the castle.

Search the flower one square to the left of the cat to find yet another , ·, ^, ë, ¯, ñ: Sugorokuken (Dice Game Ticket). Walk south of there along the edge of the castle, then take the stairs going down.

If you talk to the man, he asks why would you think he had the `¼-z, ì♦Î: Taiyou no Ishi (Sun Stone), but he did have a dream...when light shines down on the land, he will receive the Sun Stone. Go back into the castle through the door by the cat.

Go down, then left into the kitchen. The barrel on the left has Small Medal #80 inside. Walk down into the small pantry-sized room from the kitchen (secret wall kind of), and go upstairs.

The barrel on the right contains a , ·, î, â, ^, ì, ½, È: Subayasa no Tane (Agility Seed). The barrel on the left holds 550 gold. The chest is, of course, the , ½, ç, æ, µ, ì, ç, µ: Taiyou no Ishi (Sun Stone). Leave the kitchen, and go up the main stairs to the King's room.

From the stairs, go down and through the door there. Find a priest walking around on top of the castle, and speak with him. Answer his question with , í, ç: Hai (Yes), and he will give the party the , æ, µ, ^, ç, ì, ç, : Yousei no Chizu (Fairly Map). Now you can see where you are while in the Dark World.

Re-enter the door and speak with the King to save. King f%f<fX: Rarusu (Ralse) is a little more go-getting than the King of Aliahan now is, and welcomes your efforts to stop Zoma. He also mentions that you are not the first person to arrive from the upper world...save and then exit the town.

Enemies to look out for:

f}fhfnf`fh: Mudhand (Can call for help from Pedestal Devils)

, ¾, ç, Û, ¶, ñ: Pedestal Devil (Very high HP, can attack twice per round, and high attack power)

fTf%f}f`f\_♦[: Salamander (High-powered breath attack)

, Û, ¨, µ, ì, ©, °: Devil Shadow (Casts instant death spells and can put the party to sleep)

Travel south, and bypass the dungeon you'll see on the left. When you hit mountains to the south, cross the bridge to the west. Below those mountains lies a town.

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\ (II-G2) fhf@fh♦[f%: Domudo-ra (Domdora) /  
/-----\  
\ Inn: \$25 per person / Church: no /

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\ Weapon Shop /
/ /
\ fhf%fSf`fLf%[: Doragonkira- (Dragon Killer) $15,000 /
/ ,Ó,Ñ,«,Ì,Â,é,-: Fubuki no Tsurugi (Blizzard Sword) $23,000 \
\ ,Û,Û,¤,Ì,Û,¤,¢: Mahou no Houi (Magic Vest) $4,400 /
/ fhf%fSf`f`fCf<: Doragon Meiru (Dragon Mail) $9,800 \
\ ,ç,©,ç,Ì,½,Ä: Chikara no Tate (Power Shield) $15,000 /
/ , ,Ô,È,ç,Ý,.,-: Abunaimizugi (Risky Swimsuit) $78,000 \
/-----\
/ Item Shop \
\ /
/ ,â,,»,¤: Yakusou (Medical Herb) $8 \
\ ,ç,, ,µ,»,¤: Dokukeshisou (Antidote Herb) $10 /
/ ,¹,ç, .,ç: Seisui (Holy Water) $20 \
\ fLf%f%,Ì,Â,Î,³: Kimera no Tsubasa (Chimera Wing) $25 /
/ ,Û,ñ,°,Â,»,¤: Mangetsusou (Full Moon Herb) $30 \
\ ,ä,¤,«100,Î,ç: Yuuki 100 Bai (Courage x 100) $90 /
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Buy a , ç, ©, ç, Ì, ½, Ä: Chikara no Tate (Power Shield) for each member of the party; even if they cannot equip one. When the shield is used in battle as an item, it has the same effect as the fxfzfCf~: Behoimi (Healmore) spell. The shield only heals the person carrying it. If you don't have 60,000 gold, make sure to come back and buy one when you have enough money to buy one for everyone.

Walk over to the right and enter the other other weapon shop through the back door, then go upstairs. Search the dresser there to find an , ¨, µ, á, Ô, è: Oshaburi (Pacifier).

Go back downstairs, then go up the stairs found inside the Inn. Search the dresser there to find an , ¨, ¸, Ý, Ýfof`fh: Usamimibando (Bunny Ears Band).

Talk to the dancer, and f@fi: Rena (Lenna) will tell you she used to be a dancer from Assaram, and if you ever go there, to tell the people there hi for her.

Leave, then go to the well on the eastern side of town. At the bottom of the well, search 1/2 a step to the right of the bottom-left corner to find Small Medal #81. Now go to the southern part of town outside of the walled area.

Search the pot near the old man at the lower-left. Inside it is Small Medal #82. The bookcase on the right has a f+[: f, fA, Ì, Û, ñ: Yu-moa no Hon (Humor Book). Walk over past the building on the right to the horse stable area. Search the top-right corner of the stable (the pen on the right) to find Small Medal #83.

Exit the horse stable from the south. On the left side of where the horses are, there are 8 plants together. Search the center plant to find the fIfŠfnf`fRf`: Oriharukon (Oricon). Keep it for later. Warp to Aliahan, and talk to the Small Medal Man.

At 80 Small Medals, the Small Medal Man will give the party a fhf%fSf`fNf%fE: Doragonkurou (Dragon Claw), and will announce the next prize: a , Ó, Á, ©, Â, Ì, Â, |: Fukkatsu no Tsue (Revival Staff) once you have given him a total of 90 Small Medals.

Warp to Assaram, and use either the , â, Ý, Ìf`fv: Yami no Ranpu (Darkness Lamp) or cast the f%fif`[: f^: Ranaru-ta (Day/Night) spell if you have it.

The dance room is at the southeastern part of town. Go through the Magic Key door and speak to the man for Rena. He will give the party a , Û, Û, ¨, Ìf`rfLfj: Mahou no Bikini (Magic Bikini).

Now warp to Ladutorm, head south, and enter the cave you bypassed on the way to Dondora.

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/=====\
\ (II-G3)   ,ç,í,â,Û,Ì,Ç,¤,,Â: Iwayama no Doukutsu (Rocky Mountain Cave) /
/                                     (My level: 35)                               \
\=====/

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Enemies to look out for:

fzf◆fS◆[fXfg: Hologhost (casts instant death spells at the party)

B1-Head east, and keep going east when you see the four-way intersection.

Keep heading eastward (skip the southern path, and you'll see the chest). Open the chest; there is an ,ç,ì,è,ì,ä,Ñ,í: Inori no Yubiwa (Prayer Ring) inside. Now make your way back to the four-way intersection near the entrance stairs. Walk north at the four-way intersection. Take the 2nd left, and skip the stairs going down in the upper-left corner. Keep walking to the right after passing the stairs, and when the path splits into a south/east passage, skip the south passage for now. Walk around the corner and enter the dark area. Open the chest, which contains 1,016 gold. Now, go back and take the first southern passage that leads to some downward stairs.

B2-Go right, then keep going right at the intersection and follow the path to a treasure chest. Inside it is Small Medal #84. Go back to the intersection, but this time go north. In the next room with the 2 large brown tiles, go north again, then take a left. Go down when you hit the 2nd of 3 southern passages, then continue south past the dead end on the left. Keep going down until you hit the southern wall, and take the passage leading westward. Turn north at the wall, and open the two chests at the end. The chest on the left has the ,í,©,ç,ì,Â,é,¬: Hakai no Tsurugi (Destruction Sword), while the one on the right holds the ,Ŧ,²,,Ì,æ,ë,ç: Jigoku no Yoroi (Hell Armor). Both pieces of equipment are cursed, but can be sold for a good amount of money. The sword is worth 33,750 gold to a shop, and the armor can be sold for 5,250. Exit the cave with fŠfEf~fg: Riremito (Outside), then warp to f%\_fg◆[f€: Radato-mu (Ladutorm).

Back in Ladutorm, sell the Destruction Sword and the Hell Armor, then use the money to upgrade equipment. Make sure to use the money on a Power Shield (bought in Domdora) for each character first if everyone does not have one. For my game, I bought two f~fXfŠf<fwf<f€: Misuriruhumu (Mithril Helm)s, and two ,Ý,©,ª,Ý,Ì,½,Ä: Mikagami no Tate (Silver Shield)s, one each for my Sages.

Sell the ,¨,¤,²,ñ,ì,Â,β: Ougon no Tsume (Gold Claw) as well, if you haven't yet. Stay at the Inn, and save.

From Ladutorm, head northwest. Change direction to simply north when you hit the mountain range on the left, and you'll bump into a cave surrounded by a small desert. Enter the cavern.

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/=====\
\ (II-G4)          -,%,¤,ìfcf◆, ,Æ: Maou no Tsumeato (Devil's Nail Mark) /
/                                     (My level: 36)                               \
\=====/

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This cave is very anti-magic. All magic spells fizzle out when cast (by both you and the enemy), so you'll have to fight it out. Items that cast spells; however, do work. This cave is where the Power Shield will be very handy in order to stay alive.

Luckily, the cave is pretty short as well. The Hydra monsters here can drop the Leaf of the World Tree, or your Thief (if you have one) can steal them off the monster as well.

B1-Start by walking south (ignore the first and second east forks), then take the third eastern fork, and keep going east until you reach the stairs going down.

B2-Head north, then west, then follow the passage all the way until you see stairs behind a wall. Go all the way east, then around the corner and down the stairs.

B3-Open the first treasure chest you see; it has 960 gold in it. Open the next chest to the upper-right to find 1,016 gold. The next chest up and over to the right has Small Medal #85 inside. The chest on the left is the hiding place for an unfortunate f~f~fbfN: Mimikku (Mimic). Without the ability to cast spells, one can almost feel sorry for the poor monster. The chest in the far left corner has the ,ä,¤,µ,á,ì,½,Ä: Yuusha no Tate (Hero Shield) inside it. As the name implies, only the Hero can equip it. The shield offers a +65 Defense Power bonus, and is the strongest shield in the game. Make sure to equip it. Keep the Power Shield, though, because a free casting of Healmore is always helpful to have. If you fall in the hole here, you'll be launched back up; so don't worry about falling. After cleaning the cave out, make your way back out to the entrance.

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/=====\
\ (II-H)          The Restoration of Rubiss                               /
/                                     (My level: 36)                               \
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Enemies to look out for:

fNf%◆[fSf": Kragon (High HP, pretty high attack power, and can attack 3x per round)

After you are out, save, then warp to Ladutorm. Walk back to where the ship is, and follow the coast north. Enter the shrine that you should see when you'll need to start heading eastward. Welcome to fKf%fC,ì,¢,|: Garai no Ie (Garai's House). Search the dresser on the left and take the f,fqfJf",ì,-: Mohikan no Ke (Mohican Hair). The dresser on the right holds Small Medal #86. Go outside to the back of the house, and go down the stairway.

The chest in the basement is empty, but if you search 1 step to the

right of the chest, you will find the ,-,ñ,Ì,½,Ä,²,Æ: Gin no Tategato (Silver Harp).

If you use the Harp, you will get instantly attacked by monsters (as long as you are in an area that you can get fought). It is pretty much the same thing as the Carouser's ,,ç,Ô,|: Kuchibue (Whistle) spell.

Leave Garai's house, sail east while following the coast, and eventually you'll see a tower on an island. Land the boat on the continent to the east of the tower, and walk south/east until you see another town nestled in some mountains.

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/=====\
\ (II-H1)                f}fCf%: Maira (Maira)                /
/-----\
\ Inn: $31 per person / Church: no                            /
/-----\
\ Weapon Shop                                                  /
/                                                              \
\ f]f`frfLf%❖[: Zonbikira- (Zombie Killer)                    $9,800 /
/ fEfI❖[fnf`f}: Uo-hanma (War Hammer)                        $9,500 \
\ fpf❖❖[fifbfNf<: Pawa-nakkuru (Power Knuckle)                $7,100 /
/ ,â,ç,Î,Ì,æ,ë,ç: Yaiba no Yoroi (Blade Armor)                $6,500 \
\ ,Ý,.,Ì,Í,²,ë,à: Mizu no Hagoromo (Water Angel's Cloth)    $12,500 /
/ ,Ý,©,ª,Ý,Ì,½,Ä: Mikagami no Tate (Silver Shield)          $8,800 \
\ ,-,ñ,¶,á,Ì,Ä,|: Kenja no Tsue (Sage Staff)                  $15,000 /
/-----\
\ Item Shop (Note-sell the shopkeeper fIfšfnf<fRf`": Oriharukon (Oricon), /
/ save your game, reset, then come back. The King Sword will then be \
\ available for purchasing, if you want to buy it.)            /
/                                                              \
\ ,â,,»,ª: Yakusou (Medical Herb)                              $8 /
/ ,¹,ç,.,ç: Seisui (Holy Water)                               $20 \
\ fLf❖f%,Ì,Ä,Î,³: Kimera no Tsubasa (Chimera Wing)            $25 /
/ ,Û,ñ,°,Ä,»,ª: Mangetsusou (Full Moon Herb)                  $30 \
\ ,",ª,¶,á,Ì,-,ñ: Ouja no Ken (King Sword)                    $35,000 /
/ fXf%fCf€fsfAfX: Suraimupiasu (Slime Pierce)                 $950 \
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Walk up to the Inn, but keep walking north right past it. At the very northern part of town, there is a small alcove (about 2 steps to the left and about 8 up from the Innkeeper) within the surrounding trees. Search in that alcove and take the ,Ó,µ,-,È,«,Ì,Ý: Fushigi na Kinomi (Mystery Nut).

To the left of the Inn is a hot spring. Search the little stairway going into the spring (1 step up, 1 step to the right of the old man bathing) to find Small Medal #87.

Walk around to the bottom of the hot spring, and go straight south until you hit the tree. Search that spot to find the ,æ,ª,¹,ç,Ì,Ó,|: Yousei no Fue (Fairy Flute).

Next, go to the well at the center of town, then take a left. Search the two dressers in the room on the left (with the woman from Jipang). The dresser on the left has some ,Ê,Ì,Ì,Ó,: Nuno no Fuku (Clothes) inside, while the one on the right has a ,.,²,ë,-,ñ: Sugorokuken (Dice Game Ticket).

Walk down, and into the room with the merchant and two other people. Search the strange-looking tile in the center of the room to find another , ·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket). Keep going right and go upstairs.

In the Item Shop, search the two bags above the shopkeeper. In the left bag is yet another , ·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket). The bag on the right has Small Medal #88.

Talk to the shopkeeper, and sell the fIfŠfnf<fRf": Oriharukon (Oricon) to him for 22,500 gold. If you want the , ¨,¤,¶,á,Ì,¯,ñ: Ouja no Ken (King Sword), warp somewhere to save the game, then reset the system.

After restarting, warp back to Maira and return to the Item Shop. The , ¨,¤,¶,á,Ì,¯,ñ: Ouja no Ken (King Sword) is now available to buy for 35,000 gold.

The King Sword is the strongest 'single-hitting' weapon in the game, and only the Hero can equip it. It also casts fofMfNf◆fX: Bagikurosu (Infermost) when used as an item in battle.

After buying the King Sword (or just selling the Oricon for money), enter the well in town.

Down the well, search five steps south of the white ladder leading to the cave to find Small Medal #89. Enter the cave, which is Dice Game #4.

Before playing, go down the stairs to the right of the 'START' square. In this basement are 3 , ·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket)s. Search where the stars are in each square of tiles. Go back up the stairs.

Take the stairs to the right that are going up. Walk north after taking the stairs. When you see a doorway in the Dice Game board, search the upper-left grassy spot to find another , ·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket).

Return to the stairs going down, but go left and follow the board around until you are to the left of the 'GOAL' square. Search the upper-right flower to find Small Medal #90. Now you can start playing.

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/=====\  
\< (II-H2) , ·,²,ë,: Sugoroku/Dice Game #4 /  
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You are given 25 rolls for this two-floor board. It is pretty uniform that the color red is positive, and blue is negative for effects on the Dice Game board. Please note that while it might not be obvious if you don't know, but there are 2 'GOAL's on this board (one GOAL is that 'Key' square).

Hit the A Button, and a new menu list appears.

- fTfCfRf◆,ð,Ó,é: Saikoro wo Furo (Roll Die).
- f}fbfv,ð,Ý,é: Mappu wo Miru (Look at Map) Hit the B or A Button to return.
- ,Â,æ,³,ð,Ý,é: Tsuyosa wo Miru (Look at Stats).
- ,â,ß,é: Yameru (Stop) End the game.

There are several different squares to land on, and this is what they do:

- START: Starting location; nothing happens on this square.
- Sign with a direction arrow: Can only go in that direction.
- Grass: Low chance of a random fight; if there is no fight, you can search the

ground for items and money, a battle, and the occasional pit.

Directional Arrow (Red) + (number): Move in the direction of the arrow forward X number of spaces.

Directional Arrow (Blue) - (number): Move in the direction of the arrow backward X number of spaces.

Forest: Medium chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.

Treasure Chest: Usually contains a good item (the items in chests, dressers, and pots are always the same, and can only be received once).

Die (Red) + (number): gain X amount of rolls.

Die (Blue) - (number): lose X amount of rolls.

House with a Wing: The Dice Game Shop. Usually has items that aren't sold anywhere else, or not for a long time in the regular game.

Pot: Usually contains a decent item.

Coins (Red) + (number): gain X amount of Gold.

Coins (Blue) - (number): lose X amount of Gold.

?: Chance. Various effects, such as gain/lose experience or gold, get warped, get attacked by monsters, and the occasional pitfall.

Mountain: high chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.

Grey door: Pitfall. Usually ends the game. Avoid.

Dresser: Usually contains a decent item.

Slime: Instant battle.

Flashing Swamp: HP damage (about 25% of maximum).

Star in a Circle: Restore all HP and MP.

Skull wearing a Magician Hat: MP damage (about 25% of maximum).

GOAL: End of the board, but this square MUST be landed on. If you are 2 steps away and roll a 3, you will land 1 step away and have to roll again.

!: Changes stats, depending on what numbers are rolled.  
 Stats CAN be reduced, so look out.  
 If the first roll is a:  
 1-, ç, ©, ç: Chikara (Power) is affected.  
 2-, ·, î, â, ³: Subayasa (Agility) is affected.  
 3-, ½, ç, è, â, : Tairyoku (Vitality) is affected.  
 4-, ©, µ, ±, ³: Kashikosa (Intelligence) is affected.  
 5-, ¢, ñ, Ì, æ, ³: Un no Yosa (Luck) is affected.  
 6-HP is affected.  
 Whatever the second roll is, that is the number of points to be changed.  
 If the third roll is:  
 4-6: the number of points to the stat are added.  
 1-3: the number of points to the stat are subtracted.

INN: Stay at the Inn on the board, but it is more expensive than Inns in towns.

Blue and white swirl: Teleport. Teleport to another warp spot on the board.

U-Turn Arrow: You are sent back to the Start square. Avoid.

Key: Goal #2 in Dice Game #4.

If you find a Medical Herb, you will asked if you want to use it now or not. Simply say yes or no.

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\ Points of interest, 1F: /  

/ /  

\ Pot 10 squares away from the 'START' square: , ç, Ì, ç, Ì, «, Ì, Ý: Inochi no /  

/ Kinomi (Life Nut) \  

\ Pot in upper-left section: , Ó, µ, ¬, È, «, Ì, Ý: Fushigi na Kinomi (Mystery /  

/ Nut) \  

\ /  

/ Pot in upper-right section: fXf^f~fi, Ì, ½, È: Sutamina no Tane (Stamina \

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\                                                    Seed) /
/                                                    \
\ Dresser 2 squares from 'START' square: Small Medal #91 /
/ Dresser under the '-$500' square: f^◆[fof": Ta-ban (Turban) \
\                                                    /
/ Chest in lower-left area of board: ,¢,ì,¿,ì,¢,µ: Inochi no Ishi (Life \
\                                                    Stone) /
/ Chest in upper-left area of board: ,É,°,É,°fŠf"fO: Nigenigeringu (Flee \
\                                                    Ring) /
/ Chest on right side of board: fhf%fSf"fefCf<: Doragonteiru (Dragon Tail) \
\                                                    /
/-----\
\                                                    /
/ Items found through searching: \
\                                                    /
/ ,¢,µ,ì,©,Â,ç: Ishi no Katsura (Stone Wig) \
\ fpf◆◆[fifbfNf<: Pawa-nakkuru (Power Knuckle) /
/ ,¤,³,Ý,Ýfof"fh: Usamimibando (Bunny Ears Band) \
\ ,É,°,É,°fŠf"fO: Nigenigeringu (Flee Ring) /
/ ,Ý,©,í,µ,ì,Ó,: Mikawashi no Fuku (Evasion Clothes) \
\ ,Û,Û,¤,ì,Û,!,©,-: Mahou no Maekake (Magic Apron) /
/-----\
\                                                    /
/ Items found in '?' block treasure chests: \
\                                                    /
/ ,Û,Û,¤,ì,Û,!,©,-: Mahou no Maekake (Magic Apron) \
\ ,,ë,µ,â,¤,¼,: Kuroshouzoku (Black Outfit) /
/ ,¢,ì,¿,ì,«,ì,Ý: Inochi no Kinomi (Life Nut) \
\ fpf◆◆[fifbfNf<: Pawa-nakkuru (Power Knuckle) /
/ ,Ý,©,í,µ,ì,Ó,: Mikawashi no Fuku (Evasion Clothes) \
\ ,Ó,µ,¬,È,«,ì,Ý: Fushigi na Kinomi (Mystery Nut) /
/ ,¿,©,ç,ì,½,È: Chikara no Tane (Power Seed) \
\ ,É,°,É,°fŠf"fO: Nigenigeringu (Flee Ring) /
/ ,¢,µ,ì,©,Â,ç: Ishi no Katsura (Stone Wig) \
\ ,·,î,â,³,ì,½,È: Subayasa no Tane (Agility Seed) /
/ ,¤,³,Ý,Ýfof"fh: Usamimibando (Bunny Ears Band) \
\ f<◆[f"fXf^fbft: Ru-nsutaffu (Rune Staff) /
/-----\
\                                                    /
/ Shop \
\                                                    /
/ ,â,¢,î,ì,æ,ë,¢: Yaiba no Yoroi (Blade Armor) $6,500 \
\ fhf%fSf"f◆◆[fu: Doragonro-bu (Dragon Robe) $27,000 /
/ ,ç,¢,¶,ñ,ì,¬,ñ: Raijin no Ken (Thunder God Sword) $65,000 \
\=====
/-----\
\ Points of interest, 2F: /
/ \
\ Pot 2 squares from stairs: Small Medal #92 /
/ Pot in bottom-right area: ,·,î,â,³,ì,½,È: Subayasa no Tane (Agility Seed) \
\ Pot 4 squares from 'Key' square: ,¢,ì,¿,ì,«,ì,Ý: Inochi no Kinomi (Life /
/ \
\                                                    Nut) \
\                                                    /
/ Dresser on left side of board: ,¿,©,ç,ì,Ð,Ý,Â: Chikara no Himitsu (Power \
\                                                    Secret) /
/ Dresser next to '?' square: ,¹,©,¢,¶,ã,ì,Í: Sekaiju no Ha (Leaf of the \
\                                                    World Tree) /
/ \
\ Chest in bottom-left corner: ,â,Ý,ì,±,ë,à: Yami no Koromo (Dark Garment) /

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/ Chest near 'Key' square: f~f~fbfN: Mimikku (Mimic) \

Reach the GOAL, and inside the chest is a ,Đ,©,è,ÏfhfEfX: Hikari no Doresu (Light Dress), very powerful armor for females only.

Reach the square with a key on it, and you'll enter a room. Inside are two chests, the first one contains an ,ç,Ï,ç,Ï,ä,Ñ,í: Inochi no Yubiwa (Life Ring), and inside the second one is the fOfŠf`fKf€,ÏfEf`: Guringamu no Muchi (Gringam Whip), which is the strongest group-hitting weapon in the game.

Try to land on both GOAL's, but if you can't and are getting frustrated, you should still do ok without the items found there. If you got both of the Small Medals on the board, you should have 92 Small Medals.

If you did not get the Light Dress (or gave it to another character), make sure to buy Dragon Robes for all spellcasters in the group. If you can't seem to land on the Dice Game shop, then ,Ý,.,Ï,Í,<sup>2</sup>,ë,à: Mizu no Hagoromo (Water Angel's Cloth), which can be bought in town, can be an ok alternative.

Return to the Small Medal Man in Aliahan, and he will give you your 90 Small Medal prize, the ,Ó,Á,©,Â,Ï,Â,|: Fukkatsu no Tsue (Revival Staff). At 95 Small Medals, he will give the party a ,µ,ñ,Ò,ÏfrfLfj: Shinpi no Bikini (Mystery Bikini). The Revival Staff can be pretty handy, as it casts fUfIf%<: Zaoraru (Vivify) when used as an item in battle. Any class can use it as an item in battle as well. Return to Maira again, and find your ship.

Sail northwest, and enter the tower across the strait.

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\  
(II-H3) f<frfX,Ï,Æ,µ: Rubisu no Tou (Rubiss Tower) /  
/ (My level: 38) \  
/=====\  
/

Be certain that you found the ,æ,µ,<sup>1</sup>,ç,Ï,Ó,|: Yousei no Fue (Fairy Flute) in Maira before you enter the tower.

Enemies to look out for:

,Í,©,êf♦f^f<: Separating Metal (Over 10,000 Experience for each party member)

fTf^f`fjpf♦[: Satan Pappy (Casts Chaos and Blazemost)

f%fSf`fk: Leona (Casts Snowstorm)

,Ü,~,µ,Ï,©,°: Devil Shadow (Casts instant death spells at the party, and can put the party to sleep with breath)

f♦fCfWfLf♦f%: Mage Chimera (Casts Confuse and Magic Counter)

1F-Walk north, and cast fgf%}fi: Toramana (Stepguard) to avoid being hurt by the damage squares. At the intersection, go up. The chest on the left is a f~f~fbfN: Mimikku (Mimic). The one on the right has 1,016 gold inside. Go back to the four-way intersection, and go left. Walk down when you see the passage, keep walking through the wall, and then take the stairs going up.

2F-Go up, then go to the right to where the damage squares are. The diamond-shaped squares mess up your movement. How they work isn't too hard to figure out; you just need to remember which way the colors are

facing. If the black side is on the right, hit this direction on the control pad to go in the desired direction:

Hitting Up on the directional pad makes you go left.  
Hitting Left on the directional pad makes you go down.  
Hitting Down on the directional pad makes you go right.  
Hitting Right on the directional pad makes you go up.

If the black side is on the left, this is how movement works:

Hitting Up on the directional pad makes you go right.  
Hitting Left on the directional pad makes you go up.  
Hitting Down on the directional pad makes you go left.  
Hitting Right on the directional pad makes you go down.

Another way to solve the direction you will go is to turn the controller to whatever side the white side is on. If the white side is on the left, turn the controller 90 degrees to the left, and then hit 'up' (which is really right but is 'up' because you flipped the controller over) to go up, and so on. Practice on the tiles away from the damage squares, because you'll need to be able to move on them effectively in Zoma's Castle.

Go to the top of the room with the damage squares, and there are four chests there. The top-left one has a , ç, ©, ç, Ì, ä, Ñ, í: Chikara no Yubiwa (Power Ring) inside. The lower-left chest is a f~f~fbfN: Mimikku (Mimic). The top-right chest is holding Small Medal #93. The lower-right one has 960 gold waiting to be taken. Go across to the bottom part of the room with the damage squares; four more chests are waiting to be opened. The top-left chest there has an , ç, Ì, ç, Ì, «, Ì, Ý: Inochi no Kinomi (Life Nut) in it. The lower-left contains a , Û, Ì, ", Ìfu [f f f": Honoo no Bu-meran (Flame Boomerang). The top-right chest holds a , Í, , , çfŠf"fo: Hakuairingu (Benevolent Ring). The last chest on the lower-right has another , ç, Ì, ç, Ì, «, Ì, Ý: Inochi no Kinomi (Life Nut) inside. Now, head to the right of the damage square room. Take the stairs going up.

3F-Go straight down, and up the stairs.

4F-Go up, then walk to the left across the diamond squares. Open the chest at the end, and take the , Ð, ©, è, Ì, æ, è, ç: Hikari no Yoroi (Light Armor). The Light Armor is one of the strongest suits of armor in the game, and only the Hero can equip it. I keep the Blade Armor equipped myself, though. Return to the stairs to go back down to 3F.

3F-Go to the left, then enter the room to the north. The room looks empty, but if you search the floor between the 2 skulls near each other, you'll find a , , ², è, , -, ñ: Sugorokuken (Dice Game Ticket). Head back down, then take a left, and follow the passage up. The chest at the top-left corner of the floor has Small Medal #94 inside. Walk to the right, then fall off the edge of the tower.

1F-After falling, you'll land at the back of the first floor. Enter the doorway below you, then go left. Take the stairs going up.

2F-Walk east, and avoid falling off the floor while going all the way over to the upper-right corner with the stairs going up.

3F-Go up the stairs.

4F-Walk to the left to reach the next set of stairs.

5F-Walk down to the bottom-left corner, then right. Go up when you see a passage, and through the door. The stone statue at the end is Rubiss. Use the , æ, ¢, ¹, ç, Ì, Ó, |: Yousei no Fue (Fairy Flute) to break the curse. She will thank you, and give the party the , ¹, ç, È, é, Û, à, è: Seinarumamori (Sacred Talisman), then leave. Equip it to the Hero, or put it in the Item Bag. You can now leave the tower, or if you are lucky, 5F is the best place in the game for experience; as you can bump into up to 6

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\ (II-H4)          ,Ê,Û,¿,Ì,Ç,¤,,Â: Numachi no Doukutsu (Marshland Cave) /
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Get on your ship, and sail east. Turn south when the land ends. At the sight of some scattered shoals, head west and you should see a cave at the edge of the northern landmass. Exit the ship at the hills, and follow the edge of the mountains around until you enter the cave.

There are no monsters in this cave, so you are safe to explore. Go to the left, and search between the far left bed and the one next to it to find a , ,<sup>2</sup>,ë,,ñ: Sugorokuken (Dice Game Ticket). Head all the way down to the bottom of the cave, where there are two men digging. Search the floor diagonal from both of them to find Small Medal #95. After getting these two items, leave and go back to the ship.

Board the ship, and sail south to the land nearby. Walk south, then west between the two mountain ranges. After the lower mountain range ends, walk southeast to a town.

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\ (II-H5)          fšf€f<f_◆[f<: Rimuruda-ru (Rimuldar) /
/-----
\ Inn: $20 per person / Church: yes /
/-----
\ Weapon Shop /
/ /
\ ,í,â,Ô,3,ì,ñ: Hayabusa no Ken (Falcon Sword) $25,000 /
/ fofXf^◆[fhf\◆[fh: Basuta-doso-do (Bastard Sword) $31,000 \
\ ,Ý,©,í,µ,ì,Ó,: Mikawashi no Fuku (Evasion Clothes) $2,900 /
/ fI◆[fKfV◆[f<fh: O-gashi-rudo (Ogre Shield) $25,000 \
\ fOf◆[fgfwf<f€: Gure-toherumu (Great Helm) $35,000 /
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This is the last town that sells equipment in the game, so buy whatever will power the party up. The ,í,â,Ô,<sup>3</sup>,ì,ñ: Hayabusa no Ken (Falcon Sword) only increases Attack Power by 5, but you get 2 attacks per round, and that can be stronger than one regular hit.

Also, 2 attacks against Separating Metals is nice too. If you can afford it, buy a Falcon Sword for Soldiers, the Hero, and a Thief. The Great Helm is a good buy as well.

At the entrance of town, go around the outside of it to the north, then cut west. At the upper-left corner of town, there is a house. Search the dresser on the left to find a , ,<sup>2</sup>,ë,,ñ: Sugorokuken (Dice Game Ticket). The dresser on the right has Small Medal #96 inside. The pot on the right holds a ,©,µ,±,<sup>3</sup>,ì,½,Ë: Kashikosa no Tane (Intelligence Seed). After getting those, leave town and re-enter.

Go to the Inn, and search the dresser in the room there. It has a , ,¶,ñ,Ê,±,±,ë: Kujikenukokoro (Tough Heart). On the bottom-right part of

the Inn, there is a door and an enclosed room. Inside is a chest with an  
,ç,î,ç,î,ä,ñ,í: Inochi no Yubiwa (Life Ring).

Exit the Inn area, and go north. When you see the Weapon Shop, go left  
and enter the door on the right to the house. Search the dresser there for  
another ,³,Æ,è,î,µ,â: Satori no Sho (Book of Enlightenment). Enter the left  
door of the house, and search the dresser there to find another  
,«,ñ,îfNf`fofV: Kin no Kuchibashi (Gold Beak). The topmost pot has Small  
Medal #97 inside. The lowest pot holds a ,ç,©,ç,î,½,Ë: Chikara no Tane  
(Power Seed). Leave the house, exit town, and re-enter.

Walk over to the covered building on the southwest area of Rimuldar and  
pass it on the right side. Cut to the left between the building and the  
small river. On the bottom left side of the building is a secret wall,  
leading to some stairs going up. Take them, and you'll be in the prison  
area.

Enter the jail cell, and search the ground below the table. Small Medal  
#98 is there.

Rimuldar is now cleaned out; buy whatever upgrades seem satisfactory,  
and warp to Aliahan if you have 95 Small Medals or more.

Talk to the Small Medal Man, and he will give you your 95 Medal prize,  
the ,µ,ñ,Ò,îfrfLfj: Shinpi no Bikini (Mystery Bikini), and tell you that if  
you find 100 Small Medals for him, he'll give you the  
fS[f<fhfpfX: Go-rudopasu (Gold Pass). The Mystery Bikini has great Defense  
Power, and will restore 1 HP per step taken while wearing it. Warp back to  
Rimuldar.

From Rimuldar, the boat should be to the southeast of town. Walk  
around the 'C'-shaped lake, then down along the mountains. Once they end,  
walk northeast to find the ship. Walking around the end of the mountains  
(and farther south) is the breeding grounds for Gold Man. Each one killed  
yields 1,023 gold; fight around here for a bit if you want to buy some better  
equipment first.

Walking around Rimuldar is where Separating Metals can be fought as  
well. Effective ways to kill Separating Metals are:

Fighting with the ,Ç,,î,è: Dokubari (Poison Needle),  
fAfTfVf`f\_fK[: Asashindaga- (Assassin Dagger) equipped, the ,í,â,Ô,³,î,¬,ñ:  
Hayabusa no Ken (Falcon Sword) equipped, having a Martial Artist in the group  
(high Critical Hit rate), confusing another enemy along with the Separating  
Metalss (Chimeras can breathe fire and hit multiple Separating Metals, and  
Darth Bears usually kill a Separating Metal in one hit).

If you have it, casting fofCfLf<fg: Baikiruto (Bikill) on a party member  
will enable him or her to smack a Metal for \*2\* damage! You do \*not\* need  
max/high Strength, either!

Please note with the Falcon Sword equipped, you can hit the first time  
for 2 damage, but the 2nd hit will only do 1 damage if it connects.

One other strategy that works really well is if you have two characters  
in your party that can use magic; one has to know Magician spells and the  
other needs to know Priest spells.

Have the character who knows Magician spells cast fhf%fSf%f€: Doragoramu  
(Bedragon), and have the character who knows Priest spells then cast  
fsfIfŠf€: Piorimu (Speedup). If you have two Sages, have the one with more  
Agility cast Bedragon so they can change before Speedup is used.

When a character is in the form of a dragon, he or she will begin  
breathing very damaging fire from the second round on. The flames will do  
almost 180+ damage to every enemy on the screen; around 95 to Metals.

The downside is the caster's Agility and Defense Power are reduced to 0.  
So if you have a character cast Bedragon, then another character cast  
Speedup, their Agility will be restored and they'll have a much better  
chance of breathing fire the second round while Metals are still around.

After fighting around for a while (or just making it to the ship),  
follow the coast sailing southwest. The island to the south has a shrine.  
Skip the shrine for now, sailwest westward. A second shrine (surrounded by

swamp) should appear into view. Enter the ,<sup>1</sup>,ç,ê,ç,Ì,Û,±,ç: Seirei no Hokora (Spirit Shrine).

Go up the stairs, and search the center part of the + sign on the carpet. Small Medal #99 is there. Speak with the elf sitting on the throne, and she will give the party the , ,Ü,®,à,Ì,Â,|: Amagumo no Tsue (Rain Staff). This item casts f}fzfg◆[f": Mahoto-n (Stopspell) when used as an item in battle. There is one more item hidden on the ground; it is located about 4 1/2 steps up and 6 steps to the right of the elf on the throne. Search there to find a ,-,ñ,Ìf◆fUfŠfI: Gin no Rosario (Silver Rosary). Leave the shrine, but don't get back on the ship yet.

Walk west, and follow the mountain range until you see a bridge. Go across it, then head northeast until you see another bridge.

Cross that bridge, then go south until you see another town.

```
-----  
  
/=====\  
\ (II-H6)                f◆f<fLfh: Merukido (Merkido) /  
/-----\  
\ Inn: $25 per person / Church: no      -Fight Contest- /  
/-----\  
\ f◆f<fLfh: Merukido (Merkido) has no shops. /  
/=====\  

```

Enter the Inn, and search the dresser to find a fwfrf◆f^fŠf"fo: Hebitetaringu (Heavy Metal Ring). Speak to Garai if you want; all he says is the location of his Silver Harp (which you should have already). Leave the Inn.

Enter the small room to the northwest; it looks empty but if you search the upper-left corner you will find Small Medal #100. Walk south past the depressed merchant, into another empty shop. Take the stairs going up.

Enter the room on the right first, and search the dresser on the left for another , ,<sup>2</sup>,ë,,<sup>-</sup>,ñ: Sugorokuken (Dice Game Ticket). The one on the right has a fp◆[fefB◆[fhfEfX: Pa-ti-doresu (Party Dress) inside. Go into the room with the scientist.

The scientist says the townspeople would not live in fear if he could invent a creature to guard the town that was extremely powerful..he decides he will name the future creature fS◆[fEf€: Go-remu (Golem)...

This man is a very avid reader; as all 5 bookcases in this room have a book for the party to take. From the left and going to the right, the bookshelves contain these books:

- Far left: ,â,<sup>3</sup>,µ,,È,ê,é,Û,ñ: Yasashiku Nareru Hon (Promiscuous Book)
- 2nd from left: ,µ,ã,,¶,â,Ö,Ì,Ý,ç: Shukujohe no Michi (Lady Doctrine)
- Center bookcase: , ,½,Ü,<sup>a</sup>,<sup>3</sup>,|,é,Û,ñ: Atama ga Saeru Hon (Clear Head Book)
- 2nd from right: ,<sup>2</sup>,µ,<sup>-</sup>,Â,Ì,Đ,<sup>-</sup>,Â: Gouketsu no Hiketsu (Heroic Secret)
- Far right: ,Û,<sup>-</sup>,½,ç, ,©,ñ: Maketara Akan (Must Not Lose)

After getting those items, return downstairs. Walk south to the building with a lot of dirt as the floor. Search the ground about 3 steps away from the entryway on the right. An ,ç,Ì,è,Ì,ä,Ñ,í: Inori no Yubiwa (Prayer Ring) is there. Now go over to the southeastern side of the town.

Over at the southeastern part of town, there is an item hidden in the

empty shop. Search one step from the counter at the top-left. A  
, , 2, ë, , , ñ: Sugorokuken (Dice Game Ticket) is there. If you need money,  
there is a Fight Contest located at the upper-right corner of town.

Otherwise, walk back to the ship and sail east to the shrine south of  
Rimuldar.

If you were lucky enough to get all the Small Medals so far listed,  
then you should have 100. Go to Aliahan and claim your final prize, the  
fS [f<fhfpfX: Go-rudopasu (Gold Pass).

The Gold Pass gives you unlimited amounts of plays on any of the  
Dice Game boards.

If you have missed some Small Medals, don't worry. There are still 10  
more for you to find to make up the ones you missed/didn't feel like getting  
at the Dice Game boards.

-----

```
/=====\  
\ (II-H7)           ,É,¶,Ï,µ, ,,: Niji no Shizuku (Rainbow Drop)      /  
/                                     (My level: 40)                       \  
\=====/
```

Make sure you have found these three items:

,½,ç,æ,¤,Ï,ç,µ: Taiyou no Ishi (Sun Stone)  
,¹,ç,È,é,Û,à,è: Seinaru no Mamori (Sacred Talisman)  
, ,Û,©,à,Ï,Â,!: Amagumo no Tsue (Rain Staff)

If you do have these items, go to the shrine on the island south of  
Rimuldar, and enter the ,¹,ç,È,é,Ï,Û,±,ç: Seinaru no Hokora (Sacred Shrine).  
If you do not have all three of these items, you cannot get the Rainbow Drop.  
Go back and find them.

Before talking to the priest, search the ground below the cross on the  
left. Small Medal #101 is there. Talk to the priest, and if you have the  
three aforementioned items, he will give you the ,É,¶,Ï,µ, ,,: Niji no  
Shizuku (Rainbow Drop). Leave the shrine.

If you have played Dragon Quest/Dragon Warrior 1, you probably remember  
where to use the Rainbow Drop. If you haven't, all you have to do is warp to  
Rimuldar, then walk as far northwest as you can. You should hit a tiny  
strait with 1 square of water between the mainland and an island. Use the  
Rainbow Drop there to create a bridge that leads to f] [f},Ï,µ,ë: Zo-ma no  
Shiro (Zoma's Castle).

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/=====\  
\ (II-I)           Zoma's Castle-The Final Battle!                    /  
/                                     (My level: 40)                       \  
\-----/
```

```

/ My current stats/equipment: \
\-----/
/ Martial Artist (Level 35) \
\ Weapon: fhf%fsf`fNf`fE: Doragonkurou (Dragon Claw) /
/ Armor: ,D,©,è,ÌfhfCfX: Hikari no Doresu (Light Dress) \
\ Shield: ,Ó,¤,¶,ñ,Ì,½,Ä: Fuujin no Tate (Wind God Shield) /
/ Helmet: ,¬,ñ,Ì,©,Ý,©,´,è: Gin no Kamikazari (Silver Hair Ornament) \
\ Decoration: ,ç,Ì,¿,Ì,ä,Ñ,í: Inochi no Yubiwa (Life Ring) /
\-----\
\ Hero (Level 40) /
/ Weapon: ,Û,ì,¨,Ìfu`[f`f%: Honoo no Bu-meran (Flame Boomerang) \
\ Armor: ,â,ç,Î,Ì,æ,ë,ç: Yaiba no Yoroi (Blade Armor) /
/ Shield: ,ä,¤,µ,á,Ì,½,Ä: Yuusha no Tate (Hero Shield) \
\ Helmet: fOfE`[fgfwf<fE: Gure-toherumu (Great Helm) /
/ Decoration: fK`[f^`[fxf<fg: Ga-ta-beruto (Garter Belt) \
\ Backup Weapon: ,¨,¤,¶,á,Ì,¬,ñ: Ouja no Ken (King Sword) /
/ Backup Weapon 2: ,Í,â,Ô,³,Ì,¬,ñ: Hayabusa no Ken (Falcon Sword) \
\-----/
/ Sage 1 (Level 35) \
\ Weapon: fhf%fsf`fefCf<: Doragonteiru (Dragon Tail) /
/ Armor: ,Ý,¨,Ì,Í,²,ë,à: Mizu no Hagoromo (Water Angel's Cloth) \
\ Shield: ,Ý,©,ª,Ý,Ì,½,Ä: Mikagami no Tate (Silver Shield) /
/ Helmet: ,Ó,µ,¬,È,Û,¤,µ: Fushigi na Boushi (Mystery Hat) \
\ Decoration: ,Û,µ,Ó,é,¤,Ä,í: Hoshifuruudewa (Meteorite Armband) /
/ Backup Weapon: ,¨,³,È,¬,Ì,¬,ñ: Kusanagi no Ken (Grass Cutter Sword) \
\-----/
/ Sage 2 (Level 29) \
\ Weapon: fOfŠf`fKfE,ÌfE` : Guringamu no Muchi (Gringam Whip) /
/ Armor: ,Ý,¨,Ì,Í,²,ë,à: Mizu no Hagoromo (Water Angel's Cloth) \
\ Shield: ,Ý,©,ª,Ý,Ì,½,Ä: Mikagami no Tate (Silver Shield) /
/ Helmet: f~fXfŠf<fwf<fE: Misuriruherumu (Mithril Helm) \
\ Decoration: fK`[f^`[fxf<fg: Ga-ta-beruto (Garter Belt) /
/ Backup Weapon: f]f`frfLf%`[: Zonbikira- (Zombie Killer) \
\=====/

```

Enemies to look out for:

```

f}f`fgfS`[fA: Mantigore (Casts Magic Counter and Infermost)
fA`[fNf}`[fW: Archmage (Casts Revive and other annoying spells)
fof<f`fO: Balrog (Casts instant death spells at the party)
fgf`f<fLf`fO: Troll King (Casts the Limbo spell)
f\`[fhfCfh: Swordoid (Decent power, 2 turns per round, and casts Healmore)
fhf%fsf`f]f`fr: Dragon Zombie (High HP and annoying breath attacks)
fTf%f}f`f_`[: Salamander (High-powered breath attack)

```

1F-Head left, then go all the way up. Go right a little bit, then head down. Ignore the path going left. Turn right at the dead end, but walk past the door leading up to the throne room for now. Enter the lower-right room with a door. Search the center of the upper damage field area there to find Small Medal #102.

Go back to the door leading to the throne room that you skipped earlier, but heal up first. Once you've gone through the door, it locks itself shut. Not even the Final Key will unlock it. The statues will come alive and attack. Kill them, then walk straight up into the door, then go back down towards the lower door, and the second set of statues will come alive and attack. Heal if you need to. Beat them, walk up to the last pair of statues, and they will attack as well. After beating all three pairs of statues, the door to the throne room and the door that led to this room will open. If the statues do not attack, just walk up and down between them until they do. Walk up to the large throne. Search the spot below

the thrones (inbetween them) to find Small Medal #103. Search the ground (damage field) two steps behind the seat on the right throne to find a secret staircase going down.

B1-Go down the next set of stairs.

B2-Go up, and this is the floor with all the diamond-shaped squares that mess up your movement. How they work isn't too hard to figure out; you just need to remember which way the colors are facing.

If the black side is on the right, this is how movement works:

Hitting Up on the directional pad makes you go left.

Hitting Left on the directional pad makes you go down.

Hitting Down on the directional pad makes you go right.

Hitting Right on the directional pad makes you go up.

If the black side is on the left, this is how movement works:

Hitting Up on the directional pad makes you go right.

Hitting Left on the directional pad makes you go up.

Hitting Down on the directional pad makes you go left.

Hitting Right on the directional pad makes you go down.

Another way to solve the direction you will go is to turn the controller to whatever side the white side is on. If the white side is on the left, turn the controller 90 degrees to the left, and then hit 'up' (which is really right but is 'up' because you flipped the controller over) to go up, and so on.

If you fall into a pit, you'll land in the big room area of B3. The stairs to make your way back up are in the lower-right corner.

B2-Make your way to the northern end of the floor, and take the stairs going down.

B3-Go left, and then head down when you hit the wall. Take the left path, then go down. You'll find a treasure chest there, and in it is the , à, ë, í, ì, Ñ, é, -: Moroha no Tsurugi (Double-Edged Sword). This is a very strong sword for Soldiers, but it is cursed. The curse is tolerable; however much damage is inflicted by the wielder, he or she will receive about 25% of it back. After getting the sword, go north again. When the path splits up, go right then down. Take the lower path that heads to the right, and follow it all the way to the next set of stairs going down.

B4-Follow the path until you see aman fighting a monster. Its fIf<fefK: Orutega (Ortega)! He is battling fLf"fOfqfhf%: Kinguhidora (King Hydra), one of Zoma's henchfiends. Ortega fights valiantly, but alas, runs out of MP and is slain by the monster. The King Hydra escapes. Ortega cannot see nor hear, but knows someone is near him. He tells you that his name is Ortega of Aliahan, and if you ever go there in your travels, to tell his wife and child what has transpired here, and that he is sorry that he failed. Then, he is lifeless... Your father must be avenged! Continue following the outer left side of the floor, then turn right at the top-left corner. Halfway through the floor, a door leads south to a treasure room. Their contents are:

Far left: , ç, ç, º, Èf◆f\_f<: Chiisanamedaru (Small Medal) #104.

Second from left: , ç, Ì, ç, Ì, ç, µ: Inochi no Ishi (Life Stone).

Third from left: , º, ©, ç, ¶, ã, Ì, Í: Sekaiju no Ha (Leaf of the World Tree).

Third from right: , -, ñ, ¶, á, Ì, ç, µ: Kenja no Ishi (Sage Stone).

Second from right: , ç, Ì, è, Ì, ä, Ñ, í: Inori no Yubiwa (Prayer Ring).

Far right: f~f~fbfN: Mimikku (Mimic).



The Sage Stone is a very useful item. It has the same effect as the fxfzf}f%❖[: Behomara- (Healus) spell, which recovers around 80 HP to everyone in the party at the same time. Give it to any non-fighting character who has the highest Agility.

Alright, all that is left is B5, which is located in the bottom-right corner. The final battle lies therein. \*I\* myself leave Zoma's Castle after getting the Sage Stone, and save the game. Then, I re-enter and make my way down to the 5th basement floor to fight.

If you did leave (and save), make your way back to the door that lead to the treasure room on B4, and skip it to find the stairs going down.

If you didn't leave and save, then go take the stairs in the lower-right corner of the floor.

It is highly recommended that you do leave and save..especially if you have not saved in a while...

B5-Heal up to both maximum HP and maximum MP. Walk up, and Zoma will appear. He'll talk some smack, then fetch his top 3 henchmen on you. You'll have to fight them one by one, then you can fight Zoma. MAKE SURE that someone in the party has the ,Đ,©,è,Ì,½,Û: Hikari no Tama (Light Ball) in their possession. Zoma is insanely difficult (but possible at high levels) to beat without using the Light Ball on him first.

First up is the monster that killed your father, fLf"fOfqfhf%: Kinguhidora (King Hydra).

fLf"fOfqfhf%: Kinguhidora (King Hydra)

Max HP: 1,600

MP: 0

Experience: 12,200

Gold: 350

Attack Power: 280

Defense Power: 150

Agility: 50

Use the same strategies used against the Orochi to beat it. Casting f<fJfj: Rukani (Sap) successfully will remove all 150 Defense Power King Hydra has. Casting ftfo❖[fn: Fuba-ha (Barrier) along with fXfNf<fg: Sukuruto (Increase) is also recommended. Use fofCfLf<fg: Baikiruto (Bikill) on all fighting characters.

If you are using Bikill on anyone who is equipped with a Falcon Sword, ONLY the first attack will be powered up; the second attack will be a regular hit. Heal anyone who falls below 100 HP immediately.

After killing King Hydra, restore all HP and MP again. Walk to the left or right off the stairs, then up. At the second pair of braziers, you will attacked again, this time by fof%f,fXfuf❖fX: Baramosuburosu (Baramos Buros).

fof%f,fXfuf❖fX: Baramosuburosu (Baramos Buros)/Baramos Bomus

Max HP: 1,100

MP: 65,535 (probably infinite)

Experience: 13,500

Gold: 450

Attack Power: 210

Defense Power: 300

Agility: 72

Use a similar strategy that was used against the regular Baramos. Casting f<fJfj: Rukani (Sap) successfully will remove all 300 Defense Power

Baramos Bonus has. Casting `f{fn: Fuba-ha (Barrier)` is also recommended. Casting `f}fzfJf`f^: Mahokanta (Magic Counter)` is also a good idea.

Baramos Buros can attack up to 3 times per round, so having someone always use the `,̄,ñ,¶,á,ì,ç,μ: Kenja no Ishi (Sage Stone)` is highly advised. Use `fofCfLf<fg: Baikiruto (Bikill)` on all fighting characters.

Baramos Buros has a variety of moves similar to the regular Baramos. He can attack, cast `fCfIf%: Iora (Boom)`, breathe damaging fire at the party (80+ damage when unprotected by the Barrier spell), and cast `f{f%f}]{f}: Merazo-ma (Blazemost)`.

After a couple of really solid attacking rounds, Baramos Buros should die. Restore all HP and MP again before moving anywhere. When you are ready, walk up until you pass two more braziers, and you will be attacked by the `fof%f,fXf]f`fr: Baramosuzonbi (Baramos Zombie)`.

`fof%f,fXf]f`fr: Baramosuzonbi (Baramos Zombie)/Baramos Gonus`

Max HP: 3,000

MP: 0

Experience: 14,300

Gold: 115

Attack Power: 400

Defense Power: 0

Agility: 0

The Baramos Zombie is nothing but pure attacking power. It can attack once or twice per round, and will hit VERY hard (almost 200 damage).

Cast `fXfNf<fg: Sukuruto (Increase)` about 3 or 4 times at least, then Bikill on fighting characters. Baramos Zombie has no Defense Power, so don't waste your time casting `f<fJfj: Rukani (Sap)` on it.

If a character still has the `,â,ç,î,ì,æ,è,ç: Yaiba no Yoroi (Blade Armor)` still equipped, every time the Baramos Zombie hits him or her it will receive a nice bit of damage right back.

After killing Baramos Zombie, heal up to maximum HP and MP again, and double check to see if someone has the `,Đ,©,è,ì,½,Û: Hikari no Tama (Light Ball)` in their inventory. You will want to use it right away when you are up against `f]{f}: Zo-ma (Zoma)`.

--Boss Fight! `f]{f}: Zo-ma (Zoma)`--

`f]{f}: Zo-ma (Zoma)`

Max HP: 4,500 (Grey) / 4,700 (Orange)

MP: 65,535 (probably infinite) (Grey and Orange)

Experience: 0

Gold: 0

Attack Power: 500 (Grey) / 360 (Orange)

Defense Power: 350 (Grey) / 200 (Orange)

Agility: 255 (Grey) / 80 (Orange)

This is it, the final battle. As shown above, the grey version of Zoma (before using the Light Ball) is much stronger than the weakened (orange) version.

Zoma can attack 2 times per round, and uses a couple of attacks. First, he can simply attack (about 150 damage), breathe icy breath at the party (100+ without Barrier), cast Snowstorm (about 60+ damage), and lastly he can do an attack with blinding light. What this does is negate all status spells cast on both you and him.

If you used `f<fJfj: Rukani (Sap)` against him and took away his 200

Defense Power, he now has it again. Any castings of these spells are then void and will have to be recast (only to yet again be cast again whenever he uses the action):

fsfIfŠf€: Piorimu (Speedup)  
fofCfLf<fg: Baikiruto (Bikill)  
ftfo◆[fn: Fuba-ha (Barrier)  
fXfJf%: Sukara (Upper)  
fXfNf<fg: Sukuruto (Increase)  
f<fJfj: Rukani (Sap)  
f<fJfif": Rukanan (Defense)

To start things off, use the ,Đ,©,è,Ì,½,Û: Hikari no Tama (Light Ball). His powers of darkness will be weakened, and his cape will turn from grey to orange. If you can afford it, cast ftfo◆[fn: Fuba-ha (Barrier) and f<fJfj: Rukani (Sap), and recast them every time he does his blinding light attack.

Other than that, fight, use the ,¯,ñ,ŕ,á,Ì,¢,µ: Kenja no Ishi (Sage Stone) constantly, and if you can, healing spells cast at Zoma hurt him. A fxfzf}: Behoma (Healall) cast his way will damage him for over 75 HP of damage. Use it if you can on him if your Priest or Sage can afford to. fMfKffCf": Gigadein (Lightning) does around 200 damage, but you might want to save MP in case you need to cast fxfzf}fYf": Behomazun (Heal Us All), which costs a steep 62 MP to use.

Keep your HP up, revive any dead party members as soon as you can, and keep plugging at him, and you can beat him.

Did you win? Hopefully so! After beating Zoma, he'll tell you that even though he is going to die, he sees even more evil in the future; a future that you will not live to see. Once he dies, the castle will begin to crumble. Walk down, and a giant pit will appear, taking you down with it.

You'll land at the bottom floor of the Devil's Nail Mark. Walk your way out (don't worry, there are no more monsters) to the surface.

Once out, there will be the sound of something closing; it is the hole leading up to the regular world. You are now stuck in Alefgard.

On the bright side, literally, the sun rises in the land. With Zoma defeated, the eternal darkness cast by him has ceased, and day arrives in Alefgard.

Walk to the different towns to hear their stories of thanks, then go to Ladutorm. If you talk to Kandata, he will bow down to you. He figures that since you defeated Zoma, you are the Hero of Alefgardian legend, and he (Kandata) had no chance to defeat you so long ago. Go to the castle.

Go around the edge of the castle, to that man that talked about receiving the '¾-z,ì◆î: Taiyou no Ishi (Sun Stone) on the day the sun rose in Alefgard. He will be in shock that it was you that defeated Zoma, and have the Sun Stone in your permission. He asks if he can look after them for safekeeping. Tell him ,í,¢: Hai (Yes), and he will keep them in case future generations need its power...

Now head to the king's room. Talk to the king. He will congratulate you, and give the Hero the country's highest honor; he/she is now deemed f◆fg: Roto (Loto). The legend of f◆fg: Roto (Erdrick in the US version of Dragon Warrior 1-3 for the NES) has now been told, and will be told for years to come.

For a laugh, cast the rather useless f€f€fIf<: Remuoru (Invisible) spell before talking to the King. Doing so in both this and the regular NES version makes it so the party is invisible during the 'meet the townspeople' sequences. It was funnier in the NES version, though.

The legend of Loto will be passed on for generations...the items known as the Sacred Talisman, King Sword, and Light Armor will live on as the Loto Amulet, Loto Sword, and Loto Armor.

,»µ,Ä ``à,ª ,í,Œ,Û,Á,½BBI  
soshite densetsuga hajimatta...!  
And the legend began...!

Watch the entire ending, until you see the screen with the bird-like Loto symbol and the words 'TO BE CONTINUED TO DRAGON QUEST I-II'. Hit reset on the system. Go to ,Ú,ª,¬,ñ,ð,·,é: Bouken wo Suru (Continue Adventure).

My save file that I just beat the game looked like this:

```
3:fXfJfEfgBf fg Lv40 fAfŠfAfnf`
```

See that Bf fg? That means the game has been beaten. Play off of that file. Why play it if the game was just beaten? The main boss might have been destroyed, but the game is not over yet. There is now a new dungeon that has been opened by beating Zoma. But where?

If you remember talking to an elf in the Dragon Queen's Castle, she said that the stain-glass window at the northern end of the castle was a gateway to a world in the sky, but only true heroes can enter it. Well, if you've beaten Zoma, you've made the cut. Warp to fJfU [fu: Kaza-bu (Kazab), then fly east to the Dragon Queen's Castle and enter it.

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/=====\  
\ (II-J)                Beyond the Darkness                \  
\                        (My level: 40)                    \  
\                                                                \  
\ Quick Summary:                                           \  
\                                                                \  
\ 1-Enter the Dragon Queen's Castle and warp to the sky world via the \  
\ stain glass window.                                       \  
\ 2-Fight your way through the Sky World Cave.              \  
\ 3-Reach Zenith Castle.                                     \  
\ 4-Solve the Lute Player's riddles to find some helpful items. \  
\ 5-Fight your way to the top of the Sky World Tower.       \  
\ 6-Battle the God Dragon, and get a wish granted.          \  
\ 7-Mess around until you're finally done with the game.    \  
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This entire section is totally optional; it is just a reward for beating the regular game. This section is pretty tough; as the new monsters found here are extremely strong. \*Any\* fight could be your last if you are not careful. Proceed with caution.

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Enemies to look out for:

- fLf% [fNf%fu: Killer Crab (Low HP, but very high defense and attack. Can also put the party to sleep and casts both Increase and Upper to make physical attacks all but useless)
- f\_ [fNfgf f: Dark Troll (Very high HP, very high attack power, and can even cast Bikill for more attack power)
- fffrf<fEfBfU [fh: Devil Wizard (Decent HP, but casts Revive, Bikill, Defense, Explodet, Stopspell, Healall, and has high attack power for a magic user)
- ff [f, f"f\ [fh: Demon Sword (High attack power, can go twice per round, and can paralyze the party with its breath)
- f^f<fLf f%: Metal Chimera (High defense; can evade physical attacks often, and can breathe very damaging breath attacks)
- fof%f, fXfGfrf<: Baramos Evil (High HP, can go 2x per round, uses breath, Boom, and Blazemost. Very dangerous when found in pairs)

This entire dungeon is made up of various floors of previous dungeons, and other areas. In most floors, you start at the stairs that you would go to in order to advance through the dungeon the floor was originally in.

- B1-This floor is exactly the same as the Necrogond Cave 1F. From the start, go north, then take a left when you can. Open the chest there to find a lowly f~f~fbfN: Mimikku (Mimic). Kill it, then head right, then down. At the four-way intersection, go up and you will see another treasure chest. Open it and take the , ç, ©, Ç, Ì, ½, È: Chikara no Tane (Power Seed) inside. Follow the passage east, then north (skip the path to the right), then go all the way to the left until you find another chest. In this chest is a , ¢, ´, È, Ý, Ì, Â, |: Sazanami no Tsue (Staff of Reflection). While a weak attacking weapon, it does cast f}fzfJf"f^: Mahokanta (Bounce) when used as an item in battle. Only magic users can use it in battle, however. After getting the Staff of Reflection, go east, then take the north/east passage. When the path divides, go east again and take the stairs going down.
- B2-This floor is taken from the Necrogond Cave as well. It is just like 4F, but now you have to make your way from the top-right around to the top left. Start by going all the way down to the lower-right corner, then turn left. Go up, then left across the bridge. Make your way up, turn left at the T-intersection, and go over until you see a bridge. Travel across it, then walk up to the next set of stairs.
- B3-This floor is the same as the Orochi Cave B1. You start in the same place that you started in the original dungeon. Watch out, you can fight the King Hydra on this floor as a regular enemy. Go left, then go south/west at the intersection. When the path divides into two southern paths, take the one on the left. When you can go up, do so, then head right and open the treasure chest. It holds another fKfCfA, Ì, Â, é, -: Gaia no Tsurugi (Gaia Sword). Walk over to the left and take the next staircase that goes down.
- B4-This floor is the same as 2F from the Pyramid. Go to the right, then all the way up and take the stairs that lead down.
- B5-Search the ground below the cross to find a , Ó, µ, -, È, «, Ì, Ý: Fushigi na Kinomi (Mystery Nut). Go back to B4.
- B4-Walk down and take the first left all the way. If you go down from there, you'll see a treasure chest with Small Medal #105. From the chest, go all the way up then go right, to the stairs going down.
- B5-Now you are back to B2 of the Lake Depths. Thankfully, the healing square still works. Try not to get fought by too many King Hydras along the way, though. The heal square restores both HP and MP to their maximum any

number of times. Fight around this area for a bit if you had a lot of trouble getting here. After healing at the heal square, go left, then all the way up. Take a left at the T-intersection, then open the chest. Inside is a ,È,°,«,Ì,½,Ä: Nageki no Tate (Grief Shield). Throw it away, or stick it in the Item Bag. The shield has a nasty curse; you don't want to equip it. Walk over to the right, passing the way you came, into another room with a chest. Open it and take Small Medal #106. Go left, then down, and take a left in the large area to find the next set of stairs going down.

B6-This is yet another floor taken from the Necrogond Cave. This time it is the entrance floor, B1. Search the ground below the 4th statue on top from the right to find a ,¿,©,ç,Ì,½,È: Chikara no Tane (Power Seed). Search between the 5th and 6th statue from the right on the bottom row to find an ,ç,Ì,¿,Ì,«,Ì,Ý: Inochi no Kinomi (Life Nut). Go up the stairs at the end of the passage.

B5-A nice change of pace, this floor is the jail in Samanosa. There are no monsters to fight here. Go up, then enter the cell with a skeleton. Search the upper-right corner of the cell, and you'll find a ,²,¤,¯,Â,Ì,Ð,¯,Â: Gouketsu no Hiketsu (Heroic Secret). Search the pot in the cell to the left to find Small Medal #107. If you talk to the Slime in another cell, it is asking if you're 'next'. Answer with whatever you like, then take the stairs going up in the top-left corner.

B4-Now you see what the Slime was talking about; you're in the Fight Contest! Search the ground about 5 steps to the left and 1/2 a step down from the stairs on the right to find a ,·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket). If you talk to the monster, it will attack you. The monster is usually a fof%f,fXfGfrf<: Baramosuebiru (Baramos Evil), but can also be other monsters such as Dark Trolls, If you avoid it, the monster will harass you, but you don't have to fight it. Kill the monster then go down the stairs behind it, or just avoid it and go to the stairs.

B5-Go down the stairs.

B6-Finally, you have reached f[fjfx,Ì,µ,ë: Zenisu no Shiro (Zenith Castle). Talk to the King if you want, but he cannot save your game. Luckily, once you have reached this point, you can now warp to here. It is at the top of page 4 of the f<◆[f%: Ru-ra (Return) menu. Jumping off the edge at the left will take you back by the Dragon Queen's Castle. Going down the stairs straight down from the King will take you to the Sky World Tower. Before going there, talk to the minstrel to the right of the King.

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\  
 (II-J2)                    The Minstrel of Zenith Castle's Riddles                    /  
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Talk to the minstrel, and he will say you undoubtedly are strong for making it to this point, but how strong is your mind? He will then give you a clue of an item's location. Listen to the clue, find the item, then return back to him with it. After three riddles, he will be done. The items the party finds are well worth it, so take a break for a couple of minutes. Here is what to do to solve the riddles, step by step.

1-Talk to the minstrel. He will mention a 'ruined town' and 'under a cross'.

- 2-Warp to Isis, then fly to Tedon. Make sure it is daytime when you enter the town. If it is not daytime, simply visit the Inn in town at night.
- 3-At Tedon, search the big cross in the Church. You'll find the  
,Ü,Ŧ,ã,¤,Ï,Â,ß: Majuu no Tsume (Beast Claw). Warp back to Zenith Castle and talk to the minstrel again.
- 4-The minstrel will be impressed by your finding the Beast Claw, but he poses a slightly tougher riddle this time. He mentions a world shrouded in darkness, a town enclosed by mountains, and a flower bed.
- 5-Warp to f◊f◊fLfh: Merukido (Merkido). Walk straight down, and you'll hit the wall at the covered-up building. Enter that building from the top-right. In the very top right corner there is a flower, a bush to the right of the flower, then another flower below the bush. Search the flower under the bush to dig up a ,â,Ý,Ï,±,ë,à: Yami no Koromo (Dark Robe).
- 6-Warp back to Zenith Castle and speak with the minstrel again. He'll be very surprised you found the Dark Garment. Then he poses his final riddle: an out of the way village; a stargazer who does not know what lies at his very feet.
- 7-The third riddle was the easiest for me to figure out; it is Luzami. Warp to Aliahan and fly southeast, or warp to Samanosa and fly due south until you see Luzami.
- 8-In Luzami, go to the right and enter the house with the huge telescope. Go up the stairs, then search the ground 1 step to the right of the star-gazing man. You'll find a second ,¬,ñ,Ŧ,á,Ï,¢,µ: Kenja no Ishi (Sage Stone). Very, very nice. Warp back to Zenith Castle.
- 9-Talk to him again and he'll congratulate you on solving all 3 of his riddles. He will then say there are 110 Small Medals in all the world, 5 are found on the first 4 Dice Game boards, how many you have found on the Dice Game boards, how many Medals you have found in total, then wishes you luck on finding the remaining ones. Note that nothing happens if you find all 110.

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/=====\
\ (II-J3)          "V,Ï,Æ,¤: Ten no Tou (Sky Tower)          /
/                                     (My level: 41)          \
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- Enemies to look out for:
- ,Ä,ñ,Ï,à,ñ,Ï,ñ: Heaven's Gate Watcher (Extremely high HP and attack power.  
Has a high chance of doing critical hits as well)
  - ,Ü,¤,¨,¤: Phoenix (Decent strength, but casts Healus on other enemies and  
can send allies away with the Limbo spell)
  - fffrf◊fEfBfU◊[fh: Devil Wizard (Decent HP, but casts Revive, Bikill,  
Defense, Explodet, Stopspell, Healall, and has high attack  
power for a magic user)
  - f◊[fNfgf◊f◊f◊: Dark Troll (Very high HP, very high attack power, and can  
even cast Bikill for more attack power)
  - ff◊[f,f"f◊[fh: Demon Sword (High attack power, can go twice per round, and  
can paralyze the party with its breath)
  - f◊f^f◊fLf◊f%: Metal Chimera (High defense; can evade physical attacks often,  
and can breathe very damaging breath attacks)
  - f◊f%◊f,XfGfrf◊: Baramos Evil (High HP, can go 2x per round, uses breath,

Alright, this is the final dungeon area in the game to be opened. Be very careful not to fall off, and watch out for any and all monsters in here.

At the very top of the tower lies the God Dragon, who can grant you a wish, determined by the God Dragon itself. This area is a true test of your fighting skills.

From Zenith Castle, take the stairs going down at the bottom part of the floor. In the room from Reeve with the big pot, search the pot on the right to find Small Medal #108. The pot on the left has a ,É,°,É,°fŠf"fO: Nigenigeringu (Flee Ring).

If you search the big pot, you can drink the bubbling brew inside. The old man in the room says it helps protect against the God Dragon, but who knows if it does or not. When you are ready, exit the room via the door at the bottom of the screen. Now you are at the Sky World Tower.

1F-Go up the ladder to your left, then go to the left and enter the doorway. The chest on the left contains Small Medal #109, and the one on the right has a f<fr♦[,Ï,¤,Å,í: Rubi- no Udewa (Ruby Armlet). Walk back out the doorway, then go to the right and enter the doorway over there. After entering the doorway on the right, go up, then left. Take the stairs going up.

2F-Go left, then follow the tightrope to the door at the bottom. Head right, then go up the ladder on the right, and through the door. After going through the door, take the down/left path to a treasure chest. Inside it is Small Medal #110. After getting that, go up the stairwell, then take a left, then skip the stairwell going up. Take the stairwell on the left going down instead. Go up the next stairwell, which leads to another treasure chest. Inside is a ,µ, ,í,¹,Ï,,Å: Shiawase no Kutsu (Happiness Shoes). Head back down, then go left and then exit via the doorway to the south. The chest outside the doorway holds the strongest weapon in the game. The ,Í,©,¢,Ï,Ä,Á,«,ã,¤: Hakai no Tekkyu (Iron Ball of Destruction) is a Boomerang-type weapon that hits all enemies. The following classes can equip it: Hero, Soldier, Martial Artist, Sage, and Thief. Giving the weapon to a Martial Artist at this point of the game makes them an even stronger ally than having just a claw, but remember that characters equipped with a multi-hitting weapon or an all-hitting weapon will never do a critical hit while those weapons are equipped. When fighting single, strong foes, unequip the weapon and use a regular one-enemy hitting weapon. Go back through the doorway, then head up the stairwell. Follow the passage to get to the next set of stairs.

3F-Walk around to the bottom part of the grassy room to find the next set of stairs going up.

4F-Here it is, the top of the tower. Restore all HP and MP, then go up the multiple stairwells to meet with ,µ,ñ,è,ã,¤: Shinryuu (God Dragon).

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/=====\  
/ (II-J4) ,µ,ñ,è,ã,¤: Shinryuu (God Dragon) \  
/

Here he is, the head honcho monster in the game. You do not have to



fight him; what you get for beating him is just bonus stuff. Walk up to the dragon, and he'll ask if you want to fight. Answer with ,í,¢: Hai (yes) if you are ready.

The God Dragon has a similar attack repertoire as Zoma, except he has a couple more sneaky tricks. Here is what the God Dragon can do to the party (note that it can go up to 2x per round):

Attack: Does about 100+ damage to one character

Casts fCfIfifYf": Ionazun (Explodet)

Stare: Almost always puts one character to sleep. Wake them up with the

fUf◆fn: Zameha (Awaken) spell or attack them

Blinding Light: Same effect as Zoma's Blinding Light; all status-affecting spells are nulled and must be recast

Smashes the party with its body: This one hurts a lot; it can do 150+ to all party members at once

Light Breath: Does about 75+ damage to all party members

Intense Breath: Does around 125+ damage to all party members

Chews on <name>: Does around 150+ damage to one character

Shinryuu sounds pretty painful, but it can be beaten. If you keep fighting characters fighting and have one character using one of the two Sage Stones every round, you should hopefully stay pretty alive. All Sages/Magicians in the party should cast f◆f%]◆[f}: Merazo-ma (Blazemost) as often as they can; it hurts the God Dragon for over 150 damage each time. Try to have the fUfIfŠfN: Zaoriku (Revive) spell for all Sages as well; you cannot afford to waste multiple turns trying to revive a dead party member by using the fUfIf%f<: Zaoraru (Vivify) and have it fail.

The God Dragon has 7,300 HP max, and in order for it to grant you a wish, you must defeat it within 35 rounds.

When you defeat it, you are offered three wishes. They are:

, ,½,¢,µ,¢ , ,²,ë,,ª ,µ,½,¢: Atarashii Sugorokuga Shitai

This wish, if chosen, will open up Dice Game #5, which is found in the well at fWfpf"fO: Jipangu (Jipang). It is humongous; with 70 rolls per play.

You can buy such things as Life Stones, Light Dress, and Dice Game Tickets in the two shops, as well as find some great items on the floors, such as more ,í,©,¢,ì,Ä,Á,«,ã,ª: Hakai no Tekkyuu (Iron Ball of Destruction).

If you complete the goal, you can find a Mystery Bolero. That armor makes it so all spells take 1/2 the MP to cast, but the armor's Defense Power is so poor, it is not worth equipping, in my opinion. The real Himiko is there as well, which I thought was funny.

,¿,¿fIf<fefK,ð ,¢,«,©,!,µ,½,¢: ChichiOrutegawo Ikikaeshitai

This wish, if chosen, will bring the Hero's father, Ortega, back to life. He will be residing in the Hero's house. The Hero's mom, of course is ecstatic, as are the townspeople. Ortega, after being killed by the King Hydra, has decided to quit adventuring (seeing as how you are stronger than him as well). He will not join the party; this wish is just to have a more happier ending.

fGfbf`,È ,Û,ñ,ª ,æ,Ý,½,¢: Ecchina Honga Yomitai

This wish, if chosen, will give the party an fGfbf`,È,Û,ñ: Ecchi na Hon (Pornography Book). If read, the character will have their default personality be the overall best one for levelling up. Males will have their

personality changed to ,B,Á,Â,èfXfPfx: Muttsurisukebe (Sullen), while female characters that read it will have their personality change to fZfNfV[fMfff<: Sekushi-gyaru (Sexy Gal).

More than one wish can be granted, but there is a catch. After getting one wish granted, make your way up to the God Dragon again. It will grant you another wish, but you must now win within 25 turns.

After the second wish, any more wishes require beating the God Dragon within 15 rounds, which can be extremely tough. Wish wisely.

After getting whatever wishes you want granted, and fiddling around with Dice Game #5 or whatever, there's really not anything else to do with the game except trying to beat it with a different party, or fewer party members.

For those interested in Dice Game #5, here you go.

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After choosing the first wish, the 5th and final Dice Game is opened. Warp to fWfpf`fO: Jipangu (Jipang) and go down the well.

Before entering the cave, walk down 3 steps from the base of the rope, and 1 step to the right. Search here to find another ,Û,µ,Ó,é,¤,Å,í: Hoshifuruudewa (Meteorite Armband). Now enter.

Before starting the game on the second floor, walk past the START square and go up the staircase.

On this top floor, walk to the northern end and speak to the woman, who ends up being the real fqf~fR: Himiko. Search the ground on the inside of the flower rings diagonal from her. The lower-left one hides an ,ç,ì,ç,ì,ä,Ñ,í: Inochi no Yubiwa (Life Ring), and the lower-right one has a ,µ,Å,Ö,¤,ìfof`f\_fi: Shippuu no Bandana (Gale Bandana).

Now make your way back to the START square and play.

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/=====\  
\ (II-J5)           , . , ^ , ë , : Sugoroku/Dice Game #5           /  
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You are given 70(!) rolls for this four-floor board. It is pretty uniform that the color red is positive, and blue is negative for effects on the Dice Game board.

Hit the A Button, and a new menu list appears.

fTfCfRf[f, ð, Ó, é: Saikoro wo Furo (Roll Die).  
f}fbfv, ð, Ý, é: Mappu wo Miru (Look at Map) Hit the B or A Button to return.  
, Å, æ, ¸, ð, Ý, é: Tsuyosa wo Miru (Look at Stats).  
, â, ß, é: Yameru (Stop) End the game.

There are several different squares to land on, and this is what they do:

START: Starting location; nothing happens on this square.

Sign with a direction arrow: Can only go in that direction.

Grass: Low chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.

Directional Arrow (Red) + (number): Move in the direction of the arrow forward X number of spaces.

Directional Arrow (Blue) - (number): Move in the direction of the arrow backward X number of spaces.

Forest: Medium chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.

Treasure Chest: Usually contains a good item (the items in chests, dressers, and pots are always the same, and can only be received once).

Die (Red) + (number): gain X amount of rolls.

Die (Blue) - (number): lose X amount of rolls.

House with a Wing: The Dice Game Shop. Usually has items that aren't sold anywhere else, or not for a long time in the regular game.

Pot: Usually contains a decent item.

Coins (Red) + (number): gain X amount of Gold.

Coins (Blue) - (number): lose X amount of Gold.

?: Chance. Various effects, such as gain/lose experience or gold, get warped, get attacked by monsters, and the occasional pitfall.

Mountain: high chance of a random fight; if there is no fight, you can search the ground for items and money, a battle, and the occasional pit.

Grey door: Pitfall. Usually ends the game. Avoid.

Dresser: Usually contains a decent item.

Slime: Instant battle.

Flashing Swamp: HP damage (about 25% of maximum).

Star in a Circle: Restore all HP and MP.

Skull wearing a Magician Hat: MP damage (about 25% of maximum).

Skull wearing a Magician Hat with an explosion: MP reduced to 0.

GOAL: End of the board, but this square MUST be landed on. If you are 2 steps away and roll a 3, you will land 1 step away and have to roll again.

!: Changes stats, depending on what numbers are rolled.  
 Stats CAN be reduced, so look out.  
 If the first roll is a:  
 1-, じ, ◎, ち: Chikara (Power) is affected.  
 2-, ., っ, あ, ³: Subayasa (Agility) is affected.  
 3-, ½, ち, è, あ, : Tairyoku (Vitality) is affected.  
 4-, ◎, μ, ±, ³: Kashikosa (Intelligence) is affected.  
 5-, ㊦, ñ, Ì, æ, ³: Un no Yosa (Luck) is affected.  
 6-HP is affected.  
 Whatever the second roll is, that is the number of points to be changed.  
 If the third roll is:  
 4-6: the number of points to the stat are added.  
 1-3: the number of points to the stat are subtracted.

INN: Stay at the Inn on the board, but it is more expensive than Inns in towns.

Blue and white swirl: Teleport. Teleport to another warp spot on the board.

U-Turn Arrow: You are sent back to the Start square. Avoid.

If you find a Medical Herb, you will asked if you want to use it now or not. Simply say yes or no.

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\ Points of interest, 1F:                               /
/                                                       \
\ Pot 5 squares away from the 'START' square: , ち, Ì, じ, Ì, «, Ì, Ý: Inochi no /
/                                                       \
\                                                       /
/ Pot on right side of board: , Ó, ±, ㊦, Ì, ◎, Ô, ㊦: Fukou no Kabuto (Sorrow \

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\                                     Helmet) /
/
\ Pot after the ! square: ,ç,µ,ì,©,Â,ç: Ishi no Katsura (Stone Wig) /
/
\ Pot on left side of board: ,ç,©,ç,ì,½,Ë: Chikara no Tane (Power Seed) /
/
\ Dresser 7 squares from 'START' square: ,Ó,µ,¬,È,«,ì,Ý: Fushigi na Kinomi /
/                                     (Mystery Nut) \
\
/ Dresser on right side of board: fVf<fNfnfbfg: Shirukuhatto (Silk Hat) \
\
/ Dresser 2 squares after thrid teleport: f<◆[fYf\fbfNfX: Ru-zusokkusu \
\                                     (Loose Socks) /
/
\ Dresser near 2F staircases: ,¨,µ,á,Ô,è: Oshaburi (Pacifier) /
/
\ Chest square: ,Û,¶,ñ,ìfIfm: Majin no Ono (Devil Axe) /
/
-----/
/
\ Items found through searching: /
/
\ ,Ö,ñ,°,ì,Â,!: Henge no Tsue (Change Staff) /
/ ,ì,©,ç,ì,Ä,Ä,«,ã,µ: Hakai no Tekkyuu (Iron Ball of Destruction) \
\ fhf%fSf`f◆◆[fu: Doragonro-bu (Dragon Robe) /
/-----\
\
/ Items found in '?' block treasure chests: \
\
/ fXf^f~fi,ì,½,Ë: Sutamina no Tane (Stamina Seed) \
\ ,µ,ì,Ñ,ì,Ó,: Shinobi no Fuku (Shinobi Clothes) /
/ ,ç,©,ç,ì,½,Ë: Chikara no Tane (Power Seed) \
\ ,Ó,µ,¬,È,«,ì,Ý: Fushigi na Kinomi (Mystery Nut) /
/ ,ç,ì,ç,ì,«,ì,Ý: Inochi no Kinomi (Life Nut) \
\ ,·,ì,ã,³,ì,½,Ë: Subayasa no Tane (Agility Seed) /
/ ,©,µ,±,³,ì,½,Ë: Kashikosa no Tane (Intelligence Seed) \
\ fhf%fSf`f◆◆[fu: Doragonro-bu (Dragon Robe) /
/ f%fbfN,ì,½,Ë: Rakku no Tane (Luck Seed) \
\ fhf%fSf`fNf◆fE: Doragonkurou (Dragon Claw) /
/ ,ì,©,ç,ì,Ä,Ä,«,ã,µ: Hakai no Tekkyuu (Iron Ball of Destruction) \
\=====
/ Points of interest, 2F: \
\
/ Pot three squares from 1F stairs: ,ç,ì,è,ì,ä,Ñ,í: Inori no Yubiwa (Prayer \
\                                     Ring) /
/
\ Pot on right side of board: ,¬,ñ,ìf◆fUfŠfI: Gin no Rozario (Silver Rosary)/
/
\ Pot diagonal from Travel Gate: ,ç,©,ç,ì,½,Ë: Chikara no Tane (Power Seed) /
/
\ Pot in lower-left part of board: f%fbfN,ì,½,Ë: Rakku no Tane (Luck Seed) /
/
\ Dresser six squares from 1F stairs: f,fqfJf",ìfP: Mohikan no Ke (Mohican /
\                                     Hair) \
\
/ Dresser in 'loop' by Travel Gate: fpf◆◆[fxf<fg: Pawa-beruto (Power Belt) \
\
/ Dresser at bottom part of board: f<◆[fYf\fbfNfX: Ru-zusokkusu (Loose \
\                                     Socks) /
/

```

```

\ Chest between the two Travel Gates: ,Ö,ñ,°,Ì,Â,|: Henge no Tsue (Change /
/                                                                    Staff) \
\                                                                    /
/ Chest at backwards "L" section: fhf%fSf`fNf◆fE: Duragonkurou (Dragon Claw)\
\=====\/
/ Points of interest, 3F:                                                                    \
\                                                                    /
/ Pot on left side of board: ,ç,ì,è,ì,ä,Ñ,í: Inori no Yubiwa (Prayer Ring) \
\                                                                    /
/ Pot near bottom of board: ,©,μ,±,³,ì,½,Ë: Kashikosa no Tane (Intelligence \
\                                                                    Seed) /
/ Pot on right side of board: fXf^f~fi,ì,½,Ë: Sutamina no Tane (Stamina \
\                                                                    Seed) /
\ Dresser on top right part of board: f<fr◆[,ì,¤,Â,í: Rubi- no Udewa (Ruby /
/                                                                    Armlet) \
\                                                                    /
/ Dresser near center of board: , ,Ô,È,ç,Ý,.,-: Abunaimizugi (Risky \
\                                                                    Swimsuit) /
\ Dresser on top left part of board: ,Í,â,Ä,ìfŠf`fO: Hayate no Ringu (Quick /
/                                                                    Ring) \
\                                                                    /
/ Chest on left side of board: ,μ,ì,Ñ,ì,Ó,: Shinobi no Fuku (Shinobi \
\                                                                    Clothes) /
\ Chest at top right corner: ,ç,ç,¶,ñ,ì,-,ñ: Raijin no Ken (Thunder God /
/                                                                    Sword) \
\                                                                    /
/ Chest in bottom left of board: ,Í,©,ç,ì,Â,é,-: Hakai no Tsurugi \
\                                                                    (Destruction Sword) /
\                                                                    /
\ Chest at bottom of board: ,Ó,¤,¶,ñ,ì,½,Ä: Fuujin no Tate (Wind God Shield)/
/-----\
\                                                                    /
/ Shop                                                                    \
\                                                                    /
/ ,Ð,©,è,ìfhfçfX: Hikari no Doresu (Light Dress)                $19,000 \
\ ,¨,¤,²,ñ,ìfefBfAf%: Ougon no Tiara (Gold Tiara)                $5,000 /
/ ,·,²,è,,-,ñ: Sugorokuken (Dice Game Ticket)                    $50 \
\=====\/
/ Points of Interest, 4F                                                                    \
\                                                                    /
/ Pot six squares from GOAL: ,Û,μ,Ó,é,¤,Â,í: Hoshifuruudewa (Meteorite \
\                                                                    Armband) /
/ Pot one square from Travel Gate: ,ç,©,ç,ì,½,Ë: Chikara no Tane (Power \
\                                                                    Seed) /
\ Dresser one square from Travel Gate: ,È,°,«,ì,½,Ä: Nageki no Tate (Grief /
/                                                                    Shield) \
\-----\
/                                                                    \
\ Shop                                                                    /
\                                                                    /
\ ,ç,ì,è,ì,ä,Ñ,í: Inori no Yubiwa (Prayer Ring)                $2,500 /
/ ,ç,ì,ç,ì,ç,μ: Inochi no Ishi (Life Stone)                      $800 \
\ ,²,¤,-,Â,ì,Ð,-,Â: Gouketsu no Hiketsu (Heroic Secret)        $200 /
/=====\

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Reach the GOAL, and inside the chest is the ,Ó,μ,-,Èf{fçf◆: Fushigi na

Borero (Mystery Bolero) and the ,β,ª,Ý,Ì,ä,Ñ,í: Megami no Yubiwa (Goddess Ring).

The Mystery Bolero is rather weak armor, but MP cost is reduced by 50 percent in and out of battle. The Goddess Ring increases Intelligence by 33, and also restores 1MP for every 4 steps.

With Dice Game #5 done (if you played through it), Ortega revived, and whatever else, you are now completely done with the game. There's nothing much to do after, unless you decide to challenge yourself with other parties.

I myself have beaten the game with just the Hero, and just the Hero and a Thief/Sage on several occasions. Try it sometime, it is really fun.

I hope you enjoyed my guide (it is a bit longer than I was expecting), and get more fun out of it after knowing what a bunch of stuff means.

Thank you for reading my guide and playing this game. I hope you are glad that you did.

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/=====\  
\ (III)                Section III: Appendix                /  
/=====\  

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The Appendix section contains:

Return List-The final list of towns in the f<◆[f%: Ru-ra (Return) spell menu.

Monster List-All pertinent information on monsters.

Magic List-All of the magic spells learned in the game, their MP cost, what they do, and when they are learned.

Weapons List-All of the weapons in the game (to my knowledge), their cost, selling value, attack power, special battle uses, and who can equip them.

Armor List-All of the armor in the game (to my knowledge), their cost, selling value, defense power, special abilities, and who can equip them.

Shields List-All of the shields in the game (to my knowledge), their cost, selling value, defense power, special abilities, and who can equip them.

Helmets List-All of the helmets in the game (to my knowledge), their cost, selling value, defense power, special abilities, and who can equip them.

Decorations List-All of the decorations in the game (to my knowledge), their cost, selling value, stat increases, personality changes, and who can equip them.

Items List-All of the usable items in the game, their cost, selling value, and what they do.

Event Items List-All of the special 'game advancing' items, where they are found, and what they are used for.

Personality Books List-All of the books in the game (to my knowledge), where they are found, their selling value, and personality changes.

Town Shops List-All of the info on towns; cost of the Inn, if it has a Church, Fight Ring, and shop info.

Small Medal List-The location of the 110 Small Medals in the game, the number of medals needed to get a prize, and what the prizes are.

Fight Contest Results-Hopefully a completed list of all the fights you can wager on, as well as the winners through 50 battles of each.

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/=====\  
\ (III-A)                f<[f%: Ru-ra (Return) List                /  
/=====\  

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This is the final order of towns listed that can be warped to via the f<[f%: Ru-ra (Return) spell or by using a fLf[f%, Ì, Â, Î, <sup>3</sup>: Kimera no Tsubasa (Chimera Wing).

```
/=====\  
\ Page 1                /  
/ fAfŠfAfnf` : Ariahan (Aliahan)                \  
\ fE[fu: Re-bu (Reeve)                /  
/ f}f}fŠfA : Romaria (Romaly)                \  
\ fJfU[fu: Kaza-bu (Kazab)                /  
/ fmfAfj[f<: Noani-ru (Noaniel)                \  
\ -----/   
/ Page 2                \  
\ fAfbfTf%[f€: Assara-mu (Assaram)                /  
/ fCfVfX : Ishisu (Isis)                \  
\ f|f<fgfK : Porutoga (Portoga)                /  
/ fofnf%f^ : Baharata (Baharata)                \  
\ f_[f] : Da-ma (Dharma)                /  
/ -----/   
/ Page 3                /  
/ f%f`fV[f<: Ranshi-ru (Lancel)                \  
\ fWfpf`fO : Jipangu (Jipang)                /  
/ fGfWf`fxfA : Ejinbea (Edinbear)                \  
\ fTf}f`fIfT : Samanosa (Samanosa)                /  
/ fX[: Su- (Sioux)                \  
\ -----/   
/ Page 4                \  
\ f[fjfx, Ì, µ, ë : Zenisu no Shiro (Zenith Castle) /  
/ f%f_fg[f€: Radato-mu (Radatoum)                \  
\ fhf€fh[f%: Domudo-ra (Domdora)                /  
/ f<f<fLfh : Merukido (Merkido)                \  
\ f}fCf%: Maira (Maira)                /
```

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/-----\  
\ Page 5 /  
/ fŠf€f<f_◆[f<: Rimuruda-ru (Rimuldar) \  
\=====
```

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/=====\  
\ (III-B) -,.: Mamono (Monster) List /  
/=====
```

This list was created in the order I fought monsters in, and go by the same formula as everything else in the guide (kana/romaji/translation), but also includes the US version of Dragon Quest (Warrior) 3's name.

The HP totals for regular monsters are taken from my foldout poster that came with the US version of the game on the NES, while Boss HP and new monster HP were given to me by deskjockey\_.

Also given by deskjockey\_ are the MP for all monsters, Attack Power for all monsters, and the Defense Power for a couple of monsters I could not get by playing the game regularly. Many, many thanks to him.

Please note that the Max HP listed is not always the amount of HP a monster has. Take the Separating Metal, for example. The Max HP is 6, but you might get lucky and bump into some with only 4HP. On the other hand, you can also be unlucky and face the God Dragon with 7,300 HP instead of a lower amount.

```
/=====\  
\ fXf%fCf€: Suraimu (Slime) /  
/ Max HP: 8 \  
\ MP: 0 /  
/ Experience: 4 \  
\ Gold: 2 /  
/ Attack Power: 9 \  
\ Defense Power: 5 /  
/ Agility: 4 \  
\ Item Dropped: ,â,,»,¤: Yakusou (Medical Herb) /  
/ Where Fought: Around Aliahan (Day/Night), around Reeve (Day/Night), \  
\ (Promontory Cave) B1/B2, Najimi Tower B1, around Ladutorm, /  
/ around Spirit Shrine, around Merkido \  
\ Battle Actions: Attacks /  
/=====
```

```
/=====\  
\ ,,, ,a,ç, : Oogarasu (Big Bird)/Black Raven /  
/ Max HP: 9 \  
\ MP: 0 /  
/ Experience: 6 \  
\ Gold: 3 /  
/ Attack Power: 10 \  
\ Defense Power: 6 /  
/ Agility: 6 \  
\ Item Dropped: ,â,,»,¤: Yakusou (Medical Herb) /
```



/ Where Fought: Around Aliahan (Day/Night), around Reeve (Day/Night), \\  
\\ (Promontory Cave) B1/B2, Najimi Tower 1F-3F \\  
/ Battle Actions: Attacks \\  
\\=====\\

/=====\\  
\\ ,ç,Á,©,,¼,³,-: Ikkakuusagi (Horned Rabbit) /\  
/ Max HP: 10 \\  
\\ MP: 0 /\  
/ Experience: 8 \\  
\\ Gold: 3 /\  
/ Attack Power: 12 \\  
\\ Defense Power: 8 /\  
/ Agility: 5 \\  
\\ Item Dropped: ,â,,»,,¼: Yakusou (Medical Herb) /\  
/ Where Fought: Around Reeve (Night), (Promontory Cave) B1/B2, \\  
\\ Najimi Tower B1-2F /\  
/ Battle Actions: Attacks \\  
\\=====\\

/=====\\  
\\ ,, , ,è,,ç: Ooarikui (Big Anteater)/Giant Anteater /\  
/ Max HP: 13 \\  
\\ MP: 0 /\  
/ Experience: 12 \\  
\\ Gold: 4 /\  
/ Attack Power: 13 \\  
\\ Defense Power: 8 /\  
/ Agility: 6 \\  
\\ Item Dropped: ,©,í,Ï,Ú,,¼,µ: Kawa no Boushi (Leather Hat) /\  
/ Where Fought: Around Reeve (Day/Night), (Promontory Cave) B1/B2, \\  
\\ Najimi Tower B1-3F /\  
/ Battle Actions: Attacks \\  
\\=====\\

/=====\\  
\\ ftf♦fbfK♦[: Furogga- (Frogger)/Froggore /\  
/ Max HP: 15 \\  
\\ MP: 0 /\  
/ Experience: 12 \\  
\\ Gold: 5 /\  
/ Attack Power: 14 \\  
\\ Defense Power: 8 /\  
/ Agility: 7 \\  
\\ Item Dropped: ,â,,»,,¼: Yakusou (Medical Herb) /\  
/ Where Fought: East of Reeve (Day/Night), Najimi Tower B1-3F \\  
\\ Battle Actions: Attacks /\  
/=====\\

/=====\\  
\\ ,³,,»,,è,Ï,ç: Sasoribachi (Scorpion Wasp) /\  
/ Max HP: 12 \\  
\\ MP: 0 /\  
/ Experience: 14 \\  
\\ Gold: 6 /\  
/ Attack Power: 18 \\  
\\

```
\ Defense Power: 11 /
/ Agility: 10 \
\ Item Dropped: f%fbfN,Ì,¼,Ë: Rakku no Tane (Luck Seed) /
/ Where Fought: East of Reeve (Day/Night), Najimi Tower 3F, Inviting Cave B2\
\ Battle Actions: Attacks, summons ,³,»,è,Î,¿: Sasoribachi (Scorpion Wasp) /
/=====\
```

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/=====\
\ fofuf<fXf%fCf€: Baburusuraimu (Bubble Slime)/Babble /
/ Max HP: 10 \
\ MP: 0 /
/ Experience: 16 \
\ Gold: 8 /
/ Attack Power: 16 \
\ Defense Power: 9 /
/ Agility: 12 \
\ Item Dropped: ,Ç,,¯,µ,»,¤: Dokukeshisou (Antidote Herb) /
/ Where Fought: East of Reeve (Day/Night), Najimi Tower 1F-3F, \
\ Inviting Cave B3 /
/ Battle Actions: Attacks (can cause Poison status) \
/=====\
```

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/=====\
\ ,¶,ñ,ß,ñ,¿,â,¤: Jinmenchou (Masked Moth) /
/ Max HP: 12 \
\ MP: 5 /
/ Experience: 9 \
\ Gold: 4 /
/ Attack Power: 11 \
\ Defense Power: 7 /
/ Agility: 8 \
\ Item Dropped: fLf♦f%,Ì,Â,Î,³: Kimera no Tsubasa (Chimera Wing) /
/ Where Fought: East of Reeve (Day/Night), Najimi Tower B1-3F, \
\ Inviting Cave B2, Around Kazab (Day), around Champagne Tower (Day/Night)/
/ Battle Actions: Attacks, casts f}fk♦[fT: Manu-sa (Surround) \
/=====\
```

```
/=====\
\ ,Û,Û,¤,Â,©,¢: Mahoutsukai (Magician) /
/ Max HP: 23 \
\ MP: 4 /
/ Experience: 20 \
\ Gold: 10 /
/ Attack Power: 15 \
\ Defense Power: 15 /
/ Agility: 13 \
\ Item Dropped: ,¹,¢,·,¢: Seisui (Holy Water) /
/ Where Fought: East of Reeve (Night), Najimi Tower 3F, Inviting Cave B3/B2,\
\ Around Romaly (Day/Night) /
/ Battle Actions: Attacks, casts f♦f%: Mera (Blaze) \
/=====\
```

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/=====\
\ fzfCf~fXf%fCf€: Hoimisuraimu (Heal Slime)/Healer /
/ Max HP: 30 \
\ MP: 65,535 (probably infinite) /
```

/ Experience: 24 \  
\ Gold: 8 \\  
/ Attack Power: 14 \\  
\ Defense Power: 10 \\  
/ Agility: 15 \\  
\ Item Dropped: , , , , , , : Chikara no Tane (Power Seed) \\  
/ Where Fought: East of Reeve (Day), around Assaram (Night), \\  
\ around Portoga (Day), east of Norud's Cave (Night), Garuna Tower 2F/3F, \\  
/ summoned by , , , , , : Samayou no Yoroi (Wandering Armor), \\  
\ summoned by fXf%fcf€ , , , : Suraimutsumuri (Slime Snail)/Slime Snai \\  
/ Battle Actions: Attacks, casts fzfCf~: Hoimi (Heal) \\  
/=====

/=====\  
\ fAf<f~f% [fW: Arumira-ji (Almiraj)/Spiked Hare \\  
/ Max HP: 20 \\  
\ MP: 6 \\  
/ Experience: 14 \\  
\ Gold: 8 \\  
/ Attack Power: 21 \\  
\ Defense Power: 12 \\  
/ Agility: 9 \\  
\ Item Dropped: , , , , , : Kawa no Boushi (Leather Hat) \\  
/ Where Fought: East of Reeve (Night), Inviting Cave B3/B2, \\  
\ around Romaly (Day/Night), around Lancel (Day/Night) \\  
/ Battle Actions: Attacks, casts f% fŠfz [ : Rariho (Sleep) \\  
/=====

/=====\  
\ , , , , , : Obakearikui (Ghost Anteater)/Demon Anteater \\  
/ Max HP: 21 \\  
\ MP: 0 \\  
/ Experience: 12 \\  
\ Gold: 7 \\  
/ Attack Power: 20 \\  
\ Defense Power: 9 \\  
/ Agility: 10 \\  
\ Item Dropped: , , , , : Yakusou (Medical Herb) \\  
/ Where Fought: Inviting Cave B3/B2 \\  
\ Battle Actions: Attacks \\  
/=====

/=====\  
\ fLfff^fsf% [ : Kyatapira- (Caterpillar) \\  
/ Max HP: 50 \\  
\ MP: 7 \\  
/ Experience: 35 \\  
\ Gold: 12 \\  
/ Attack Power: 33 \\  
\ Defense Power: 25 \\  
/ Agility: 11 \\  
\ Item Dropped: , , , , : Yakusou (Medical Herb) \\  
/ Where Fought: Inviting Cave B3/B2, Around Romaly (Day/Night), \\  
\ around Kazab (Day/Night), around Champagne Tower (Day/Night), \\  
/ around Lancel (Day/Night) \\  
\ Battle Actions: Attacks, casts fXfNf<fg: Sukuruto (Increase) \\  
/=====

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/=====\  

\ f|fCfYf`fg◆[fh: Poizunto-do (Poison Toad) /  

/ Max HP: 25 \  

\ MP: 0 /  

/ Experience: 20 \  

\ Gold: 9 /  

/ Attack Power: 24 \  

\ Defense Power: 12 /  

/ Agility: 12 \  

\ Item Dropped: ,Ç,, -,μ,»,♠: Dokukeshisou (Antidote Herb) /  

/ Where Fought: Around Romaly (Day/Night) \  

\ Battle Actions: Attacks (can cause Poison status), flees /  

/=====\  


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/=====\  

\ ,Ⓞ,ñ,½,ç,ª,É: Guntaigani (Army Crab) /  

/ Max HP: 28 \  

\ MP: 0 /  

/ Experience: 35 \  

\ Gold: 12 /  

/ Attack Power: 32 \  

\ Defense Power: 60 /  

/ Agility: 12 \  

\ Item Dropped: ,½,Ñ,Ñ,Æ,Ì,Ó,: Tabibito no Fuku (Traveler Cloth) /  

/ Where Fought: Around Kazab (Day/Night), around Noaniel (Day/Night), \  

\ around Champagne Tower (Day/Night), Champagne Tower 1F/2F/5F /  

/ Battle Actions: Attacks, summons ,Ⓞ,ñ,½,ç,ª,É: Guntaigani (Army Crab) \  

/=====\  


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/=====\  

\ fLf%◆[fr◆[: Kira-bi- (Killer Bee) /  

/ Max HP: 25 \  

\ MP: 0 /  

/ Experience: 26 \  

\ Gold: 13 /  

/ Attack Power: 32 \  

\ Defense Power: 15 /  

/ Agility: 13 \  

\ Item Dropped: ,Û,ñ,°,Â,»,♠: Mangetsusou (Full Moon Herb) /  

/ Where Fought: Around Kazab (Day/Night), \  

\ around Champagne Tower (Day/Night), Champagne Tower 1F/2F /  

/ Battle Actions: Attacks, can cause ,μ,Ñ,ê: Shibire (Numbness) \  

/=====\  


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\ ,³,Û,æ,♠,æ,ë,ç: Samayouyoroi (Wandering Armor)/Rogue Knight /  

/ Max HP: 55 \  

\ MP: 0 /  

/ Experience: 68 \  

\ Gold: 30 /  

/ Attack Power: 47 \  

\ Defense Power: 50 /  

/ Agility: 10 \  

\ Item Dropped: ,Ç,♠,Ì,Â,é,-: Dou no Tsurugi (Copper Sword) /  

/ Where Fought: Around Romaly (Day/Night), around Kazab (Day/Night), \  


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\ around Noaniel (Day/Night), east of Kazab (Day), around Assaram (Night),/  
/ around Champagne Tower (Night), Champagne Tower 1F-3F/5F, \  
\ around Portuga (Day/Night), around Lancel (Day/Night), /  
/ around Navel of the Earth B1/B2 \  
\ Battle Actions: Attacks (can do a Regretful Strike), /  
/ summons fzfCf~fXf%fCf€: Hoimisuraimu (Heal Slime)/Healer \  
\=====/  
  
/=====\  
/ fAfjff}f<f]f`fr: Animaruzonbi (Animal Zombie)/Putrepup /  
/ Max HP: 50 \  
\ MP: 30 /  
/ Experience: 29 \  
\ Gold: 15 /  
/ Attack Power: 28 \  
\ Defense Power: 4 /  
/ Agility: 11 \  
\ Item Dropped: ,¢,î,¿,ì,«,ï,ý: Inochi no Kinomi (Life Nut) /  
/ Where Fought: Around Romaly (Day), around Kazab (Day/Night), \  
\ around Noaniel (Night), around Champagne Tower (Day/Night) /  
/ Battle Actions: Attacks, casts f{f~fIfX: Bomiosu (Slow) \  
\=====/  
  
/=====\  
/ fffXftf%fbf^◆[: Desufuratta- (Death Flutter)/Avenger Raven /  
/ Max HP: 25 \  
\ MP: 20 /  
/ Experience: 45 \  
\ Gold: 22 /  
/ Attack Power: 36 \  
\ Defense Power: 18 /  
/ Agility: 14 \  
\ Item Dropped: ,·,î,â,³,ì,½,Ë: Subayasa no Tane (Agility Seed) /  
/ Where Fought: Around Noaniel (Day/Night), east of Kazab (Day), \  
\ around Portuga (Day/Night) /  
/ Battle Actions: Attacks (can have up to 2 turns per round) \  
\=====/  
  
/=====\  
/ ,Ç,,¢,à,Ð,µ: Dokuimomushi (Poisonous Green Caterpillar)/Poison Silkworm /  
/ Max HP: 35 \  
\ MP: 0 /  
/ Experience: 47 \  
\ Gold: 20 /  
/ Attack Power: 40 \  
\ Defense Power: 16 /  
/ Agility: 14 \  
\ Item Dropped: ,Ç,,¯,µ,»,¤: Dokukeshisou (Antidote Herb) /  
/ Where Fought: Around Noaniel (Day/Night), Champagne Tower 3F-5F, \  
\ around Assaram (Day) /  
/ Battle Actions: Attacks, can cause Poison status with ,Ç, ,¢,«: Doku iki \  
\ (Poison Breath) /  
/=====/  
  
/=====\  
/ ,±,¤,à,è,¨,Æ,±: Koumoriotoko (Bat Man)/Humanabat /

/ Max HP: 28 \  
\ MP: 5 \\  
/ Experience: 29 \\  
\ Gold: 18 \\  
/ Attack Power: 30 \\  
\ Defense Power: 24 \\  
/ Agility: 15 \\  
\ Item Dropped: ,<sup>1</sup>,ç,È,éifCft: Seinarunaifu (Sacred Knife) \\  
/ Where Fought: Around Romaly (Night), around Kazab (Night), \\  
\ around Champagne Tower (Night), Champagne Tower 1F-5F \\  
/ Battle Actions: Attacks, casts f}fzfg◆[f": Mahoto-n (Stopspell) \\  
/=====

/=====\  
\ fMfYf,: Gizumo (Gizmo)/Gas Cloud \\  
/ Max HP: 25 \\  
\ MP: 18 \\  
/ Experience: 35 \\  
\ Gold: 14 \\  
/ Attack Power: 22 \\  
\ Defense Power: 14 \\  
/ Agility: 28 \\  
\ Item Dropped: fXf^f~fi,î,½,Ë: Sutamina no Tane (Stamina Seed) \\  
/ Where Fought: Around Noaniel (Day/Night), east of Kazab (Day), \\  
\ around Assaram (Day/Night), Champagne Tower 1F-5F \\  
/ Battle Actions: Attacks, casts f◆f%: Mera (Blaze) \\  
/=====

/=====\  
\ , ,î,êfUf<: Abarezaru (Wild Ape) \\  
/ Max HP: 60 \\  
\ MP: 0 \\  
/ Experience: 60 \\  
\ Gold: 30 \\  
/ Attack Power: 55 \\  
\ Defense Power: 40 \\  
/ Agility: 21 \\  
\ Item Dropped: ,ç,©,ç,î,½,Ë: Chikara no Tane (Power Seed) \\  
/ Where Fought: Around Assaram (Day/Night), around Lancel (Day/Night) \\  
\ Battle Actions: Attacks (can do a Regretful Strike), \\  
/ summons , ,î,êfUf<: Abarezaru (Wild Ape) \\  
/=====

/=====\  
\ fLfffbfgftf%fC: Kyattofurai (Catfly)/Vampire Cat \\  
/ Max HP: 40 \\  
\ MP: 4 \\  
/ Experience: 65 \\  
\ Gold: 20 \\  
/ Attack Power: 48 \\  
\ Defense Power: 49 \\  
/ Agility: 28 \\  
\ Item Dropped: ,Ê,ç,®,é,Ý: Nuigurumi (Stuffed Doll) \\  
/ Where Fought: Around Assaram (Day/Night), around Isis (Day/Night), \\  
\ east of Norud's Cave (Day/Night), Kidnappers' Hideout B1, \\  
/ Navel of the Earth B3 \\  
/ Battle Actions: Attacks (can do a Regretful Strike), \\  
/=====

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/ casts f}fzfg [f": Mahoto-n (Stopspell) \
\=====

/=====
\ fof`fpcfCfA: Banpaia (Vampire) /
/ Max HP: 35 \
\ MP: 9 /
/ Experience: 61 \
\ Gold: 25 /
/ Attack Power: 51 \
\ Defense Power: 28 /
/ Agility: 19 \
\ Item Dropped: f%fbfN, Ì, ½, È: Rakku no Tane (Luck Seed) /
/ Where Fought: Around Assaram (Day/Night), Lake Depths B1-B4, \
\ around Portoga (Night), around Lancel (Day/Night) /
/ Battle Actions: Attacks, casts fqfffh: Hyado (Icebolt) \
\=====

/=====
\ , , â, µ, ç, ©, °: Ayashiikage (Suspicious Shadow)/Shadow /
/ Max HP: Random \
\ MP: Random /
/ Experience: Random \
\ Gold: Random /
/ Attack Power: Random \
\ Defense Power: Random /
/ Agility: Random \
\ Item Dropped: , ½, Ñ, Ñ, Æ, Ì, Ó, : Tabibito no Fuku (Traveler Cloth) /
/ Where Fought: Around Noaniel (Day/Night), Pyramid B2/B1, Garuna Tower 1F, \
\ Kidnappers' Hideout B1, around Lancel (Day/Night), Arp Tower 3F/4F /
/ Battle Actions: Random \
\=====

/=====
\ fffXfXfg [fJ [ : Desusuto-ka- (Death Stalker)/Avenger /
/ Max HP: 115 \
\ MP: 0 /
/ Experience: 940 \
\ Gold: 42 /
/ Attack Power: 120 \
\ Defense Power: 55 /
/ Agility: 58 \
\ Item Dropped: , Ä, Â, ÌfIfm: Tetsu no Ono (Iron Axe) /
/ Where Fought: Far east of Kazab (Day/Night), \
\ around Dragon Queen's Castle (Day/Night) /
/ Battle Actions: Attacks (can do a Regretful Strike), \
\ summons fffXfXfg [fJ [ : Desusuto-ka- (Death Stalker)/Avenger /
\=====

/=====
\ , Ü, Û, ¢, Î, Ì: Mahoubaba (Magic Hag)/Old Hag /
/ Max HP: 70 \
\ MP: 100 /
/ Experience: 463 \
\ Gold: 63 /
/ Attack Power: 65 \

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\ turns per round) /
/=====\

/=====\
\ fofŠfCfhfhfbfO: Bariidodoggu (Buried Dog)/Madhound /
/ Max HP: 40 \
\ MP: 4 /
/ Experience: 53 \
\ Gold: 14 /
/ Attack Power: 42 \
\ Defense Power: 22 /
/ Agility: 16 \
\ Item Dropped: ,©,µ,±,³,İ,½,Ë: Kashikosa no Tane (Intelligence Seed) /
/ Where Fought: Around Noaniel (Night), around Assaram (Day/Night), \
\ Lake Depths B1-B4, around Portoga (Day/Night), around Lancel (Day/Night)/
/ Battle Actions: Attacks, casts f<fJfif": Rukanan (Defense) \
\=====/
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/=====\
\ ,",î,¯fLfmfR: Obakekinoko (Ghost Mushroom)/Demon Toadstool /
/ Max HP: 24 \
\ MP: 0 /
/ Experience: 39 \
\ Gold: 18 /
/ Attack Power: 30 \
\ Defense Power: 12 /
/ Agility: 8 \
\ Item Dropped: ,¹,¢,·,¢: Seisui (Holy Water) /
/ Where Fought: Champagne Tower 3F-5F, around Isis (Night) \
\ Battle Actions: Attacks, can cause Sleep status with , ,Û,¢ ,¢,«: Amai /
/ iki (Sweet Breath) \
\=====/
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/=====\
\ fJf`f_f^: Kandata (Kandata)/Kandar /
/ Max HP: 300 \
\ MP: 0 /
/ Experience: 2,200 \
\ Gold: 0 /
/ Attack Power: 70 \
\ Defense Power: 54 /
/ Agility: 10 \
\ Item Dropped: Nothing /
/ Where Fought: Champagne Tower 4F (Boss) \
\ Battle Actions: Attacks, ,Ý,ð,Û,à,Á,Ä,¢,é: Mi wo Mamotteiru (Defends) /
/=====\
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/=====\
\ fJf`f_f^,±,Ô,ñ: Kandatakobun (Kandata Henchman)/Kandar's Henchman /
/ Max HP: 60 \
\ MP: 0 /
/ Experience: 80 \
\ Gold: 0 /
/ Attack Power: 45 \
\ Defense Power: 31 /
/ Agility: 20 \
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\ Item Dropped: None /
/ Where Fought: Champagne Tower 4F (Boss) \
\ Battle Actions: Attacks /
/=====\

/=====\
\ f}f^f`fS: Matango (Matango)/Deadly Toadstool /
/ Max HP: 30 \
\ MP: 0 /
/ Experience: 56 \
\ Gold: 20 /
/ Attack Power: 43 \
\ Defense Power: 25 /
/ Agility: 15 \
\ Item Dropped: fLf◆f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing) /
/ Where Fought: Lake Depths B1-B4, around Portoga (Day/Night), \
\ around Lancel (Day/Night) /
/ Battle Actions: Attack, can cause Sleep status with , ,Ü,ç ,ç,«: Amai iki \
\ (Sweet Breath) /
/=====\

/=====\
\ ,Ð,Æ,,ç,ª: Hitokuiga (Cannibal Moth)/Man-Eater Moth /
/ Max HP: 26 \
\ MP: 4 /
/ Experience: 55 \
\ Gold: 15 /
/ Attack Power: 49 \
\ Defense Power: 35 /
/ Agility: 17 \
\ Item Dropped: ,Ç,,î,è: Dokubari (Poison Needle) /
/ Where Fought: Lake Depths B3/B4, around Isis (Day/Night) \
\ Battle Actions: Attacks, casts f}fk◆[fT: Manu-sa (Surround), /
/ summons ,Ð,Æ,,ç,ª: Hitokuiga (Cannibal Moth)/Man-Eater Moth \
/=====\

/=====\
\ ,¶,²,,îfnfTf~: Jigoku no Hasami (Hell Scissors)/Infernus Crab /
/ Max HP: 40 \
\ MP: 30 /
/ Experience: 78 \
\ Gold: 23 /
/ Attack Power: 50 \
\ Defense Power: 110 /
/ Agility: 19 \
\ Item Dropped: ,¹,ç,Ç,¤,î,½,Ä: Seidou no Tate (Bronze Shield) /
/ Where Fought: Around Isis (Day/Night), east of Norud's Cave (Day/Night), \
\ around Lancel (Day/Night) /
/ Battle Actions: Attacks, casts fXfNf<fg: Sukuruto (Increase) \
/=====\

/=====\
\ ,©,|,ñfçfJff: Kaenmukade (Flame Centipede)/Flamapede /
/ Max HP: 45 \
\ MP: 0 /
/ Experience: 72 \

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\ Gold: 35 /  
 / Attack Power: 45 \  
 \ Defense Power: 40 /  
 / Agility: 20 \  
 \ Item Dropped: ,Ⓞ,μ,±,³,İ,½,Ë: Kashikosa no Tane /  
 / Where Fought: Around Isis (Day/Night), Pyramid 1F/2F, \  
 \ Navel of the Earth B3 /  
 / Battle Actions: Attacks, damages all party members with ,Đ,İ ,ç,«: Hino \  
 \ iki (Fire Breath) /  
 /=====\

/=====\  
 \ ,Đ,Æ,,ç,İ,±: Hitokuibako (Cannibal Box)/Man-Eater Chest /  
 / Max HP: 120 \  
 \ MP: 0 /  
 / Experience: 137 \  
 \ Gold: 60 /  
 / Attack Power: 200 \  
 \ Defense Power: 55 /  
 / Agility: 67 \  
 \ Item Dropped: Nothing /  
 / Where Fought: Pyramid 1F (3 chests), Kidnappers' Hideout B1 (2 chests), \  
 \ Arp Tower 5F (1 chest) /  
 / Battle Actions: Attacks (can do a Regretful Strike), \  
 \ can cause Sleep status with , ,Ü,ç ,ç,«: Amai iki (Sweet Breath), /  
 / (can have 2 turns per round) \  
 \=====

/=====\  
 \ ,í,ç,ç,Ô,,ë: Waraibukuro (Laugh Bag)/Trick Bag /  
 / Max HP: 40 \  
 \ MP: 65,535 (probably infinite) /  
 / Experience: 5 \  
 \ Gold: 350 /  
 / Attack Power: 15 \  
 \ Defense Power: 37 /  
 / Agility: 64 \  
 \ Item Dropped: fXf^f~fi,İ,½,Ë: Sutamina no Tane (Stamina Seed) /  
 / Where Fought: Pyramid 1F-6F, Kidnappers' Hideout B1 \  
 \ Battle Actions: Attacks, casts f}fzfg◆[f": Mahoto-n (Stopspell), /  
 / casts f}fk◆[fT: Manu-sa (Surround), casts fXfNf<fg: Sukuruto (Increase),\  
 \ casts fzfcf~: Hoimi (Heal), casts f{f~fIfX: Bomiosu (Slow) /  
 /=====

/=====\  
 \ ,¾,ç,¨,¼fKf}: Daiougama (Great King Toad)/King Froggore /  
 / Max HP: 38 \  
 \ MP: 30 /  
 / Experience: 70 \  
 \ Gold: 23 /  
 / Attack Power: 49 \  
 \ Defense Power: 37 /  
 / Agility: 18 \  
 \ Item Dropped: ,Æ,°,İ,Đ,¿: Toge no Muchi (Thorn Whip) /  
 / Where Fought: Pyramid B2-6F, around Jipang (Day/Night), Orochi Cave B1 \  
 \ Battle Actions: Attacks, casts f%fŠfz◆[: Rariho- (Sleep) /  
 /=====

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/=====\
\ f~fCf%, ``Æ,±: Miiraotoko (Mummy Man) /
/ Max HP: 35 \
\ MP: 0 /
/ Experience: 73 \
\ Gold: 25 /
/ Attack Power: 55 \
\ Defense Power: 49 /
/ Agility: 19 \
\ Item Dropped: , , ^2, ë, , ^-, ñ: Sugorokuken (Dice Game Ticket) /
/ Where Fought: Around Isis (Night), Pyramid B2-6F \
\ Battle Actions: Attacks (can do a Regretful Strike) /
/=====\

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/=====\
\ f}f~◆[: Mami- (Mummy) /
/ Max HP: 55 \
\ MP: 30 /
/ Experience: 82 \
\ Gold: 36 /
/ Attack Power: 60 \
\ Defense Power: 35 /
/ Agility: 20 \
\ Item Dropped: , ^1, ç, , ç: Seisui (Holy Water) /
/ Where Fought: Pyramid B2/B1/3F-6F, around Lancel (Night), \
\ Navel of the Earth B1/B3 /
/ Battle Actions: Attacks (can do a Regretful Strike), \
\ summons a , , ^3, Á, ½, µ, ½, ç: Kusattashitai (Rotting Corpse)/Hork /
/=====\

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/=====\
\ , , ^3, Á, ½, µ, ½, ç: Kusattashitai (Rotting Corpse)/Hork /
/ Max HP: 98 \
\ MP: 0 /
/ Experience: 120 \
\ Gold: 15 /
/ Attack Power: 67 \
\ Defense Power: 16 /
/ Agility: 20 \
\ Item Dropped: , Ê, Ì, Ì, Ó, : Nuno no Fuku (Clothes) /
/ Where Fought: Summoned by f}f~◆[: Mami- (Mummy), around Baharata (Night), \
\ around Tedon (Day/Night), summoned by fVff◆[f}f": Sha-man (Shaman)/Witch/ \
/ Doctor, around Samanosa (Day/Night), around Jipang (Night), \
\ Orochi Cave B2, summoned by f}f"frf}fXf^◆[: Zonbimasuta- (Zombie \
/ Master)/Voodoo Shaman, Phantom Ship 1F/B1, summoned by \
\ f}fNf◆fx◆[f^: Makurobe-ta (Macrobeta?)/Voodoo Warlock /
/ Battle Actions: Attacks, , æ, µ, , ð , Ý, Ä, ç, é: Yousu wo Miteiru (is deciding \
\ what to do), , Ý, ð, Ü, à, Á, Ä, ç, é: Mi wo Mamotteiru (Defends) /
/=====\

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/=====\
\ fhf<fCfh: Doruido (Druid)/Lumpus /
/ Max HP: 35 \
\ MP: 10 /
/ Experience: 82 \

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\ Gold: 35 /  
/ Attack Power: 55 \  
\ Defense Power: 47 /  
/ Agility: 29 \  
\ Item Dropped: f%fbfN, Ì, ½, Ë: Rakku no Tane (Luck Seed) /  
/ Where Fought: Around Portoga (Day/Night) \  
\ Battle Actions: Attacks, casts fofM: Bagi (Infernos) /  
/=====\  
  
/=====\  
/ f%fgfMfYf, : Hi-togizumo (Heat Gizmo)/Heat Cloud /  
/ Max HP: 37 \  
\ MP: 0 /  
/ Experience: 105 \  
\ Gold: 28 /  
/ Attack Power: 50 \  
\ Defense Power: 60 /  
/ Agility: 24 \  
\ Item Dropped: f%fbfN, Ì, ½, Ë: Rakku no Tane (Luck Seed) /  
/ Where Fought: East of Norud's Cave (Day/Night) \  
\ Battle Actions: Attacks, damages all party members with , Ð, Ì , ¢, «: Hino /  
/ iki (Fire Breath) \  
/=====\  
  
/=====\  
/ fnf`f^` [ftf%fC: Hanta-furai (Hunter Fly) /  
/ Max HP: 30 \  
\ MP: 10 /  
/ Experience: 98 \  
\ Gold: 25 /  
/ Attack Power: 50 \  
\ Defense Power: 30 /  
/ Agility: 18 \  
\ Item Dropped: , Ý, ©, í, µ, Ì, Ó, : Mikawashi no Fuku (Evasion Clothes) /  
/ Where Fought: East of Norud's Cave (Night), around Baharata (Day), \  
\ Kidnappers' Hideout B1, Navel of the Earth B1/B2 /  
/ Battle Actions: Attacks, casts fMf%: Gira (Fireball) \  
/=====\  
  
/=====\  
/ fffXfWfffbfJf< : Desujakkaru (Death Jackal)/Avenger Jackal /  
/ Max HP: 42 \  
\ MP: 5 /  
/ Experience: 95 \  
\ Gold: 20 /  
/ Attack Power: 67 \  
\ Defense Power: 45 /  
/ Agility: 20 \  
\ Item Dropped: , ¢, Ì, ¿, Ì, «, Ì, Ý: Inochi no Kinomi (Life Nut) /  
/ Where Fought: East of Norud's Cave (Day/Night), around Baharata (Day) \  
\ Battle Actions: Attacks, casts f}fk [fT: Manu-sa (Surround), /  
/ summons fffXfWfffbfJf< : Desujakkaru (Death Jackal)/Avenger Jackal \  
/=====\  
  
/=====\  
/ fAf`fgfxfA: Antobea (Antbear)/Tonguebear /

/ Max HP: 50 \  
\ MP: 0 /  
/ Experience: 110 \  
\ Gold: 25 /  
/ Attack Power: 75 \  
\ Defense Power: 45 /  
/ Agility: 10 \  
\ Item Dropped: ,Ä,Â,Ï,â,è: Tetsu no Yari (Iron Spear) /  
/ Where Fought: Around Baharata (Day), around Dharma (Day), \  
\ Navel of the Earth B1/B2 /  
/ Battle Actions: Attacks \  
\=====

/=====\  
\ ,°,ñ,¶,ã,Â,µ: Genjutsushi (Magic User)/Nev /  
/ Max HP: 42 \  
\ MP: 10 /  
/ Experience: 128 \  
\ Gold: 55 /  
/ Attack Power: 60 \  
\ Defense Power: 46 /  
/ Agility: 25 \  
\ Item Dropped: ,·,²,ë,,-,ñ: Sugorokuken (Dice Game Ticket) /  
/ Where Fought: Around Baharata (Day), around Dharma (Day/Night), \  
\ Garuna Tower 1F, Kidnappers' Hideout B1 /  
/ Battle Actions: Attacks, casts f}fk♦[fT: Manu-sa (Surround), \  
\ casts f♦f\_fpfj: Medapani (Confuse) /  
\=====

/=====\  
\ f}♦[fWf}f^f`fS: Ma-jimatango (Magi Matango)/Mage Toadstool /  
/ Max HP: 40 \  
\ MP: 10 /  
/ Experience: 92 \  
\ Gold: 40 /  
/ Attack Power: 43 \  
\ Defense Power: 52 /  
/ Agility: 20 \  
\ Item Dropped: fLf♦f%,Ï,Â,Î,³: Kimera no Tsubasa (Chimera Wing) /  
/ Where Fought: East of Norud's Cave (Night), around Baharata (Day), \  
\ Navel of the Earth B3 /  
/ Battle Actions: Attacks, casts fqfffh: Hyado (Icebolt), \  
\ casts fzfcf~: Hoimi (Heal) /  
\=====

/=====\  
\ f}fbfhfIfbfNfX: Maddookkusu (Mad Ox)/Rammore /  
/ Max HP: 60 \  
\ MP: 12 /  
/ Experience: 162 \  
\ Gold: 45 /  
/ Attack Power: 65 \  
\ Defense Power: 49 /  
/ Agility: 28 \  
\ Item Dropped: ,©,í,Ï,½,Ä: Kawa no Tate (Leather Shield) /  
/ Where Fought: Around Dharma (Day/Night), Garuna Tower 1F, \  
\ Navel of the Earth B3 /

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/ Battle Actions: Attacks, casts fMf%: Gira (Fireball) \
\=====/

/=====\
\ fLf%[fGfCfv: Kira-eipu (Killer Ape)/Simiac /
/ Max HP: 40 \
\ MP: 6 /
/ Experience: 170 \
\ Gold: 45 /
/ Attack Power: 80 \
\ Defense Power: 52 /
/ Agility: 26 \
\ Item Dropped: fLf%f%, Ì, Â, Î, ¸: Kimera no Tsubasa (Chimera Wing) /
/ Where Fought: Around Dharma (Day/Night), Garuna Tower 1F, \
\ summoned by Killer Apes, Navel of the Earth B1-B3 /
/ Battle Actions: Attacks, summons fLf%[fGfCfv: Kira-eipu (Killer Ape) \
\=====/

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/=====\
\ ,µ,Ñ,ê, ,°,Í: Shibireageha (Numbing Moth)/Stingwing /
/ Max HP: 40 \
\ MP: 0 /
/ Experience: 165 \
\ Gold: 35 /
/ Attack Power: 62 \
\ Defense Power: 10 /
/ Agility: 30 \
\ Item Dropped: ,Ü,ñ,°,Â,»,µ: Mangetsusou (Full Moon Herb) /
/ Where Fought: Around Jipang, Garuna Tower 1F-6F, around Sioux (Night), \
\ around Lancel (Day/Night), Arp Tower 3F/4F, around Jipang (Day/Night), /
/ Ocean (Day) \
\ Battle Actions: Attacks, can cause ,µ,Ñ,ê: Shibire (Numb) status /
/=====\

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/=====\
\ fxfr[fTf^f": Bebi-satan (Baby Satan)/Demonite /
/ Max HP: 70 \
\ MP: 0 /
/ Experience: 100 \
\ Gold: 45 /
/ Attack Power: 55 \
\ Defense Power: 33 /
/ Agility: 23 \
\ Item Dropped: ,ç, Ì, è, Ì, ä, Ñ, í: Inori no Yubiwa (Prayer Ring) /
/ Where Fought: Around Muor (Day/Night), Navel of the Earth B1/B2, \
\ around Jipang (Day/Night) /
/ Battle Actions: Casts fCfIfifYf": Ionazun (Explodet), \
\ casts fUf%fL: Zaraki (Defeat), casts f[fKf`fe: Megante (Sacrifice), /
/ damages all party members with ,Â,ß,½,ç ,ç,«: Tsumetai iki \
\ (Chilly Breath) /
/=====\

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/=====\
\ fffbhfhyfbfJ[: Deddopekka- (Dead Pecker)/Avenger Beak /
/ Max HP: 55 \
\ MP: 8 /

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/ Experience: 228 \
\  
\ Gold: 37 \
/  
/ Attack Power: 52 \
\  
\ Defense Power: 58 \
/  
/ Agility: 29 \
\  
\ Item Dropped: , ·, Î, â, ³, Ì, ½, È: Subayasa no Tane (Agility Seed) \
/  
/ Where Fought: Around Muor (Day/Night) \
\  
\ Battle Actions: Attacks (can have up to 2 turns per round), \
/  
/ casts f<fJfif": Rukanan (Defense) \
\  
\=====

/=====\  
\  
\ fXfJfCfhf%fSf": Sukaidoragon (Sky Dragon) \
/  
/ Max HP: 80 \
\  
\ MP: 0 \
/  
/ Experience: 800 \
\  
\ Gold: 180 \
/  
/ Attack Power: 80 \
\  
\ Defense Power: 60 \
/  
/ Agility: 40 \
\  
\ Item Dropped: , ç, Ì, ç, Ì, «, Ì, Ý: Inochi no Kinomi (Life Nut) \
/  
/ Where Fought: Garuna Tower 2F-6F, Arp Tower 5F, around Jipang (Day/Night), \
\  
\ Great Forest (Day/Night) \
/  
/ Battle Actions: Attacks, \
\  
\ damages all party members with , à, |, ³, ©, é , ©, |, ñ: Moesakaru kaen \
/  
/ (Blazing Flames) \
\  
\=====

/=====\  
\  
\ fXf%fCf€, Â, Ð, è: Suraimutsumuri (Slime Snail)/Slime Snaii [<-NES spelling] \
/  
/ Max HP: 20 \
\  
\ MP: 15 \
/  
/ Experience: 210 \
\  
\ Gold: 28 \
/  
/ Attack Power: 23 \
\  
\ Defense Power: 200 \
/  
/ Agility: 35 \
\  
\ Item Dropped: , Ð, Ì, «, Ì, Ú, ¤: Hinoki no Bou (Cypress Stick) \
/  
/ Where Fought: Around Muor (Day/Night), around Jipang (Day/Night) \
\  
\ Battle Actions: casts f%fŠfz◆[: Rariho- (Sleep), \
/  
/ casts fqfffh: Hyado (Icebolt), summons fzfCf~fXf%fCf€: Hoimisuraimu \
\  
\ (Heal Slime)/Healer \
\  
/=====

/=====\  
\  
\ f◆f^f<fXf%fCf€: Metarusuraimu (Metal Slime) \
/  
/ Max HP: 4 \
\  
\ MP: 12 \
/  
/ Experience: 4,140 \
\  
\ Gold: 5 \
/  
/ Attack Power: 40 \
\  
\ Defense Power: 1,023 \
/  
/ Agility: 47 \
\  
\ Item Dropped: , ·, Î, â, ³, Ì, ½, È: Subayasa no Tane (Agility Seed) \
/  
/ Where Fought: East of Norud's Cave (Night), around Dharma (Day/Night), \
\  
\ around Muor (Day/Night), Garuna Tower 4F-6F, around Sioux (Night), \
/  
/ Navel of the Earth B1/B2, around Tower of Arp (Night), \
\  
\=====



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\ around Samanosa (Day/Night), Orochi Cave B1, Great Forest (Day/Night) /
/ Battle Actions: Attacks, casts f%: Mera (Blaze), flees \
/=====
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/=====\  
\ fo[fifofX: Ba-nabasu (Barnabas) /  
/ Max HP: 58 \  
\ MP: 12 /  
/ Experience: 235 \  
\ Gold: 52 /  
/ Attack Power: 79 \  
\ Defense Power: 67 /  
/ Agility: 28 \  
\ Item Dropped: ,½,Ñ,Ñ,Æ,Ì,Ó,: Tabibito no Fuku (Traveler Cloth) /  
/ Where Fought: Around Muor (Night), around Edinbear (Day/Night), \  
\ Arp Tower 3F-5F, Great Forest (Day/Night) /  
/ Battle Actions: Attacks, casts fxfzfCf~: Behoimi (Healmore), \  
\ casts f}fzfg[f": Mahoto-n (Stopspell) /  
/=====
```

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/=====\  
\ ,",,,ç,Î,µ: Ookuchibashi (Big Beak)/Great Beak /  
/ Max HP: 43 \  
\ MP: 0 /  
/ Experience: 175 \  
\ Gold: 44 /  
/ Attack Power: 55 \  
\ Defense Power: 43 /  
/ Agility: 24 \  
\ Item Dropped: ,©,µ,±,³,Ï,½,Ë: Kashikosa no Tane (Intelligence Seed) /  
/ Where Fought: Garuna Tower 1F-6F \  
\ Battle Actions: Attacks, (can have up to 2 turns per round) /  
/=====
```

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/=====\  
\ fKf<[f_: Garu-da (Garuda) /  
/ Max HP: 60 \  
\ MP: 12 /  
/ Experience: 220 \  
\ Gold: 71 /  
/ Attack Power: 65 \  
\ Defense Power: 60 /  
/ Agility: 30 \  
\ Item Dropped: ,·,²,ë,,¬,ñ: Sugorokuken (Dice Game Ticket) /  
/ Where Fought: Garuna Tower 4F-6F, around Jipang (Night) \  
\ Battle Actions: Attacks, casts ,*fMf%f}: Begirama (Firebane) /  
/=====
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/=====\  
\ fLfffbfgfobfg: Kyattobatto (Cat Bat)/Catula /  
/ Max HP: 35 \  
\ MP: 0 /  
/ Experience: 135 \  
\ Gold: 35 /  
/ Attack Power: 63 \  
\ Defense Power: 50 /
```

/ Agility: 20 \
\ Item Dropped: ,Ê,ç,®,é,Ý: Nuigurumi (Stuffed Doll) /
/ Where Fought: Around Dharma (Day/Night), summoned by Cat Bats, \
\ Kidnappers' Hideout B1 /
/ Battle Actions: Attacks, \
\ ,Ó,µ,-,È,¨,Ç,è: Fushigi na Odori (Mystery Dance; takes MP), /
/ summons fLfffbfgfofbfg: Kyattobatto (Cat Bat)/Catula \
\=====

/===== \
\ ,³,Â,¶,ñ,«: Satsujinki (Murderer)/Executioner /
/ Max HP: 45 \
\ MP: 0 /
/ Experience: 150 \
\ Gold: 35 /
/ Attack Power: 77 \
\ Defense Power: 55 /
/ Agility: 24 \
\ Item Dropped: ,Ç,,Î,è: Dokubari (Poison Needle) /
/ Where Fought: Around Dharma (Night), Kidnappers' Hideout B1, \
\ Navel of the Earth B1/B2 /
/ Battle Actions: Attacks \
\=====

/===== \
\ fJf"f\_f^,±,Ô,ñ: Kandatakobun (Kandata Henchman)/Kandar's Henchman /
/ Max HP: 120 \
\ MP: 20 /
/ Experience: 100 \
\ Gold: 0 /
/ Attack Power: 65 \
\ Defense Power: 60 /
/ Agility: 37 \
\ Item Dropped: None /
/ Where Fought: Kidnappers' Hideout B2 (Boss) \
\ Battle Actions: Attacks, casts f<fJfif": Rukanan (Defense), /
/ casts fxzfCf~: Behoimi (Healmore) \
\=====

/===== \
\ fJf"f\_f^: Kandata (Kandata)/Kandar /
/ Max HP: 700 \
\ MP: 0 /
/ Experience: 4,600 \
\ Gold: 0 /
/ Attack Power: 95 \
\ Defense Power: 70 /
/ Agility: 23 \
\ Item Dropped: Nothing /
/ Where Fought: Kidnappers' Hideout B2 \
\ Battle Actions: Attacks (can do a Regretful Strike) /
\=====

/===== \
\ ,µ,Ñ,ê,,ç,°: Shibirekurage (Numbing Jellyfish)/Man O' War /
/ Max HP: 40 \

\ MP: 0 /  
/ Experience: 180 \  
\ Gold: 38 /  
/ Attack Power: 55 \  
\ Defense Power: 50 /  
/ Agility: 35 \  
\ Item Dropped: ,Ü,ñ,°,Â,»,¤: Mangetsusou (Full Moon Herb) /  
/ Where Fought: Ocean (Day/Night), Phantom Ship 1F/B1, Alefgard Ocean \  
\ Battle Actions: Attacks, can cause ,µ,Ñ,ê: Shibire (Numb) status, /  
/ summons ,µ,Ñ,ê,,ç,°: Shibirekurage (Numbing Jellyfish)/Man O' War \  
/=====/  
  
/=====\  
\ f}fŠf`fXf%fCf€: Marinsuraimu (Marine Slime) /  
/ Max HP: 38 \  
\ MP: 4 /  
/ Experience: 197 \  
\ Gold: 35 /  
/ Attack Power: 47 \  
\ Defense Power: 100 /  
/ Agility: 28 \  
\ Item Dropped: fLf♦f%,Ì,Â,Î,³: Kimera no Tsubasa (Chimera Wing) /  
/ Where Fought: Ocean (Day/Night), Alefgard Ocean \  
\ Battle Actions: Attacks, casts fXfNf<fg: Sukuruto (Increase)/ /  
/=====\  
  
/=====\  
\ f}♦[f}f": Ma-man (Merman)/Merzon /  
/ Max HP: 54 \  
\ MP: 5 /  
/ Experience: 240 \  
\ Gold: 48 /  
/ Attack Power: 65 \  
\ Defense Power: 45 /  
/ Agility: 30 \  
\ Item Dropped: ,ç,©,ç,Ì,½,Ë: Chikara no Tane (Power Seed) /  
/ Where Fought: Ocean (Day/Night) \  
\ Battle Actions: Attacks, casts f<fJfif": Rukanan (Defense) /  
/=====\  
  
/=====\  
\ ,¾,ç,¨,¤fCfJ: Daiouika (Great King Squid)/King Squid /  
/ Max HP: 135 \  
\ MP: 0 /  
/ Experience: 355 \  
\ Gold: 90 /  
/ Attack Power: 85 \  
\ Defense Power: 40 /  
/ Agility: 32 \  
\ Item Dropped: ,ç,Ì,ç,Ì,«,Ì,Ý: Inochi no Kinomi (Life Nut) /  
/ Where Fought: Ocean (Day/Night) \  
\ Battle Actions: Attacks /  
/=====\  
  
/=====\  
\ fwf<fRf`fhf<: Herukondoru (Hell Condor)/Hades' Condor /

/ Max HP: 100 \  
\ MP: 28 /  
/ Experience: 367 \  
\ Gold: 71 /  
/ Attack Power: 69 \  
\ Defense Power: 60 /  
/ Agility: 33 \  
\ Item Dropped: , , ^, ë, , ^, ñ: Sugorokuken (Dice Game Ticket) /  
/ Where Fought: Ocean (Night), around Sioux (Day/Night), \  
\ around Arp Tower (Day), Arp Tower 5F, around Leiamland (Day/Night) /  
/ Battle Actions: Attacks, casts fofVf<◆[f%: Bashiru-ra (Limbo) \  
\=====/  
  
/=====\  
\ fAfJfCf%fC: Akairai (?)/Blue Beak /  
/ Max HP: 60 \  
\ MP: 16 /  
/ Experience: 372 \  
\ Gold: 32 /  
/ Attack Power: 60 \  
\ Defense Power: 52 /  
/ Agility: 33 \  
\ Item Dropped: Nothing /  
/ Where Fought: Around Sioux (Day/Night), \  
\ around Pirate's House (Day/Night), /  
/ around Samanosa (Day/Night), around Arp Tower (Day/Night), \  
\ Arp Tower 1F/2F/5F /  
/ Battle Actions: Attacks, casts fofM: Bagi (Infernos) \  
\ (can have up to 2 turns per round) /  
/=====\  
  
/=====\  
\ , ¶, ^, , Ì, æ, ë, ç: Jigoku no Yoroi (Hell Armor)/Infernus Knight /  
/ Max HP: 60 \  
\ MP: 0 /  
/ Experience: 315 \  
\ Gold: 57 /  
/ Attack Power: 90 \  
\ Defense Power: 100 /  
/ Agility: 23 \  
\ Item Dropped: , Ä, Å, Ì, æ, ë, ç: Tetsu no Yoroi (Iron Armor) /  
/ Where Fought: Around Tedon (Day/Night), around Edinbear (Day/Night), \  
\ around Pirate's House (Day/Night), around Samanosa (Day/Night) /  
/ Battle Actions: Attacks (can do a Regretful Strike) \  
\=====/  
  
/=====\  
\ fVff◆[f}f": Sha-man (Shaman)/Witch Doctor /  
/ Max HP: 93 \  
\ MP: 18 /  
/ Experience: 358 \  
\ Gold: 50 /  
/ Attack Power: 65 \  
\ Defense Power: 52 /  
/ Agility: 37 \  
\ Item Dropped: f%fbfN, Ì, ½, È: Rakku no Tane (Luck Seed) /  
/ Where Fought: Around Tedon (Day/Night), around Sioux (Day/Night), \

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\ around Lancel (Day/Night), around Pirate's House (Day/Night), /
/ around Samanosa (Day/Night), around Arp Tower (Day/Night) \
\ Battle Actions: Attacks, casts fxfzfCf~: Behoimi (Healmore), /
/ summons , , ³, Á, ½, µ, ½, ç: Kusattashitai (Rotting Corpse)/Hork \
\=====

/=====
\ fS♦[fgfhf": Go-todon (Goatodon)/Goategon /
/ Max HP: 70 \
\ MP: 3 /
/ Experience: 297 \
\ Gold: 50 /
/ Attack Power: 72 \
\ Defense Power: 45 /
/ Agility: 25 \
\ Item Dropped: , ç, ©, ç, Ì, ½, Ë: Chikara no Tane (Power Seed) /
/ Where Fought: Around Tedon (Day/Night), around Lancel (Day/Night) \
\ Battle Actions: Attacks, casts f{f~fIfX: Bomiosu (Slow) /
/=====

/=====
\ , Û, ¶, â: Majo (Witch) /
/ Max HP: 54 \
\ MP: 24 /
/ Experience: 305 \
\ Gold: 52 /
/ Attack Power: 51 \
\ Defense Power: 50 /
/ Agility: 30 \
\ Item Dropped: , «, !, ³, è, », µ: Kiesarisou (Invisibility Herb) /
/ Where Fought: Around Tedon (Day/Night), around Edinbear (Day/Night), \
\ Navel of the Earth B3 /
/ Battle Actions: Attacks, casts fxfMf%f}: Begirama (Firebane), \
\ casts fxfzfCf~: Behoimi (Healmore) /
/=====

/=====
\ f}♦[f}f"f_fCf": Ma-mandain (Mermandine)/Merzoncian /
/ Max HP: 60 \
\ MP: 12 /
/ Experience: 263 \
\ Gold: 58 /
/ Attack Power: 72 \
\ Defense Power: 50 /
/ Agility: 32 \
\ Item Dropped: , ©, í, Ì, Ú, µ: Kawa no Boushi (Leather Hat) /
/ Where Fought: Around Sioux (Day/Night), Ocean, around Arp Tower (Day), \
\ Phantom Ship 1F/B1 /
/ Battle Actions: Attacks, casts fqffffh: Hyado (Icebolt) \
/=====

/=====
\ fKfjff%fX: Ganirasu (?)/Crabus /
/ Max HP: 50 \
\ MP: 0 /
/ Experience: 290 \

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\ Gold: 45 /
/ Attack Power: 68 \
\ Defense Power: 150 /
/ Agility: 25 \
\ Item Dropped: ,±,¤,ç,Ï,æ,ë,ç: Koura no Yoroi (Shell Armor) /
/ Where Fought: Ocean (Day/Night), Phantom Ship 1F/B1 \
\ Battle Actions: Attacks /
/=====\
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/=====\
\ fKf◆fSf": Gamegon (Tortoise Dragon)/Tortragon /
/ Max HP: 68 \
\ MP: 0 /
/ Experience: 652 \
\ Gold: 88 /
/ Attack Power: 89 \
\ Defense Power: 200 /
/ Agility: 25 \
\ Item Dropped: ,Ä,Â,©,Ô,Æ: Tetsukabuto (Iron Helmet) /
/ Where Fought: Around Samanosa (Day/Night), Ra Cave B1-B3, Ocean (Day) \
\ Battle Actions: Attacks, /
/ can cause Sleep status with , ,Ü,ç ,ç,«: Amai iki (Sweet Breath) \
\=====/
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/=====\
\ fLf%◆[fA◆[f]◆[: Kira-a-ma- (Killer Armor)/Lethal Armor /
/ HP: 70 \
\ MP: 5 /
/ Experience: 418 \
\ Gold: 80 /
/ Attack Power: 92 \
\ Defense Power: 150 /
/ Agility: 35 \
\ Item Dropped: ,Í,ª,Ë,Ï,æ,ë,ç: Hagane no Yoroi (Steel Armor) /
/ Where Fought: Around Samanosa (Day/Night), Arp Tower 1F-5F, Ra Cave B1/B2, \
\ Great Forest (Day/Night) /
/ Battle Actions: Attacks, casts f<fJfif": Rukanan (Defense) \
\=====/
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/=====\
\ fGfŠf~fl◆[f^◆[: Erimine-ta- (Eliminator) /
/ Max HP: 120 \
\ MP: 6 /
/ Experience: 376 \
\ Gold: 53 /
/ Attack Power: 83 \
\ Defense Power: 50 /
/ Agility: 32 \
\ Item Dropped: ,,³,è,ª,Ü: Kusarigama (Chain Sickle) /
/ Where Fought: Arp Tower 1F-5F \
\ Battle Actions: Attacks, casts f}fzfg◆[f": Mahoto-n (Stopspell) /
/=====\
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/=====\
\ frfbfOfz◆[f": Bigguho-n (Bighorn) /
/ Max HP: 75 \
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\ MP: 0 /  
/ Experience: 353 \  
\ Gold: 68 /  
/ Attack Power: 75 \  
\ Defense Power: 55 /  
/ Agility: 24 \  
\ Item Dropped: , 1, 4, ., 4: Seisui (Holy Water) /  
/ Where Fought: Around Sioux (Day/Night), around Arp Tower (Day/Night), \  
\ Arp Tower 1F/2F, Greenlad (Day/Night) /  
/ Battle Actions: Attacks, \  
\ can cause Sleep status with , , Ü, 4 , 4, «: Amai iki (Sweet Breath) /  
/=====\  
  
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/=====\

\ , Ç, , Ç, f}f`fr: Dokudokuzonbi (Poisonous Zombie)/Venom Zombie /  
/ Max HP: 80 \  
\ MP: 0 /  
/ Experience: 368 \  
\ Gold: 25 /  
/ Attack Power: 65 \  
\ Defense Power: 50 /  
/ Agility: 23 \  
\ Item Dropped: , Ç, , - , µ, » , µ: Dokukeshisou (Antidote Herb) /  
/ Where Fought: Around Sioux (Day/Night), around Arp Tower (Day/Night), \  
\ Arp Tower 1F/2F /  
/ Battle Actions: Attacks, \  
\ can cause Poison status with , Ç, , 4, «: Doku iki (Poison Breath), /  
/ summons f}f`frf}fXf^◆[: Zonbimasuta- (Zombie Master)/Voodoo Shaman, \  
\ , Ý, ð, Ü, à, Á, Ä, 4, é: Mi wo Mamotteiru (Defends) /  
/=====\  
  
/=====\  
  
/=====\

\ , í, ©, êf◆f^f<: Haguremetaru (Separating Metal)/Metal Babble /  
/ Max HP: 6 \  
\ MP: 65,535 (probably infinite) /  
/ Experience: 40,200 \  
\ Gold: 10 /  
/ Attack Power: 55 \  
\ Defense Power: 1,023 /  
/ Agility: 150 \  
\ Item Dropped: , µ, , í, 1, Ì, , Á: Shiawase no Kutsu (Shoes of Happiness) /  
/ Where Fought: Around Sioux (Day/Night), Necrogond Cave B1-2F, \  
\ Baramos' Castle 1F/2F, Rubiss Tower 1F/2F/5F, around Rimuldar, /  
/ Zoma's Castle 1F/B1, Sky World Cave B3/B5, Sky World Tower 1F/2F \  
\ Battle Actions: Attacks, casts fMf%: Gira (Fireball), flees /  
/=====\  
  
/=====\  
  
/=====\

\ , «, ß, ñ, Ç, µ, µ: Kimendoushi (Devil's Mask Pupil?)/Deranger /  
/ Max HP: 80 \  
\ MP: 22 /  
/ Experience: 343 \  
\ Gold: 48 /  
/ Attack Power: 53 \  
\ Defense Power: 43 /  
/ Agility: 56 \  
\ Item Dropped: , ., 2, è, , - , ñ: Sugorokuken (Dice Game Ticket) /  
/=====\  
  
/=====\  
  
/=====\

/ Where Fought: Around Sioux (Day/Night), Navel of the Earth B3, \
\ around Arp Tower (Day), Orochi Cave B1/B2 /
/ Battle Actions: ,æ,¤,·,ð ,Ý,Ä,ç,é: Yousu wo Miteiru (is deciding what to \
\ do), Casts f◆f\_fpfj: Medapani (Confuse), /
/ casts fxfzfCf~: Behoimi (Healmore) \
\=====/

/=====\  
\ f~f~fbfN: Mimikku (Mimic) /
/ Max HP: 240 \
\ MP: 10 /
/ Experience: 735 \
\ Gold: 110 /
/ Attack Power: 94 \
\ Defense Power: 78 /
/ Agility: 100 \
\ Item Dropped: ,Ü,¶,ñ,ÌfIfm: Majin no Ono (Devil Axe) /
/ Where Fought: Navel of the Earth B1 (1 chest), Ra Cave B2 (7 chests), \
\ Phantom Ship B1 (1 chest), Devil's Nail Mark B3 (1 chest), /
/ Dice Game #4 (Maira-1 chest), Rubiss Tower 1F/2F (1 chest each), \
\ Zoma's Castle B4 (1 chest), Sky World Cave B1 (1 chest) /
/ Battle Actions: Attacks, casts fUfL: Zaki (Beat), \
\ casts f%fŠfz◆[: Rariho- (Sleep), casts f}fzfgf%: Mahotora (Robmagic), /
/ casts f◆f%f~: Merami (Blazemore) (can have up to 2 turns per round) \
\=====/

/=====\  
\ fRf`fO: Kongu (Kong) /
/ Max HP: 95 \
\ MP: 0 /
/ Experience: 432 \
\ Gold: 68 /
/ Attack Power: 105 \
\ Defense Power: 58 /
/ Agility: 40 \
\ Item Dropped: ,ç,Ì,ç,Ì,«,Ì,Ý: Inochi no Kinomi (Life Nut) /
/ Where Fought: Around Pirate's House (Day/Night), \
\ around Samanosa (Day/Night) /
/ Battle Actions: Attacks, \
\ summons ,²,,ç,,ç,â,¤: Gokurakuchou (Bird of Paradise)/Elysium Bird /
/=====/

/=====\  
\ ,²,¤,¯,Â,®,Ü: Gouketsuguma (Heroic Bear)/Fierce Bear /
/ Max HP: 90 \
\ MP: 0 /
/ Experience: 440 \
\ Gold: 55 /
/ Attack Power: 95 \
\ Defense Power: 40 /
/ Agility: 30 \
\ Item Dropped: ,ç,®,ç,Ì,½,Ë: Chikara no Tane (Power Seed) /
/ Where Fought: Around Dharma (Day/Night), around Jipang (Day/Night), \
\ Orochi Cave B1, around Leiamland (Day/Night) /
/ Battle Actions: Attacks \
\=====/



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/=====\
\ ,æ,ꞥ,ª,ª,ñ,Û,ƒ,ñ: Youganmajin (Lava Devil)/Lava Basher /
/ Max HP: 60 /
\ MP: 0 /
/ Experience: 417 /
\ Gold: 61 /
/ Attack Power: 81 /
\ Defense Power: 40 /
/ Agility: 18 /
\ Item Dropped: ,¹,©,¢,ƒ,ã,ì,í: Sekaiju no Ha (Leaf of the World Tree) /
/ Where Fought: Orochi Cave B1/B2 /
\ Battle Actions: Attacks, damages all party members with /
/ ,à,|,³,©,é ,©,|,ñ: Moesakaru kaen (Blazing Flames) /
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/=====\
\ ,â,Û,¼,Ì,¨,ë,¿: Yamata no Orochi (8-Headed Serpent, Orochi) /
/ Max HP: 1,800 /
\ MP: 12 /
/ Experience: 2,080 /
\ Gold: 0 /
/ Attack Power: 130 /
\ Defense Power: 68 /
/ Agility: 40 /
\ Item Dropped: ,,³,È,-,Ì,-,ñ: Kusanagi no Ken (Grass Cutter Sword) /
/ Where Fought: Orochi Cave B2 /
\ Battle Actions: Attacks, damages all party members with /
/ ,à,|,³,©,é ,©,|,ñ: Moesakaru kaen (Blazing Flames) (can have up to 2 /
\ turns per round) /
\=====/

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/=====\
\ ,â,Û,¼,Ì,¨,ë,¿: Yamata no Orochi (8-Headed Serpent, Orochi) /
/ Max HP: 2,000 /
\ MP: 12 /
/ Experience: 8,040 /
\ Gold: 1,000 /
/ Attack Power: 140 /
\ Defense Power: 68 /
/ Agility: 50 /
\ Item Dropped: Nothing /
/ Where Fought: Jipang, Orochi Cave B2 if you don't go in the warp to /
\ Jipang after beating the first form /
/ Battle Actions: Attacks, damages all party members with /
\ ,à,|,³,©,é ,©,|,ñ: Moesakaru kaen (Blazing Flames), damages all party /
/ members with ,Ð,Ì ,¢,«: Hino iki (Fire Breath) (can have up to 2 /
\ turns per round) /
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/=====\
\ f]f`frf}fXf^◆[: Zonbimasuta- (Zombie Master)/Voodoo Shaman /
/ Max HP: 120 /
\ MP: 20 /
/ Experience: 673 /
\ Gold: 95 /
/ Attack Power: 68 /

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\ Defense Power: 60 /
/ Agility: 67 \
\ Item Dropped: , , , , , , , , , , , , , , , : Sekaiju no Ha (Leaf of the World Tree) /
/ Where Fought: summoned by , , , , , , , , , : Dokudokuzonbi (Poisonous \
\ Zombie)/Venom Zombie, around Samanosa (Day/Night), Ra Cave B1-B3, /
/ summoned by fO [f<: Gu-ru (Ghoul) \
\ Battle Actions: Attacks, casts f}fzf%: Mahotora (Robmagic), /
/ casts fxfzfCf~: Behoimi (Healmore), casts fUfIf%f<: Zaoraru (Vivify), \
\ summons , , , , , , , , , : Kusattashitai (Rotting Corpse)/Hork /
/=====\
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/=====\
\ fVfffh [[: Shado- (Shadow)/Terror Shadow /
/ Max HP: 70 \
\ MP: 18 /
/ Experience: 743 \
\ Gold: 31 /
/ Attack Power: 63 \
\ Defense Power: 65 /
/ Agility: 50 \
\ Item Dropped: , , , , , , , , , : Toge no Muchi (Thorn Whip) /
/ Where Fought: Ra Cave B1-B3 \
\ Battle Actions: Attacks, casts fqfff_f<fR: Hyadaruko (Snowblast) /
/=====\
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/=====\
\ , , , , , , , , , , , , , : Gaikotsukenshi (Skeleton Fencer)/Skeleton /
/ Max HP: 75 \
\ MP: 18 /
/ Experience: 843 \
\ Gold: 68 /
/ Attack Power: 95 \
\ Defense Power: 58 /
/ Agility: 75 \
\ Item Dropped: , , , , , , , , , , , : Hagane no Tsurugi (Steel Sword) /
/ Where Fought: Ra Cave B1-B3, Phantom Ship 1F/B1 \
\ Battle Actions: Attacks, casts f<fJfif": Rukanan (Defense) /
/ (can have up to 2 turns per round) \
/=====\
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/=====\
\ fxfzf}fXf%fCf€: Behomasuraimu (Healall Slime)/Curer /
/ Max HP: 50 \
\ MP: 65,535 (probably infinite) /
/ Experience: 278 \
\ Gold: 38 /
/ Attack Power: 45 \
\ Defense Power: 50 /
/ Agility: 18 \
\ Item Dropped: fXf^f~fi, , , , , : Sutamina no Tane (Stamina Seed) /
/ Where Fought: Around Edinbear (Day/Night), Ra Cave B1/B2 \
\ around Necrogond Cave (Day/Night), around Necrogond Shrine (Day/Night) /
/ Battle Actions: Attacks, casts fxfzf}: Behoma (Healall) \
/=====\
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/=====\
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\ f{fXfgf}[f: Bosutoro-ru (Boss Troll) /
/ Max HP: 1,500 /
\ MP: 65,535 (probably infinite) /
/ Experience: 2,500 \
\ Gold: 105 /
/ Attack Power: 180 \
\ Defense Power: 120 /
/ Agility: 80 \
\ Item Dropped: Nothing /
/ Where Fought: Samanosa Castle 2F (Night, after using the
\ ,Ö,ñ,°,ì,Â,|: Henge no Tsue (Change Staff) on the fake king. /
/ Battle Actions: Attacks (can do a Regretful Strike), \
\ casts f{fJfif": Rukanan (Defense) (can have up to 2 turns per round) /
/=====\
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/=====\  
\ f~fjff[f,f": Minide-mon (Minidemon) /  
/ Max HP: 80 \  
\ MP: 24 /  
/ Experience: 587 \  
\ Gold: 89 /  
/ Attack Power: 85 \  
\ Defense Power: 45 /  
/ Agility: 55 \  
\ Item Dropped: ,Ó,±,¤,ì,©,Ô,Æ: Fukou no Kabuto (Sorrow Helmet) /  
/ Where Fought: Around Necrogond Cave (Day/Night), Great Forest (Day), \  
\ Phantom Ship 1F, Necrogond Cave B1-3F, /  
/ around Necrogond Shrine (Day/Night) \  
\ Battle Actions: Attacks, casts f{f%~: Merami (Blazemore), /  
/ damages all party members with ,Â,ß,½,ç ,ç,«: Tsumetai iki \  
\ (Chilly Breath) /  
/=====\
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/=====\  
\ fef^f^fNf<fX: Tentakurusu (Tentacles) /  
/ Max HP: 200 \  
\ MP: 0 /  
/ Experience: 1,280 \  
\ Gold: 120 /  
/ Attack Power: 107 \  
\ Defense Power: 15 /  
/ Agility: 36 \  
\ Item Dropped: ,Ô,Æ,¤,-: Butougi (Martial Arts Suit) /  
/ Where Fought: Ocean (Day/Night), Phantom Ship 1F/B1, Alefgard Ocean \  
\ Battle Actions: Attacks (can have up to 2 turns per round) /  
/=====\
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/=====\  
\ ftf{fXfgfMfYf,: Furosutogizumo (Frost Gizmo)/Frost Cloud /  
/ Max HP: 80 \  
\ MP: 18 /  
/ Experience: 1,070 \  
\ Gold: 68 /  
/ Attack Power: 72 \  
\ Defense Power: 47 /  
/ Agility: 51 \  
\ Item Dropped: ,·,²,ë,,¬,ñ: Sugorokuken (Dice Game Ticket) /
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/ Where Fought: Around Necrogond Cave (Day/Night), Necrogond Cave 2F-4F, \\  
\\ around Necrogond Shrine (Day/Night), Alefgard Ocean \\  
/ Battle Actions: Attacks, casts fqqfff\_f<fR: Hyadaruko (Snowblast), \\  
\\ damages all party members with ,Â,ß,½,ç ,ç,«: Tsumetai iki \\  
/ (Chilly Breath) \\  
\\=====

/=====\\  
\\ fgf❖f<: Tororu (Troll) \\  
/ Max HP: 250 \\  
\\ MP: 0 \\  
/ Experience: 1,030 \\  
\\ Gold: 105 \\  
/ Attack Power: 155 \\  
\\ Defense Power: 32 \\  
/ Agility: 42 \\  
\\ Item Dropped: ,±,ñ,Ú,¤: Konbou (Club) \\  
/ Where Fought: Around Necrogond Cave (Day/Night), Necrogond Cave B1/1F, \\  
\\ around Necrogond Shrine (Day/Night) \\  
/ Battle Actions: Attacks (can do a Regretful Strike) \\  
\\=====

/=====\\  
\\ ,¶,²,,î,«,µ: Jigoku no Kishi (Hell Knight)/Marauder \\  
/ Max HP: 130 \\  
\\ MP: 0 \\  
/ Experience: 1,190 \\  
\\ Gold: 73 \\  
/ Attack Power: 115 \\  
\\ Defense Power: 63 \\  
/ Agility: 58 \\  
\\ Item Dropped: ,·,î,â,³,î,½,Ë: Subayasa no Tane (Agility Shield) \\  
/ Where Fought: Necrogond Cave B1-4F, Baramos' Castle B1-2F, \\  
\\ Rocky Mountain Cave B1/B2, around Sacred Shrine \\  
/ Battle Actions: Attacks, can cause ,µ,Ñ,ê: Shibire (Numb) status with \\  
\\ ,â,¯,Â,,ç,«: Yaketsukuiki (Burning Breath) (can have up to 2 turns per /\  
/ round) \\  
\\=====

/=====\\  
\\ fzf❖fs❖[fXfg: Horogo-suto (Hologhost) \\  
/ Max HP: 85 \\  
\\ MP: 20 \\  
/ Experience: 1,040 \\  
\\ Gold: 42 \\  
/ Attack Power: 67 \\  
\\ Defense Power: 47 \\  
/ Agility: 59 \\  
\\ Item Dropped: ,·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket) \\  
/ Where Fought: Necrogond Cave B1-3F, Baramos' Castle B1-2F, \\  
\\ Rocky Mountain Cave B1/B2, Alefgard Ocean \\  
/ Battle Actions: Attacks, casts fUf%fL: Zarakī (Defeat) \\  
\\=====

/=====\\  
\\ f%fCfIf`fwfbfh: Raionheddo (Lion Head) \\  
/

/ Max HP: 115  
\ MP: 30  
/ Experience: 1,350  
\ Gold: 98  
/ Attack Power: 120  
\ Defense Power: 80  
/ Agility: 47  
\ Item Dropped: ,È,°,«,Ì,½,Ä: Nageki no Tate (Grief Shield)  
/ Where Fought: Necrogond Cave 2F-4F, Baramos' Castle B1-2F  
\ Battle Actions: Attacks, casts fxfMf%f}: Begirama (Firebane),  
/ casts f}fzfg◆[f": Mahoto-n (Stopspell)  
/=====

/=====\  
\ ,",Ç,é,Û,¤,¹,«: Odoruhouseki (Dancing Jewel)  
/ Max HP: 50  
\ MP: 65,535 (probably infinite)  
/ Experience: 10  
\ Gold: 1,023  
/ Attack Power: 57  
\ Defense Power: 100  
/ Agility: 70  
\ Item Dropped: ,Í,Å,È,Ó,: Hadenafuku (Colorful Clothes)  
/ Where Fought: Necrogond Cave 2F-4F, Rocky Mountain Cave B1/B2  
\ Battle Actions: Attacks, casts f}fk◆[fT: Manu-sa (Surround),  
/ casts f<fJfif": Rukanan (Defense), casts f{f~fIfX: Bomiosu (Slow),  
\ casts f◆f\_fpfj: Medapani (Confuse), ,Ó,µ,¬,È,"Ç,è: Fushigi na Odori  
/ (Mystery Dance; takes MP), ,æ,¤,·,ð ,Ý,Ä,ç,é: Yousu wo Miteiru (is  
\ deciding what to do) (can have up to 3 turns per round)  
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/=====\  
\ fKf◆fSf"f◆◆[fh: Gamegonro-do (Tortoise Dragon Lord)/King Tortragon /  
/ Max HP: 120  
\ MP: 15  
/ Experience: 1,420  
\ Gold: 120  
/ Attack Power: 113  
\ Defense Power: 200  
/ Agility: 90  
\ Item Dropped: f%fbfN,Ì,½,È: Rakku no Tane (Luck Seed)  
/ Where Fought: Necrogond Cave 4F, around Necrogond Shrine (Day/Night),  
\ Rocky Mountain Cave B1/B2, Rubiss Tower 3F/4F  
/ Battle Actions: Attacks, casts f}fzfJf"f^: Mahokanta (Magic Counter),  
\ damages all party members with ,à,|,³,©,é ,©,|,ñ: Moesakaru kaen  
/ (Blazing Flames), casts fXfNf<fg: Sukuruto (Increase)  
/=====

/=====\  
\ fXfm◆[fhf%fSf": Suno-doragon (Snow Dragon)  
/ Max HP: 110  
\ MP: 0  
/ Experience: 440  
\ Gold: 90  
/ Attack Power: 93  
\ Defense Power: 60  
/ Agility: 50

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\ Item Dropped: ,ç,Ï,ç,Ï,«,Ï,Ý: Inochi no Kinomi (Life Nut) /
/ Where Fought: Around Greenlad (Night), \
\ around Necrogond Shrine (Day/Night), around Leiamland (Day/Night), /
/ Baramos' Castle B1-2F \
\ Battle Actions: Attacks, damages all party members with ,Â,ß,½,ç ,ç,«: /
/ Tsumetai iki (Chilly Breath), damages all party members with \
\ ,±,¨,è,Â, ,ç,«: Kooritsuku iki (Frozen Breath) (can have up to 2 turns /
/ per round) \
\=====

/=====
\ ,Ð,â,¤,ª,ª,Û,¶,ñ: Hyougamajin (Glacier Devil)/Glacier Basher /
/ Max HP: 140 \
\ MP: 0 /
/ Experience: 405 \
\ Gold: 74 /
/ Attack Power: 93 \
\ Defense Power: 54 /
/ Agility: 23 \
\ Item Dropped: ,Ó,µ,¬,È,Ú,¤,µ: Fushigi na Boushi (Mystery Hat) /
/ Where Fought: Around Greenlad (Day/Night), \
\ around Necrogond Shrine (Day/Night), around Leiamland (Day/Night) /
/ Battle Actions: Attacks, damages all party members with ,Â,ß,½,ç ,ç,«: \
\ Tsumetai iki (Chilly Breath) /
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\ fGfrf<f}◆[fW: Ebiruma-ji (Evil Mage) /
/ Max HP: 95 \
\ MP: 65,535 (probably infinite) /
/ Experience: 1,650 \
\ Gold: 85 /
/ Attack Power: 99 \
\ Defense Power: 85 /
/ Agility: 58 \
\ Item Dropped: ,¹,©,ç,¶,ã,Ï,Í: Sekaiju no Ha (Leaf of the World Tree) /
/ Where Fought: Baramos' Castle B1-2F \
\ Battle Actions: Attacks, casts f◆f_fpfj: Medapani, casts f◆f%f~: Merami /
/ (Blazemore), casts fxfzf}: Behoma (Healall), \
\ casts f%fšfz◆[: Rariho- (Sleep), casts f}fqffh: Mahyado (Snowstorm), /
/ casts f}fzfg◆[f": Mahoto-n (StopsPELL), damages all party members with \
\ ,à,|,³,©,é ,©,|,ñ: Moesakaru kaen (Blazing Flames) /
\=====

/=====
\ ,¤,²,,¹,ç,«,¼,¤: Ugokusekizou (Moving Stone Statue) /
/ Max HP: 195 \
\ MP: 0 /
/ Experience: 1,780 \
\ Gold: 82 /
/ Attack Power: 140 \
\ Defense Power: 40 /
/ Agility: 29 \
\ Item Dropped: ,¾,ç,ç,Ï,æ,ë,ç: Daichi no Yoroi (Earth Armor) /
/ Where Fought: Baramos' Castle B1-2F, around Ladutorm, around Domudora, \
\ around Zoma's Castle /
/ Battle Actions: Attacks (can do a Regretful Strike) \

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/=====\  
\ fof%f,fX: Baramosu (Baramos) /  
/ Max HP: 2,500 \  
\ MP: 65,535 (probably infinite) /  
/ Experience: 65,535 \  
\ Gold: 0 /  
/ Attack Power: 240 \  
\ Defense Power: 200 /  
/ Agility: 85 \  
\ Item Dropped: Nothing /  
/ Where Fought: Baramos' Castle B1 (Boss) \  
\ Battle Actions: Attacks, casts fCfIfifYf": Ionazun (Explodet), damages /  
/ all party members with ,Í,°,µ,ç,Û,Ì,": Hageshihonoo (Violent Flame), \  
\ casts f?f%f] [f}: Merazo-ma (Blazemost), /  
/ casts fofVf< [f%: Bashiru-ra (Limbo) (can have up to 2 turns per round) \  
\=====/  
  
/=====\  
\ fXf%fCf€fxfX: Suraimubesu (Slimebeth)/Red Slime /  
/ Max HP: 6 \  
\ MP: 0 /  
/ Experience: 8 \  
\ Gold: 2 /  
/ Attack Power: 18 \  
\ Defense Power: 6 /  
/ Agility: 7 \  
\ Item Dropped: ,â,,»,µ: Yakusou (Medical Herb) /  
/ Where Fought: Around Ladutorm, around Domudora, around Devil's Nail Mark, \  
\ around Garai's House, around Spirit Shrine /  
/ Battle Actions: Attacks \  
\=====/  
  
/=====\  
\ f}fhfnf`fh: Madohando (Mudhand)/Goopi /  
/ Max HP: 70 \  
\ MP: 0 /  
/ Experience: 720 \  
\ Gold: 78 /  
/ Attack Power: 90 \  
\ Defense Power: 75 /  
/ Agility: 59 \  
\ Item Dropped: ,Ä,Â,Ì,Â,ß: Tetsu no Tsume (Iron Claw) /  
/ Where Fought: Around Ladutorm, Rocky Mountain Cave B1/B2, \  
\ around Devil's Nail Mark, around Garai's House, around Spirit Shrine, /  
/ around Merkido, around Maira, Rubiss Tower 3F/4F, around Rimuldar, \  
\ around Zoma's Castle, Zoma's Castle B2 /  
/ Battle Actions: Attacks, summons ,¾,ç,Û,¶,ñ: Daimajin (Pedestal \  
\ Devil)/Granite Titan /  
/=====/  
  
/=====\  
\ ,¾,ç,Û,¶,ñ: Daimajin (Pedestal Devil)/Granite Titan /  
/ Max HP: 350 \  
\ MP: 0 /
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/ Experience: 2,500 \

\ Gold: 150 \

/ Attack Power: 200 \

\ Defense Power: 90 \

/ Agility: 35 \

\ Item Dropped: ,ç,ç,¶,ñ,ì,¯,ñ: Raijin no Ken (Thunder God Sword) \

/ Where Fought: Zoma's Castle 1F (not random), Zoma's Castle B2-B4 \

\ Battle Actions: Attacks (can do a Regretful Strike) (can have up to 2 \

/ turns per round) \

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\ fTf%f}f`f\_◆[: Saramanda- (Salamander) \

/ Max HP: 200 \

\ MP: 0 \

/ Experience: 6,000 \

\ Gold: 180 \

/ Attack Power: 150 \

\ Defense Power: 59 \

/ Agility: 70 \

\ Item Dropped: ,ç,©,ç,ì,½,Ë: Chikara no Tane (Power Seed) \

/ Where Fought: Around Ladutorm, around Devil's Nail Mark, around Garai's \

\ House, Devil's Nail Mark B1-B3, Rubiss Tower 5F, around Zoma's Castle, \

/ Zoma's Castle B3/B4, Sky World Cave B1/B2 \

\ Battle Actions: Attacks, damages all party members with \

/ ,í,°,µ,ç,Û,ì,¨: Hageshihonoo (Violent Flame) \

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\ ,Û,¨,¤,ì,©,°: Maou no Kage (Devil Shadow)/Vile Shadow \

/ Max HP: 130 \

\ MP: 30 \

/ Experience: 1,710 \

\ Gold: 77 \

/ Attack Power: 105 \

\ Defense Power: 60 \

/ Agility: 80 \

\ Item Dropped: ,ç,ì,ç,ì,ç,µ: Inochi no Ishi (Life Stone) \

/ Where Fought: Around Domudora, Rubiss Tower 3F/4F, around Sacred Shrine \

\ Battle Actions: Attacks, can cause Sleep status with , ,Û,ç ,ç,«: Amai iki/ \

/ (Sweet Breath), casts fUfL: Zaki (Beat) \

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\ fLf◆f%: Kimera (Chimera)/Wyvern \

/ Max HP: 80 \

\ MP: 0 \

/ Experience: 1,780 \

\ Gold: 75 \

/ Attack Power: 120 \

\ Defense Power: 70 \

/ Agility: 68 \

\ Item Dropped: fLf◆f%,ì,Â,î,³: Kimera no Tsubasa (Chimera Wing) \

/ Where Fought: Around Domudora, around Spirit Shrine, around Merkido, \

\ around Rimuldar, around Sacred Shrine \

/ Battle Actions: Attacks (can do a Regretful Strike), damages all party \

\ members with ,Ð,ì ,ç,«: Hino iki (Fire Breath), damages all party \



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/ members with ,à,|,³,©,é ,©,|,ñ: Moesakaru kaen (Blazing Flames) \
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/=====\  
\ f_ [fXfŠfJf`fg: Da-surikanto (Darth Bear) /  
\ Max HP: 150 \  
\ MP: 0 /  
\ Experience: 2,080 \  
\ Gold: 130 /  
\ Attack Power: 155 \  
\ Defense Power: 70 /  
\ Agility: 58 \  
\ Item Dropped: ,·,î,â,³,ì,½,Ë: Subayasa no Tane (Agility Seed) /  
\ Where Fought: Rocky Mountain Cave B1/B2, around Spirit Shrine, \  
\ around Merkido, Rubiss Tower 5F, around Rimuldar, around Sacred Shrine /  
\ Battle Actions: Attacks (can do a Regretful Strike) \  
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/=====\  
\ fO [f<: Gu-ru (Ghoul) /  
\ Max HP: 170 \  
\ MP: 5 /  
\ Experience: 1,270 \  
\ Gold: 48 /  
\ Attack Power: 95 \  
\ Defense Power: 10 /  
\ Agility: 45 \  
\ Item Dropped: ,Ý,©,í,µ,ì,Ó,: Mikawashi no Fuku (Evasion Clothes) /  
\ Where Fought: Around Devil's Nail Mark, around Garai's House, \  
\ around Merkido, around Marshland Cave, around Maira, around Rimuldar, /  
\ around Sacred Shrine \  
\ Battle Actions: Attacks, casts f}fk [fT: Manu-sa (Surround), /  
\ summons f}f`frf}fXf^ [: Zonbimasuta- (Zombie Master)/Voodoo Shaman \  
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/=====\  
\ fgf [f<fLf`fO: Toro-rukingu (Troll King) /  
\ Max HP: 250 \  
\ MP: 27 /  
\ Experience: 3,050 \  
\ Gold: 120 /  
\ Attack Power: 150 \  
\ Defense Power: 78 /  
\ Agility: 67 \  
\ Item Dropped: ,ç,ç,¶,ñ,ì,¯,ñ: Raijin no Ken (Thunder God Sword) /  
\ Where Fought: Devil's Nail Mark B1-B3, around Zoma's Castle, \  
\ Zoma's Castle 1F/B1 /  
\ Battle Actions: Attacks, casts fofVf< [f%: Bashiru-ra (Limbo) \  
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/=====\  
\ fTf^f`fpps [: Satanpapi- (Satan Pappy)/Winged Demon /  
\ Max HP: 125 \  
\ MP: 48 /  
\ Experience: 2,490 \  
\ Gold: 90 /
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/ Attack Power: 115 \
\ Defense Power: 80 /
/ Agility: 58 \
\ Item Dropped: ,ä,¤,í,,ì,¯,ñ: Yuuwaku no Ken (Temptation Sword) /
/ Where Fought: Devil's Nail Mark B1-B3, around Marshland Cave, \
\ around Maira, Rubiss Tower 1F/2F /
/ Battle Actions: Attacks, casts f{f%}f{f}: Merazo-ma (Blazemost), \
\ casts fxfzf}f%{f[: Behomara- (Healus) (can have up to 2 turns per round) /
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/=====\
\ fqfhf%: Hidora (Hydra) /
/ Max HP: 150 \
\ MP: 0 /
/ Experience: 3,090 \
\ Gold: 95 /
/ Attack Power: 137 \
\ Defense Power: 120 /
/ Agility: 76 \
\ Item Dropped: ,¹,©,¢,¶,ã,ì,í: Sekaiju no Ha (Leaf of the World Tree) /
/ Where Fought: Devil's Nail Mark B1-B3, around Zoma's Castle \
\ Battle Actions: Attacks, damages all party members with /
/ ,à,!,³,©,é ,©,!,ñ: Moesakaru kaen (Blazing Flames) (can have up to 2 \
\ turns per round) /
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/=====\
\ fLf`fOf}f{f": Kinguma-man (King Merman)/King Merzon /
/ Max HP: 120 \
\ MP: 12 /
/ Experience: 1,590 \
\ Gold: 110 /
/ Attack Power: 125 \
\ Defense Power: 85 /
/ Agility: 72 \
\ Item Dropped: ,Û,Û,¤,ÏfrfLfj: Mahou no Bikini (Magic Bikini) /
/ Where Fought: Alefgard Ocean, Sky World Cave B1/B2 \
\ Battle Actions: Attacks, casts fqfff_f<fR: Hyadaruko (Snowblast) /
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/=====\
\ fNf%{fSf": Kura-gon (Kragon)/Kragacles /
/ Max HP: 450 \
\ MP: 0 /
/ Experience: 2,090 \
\ Gold: 160 /
/ Attack Power: 150 \
\ Defense Power: 10 /
/ Agility: 52 \
\ Item Dropped: ,¢,ì,¿,ì,«,ì,Ý: Inochi no Kinomi (Life Nut) /
/ Where Fought: Alefgard Ocean \
\ Battle Actions: Attacks (can do a Regretful Strike) (can have up to 3 /
/ turns per round) \
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\ fXfJf<fSf": Sukarugon (Skullgon)/Scalgon /  
/ Max HP: 200 \  
\ MP: 0 /  
/ Experience: 2,350 \  
\ Gold: 78 /  
/ Attack Power: 130 \  
\ Defense Power: 65 /  
/ Agility: 62 \  
\ Item Dropped: , , @, ç, Ì, ½, È: Chikara no Tane (Power Seed) /  
/ Where Fought: Around Merkido, around Marshland Cave, around Maira, \  
\ around Rimuldar /  
/ Battle Actions: Attacks, damages all party members with , Æ, ß, ½, ç , ç, «: \  
\ Tsumetai iki (Chilly Breath), damages all party members with /  
/ , ±, ", è, Å, , ç, «: Kooritsuku iki (Frozen Breath) \  
\ =====/

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\ f%fSf`fk: Ragonnu (?)/Leona /  
/ Max HP: 140 \  
\ MP: 24 /  
/ Experience: 2,780 \  
\ Gold: 90 /  
/ Attack Power: 139 \  
\ Defense Power: 80 /  
/ Agility: 70 \  
\ Item Dropped: , È, °, «, Ì, ½, Å: Nageki no Tate (Grief Shield) /  
/ Where Fought: Rubiss Tower 1F-5F \  
\ Battle Actions: Attacks, casts f}fqqfffh: Mahyado (Snowstorm) /  
/=====\  
/

/=====\  
\ f♦fCfWfLf♦f%: Meijikimera (Mage Chimera)/Magiwyvern /  
/ Max HP: 100 \  
\ MP: 53 /  
/ Experience: 2,240 \  
\ Gold: 125 /  
/ Attack Power: 105 \  
\ Defense Power: 80 /  
/ Agility: 150 \  
\ Item Dropped: , Ó, µ, -, È, Ú, ¢, µ: Fushigi na Boushi (Mystery Hat) /  
/ Where Fought: Around Spirit Shrine, around Merkido, Rubiss Tower 1F-5F \  
\ Battle Actions: Casts f♦f\_fpfj: Medapani (Confuse), /  
/ casts f}fzfJf`f^: Mahokanta \  
\ =====/

/=====\  
\ fS♦[f<fhf}f": Go-rudoman (Gold Man)/Gold Basher /  
/ Max HP: 210 \  
\ MP: 0 /  
/ Experience: 390 \  
\ Gold: 1,023 /  
/ Attack Power: 165 \  
\ Defense Power: 50 /  
/ Agility: 60 \  
\ Item Dropped: , ", ¢, ^, ñ, Ì, Å, ß: Ougon no Tsume (Gold Claw) /  
/ Where Fought: South of Rimuldar, around Sacred Shrine, \  
\ Sky World Cave B1/B2 /

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/ Battle Actions: Attacks, flees \
\=====/

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\ f}fNf?fx?^: Makurobe-ta (Macrobeta?)/Voodoo Warlock /
/ Max HP: 150 \
\ MP: 65,535 (probably infinite) /
/ Experience: 1,930 \
\ Gold: 105 /
/ Attack Power: 80 \
\ Defense Power: 60 /
/ Agility: 72 \
\ Item Dropped: ,Ç,,^,Ï,±,È: Dokuga no Kona (Poisonous Powder) /
/ Where Fought: Around Merkido, Rubiss Tower 1F, around Zoma's Castle \
\ Battle Actions: Attacks, casts f?f%~: Merami (Blazemore), /
/ summons ,,^,Á,½,µ,½,ç: Kusattashitai (Rotting Corpse)/Hork, \
\ damages all party members with ,Ð,Ï ,ç,«: Hino iki (Fire Breath), /
/ ,Ô,µ,¬,È,¨,Ç,è: Fushigi na Odori (Mystery Dance; takes MP), \
\ casts fXfNf<fg: Sukuruto (Increase) /
/=====\
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/=====\
\ fA?{fNf}?[fW: A-kuma-ji (Archmage) /
/ Max HP: 130 \
\ MP: 100 /
/ Experience: 2,850 \
\ Gold: 140 /
/ Attack Power: 90 \
\ Defense Power: 150 /
/ Agility: 75 \
\ Item Dropped: ,^,´,È,Ý,Ï,Â,|: Sazanami no Tsue (Staff of Reflection) /
/ Where Fought: Around Ladutorm, Devil's Nail Mark B1-B3, \
\ around Zoma's Castle, Zoma's Castle 1F-B4 /
/ Battle Actions: Attacks, casts fCfIfifYf": Ionazun (Explodet), \
\ casts fUfIfŠfN: Zaoriku (Revive), damages all party members with /
/ ,Â,ß,½,ç ,ç,«: Tsumetai iki (Chilly Breath) \
\=====/
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/=====\
\ fhf%Sf": Doragon (Dragon)/Green Dragon /
/ Max HP: 120 \
\ MP: 0 /
/ Experience: 2,600 \
\ Gold: 107 /
/ Attack Power: 140 \
\ Defense Power: 75 /
/ Agility: 62 \
\ Item Dropped: fXf^f~fi,Ï,½,È: Sutamina no Tane (Stamina Seed) /
/ Where Fought: Rubiss Tower 5F, around Zoma's Castle, Zoma's Castle 1F/B1, \
\ Sky World Cave B1 /
/ Battle Actions: Attacks, damages all party members with \
\ ,à,|,^,©,é ,©,|,ñ: Moesakaru kaen (Blazing Flames), /
/ summons ,^,,ç,,ç,â,µ: Gokurakuchou (Bird of Paradise)/Elysium Bird \
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\ f}f`fgfS[fA: Mantogo-a (Mantigore)/Lionroar /
/ Max HP: 160 \
\ MP: 50 /
/ Experience: 3,060 \
\ Gold: 120 /
/ Attack Power: 145 \
\ Defense Power: 60 /
/ Agility: 78 \
\ Item Dropped: ,È,°,«,Ì,½,Ä: Nageki no Tate (Grief Shield) /
/ Where Fought: Zoma's Castle 1F-B4, Sky World Cave B4 \
\ Battle Actions: Attacks, casts f[f%]f[f]: Merazo-ma (Blazemost), /
/ casts fofMfNf[fX: Bagikurosu (Infermost), \
\ casts f}fzfJf`f^: Mahokanta (Magic Counter) /
/=====\
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/=====\  
\ fof[fO: Barurogu (Balrog)/Barog /  
/ Max HP: 93 \  
\ MP: 21 /  
/ Experience: 3,270 \  
\ Gold: 80 /  
/ Attack Power: 100 \  
\ Defense Power: 57 /  
/ Agility: 55 \  
\ Item Dropped: ,Ó,μ,-,È,Ú,μ: Fushigi na Boushi (Mystery Hat) /  
/ Where Fought: Zoma's Castle 1F-B4, Sky World Cave B4 \  
\ Battle Actions: Attacks, casts fUf%fL: Zaraki (Defeat) /  
/=====\
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/=====\  
\ f[fhfCfh: So-doido (Swordoid) /  
/ Max HP: 170 \  
\ MP: 31 /  
/ Experience: 3,180 \  
\ Gold: 87 /  
/ Attack Power: 158 \  
\ Defense Power: 72 /  
/ Agility: 99 \  
\ Item Dropped: ,Ó,Ô,«,Ì,Â,é,-: Fubuki no Tsurugi (Blizzard Blade) /  
/ Where Fought: Zoma's Castle B3/B4 \  
\ Battle Actions: Attacks (can do a Regretful Strike), /  
/ casts fxfzfCf~: Behoimi (Healmore) (can have up to 2 turns per round) \  
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/=====\  
\ fhf%fSf`f}f`fr: Doragonzonbi (Dragon Zombie)/Putregon /  
/ Max HP: 350 \  
\ MP: 0 /  
/ Experience: 3,500 \  
\ Gold: 53 /  
/ Attack Power: 170 \  
\ Defense Power: 45 /  
/ Agility: 43 \  
\ Item Dropped: ,¿,©,ç,Ì,½,Ë: Chikara no Tane (Power Seed) /  
/ Where Fought: Zoma's Castle B2-B4, Sky World Cave B1/B2/B4 \  
\ Battle Actions: Attacks, damages all party members with /  
/ ,±,¨,è,Â, ,ç,«: Kooritsuku iki (Frozen Breath) \
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\ fLf`fOfqfhf%: Kinguhidora (King Hydra) /
/ Max HP: 1,600 \
\ MP: 0 /
/ Experience: 12,200 \
\ Gold: 350 /
/ Attack Power: 280 \
\ Defense Power: 150 /
/ Agility: 50 \
\ Item Dropped: fhf%fSf`f`fCf<: Doragonmeiru (Dragon Mail) /
/ Where Fought: Zoma's Castle B5 (not random), Sky World Cave B3/B5 \
\ Battle Actions: Attacks, damages all party members with /
/ ,à,|,³,©,é ,©,|,ñ: Moesakaru kaen (Blazing Flames) (can have up to 2 \
\ turns per round) /
/=====

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\ fof%f,fXfuf`fX: Bamosuburosu (Bamos Buros)/Bamos Bomus /
/ Max HP: 1,100 \
\ MP: 65,535 (probably infinite) /
/ Experience: 13,500 \
\ Gold: 450 /
/ Attack Power: 210 \
\ Defense Power: 300 /
/ Agility: 72 \
\ Item Dropped: ,È,°,«,Ì,½,Ä: Nageki no Tate (Grief Shield) /
/ Where Fought: Zoma's Castle B5 (not random) \
\ Battle Actions: Attacks, casts fCfIfifYf": Ionazun (Explodet), damages /
/ all party members with ,Í,°,µ,¢,Û,Ì,": Hageshihonoo (Violent Flame) \
\ (can have up to 3 turns per round) /
/=====

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\ fof%f,fXf]f`fr: Bamosuzonbi (Bamos Zombie)/Bamos Gonus /
/ Max HP: 3,000 \
\ MP: 0 /
/ Experience: 14,300 \
\ Gold: 115 /
/ Attack Power: 400 \
\ Defense Power: 0 /
/ Agility: 0 \
\ Item Dropped: ,Í,©,¢,Ì,Ä,é,-: Hakai no Tsurugi (Destruction Sword) /
/ Where Fought: Zoma's Castle B5 (not random) \
\ Battle Actions: Attacks (can have up to 2 turns per round) /
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\ f]`[f}: Zo-ma (Zoma) /
/ Max HP: 4,500 (Grey) / 4,700 (Orange) \
\ MP: 65,535 (probably infinite) (Grey and Orange) /
/ Experience: 0 \
\ Gold: 0 /
/ Attack Power: 500 (Grey) / 360 (Orange) \
\ Defense Power: 350 (Grey) / 200 (Orange) /

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/ Agility: 255 (Grey) / 80 (Orange) \

\ Item Dropped: Nothing /

/ Where Fought: Zoma's Castle B5 \

\ Battle Actions: Attacks, damages all party members with /

/ ,±,²,!,é,Ó,Ô,«,ð,Í,ç,½: Kogoeru fubukiwo haita (Chilly Snowstorm), \

\ casts f}fqffh: Mahyado (Snowstorm), nullifies status-changing effects /

/ with ,ä,Ñ,³,«,©,ç,ç,Ä,Â, ,Í,Ç,¤,ª, Ù,Æ,Î,µ,Á,½: Yubisakikara itetsuku \

\ hadouga hotobashitta (Freezing Fingertip Surge) (can have up to 2 turns /

/ per round) \

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/=====

\ fLf%❖[fNf%fu: Kira-kurabu (Killer Crab) /

/ Max HP: 180 \

\ MP: 65,535 (probably infinite) /

/ Experience: 2,500 \

\ Gold: 80 /

/ Attack Power: 230 \

\ Defense Power: 250 /

/ Agility: 115 \

\ Item Dropped: ,",",Î,³,Ý: Oobasami (Giant Shears) /

/ Where Fought: Sky World Cave B1-B3/B5 \

\ Battle Actions: Attacks, casts fXfNf<fg: Sukuruto (Increase), /

/ casts fXfJf%: Sukara (Upper), casts f%fŠfz❖[: Rariho- (Sleep) \

\=====

/=====

\ f\_❖[fNfgf❖f<: Da-kutororu (Dark Troll) /

/ Max HP: 700 \

\ MP: 8 /

/ Experience: 3,700 \

\ Gold: 63 /

/ Attack Power: 330 \

\ Defense Power: 80 /

/ Agility: 50 \

\ Item Dropped: , ,½,Û,ª,³,!,é,Û,ñ: Atama ga Saeru Hon (Clear Head Book) /

/ Where Fought: Sky World Cave B1-B3/B5, Sky World Tower 1F-3F \

\ Battle Actions: Attacks (can do a Regretful Strike), /

/ casts fofCfLf<fg: Baikiruto (Bikill) \

\=====

/=====

\ ffrf<fEfBfU❖[fh: Debiruiza-do (Devil Wizard) /

/ HP: about 350 \

\ MP: 65,535 (probably infinite) /

/ Experience: 4,300 \

\ Gold: 210 /

/ Attack Power: 180 \

\ Defense Power: 170 /

/ Agility: 150 \

\ Item Dropped: ,ç,Ì,è,Ì,ä,Ñ,í: Inori no Yubiwa (Prayer Ring) /

/ Where Fought: Sky World Cave B1/B2/B4, Sky World Tower 1F-3F \

\ Battle Actions: Attacks, casts f}fzfg❖[f": Mahoto-n (Stopspell), /

/ casts fofCfLf<fg: Baikiruto (Bikill), casts fUfIfŠfN: Zaoriku (Revive), \

\ casts fCfIfifYf": Ionazun (Explodet), casts fxzfz}: Behoma (Healall), /

/ casts f<fJfif": Rukanan (Defense) \

\=====

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/=====\
\ ff[f,f"f\[fh: De-monso-do (Demon Sword) /
/ Max HP: 300 \
\ MP: 0 /
/ Experience: 2,800 \
\ Gold: 52 /
/ Attack Power: 220 \
\ Defense Power: 150 /
/ Agility: 90 \
\ Item Dropped: ,à,ë,í,ì,â,é,-: Moroha no Tsurugi (Double-Edged Sword) /
/ Where Fought: Sky World Cave B3-B5, Sky World Tower 1F-3F \
\ Battle Actions: Attacks, can cause ,μ,Ñ,ê: Shibire (Numb) status with /
/ ,â,~,Â,,ç,«: Yaketsukuiki (Burning Breath) (can have up to 2 turns per \
\ round) /
/=====\

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/=====\
\ f^f<fLf%f%: Metarukimera (Metal Chimera) /
/ Max HP: 150 \
\ MP: 0 /
/ Experience: 9,000 \
\ Gold: 50 /
/ Attack Power: 170 \
\ Defense Power: 350 /
/ Agility: 120 \
\ Item Dropped: ,μ, ,í,¹,ì,,Â: Shiawase no Kutsu (Happiness Shoes) /
/ Where Fought: Sky World Cave B4, Sky World Tower 1F/2F (balcony area), \
\ Sky World Tower 3F /
/ Battle Actions: Attacks, damages all party members with \
\ ,±,¨,è,Â, ,ç,«: Kooritsuku iki (Frozen Breath), damages all party /
/ members with ,±,²,!,é ,Ó,Ô,«,ð ,Í,ç,½: Kogoeru fubukiwo haita (Chilly \
\ Snowstorm) /
/=====\

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/=====\
\ fof%f,fXfGfrf<: Bamosuebiru (Bamos Evil) /
/ Max HP: 900 \
\ MP: 65,535 (probably infinite) /
/ Experience: 7,300 \
\ Gold: 150 /
/ Attack Power: 260 \
\ Defense Power: 140 /
/ Agility: 110 \
\ Item Dropped: ,Ó,μ,-,È,«,ì,Ý: Fushigi na Kinomi (Mystery Nut) /
/ Where Fought: Sky World Cave B1/B2, Sky World Tower 1F-3F \
\ Battle Actions: Attacks, casts f[f%f]f[f]: Merazo-ma (Blazemost), /
/ casts fCfIfifYf": Ionazun (Explodet), damages all party members with \
\ ,±,²,!,é ,Ó,Ô,«,ð ,Í,ç,½: Kogoeru fubukiwo haita (Chilly Snowstorm) /
/ (can have up to 2 turns per round) \
/=====\

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/=====\
\ ,Ä,ñ,ì,à,ñ,î,ñ: Ten no Monban (Heaven's Gate Watcher) /
/ Max HP: 700 \
\ MP: 0 /

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/ Experience: 8,500 \

\ Gold: 130 /

/ Attack Power: 350 \

\ Defense Power: 200 /

/ Agility: 100 \

\ Item Dropped: ,ç,©,è,Ïf^fgfD◊[: Ikari no Tatu- (Fury Tattoo) /

/ Where Fought: Sky World Tower 1F-3F \

\ Battle Actions: Attacks (can do a Regretful Strike) /

/=====\  
/

/=====\  
/ ,Û,¤,¨,¤: Houou (Phoenix) /

/ Max HP: 350 \

\ MP: 65,535 (probably infinite) /

/ Experience: 3,700 \

\ Gold: 150 /

/ Attack Power: 250 \

\ Defense Power: 150 /

/ Agility: 90 \

\ Item Dropped: ,¹,©,ç,¶,ã,Ï,Í: Sekaiju no Ha (Leaf of the World Tree) /

/ Where Fought: Sky World Tower 1F-3F \

\ Battle Actions: Attacks, casts fofVf<◊[f%: Bashiru-ra (Limbo), /

/ casts fxfzf}f%◊[: Behomara- (Healus) \

/=====\  
/

/=====\  
/ ,µ,ñ,è,ã,¤: Shinryuu (God Dragon) /

/ Max HP: 7,300 \

\ MP: 65,535 (probably infinite) /

/ Experience: 50,000 \

\ Gold: 0 /

/ Attack Power: 400 \

\ Defense Power: 350 /

/ Agility: 255 \

\ Item Dropped: ,¿,©,ç,Ï,½,Ë: Chikara no Tane (Power Seed) /

/ Where Fought: Sky World Tower 4F (not random) \

\ Battle Actions: Attacks, casts fCfIfifYf": Ionazun (Explodet), /

/ nullifies status-changing effects with ,ä,Ñ,³,«,©,ç ,ç,Ä,Ä, ,Í,Ç,¤,ª \

\ ,Û,Æ,Î,µ,Á,½: Yubisakikara itetsuku hadouga hotobashitta (Freezing /

/ Fingertip Surge), damages 1 character with ,·,é,Ç,çfLfo,Å <character's \

\ name> ,©,Ý,¾,ç,½,Á!: Surudoikibade kamikudaitaa! (Pointed Fang Bite), /

/ damages all party members with ,µ,á,,Ë,Ä,Ï ,Û,Ï,¨,ð ,Í,ç,½: Shakunetsu \

\ no honoowo haita (Red Hot Flame), damages the party by /

/ ,ç,Á,«,É ,Ï,µ,©,©,Á,Ä,«,½,Á!: Ikkin noshikakattekitaa! (All of a \

\ sudden leans on the party), puts 1 party member to sleep by /

/ ,É,ç,Ý,Ä,¯,½: Niramitsuketa (Glares at), damages all party members with \

\ ,±,²,!,é ,Ó,Ô,«,ð ,Í,ç,½: Kogoeru fubukiwo haita (Chilly Snowstorm) /

/ (can have up to 2 turns per round) \

/=====\  
/

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/=====\  
\ (III-C) ,¶,ã,à,ñ: Jumon (Magic) /  
/=====\  

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The order for the spells are the same as they are in the instruction manual. A \* before the spell signifies a 'Battle Only' spell.  
Lv 13 (Average Experience Level of the type of character when they learn the spell).

Lv 24/35-If there are two Level numbers, the second number is the average level a ,¯,ñ,¶,á: Kenja (Sage) learns that spell.

Single-one target.

Group-one group of enemies.

All-all enemies onscreen.

All allies-all party members at the same time.

Caster-the caster of the spell only.

```
/=====\  
\ (III-C1) ,»¶,è,å: Souryo (Priest) /  
/-----\  
\ fzfcf~: Hoimi (Heal: 3MP/Single) Lv 1/4-Recover some HP. /  
/-----\  
\ *fjftf%€: Nifuramu (Expel: 2MP/Group) Lv 2/6-Vaporizes weak enemies, no /  
/ experience points or gold is gained though. \  
/-----\  
/ *fsfIfŠf€: Piorimu (Speed Up: 3MP/All allies) Lv 5-Doubles all party \  
/ members' Agility; 255 is maximum. /  
/-----\  
\ *f}fk◆[fT: Manu-sa (Surround: 4MP/Group) Lv 7-If successful, monsters /  
/ will miss with their attacks more frequently. \  
/-----\  
/ *f<fJfj: Rukani (Sap: 3MP/Single) Lv 8-Removes all of one enemy's \  
/ Defense Power. Very useful on some high defense enemies. /  
/-----\  
\ *f%ššfz◆[: Rariho- (Sleep: 3MP/Group) Lv 9/16-Incapacitate a group of /  
/ enemies. \  
/-----\  
/ fLfAfŠ: Kiari (Antidote: 3MP/Single) Lv 11-Cures ,Ç,: Doku (poison). \  
/-----\  
/ *fofM: Bagi (Infernos: 4MP/Group) Lv 12-Attacks 1 group of enemies for \  
/ about 20 points of damage. /  
/-----\  
\ *f}fzfg◆[f": Mahoto-n (StopsPELL: 3MP/Group) Lv 13/18-Stops bad guys from /  
/ using spells; if it works. \  
/-----\  
/ fxzfCf~: Behoimi (Healmore: 5MP/Single) Lv 14/29-Heals about 80 HP. \  
/-----\  
/ fLfAfŠfN: Kiariku (Numboff: 6MP/Single) Lv 15-Used to cure paralysis. \  
/-----\  
/ *fUf◆fn: Zameha (Awaken: 3MP/All allies) Lv 16-Used to cure sleep. \  
/-----\  
/ *f<fJfif": Rukanan (Defense: 4MP/Group) Lv 18-Half the power of Sap, but \  
/ affects a group of monsters at the same time. /  
/-----\  
\ *fofVf<◆[f%: Bashiru-ra (Limbo: 7MP/Single) Lv 20-Send a bad guy away /  
/ instantly. Gold is gained, but no experience points. \  
/-----\  
/ *fUfL: Zaki (Beat: 7MP/Single) Lv 22-Attempt to make an enemy drop dead. \  
/-----\  

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/ fUfIf%<: Zaoraru (Vivify: 10MP/Single) Lv24/35-50% chance of reviving a \
\      dead ally with half of his or her HP. /
/-----\
\ *fofMf}: Bagima (Infermore: 6MP/Group) Lv 26-Stronger than Infernos. /
/-----\
\ *fUf%<L: Zaraku (Defeat: 7MP/Group) Lv 28-Attempt to make a group of /
/      enemies drop dead. Lower success rate than fUfL: Zaki (Beat). \
\-----/
/ fxfzf}: Behoma (Healall: 7MP/Single) Lv 30/33-Heal a party member \
\      completely. /
/-----\
\ *ftfo◆[fn: Fuba-ha (Barrier: 6MP/All allies) Lv 32-Reduce damage from /
/      breath attacks. \
\-----/
/ fxfzf}f%◆[: Behomara- (Healus: 18MP/All allies) Lv 34-Casts Healmore on \
\      all allies at once. /
/-----\
\ *fofMfNf◆fX: Bagikurosu (Infermost: 9MP/Group) Lv 36-Does about 100 /
/      damage to a group. \
/-----/
/ fUfIfŠfN: Zaoriku (Revive: 20MP/Single) Lv 38-100% chance of reviving a \
\      dead ally to full HP. /
/-----\
\ *f◆fKf"fe: Megante (Sacrifice: 1MP/All enemies and caster) Lv 41-Kills /
/      the caster and all monsters (not the more powerful ones like \
\      bosses). Used as a last ditch way out. /
/=====\

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Battle Order

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/-----\
\ Page 1 /
/ \
\ f<fJfj: Rukani (Sap) fzfCf~: Hoimi (Heal) /
/ fJftf%f€: Nifuramu (Expel) fLfAfŠ: Kiari (Antidote) \
\ fofM: Bagi (Infernos) fsfIfŠf€: Piorimu (Speed Up) /
/ f}fk◆[fT: Manu-sa (Surround) f%fŠfz◆[: Rariho- (Sleep) \
\-----/

/-----\
\ Page 2 /
/ \
\ f<fJfif": Rukanan (Defense) fxfzfCf~: Behoimi (Healmore) /
/ fUfL: Zaki (Beat) fLfAfŠfN: Kiariku (Numboff) \
\ fofMf}: Bagima (Infermore) f}fzfg◆[f": Mahoto-n (Stopspell) /
/ fofVf<◆[f%: Bashiru-ra (Limbo) fUf◆fn: Zameha (Awake) \
\-----/

/-----\
\ Page 3 /
/ \
\ ftfo◆[fn: Fuba-ha (Barrier) fxfzf}: Behoma (Healall) /
/ fUf%<L: Zaraku (Defeat) fxfzf}f%: Behomara (Healus) \
\ fofMfNf◆fX: Bagikurosu (Infermost) fUfIf%<: Zaoraru (Vivify) /
/ f◆fKf"fe: Megante (Sacrifice) fUfIfŠfN: Zaoriku (Revive) \
\-----/

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/=====\
\ (III-C2)                ,Ü,Û,¼,Â,©,¢: Mahoutsukai (Magician) /
/-----\
\ *f◆f%: Mera (Blaze: 2MP/Single) Lv 1/2-Shoot a fireball. /
/-----\
\ *fXfJf%: Sukara (Upper: 2MP/Single) Lv 4-Increases a party member's /
/ Defense Power by their regular DP rating. (If the target has 90 \
\ DP and Upper is cast, they will gain 90 more Defense Power; /
/ making them have 180 in the battle. If Upper is cast again, \
\ they will gain 90 more, not 180 more). /
/-----\
\ *fqfffh: Hyado (Icebolt: 3MP/Single) Lv 5-Shoot an iceball. /
/-----\
\ *fMf%: Gira (Fireball: 4MP/Group) Lv 7/10-Shoot fireballs at a group of /
/ monsters. \
/-----\
/ *fXfNf<fg: Sukuruto (Increase: 4MP/All allies) Lv 9-Increases everyone's \
\ Defense Power by 50% of their original Defense Power rating. /
/-----\
\ fŠfEf~fg: Reremito (Outside: 8MP) Lv 9/14-Leave a dungeon immmediately. /
/-----\
\ *fCfI: Io (Bang: 5MP/All monsters) Lv 11-Hit all foes for about 20-30 /
/ damage. \
/-----\
/ *f{f~fIfX: Bomiosu (Slow: 3MP/All monsters) Lv 12-Attempt to reduce a \
\ group of monster's Agility to 0. /
/-----\
\ f<◆[f%: Ru-ra (Return: 8MP) Lv 12/7-Warp to a town you've been to before. /
/ If used in a battle (outside of caves), will warp the party to \
\ Aliahan only. /
/-----\
\ *fxfMf%f}: Begirama (Firebane: 6MP/Group) Lv 14/23-Does about 30-40 /
/ damage to a group of enemies. \
/-----\
/ *f}fzf%: Mahotora (Robmagic: 0MP/Single) Lv 15-Steal some MP from an \
\ enemy. /
/-----\
\ *f◆f%f~: Merami (Blazemore: 6MP/Single) Lv 17-Does about 60-90 damage to /
/ one unsuspecting bad guy. \
/-----\
/ fCf`fpx: Inpasu (X-Ray: 3MP) Lv 18-See if a chest contains treasure or a \
\ monster. If it is ◆Ô: Akai (Red), then the chest contains a /
/ Cannibal Chest or a Mimic. \
/-----\
/ fgf%f}fi: Toramana (Stepguard: 2MP/All allies) Lv 19-Use this on places \
\ that hurt to walk on like swamps and damage squares to prevent /
/ damage. \
/-----\
/ *fqfff_f<fR: Hyadaruko (Snowblast: 6MP/Group) Lv 20-Stronger than \
\ Firebane, and ice elemental damage. /
/-----\
\ *fofCfLf<fg: Baikiruto (Bikill: 6MP/Single) Lv 21-Double a target's /
/ Attack Power. \
/-----\
/ *fCfIf%: Iora (Boom: 9MP/All enemies) Lv 23/31-An explosion hits all \
\ enemies for 60-90 damage. /
/-----\
\ *f}fzfJf`f^: Mahokanta (Magic Counter: 6MP/Caster) Lv 24-Magic spells do /
/ not damage the caster of this spell; as the spell is bounced \
\ back to the original caster. /

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/          Important note: If the character has Magic Counter active, \
\          the caster can cast a spell on his/herself and it will still /
/          go through.  So if you had a Sage that used the spell, the \
\          Sage can still cast Healall to restore his/her HP. \
/-----\
\ f%fif<[f^: Ranaru-ta (Day/Night: 12MP) Lv 25-Turn day into night and /
/          night into day. \
\-----\
/ *fqfff_fCf": Hyadain (Icespears: 9MP/All enemies) Lv 26-Just like Boom, \
\          but this time it is with ice. \
/-----\
\ *f[f_fpfj: Medapani (Chaos: 5MP/Single) Lv 27-Confuse and disorient a /
/          target. \
\          The target will usually attack their own party.  Useful when a /
/          Metal is present. \
\-----\
/ *fxfMf%fSf": Begiragon (Firevolt: 12MP/Group) Lv 29- ~100 damage to a \
\          group of enemies. \
/-----\
\ fVffffifN: Shanaku (Curseoff: 18MP/Single) Lv 30-Use this to get that /
/          annoying cursed stuff off. \
\-----\
/ *f}fqfffh: Mahyado (Snowstorm: 12MP/Group) Lv 32-Very effective against \
\          fire enemies. \
/-----\
\ fEfCfIf<: Remuoru (Invisible: 15MP/All allies) Lv 33-A rather pointless /
/          spell; you are rendered invisible, but monsters can still see \
\          you. \
/-----\
\ *fhf%fSf%f€: Doragoramu (Bedragon: 24MP/Caster) Lv 34-The caster of this /
/          spell turns into a dragon that breathes fire which will do \
\          ~200 damage to all enemies (about 95 to Metals).  Agility /
/          and Defense Power are reduced to 0 while the character is a \
\          dragon. \
/-----\
\ fAfofJf€: Abakamu (Open: 0MP) Lv 35-Unlocks any door the Final Key can. /
/-----\
\ *f[f%f] [f}: Merazo-ma (Blazemost: 12MP/Single) Lv 36-Does almost 200 /
/          damage to one target. \
/-----\
/ *f,fVffffX: Moshasu (Transform: 12MP/Caster) Lv 37-Turn into a clone of \
\          another party member; spells and all. \
/-----\
\ *fCfIfifYf": Ionazun (Explodet: 18MP/All enemies) Lv 38- ~150 damage to /
/          all enemies. \
/-----\
/ *fpf<fvf`fe: Parupunte (Chance: 20MP/Random) Lv 39-Random effects, but it \
\          is always fun to see what happens... \
/=====\

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Battle Order

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/-----\
\ Page 1 \
/ \
\ f[f%: Mera (Blaze) \          fXfJf%: Sukara (Upper) /
/ fqffffg: Hyato (Icebolt) \          fXfNf<fg: Sukuruto (Increase) \
\ fMf%: Gira (Fireball) \          f<[f%: Ru-ra (Return) /
/ fCfI: Io (Bang) \          f{f~fIfX: Bomiosu (Slow) \
\-----\

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/-----\
\ Page 2 /
/
\ f}f%~: Merami (Blazemore) f}fzfgf%: Mahotora (Robmagic) /
/ fqfff_f<fR: Hyadaruko (Snowblast) fqfff_fCf": Hyadain (Icespears) \
\ fxMf%f}: Begirama (Firebane) fofCfLf<fg: Baikiruto (Bikill) /
/ fCfIf%: Iora (Boom) f}fzfJf"f^: Mahokanta (Magic Counter) \
\-----/

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/-----\
\ Page 3 /
/
\ f}f%f}][f]: Merazo-ma (Blazemost) f}f_fpfj: Medapani (Chaos) /
/ f}fqfffh: Mahyado (Snowstorm) fhf%fSf%f€: Doragoramu (Bedragon) \
\ fxMf%fSf": Begiragon (Firevolt) f,fVfffX: Moshasu (Transform) /
/ fCfIfifYf": Ionazun (Explodet) fpf<fvf"fe: Parupunte (Chance) \
\-----/

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/=====\
\ (III-C3) ,ä,¤,µ,á: Yuusha (Hero) /
/-----\
\ ,",à,ç,¾, : Omoidasu (Recall: OMP) Lv 1-Remember the last thing said by a /
/ townsperson. \
/-----\
/ fzfCf~: Hoimi (Heal: 3MP/Single) Lv 1-Restores ~30 HP to one target. \
/-----\
/ *f}f%: Mera (Blaze: 2MP/Single) Lv 3-Burns one enemy with fire. \
/-----\
/ *fjftf%f€: Nifuramu (Expel: 2MP/Group) Lv 7-Vaporizes weak enemies. If \
\ it works, you get nothing for killing them with this spell. /
/-----\
\ ,à,Á,Æ," ,à,ç,¾, : Motto Omoidasu (More Recall: OMP) Lv 8-Remember more /
/ stuff. Remember more than what Recall could. \
/-----\
/ f<}[f%: Ru-ra (Return: 8MP) Lv 8-Warp to a town you've been to before. \
\ If used in a battle (outside of caves), will warp the party to /
/ Aliahan only. \
/-----\
/ *fAfXfgf}f": Asutoron (Ironize: 6MP/All allies) Lv 12-Turn into \
\ impervious iron. The use of this spell is to see what the /
/ bad guys do in a fight, to help plan accordingly. \
/-----\
/ *fMf%: Gira (Fireball: 4MP/Group) Lv 10-Attack a group of enemies with \
\ this spell. /
/-----\
\ fŠf<f~fg: Rirumito (Outside: 8MP) Lv 14-Warp to the entrance of a /
/ dungeon. \
/-----\
/ ,í,·,ê,é: Wasureru (Forget: OMP) Lv 15-Forget what people told you in \
\ towns to remember new stuff. /
/-----\
\ *f%fŠfz}[f: Rariho- (Sleep: 3MP/Group) Lv 16-Incapacitate a group of /
/ enemies. \
/-----\
/ *f}fzfg}[f": Mahoto-n (StopsPELL: 3MP/Group) Lv 19-Stops bad guys from \
\ using their spells. /

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/-----\
\ fgfwfX: Toherosu (Repel: 4MP) Lv 19-Tries to ward off enemies. Does /
/ not seem to work very well unless the monsters in the area are \
\ very weak compared to the Hero. /
/-----\
\ ,Ó,©,,",à,¢,¼, : Fukaku Omoidasu (Mega Recall: 0MP) Lv 21-Remember a /
/ lot of things that townspeople say. \
/-----\
/ *fxfMf%f}: Begirama (Firebane: 6MP/Group) Lv 24-Stronger than Fireball. \
/-----\
/ *f%fCffCf": Raidin (Zap: 8MP/Single) Lv 26-Big lightning bolt hits a bad \
\ guy for about 90 damage. /
/-----\
\ fxfzfCf~: Behoimi (Healmore: 5MP/Single) Lv 29-Heals about 80 HP. /
/-----\
\ *fCfIf%: Iora (Boom: 9MP/All enemies) Lv 32-An explosion hits all enemies /
/ for 60-90 damage. \
/-----\
/ fxfzf}: Behoma (Healall: 7MP/Single) Lv 34-Heal a party member \
\ completely. /
/-----\
\ fUfIf%f<: Zaoraru (Vivify: 10MP/One ally) Lv 35-50% chance of reviving a /
/ dead ally with half his or her max HP. \
/-----\
/ fxfzf}fYf": Behomazun (Healusall: 62MP/All allies) Lv 38-Uses a lot of \
\ MP, but heals all party members fully at the same time. /
/-----\
\ *fMfKfffCf": Gigadein (Lightning: 30MP/All enemies) Lv 41-Strongest /
/ attack spell in the game. \
/=====\

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Battle Order

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/-----\
\ Page 1 /
/ \
\ f%f: Mera (Blaze) fzfCf~: Hoimi (Heal) /
/ fjftf%f€: Nifuramu (Expel) fAfXfgf%f": Asutoron (Ironize) \
\ fMf%: Gira (Fireball) f<[f%: Ru-ra (Return) /
/ f}fzfg[f": Mahoto-n (StopsPELL) f%fSfz[: Rariho- (Sleep) \
/-----\

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/-----\
\ Page 2 /
/ \
\ %fCffBf": Raidin (Zap) fxfzfCf~: Behoimi (Healmore) /
/ fxfMf%f}: Begirama (Firebane) fxfzf}: Behoma (Healall) \
\ fCfIf%: Iora (Boom) fUfIf%f<: Zaoraru (Vivify) /
/ fMfKfffBf": Gigadin (Lightning) fxfzf}fYf": Behomazun (Healusall) \
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\ (III-C4) ,Æ,¤,¼, : Touzoku (Thief) /
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\ f^fJ,Ì,ß: Taka no Me (Hawk Eye: 0MP) Lv 8-Displays how far the nearest /
/ town/dungeon is (I think). -k-Hoku (North), "i-Minami (South), \
\ "E-Higashi (East), "4-Nishi (West). /

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\ ftf [f~: Furo-mi (Location: 2MP) Lv 10-Displays the name of where you /
/ are (town, dungeon, etc.), and the current floor you are on. \
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/ ,μ, Ĩ, Ñ, ,μ: Shinobi no Ashi (Shinobi Feet-0MP) Lv 13-Lower random battle \
\ rate, and works in dungeons too. /
/-----\
\ ,Æ, ¼, , Ĩ, Í, È: Touzoku no Hana (Thief Nose: 0MP) Lv 17-Detects how many /
/ treasure chests and buried items are on the current \
\ floor. /
/-----\
\ fEf~f% [f}: Remira-ma (Seek Out: 2MP) Lv 20-Chests/buried items sparkle /
/ if they are onscreen. Use this spell in conjunction with \
\ Thief Nose to find Small Medals and other hidden items /
/ easily. \
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\ (III-C5) ,μ, á, ¼, É, ñ: Shounin (Merchant) /
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\ , , È, Û, è: Anahori (Dig Hole: 0MP) Lv 12-Try to find gold and items like /
/ Medical Herbs by digging into the ground. \
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/ , , , ^, !: Oogoe (Loud Voice: 15MP) Lv 17-Summons a previous shop visited. \
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\ (III-C6) , , » , Ñ, É, ñ: Asobinin (Carouser) /
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\ , , ç, Ô, !: Kuchibue (Whistle: 0MP) Lv 13-Whistle, and get into a fight /
/ instantly. \
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(III-D) Experience List

This section represents the amount of experience points for each and every class to reach any level. These were all found by hand, but it seems that after a certain level is reached, (43 for most, if not all) a static amount of experience is required for each level up after.

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| (III-D1) | , ä, ¼, μ, á: Yuusha (Hero) | |
|-----|-----|-----|
| Lv 01: 0 | Lv 34: 287,344 | Lv 67: 3,207,999 |
| Lv 02: 29 | Lv 35: 325,440 | Lv 68: 3,305,738 |
| Lv 03: 87 | Lv 36: 368,298 | Lv 69: 3,403,477 |
| Lv 04: 174 | Lv 37: 416,512 | Lv 70: 3,501,216 |

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Lv 05: 304	Lv 38: 470,752	Lv 71: 3,598,955
Lv 06: 499	Lv 39: 531,771	Lv 72: 3,696,694
Lv 07: 792	Lv 40: 600,417	Lv 73: 3,794,433
Lv 08: 1,232	Lv 41: 677,644	Lv 74: 3,892,172
Lv 09: 1,891	Lv 42: 764,524	Lv 75: 3,989,911
Lv 10: 2,880	Lv 43: 862,263	Lv 76: 4,087,650
Lv 11: 4,364	Lv 44: 960,002	Lv 77: 4,185,389
Lv 12: 6,218	Lv 45: 1,057,741	Lv 78: 4,283,128
Lv 13: 8,534	Lv 46: 1,155,480	Lv 79: 4,380,867
Lv 14: 11,428	Lv 47: 1,253,219	Lv 80: 4,478,606
Lv 15: 15,045	Lv 48: 1,350,958	Lv 81: 4,576,345
Lv 16: 19,114	Lv 49: 1,448,697	Lv 82: 4,674,084
Lv 17: 23,690	Lv 50: 1,546,436	Lv 83: 4,771,823
Lv 18: 28,837	Lv 51: 1,644,175	Lv 84: 4,869,562
Lv 19: 34,627	Lv 52: 1,741,914	Lv 85: 4,967,301
Lv 20: 41,141	Lv 53: 1,839,653	Lv 86: 5,065,040
Lv 21: 48,468	Lv 54: 1,937,392	Lv 87: 5,162,779
Lv 22: 56,711	Lv 55: 2,035,131	Lv 88: 5,260,518
Lv 23: 65,983	Lv 56: 2,132,870	Lv 89: 5,358,257
Lv 24: 76,413	Lv 57: 2,230,609	Lv 90: 5,455,996
Lv 25: 88,147	Lv 58: 2,328,348	Lv 91: 5,553,735
Lv 26: 101,347	Lv 59: 2,426,087	Lv 92: 5,651,474
Lv 27: 116,196	Lv 60: 2,523,826	Lv 93: 5,749,213
Lv 28: 132,901	Lv 61: 2,621,565	Lv 94: 5,846,952
Lv 29: 151,694	Lv 62: 2,719,304	Lv 95: 5,944,691
Lv 30: 172,836	Lv 63: 2,817,043	Lv 96: 6,042,430
Lv 31: 196,621	Lv 64: 2,914,782	Lv 97: 6,140,169
Lv 32: 223,378	Lv 65: 3,012,521	Lv 98: 6,237,908
Lv 33: 253,480	Lv 66: 3,110,260	Lv 99: 6,335,647

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(III-D2)	, <sup>1</sup> ,ñ,μ:Senshi (Soldier)	
Lv 01: 0	Lv 34: 310,972	Lv 67: 3,290,414
Lv 02: 12	Lv 35: 353,816	Lv 68: 3,388,125
Lv 03: 36	Lv 36: 402,015	Lv 69: 3,485,836
Lv 04: 84	Lv 37: 456,239	Lv 70: 3,583,547
Lv 05: 156	Lv 38: 517,241	Lv 71: 3,681,258
Lv 06: 264	Lv 39: 585,868	Lv 72: 3,778,969
Lv 07: 426	Lv 40: 663,073	Lv 73: 3,876,680
Lv 08: 669	Lv 41: 749,928	Lv 74: 3,974,391
Lv 09: 1,033	Lv 42: 847,639	Lv 75: 4,072,102
Lv 10: 1,579	Lv 43: 945,350	Lv 76: 4,169,813
Lv 11: 2,398	Lv 44: 1,043,061	Lv 77: 4,267,524
Lv 12: 3,627	Lv 45: 1,140,772	Lv 78: 4,365,235
Lv 13: 5,163	Lv 46: 1,238,483	Lv 79: 4,462,946
Lv 14: 7,083	Lv 47: 1,336,194	Lv 80: 4,560,657
Lv 15: 9,483	Lv 48: 1,433,905	Lv 81: 4,658,368
Lv 16: 12,483	Lv 49: 1,531,616	Lv 82: 4,756,079
Lv 17: 16,233	Lv 50: 1,629,327	Lv 83: 4,853,790
Lv 18: 20,920	Lv 51: 1,727,038	Lv 84: 4,951,501
Lv 19: 26,779	Lv 52: 1,824,749	Lv 85: 5,049,212
Lv 20: 34,102	Lv 53: 1,922,460	Lv 86: 5,146,923
Lv 21: 42,340	Lv 54: 2,020,171	Lv 87: 5,244,634
Lv 22: 51,608	Lv 55: 2,117,882	Lv 88: 5,342,345
Lv 23: 62,034	Lv 56: 2,215,593	Lv 89: 5,440,056
Lv 24: 73,763	Lv 57: 2,313,304	Lv 90: 5,537,767
Lv 25: 86,957	Lv 58: 2,411,015	Lv 91: 5,635,478

Lv 26: 101,801	Lv 59: 2,508,726	Lv 92: 5,733,189
Lv 27: 118,500	Lv 60: 2,606,437	Lv 93: 5,830,900
Lv 28: 137,286	Lv 61: 2,704,148	Lv 94: 5,928,611
Lv 29: 158,421	Lv 62: 2,801,859	Lv 95: 6,026,322
Lv 30: 182,197	Lv 63: 2,899,570	Lv 96: 6,124,033
Lv 31: 208,945	Lv 64: 2,997,281	Lv 97: 6,221,744
Lv 32: 239,036	Lv 65: 3,094,992	Lv 98: 6,319,455
Lv 33: 272,888	Lv 66: 3,192,703	Lv 99: 6,417,166

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| (III-D3) | ,Ô,Æ,Ꝥ,©: Butouka (Martial Artist) |

Lv 01: 0	Lv 34: 348,552	Lv 67: 4,300,578
Lv 02: 18	Lv 35: 395,397	Lv 68: 4,435,789
Lv 03: 54	Lv 36: 448,097	Lv 69: 4,571,000
Lv 04: 126	Lv 37: 507,384	Lv 70: 4,706,211
Lv 05: 234	Lv 38: 574,081	Lv 71: 4,841,422
Lv 06: 396	Lv 39: 649,115	Lv 72: 4,976,633
Lv 07: 639	Lv 40: 733,528	Lv 73: 5,111,844
Lv 08: 1,003	Lv 41: 828,492	Lv 74: 5,247,055
Lv 09: 1,549	Lv 42: 935,326	Lv 75: 5,382,266
Lv 10: 2,369	Lv 43: 1,055,514	Lv 76: 5,517,477
Lv 11: 3,598	Lv 44: 1,190,725	Lv 77: 5,652,688
Lv 12: 5,441	Lv 45: 1,325,936	Lv 78: 5,787,899
Lv 13: 7,745	Lv 46: 1,461,147	Lv 79: 5,923,110
Lv 14: 10,625	Lv 47: 1,596,358	Lv 80: 6,058,321
Lv 15: 14,225	Lv 48: 1,731,569	Lv 81: 6,193,532
Lv 16: 18,725	Lv 49: 1,866,780	Lv 82: 6,328,743
Lv 17: 24,350	Lv 50: 2,001,991	Lv 83: 6,463,954
Lv 18: 30,678	Lv 51: 2,137,202	Lv 84: 6,599,165
Lv 19: 37,797	Lv 52: 2,272,413	Lv 85: 6,734,376
Lv 20: 45,805	Lv 53: 2,407,624	Lv 86: 6,869,587
Lv 21: 54,814	Lv 54: 2,542,835	Lv 87: 7,004,798
Lv 22: 64,949	Lv 55: 2,678,046	Lv 88: 7,140,009
Lv 23: 76,350	Lv 56: 2,813,257	Lv 89: 7,275,220
Lv 24: 89,176	Lv 57: 2,948,468	Lv 90: 7,410,431
Lv 25: 103,605	Lv 58: 3,083,679	Lv 91: 7,545,642
Lv 26: 119,837	Lv 59: 3,218,890	Lv 92: 7,680,853
Lv 27: 138,098	Lv 60: 3,354,101	Lv 93: 7,816,064
Lv 28: 158,641	Lv 61: 3,489,312	Lv 94: 7,951,275
Lv 29: 181,751	Lv 62: 3,624,523	Lv 95: 8,086,486
Lv 30: 207,749	Lv 63: 3,759,734	Lv 96: 8,221,697
Lv 31: 236,996	Lv 64: 3,894,945	Lv 97: 8,356,908
Lv 32: 269,898	Lv 65: 4,030,156	Lv 98: 8,492,119
Lv 33: 306,912	Lv 66: 4,165,367	Lv 99: 8,627,330

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| (III-D4) | ,Û,Ù,Ꝥ,Â,©,¢: Mahoutsukai (Magician) |

Lv 01: 0	Lv 34: 290,458	Lv 67: 3,907,748
Lv 02: 15	Lv 35: 329,495	Lv 68: 4,034,508
Lv 03: 45	Lv 36: 373,412	Lv 69: 4,161,268
Lv 04: 105	Lv 37: 422,818	Lv 70: 4,288,028
Lv 05: 195	Lv 38: 478,399	Lv 71: 4,414,788
Lv 06: 330	Lv 39: 540,927	Lv 72: 4,541,548
Lv 07: 532	Lv 40: 611,271	Lv 73: 4,668,308

Lv 08: 835	Lv 41: 690,408	Lv 74: 4,795,068
Lv 09: 1,290	Lv 42: 779,436	Lv 75: 4,921,828
Lv 10: 1,973	Lv 43: 879,592	Lv 76: 5,048,588
Lv 11: 2,997	Lv 44: 992,268	Lv 77: 5,175,348
Lv 12: 4,533	Lv 45: 1,119,028	Lv 78: 5,302,108
Lv 13: 6,453	Lv 46: 1,245,788	Lv 79: 5,428,868
Lv 14: 8,853	Lv 47: 1,372,548	Lv 80: 5,555,628
Lv 15: 11,853	Lv 48: 1,499,308	Lv 81: 5,682,388
Lv 16: 15,603	Lv 49: 1,626,068	Lv 82: 5,809,148
Lv 17: 20,290	Lv 50: 1,752,828	Lv 83: 5,935,908
Lv 18: 25,563	Lv 51: 1,879,588	Lv 84: 6,062,668
Lv 19: 31,495	Lv 52: 2,006,348	Lv 85: 6,189,428
Lv 20: 38,169	Lv 53: 2,133,108	Lv 86: 6,316,188
Lv 21: 45,676	Lv 54: 2,259,868	Lv 87: 6,442,948
Lv 22: 54,121	Lv 55: 2,386,628	Lv 88: 6,569,708
Lv 23: 63,622	Lv 56: 2,513,388	Lv 89: 6,696,468
Lv 24: 74,310	Lv 57: 2,640,148	Lv 90: 6,823,228
Lv 25: 86,334	Lv 58: 2,766,908	Lv 91: 6,949,988
Lv 26: 99,861	Lv 59: 2,893,668	Lv 92: 7,076,748
Lv 27: 115,078	Lv 60: 3,020,428	Lv 93: 7,203,508
Lv 28: 132,197	Lv 61: 3,147,188	Lv 94: 7,330,268
Lv 29: 151,456	Lv 62: 3,273,948	Lv 95: 7,457,028
Lv 30: 173,121	Lv 63: 3,400,708	Lv 96: 7,583,788
Lv 31: 197,494	Lv 64: 3,527,468	Lv 97: 7,710,548
Lv 32: 224,913	Lv 65: 3,654,228	Lv 98: 7,837,308
Lv 33: 255,758	Lv 66: 3,780,988	Lv 99: 7,964,068

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(III-D5)	,»,«,è,â: Souryo (Priest)	
Lv 01: 0	Lv 34: 299,102	Lv 67: 3,714,485
Lv 02: 14	Lv 35: 339,585	Lv 68: 3,831,336
Lv 03: 42	Lv 36: 385,128	Lv 69: 3,948,187
Lv 04: 98	Lv 37: 436,364	Lv 70: 4,065,038
Lv 05: 182	Lv 38: 494,004	Lv 71: 4,181,889
Lv 06: 308	Lv 39: 558,849	Lv 72: 4,298,740
Lv 07: 497	Lv 40: 631,799	Lv 73: 4,415,591
Lv 08: 780	Lv 41: 713,867	Lv 74: 4,532,442
Lv 09: 1,205	Lv 42: 806,194	Lv 75: 4,649,293
Lv 10: 1,842	Lv 43: 910,061	Lv 76: 4,766,144
Lv 11: 2,798	Lv 44: 1,026,912	Lv 77: 4,882,995
Lv 12: 4,232	Lv 45: 1,143,763	Lv 78: 4,999,846
Lv 13: 6,024	Lv 46: 1,260,614	Lv 79: 5,116,697
Lv 14: 8,264	Lv 47: 1,377,465	Lv 80: 5,233,548
Lv 15: 11,064	Lv 48: 1,494,316	Lv 81: 5,350,399
Lv 16: 14,564	Lv 49: 1,611,167	Lv 82: 5,467,250
Lv 17: 18,939	Lv 50: 1,728,018	Lv 83: 5,584,101
Lv 18: 24,407	Lv 51: 1,844,869	Lv 84: 5,700,952
Lv 19: 30,559	Lv 52: 1,961,720	Lv 85: 5,817,803
Lv 20: 37,479	Lv 53: 2,078,571	Lv 86: 5,934,654
Lv 21: 45,263	Lv 54: 2,195,422	Lv 87: 6,051,505
Lv 22: 54,020	Lv 55: 2,312,273	Lv 88: 6,168,356
Lv 23: 63,872	Lv 56: 2,429,124	Lv 89: 6,285,207
Lv 24: 74,955	Lv 57: 2,545,975	Lv 90: 6,402,058
Lv 25: 87,423	Lv 58: 2,662,826	Lv 91: 6,518,909
Lv 26: 101,450	Lv 59: 2,779,677	Lv 92: 6,635,760
Lv 27: 117,229	Lv 60: 2,896,528	Lv 93: 6,752,611
Lv 28: 134,981	Lv 61: 3,013,379	Lv 94: 6,869,462

Lv 29: 154,952	Lv 62: 3,130,230	Lv 95: 6,986,313
Lv 30: 177,419	Lv 63: 3,247,081	Lv 96: 7,109,164
Lv 31: 202,694	Lv 64: 3,363,932	Lv 97: 7,220,015
Lv 32: 231,128	Lv 65: 3,480,783	Lv 98: 7,336,866
Lv 33: 263,116	Lv 66: 3,597,634	Lv 99: 7,453,717

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| (III-D6) | , μ, á, ¨, É, ñ: Shounin (Merchant) |

Lv 01: 0	Lv 34: 235,435	Lv 67: 2,945,914
Lv 02: 10	Lv 35: 267,563	Lv 68: 3,038,648
Lv 03: 30	Lv 36: 303,707	Lv 69: 3,131,382
Lv 04: 70	Lv 37: 344,368	Lv 70: 3,224,116
Lv 05: 130	Lv 38: 390,112	Lv 71: 3,316,850
Lv 06: 220	Lv 39: 441,573	Lv 72: 3,409,584
Lv 07: 355	Lv 40: 499,467	Lv 73: 3,502,318
Lv 08: 557	Lv 41: 564,597	Lv 74: 3,595,052
Lv 09: 860	Lv 42: 637,868	Lv 75: 3,687,786
Lv 10: 1,315	Lv 43: 720,298	Lv 76: 3,780,520
Lv 11: 1,998	Lv 44: 813,032	Lv 77: 3,873,254
Lv 12: 3,022	Lv 45: 905,766	Lv 78: 3,965,988
Lv 13: 4,302	Lv 46: 998,500	Lv 79: 4,058,722
Lv 14: 5,902	Lv 47: 1,091,234	Lv 80: 4,151,456
Lv 15: 7,902	Lv 48: 1,183,968	Lv 81: 4,244,190
Lv 16: 10,402	Lv 49: 1,276,702	Lv 82: 4,336,924
Lv 17: 13,527	Lv 50: 1,369,436	Lv 83: 4,429,658
Lv 18: 17,433	Lv 51: 1,462,170	Lv 84: 4,522,392
Lv 19: 22,315	Lv 52: 1,554,904	Lv 85: 4,615,126
Lv 20: 27,807	Lv 53: 1,647,638	Lv 86: 4,707,860
Lv 21: 33,985	Lv 54: 1,740,372	Lv 87: 4,800,594
Lv 22: 40,935	Lv 55: 1,833,106	Lv 88: 4,893,328
Lv 23: 48,754	Lv 56: 1,925,840	Lv 89: 4,986,062
Lv 24: 57,550	Lv 57: 2,018,574	Lv 90: 5,078,796
Lv 25: 67,445	Lv 58: 2,111,308	Lv 91: 5,171,530
Lv 26: 78,577	Lv 59: 2,204,042	Lv 92: 5,264,264
Lv 27: 91,100	Lv 60: 2,296,776	Lv 93: 5,356,998
Lv 28: 105,188	Lv 61: 2,389,510	Lv 94: 5,449,732
Lv 29: 121,037	Lv 62: 2,482,244	Lv 95: 5,542,466
Lv 30: 138,867	Lv 63: 2,574,978	Lv 96: 5,635,200
Lv 31: 158,925	Lv 64: 2,667,712	Lv 97: 5,727,934
Lv 32: 181,490	Lv 65: 2,760,446	Lv 98: 5,820,668
Lv 33: 206,876	Lv 66: 2,853,180	Lv 99: 5,913,402

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| (III-D7) | , » , Ñ , É , ñ : Asobinin (Carouser) |

Lv 01: 0	Lv 34: 285,055	Lv 67: 3,598,378
Lv 02: 11	Lv 35: 324,329	Lv 68: 3,711,737
Lv 03: 33	Lv 36: 368,511	Lv 69: 3,825,096
Lv 04: 77	Lv 37: 418,216	Lv 70: 3,938,455
Lv 05: 143	Lv 38: 474,134	Lv 71: 4,051,814
Lv 06: 242	Lv 39: 537,042	Lv 72: 4,165,173
Lv 07: 390	Lv 40: 607,813	Lv 73: 4,278,532
Lv 08: 612	Lv 41: 687,430	Lv 74: 4,391,891
Lv 09: 946	Lv 42: 776,998	Lv 75: 4,505,250
Lv 10: 1,447	Lv 43: 877,762	Lv 76: 4,618,609

Lv 11: 2,198	Lv 44: 991,121	Lv 77: 4,731,968
Lv 12: 3,324	Lv 45: 1,104,480	Lv 78: 4,845,327
Lv 13: 4,732	Lv 46: 1,217,839	Lv 79: 4,958,686
Lv 14: 6,492	Lv 47: 1,331,198	Lv 80: 5,072,045
Lv 15: 8,692	Lv 48: 1,444,557	Lv 81: 5,185,404
Lv 16: 11,442	Lv 49: 1,557,916	Lv 82: 5,298,763
Lv 17: 14,879	Lv 50: 1,671,275	Lv 83: 5,412,122
Lv 18: 19,175	Lv 51: 1,784,634	Lv 84: 5,525,481
Lv 19: 24,545	Lv 52: 1,897,993	Lv 85: 5,638,840
Lv 20: 31,258	Lv 53: 2,011,352	Lv 86: 5,752,199
Lv 21: 38,810	Lv 54: 2,124,711	Lv 87: 5,865,558
Lv 22: 47,306	Lv 55: 2,238,070	Lv 88: 5,978,917
Lv 23: 56,863	Lv 56: 2,351,429	Lv 89: 6,092,276
Lv 24: 67,614	Lv 57: 2,464,788	Lv 90: 6,205,635
Lv 25: 79,709	Lv 58: 2,578,147	Lv 91: 6,318,994
Lv 26: 93,316	Lv 59: 2,691,506	Lv 92: 6,432,353
Lv 27: 108,623	Lv 60: 2,804,865	Lv 93: 6,545,712
Lv 28: 125,844	Lv 61: 2,918,224	Lv 94: 6,659,071
Lv 29: 145,217	Lv 62: 3,031,583	Lv 95: 6,772,430
Lv 30: 191,531	Lv 63: 3,144,942	Lv 96: 6,885,789
Lv 31: 191,531	Lv 64: 3,258,301	Lv 97: 6,999,148
Lv 32: 219,114	Lv 65: 3,371,660	Lv 98: 7,112,507
Lv 33: 250,145	Lv 66: 3,485,019	Lv 99: 7,225,866

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(III-D8)	, E, α, ¼, : Touzoku (Thief)	
Lv 01: 0	Lv 34: 298,139	Lv 67: 3,159,670
Lv 02: 13	Lv 35: 339,289	Lv 68: 3,253,514
Lv 03: 39	Lv 36: 385,582	Lv 69: 3,347,358
Lv 04: 78	Lv 37: 437661	Lv 70: 3,441,202
Lv 05: 136	Lv 38: 496249	Lv 71: 3,535,046
Lv 06: 223	Lv 39: 562160	Lv 72: 3,628,890
Lv 07: 353	Lv 40: 636309	Lv 73: 3,722,734
Lv 08: 548	Lv 41: 719726	Lv 74: 3,816,578
Lv 09: 840	Lv 42: 813570	Lv 75: 3,910,422
Lv 10: 1,278	Lv 43: 907414	Lv 76: 4,004,266
Lv 11: 1,935	Lv 44: 1001258	Lv 77: 4,098,110
Lv 12: 2,920	Lv 45: 1095102	Lv 78: 4,191,954
Lv 13: 4,397	Lv 46: 1188946	Lv 79: 4,285,798
Lv 14: 6,243	Lv 47: 1,282,790	Lv 80: 4,379,642
Lv 15: 8,550	Lv 48: 1,376,634	Lv 81: 4,473,486
Lv 16: 11,433	Lv 49: 1,470,478	Lv 82: 4,567,330
Lv 17: 15,036	Lv 50: 1,564,322	Lv 83: 4,661,174
Lv 18: 19,539	Lv 51: 1,658,166	Lv 84: 4,755,018
Lv 19: 25,167	Lv 52: 1,752,010	Lv 85: 4,848,862
Lv 20: 32,202	Lv 53: 1,845,854	Lv 86: 4,942,706
Lv 21: 40,116	Lv 54: 1,939,698	Lv 87: 5,036,550
Lv 22: 49,019	Lv 55: 2,033,542	Lv 88: 5,130,394
Lv 23: 59,034	Lv 56: 2,127,386	Lv 89: 5,224,238
Lv 24: 70,300	Lv 57: 2,221,230	Lv 90: 5,318,082
Lv 25: 82,974	Lv 58: 2,315,074	Lv 91: 5,411,926
Lv 26: 97,232	Lv 59: 2,408,918	Lv 92: 5,505,770
Lv 27: 113,272	Lv 60: 2,502,762	Lv 93: 5,599,614
Lv 28: 131,317	Lv 61: 2,596,606	Lv 94: 5,693,458
Lv 29: 151,617	Lv 62: 2,690,450	Lv 95: 5,787,302
Lv 30: 174,454	Lv 63: 2,784,294	Lv 96: 5,881,146
Lv 31: 200,145	Lv 64: 2,878,138	Lv 97: 5,974,990

Lv 32: 229,047	Lv 65: 2,971,982	Lv 98: 6,068,834
Lv 33: 261,561	Lv 66: 3,065,826	Lv 99: 6,162,678

/=====\   (III-D9)   , , ñ , ¶ , á : Kenja (Sage)		
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Lv 01: 0	Lv 34: 427,293	Lv 67: 4,861,264
Lv 02: 20	Lv 35: 485,126	Lv 68: 5,009,646
Lv 03: 60	Lv 36: 550,188	Lv 69: 5,158,028
Lv 04: 140	Lv 37: 623,383	Lv 70: 5,306,410
Lv 05: 260	Lv 38: 705,726	Lv 71: 5,454,792
Lv 06: 440	Lv 39: 798,362	Lv 72: 5,603,174
Lv 07: 710	Lv 40: 902,577	Lv 73: 5,751,556
Lv 08: 1,115	Lv 41: 1,019,818	Lv 74: 5,899,938
Lv 09: 1,722	Lv 42: 1,151,714	Lv 75: 6,048,320
Lv 10: 2,633	Lv 43: 1,300,096	Lv 76: 6,196,702
Lv 11: 3,999	Lv 44: 1,448,478	Lv 77: 6,345,084
Lv 12: 6,047	Lv 45: 1,596,860	Lv 78: 6,493,466
Lv 13: 8,607	Lv 46: 1,745,242	Lv 79: 6,641,848
Lv 14: 11,807	Lv 47: 1,893,624	Lv 80: 6,790,230
Lv 15: 15,807	Lv 48: 2,042,006	Lv 81: 6,938,612
Lv 16: 20,807	Lv 49: 2,190,388	Lv 82: 7,086,994
Lv 17: 27,057	Lv 50: 2,338,770	Lv 83: 7,235,376
Lv 18: 34,869	Lv 51: 2,487,152	Lv 84: 7,383,758
Lv 19: 43,657	Lv 52: 2,635,534	Lv 85: 7,532,140
Lv 20: 53,543	Lv 53: 2,783,916	Lv 86: 7,680,522
Lv 21: 64,664	Lv 54: 2,932,298	Lv 87: 7,828,904
Lv 22: 77,175	Lv 55: 3,080,680	Lv 88: 7,977,286
Lv 23: 91,250	Lv 56: 3,229,062	Lv 89: 8,125,668
Lv 24: 107,083	Lv 57: 3,377,444	Lv 90: 8,274,050
Lv 25: 124,895	Lv 58: 3,525,826	Lv 91: 8,422,432
Lv 26: 144,933	Lv 59: 3,674,208	Lv 92: 8,570,814
Lv 27: 167,475	Lv 60: 3,822,590	Lv 93: 8,719,196
Lv 28: 192,835	Lv 61: 3,970,972	Lv 94: 8,867,578
Lv 29: 221,365	Lv 62: 4,119,354	Lv 95: 9,015,960
Lv 30: 253,461	Lv 63: 4,267,736	Lv 96: 9,164,342
Lv 31: 289,568	Lv 64: 4,416,118	Lv 97: 9,312,724
Lv 32: 330,188	Lv 65: 4,564,500	Lv 98: 9,461,106
Lv 33: 375,885	Lv 66: 4,712,882	Lv 99: 9,609,488

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/=====\   (III-E)   •◆Ší: Buki (Weapon) List	
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This list is in the order I found the weapons in playing order. I did my best at translating.

HR=Hero, SR=Soldier, MA=Martial Artist, PR=Priest, MG=Magician, SG=Sage, MR=Merchant, CA=Carouser, TH=Thief

A '-' in buy/sell value means it cannot be bought or sold.  
Example: -/2,000: cannot buy, but can sell for 2,000 gold.

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/=====\  
\ ,Ç,¤,Ì,Â,é,-: Dou no Tsurugi (Copper Sword) /  
/ Buy price: 100 gold / Sell price: 75 gold \  
\ Attack Power +12 / Who can equip: HR, SR, MA, PR, SG, MR, CA /  
/ Where bought: Aliahan Weapon Shop, Reeve Weapon Shop \  
\ Where found: Nowhere /  
/ Dropped by: ,³,Û,æ,¤,æ,ë,¢: Samayouyoroi (Wandering Armor)/Rogue Knight \  
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/=====\  
\ ,Ð,Ì,«,Ì,Û,¤: Hinoki no Bou (Cypress Stick) /  
/ Buy price: 5 gold / Sell price: 3 gold \  
\ Attack Power +2 / Who can equip: All classes /  
/ Where bought: Aliahan Weapon Shop \  
\ Where found: Traveler's Inn (dresser) /  
/ Dropped by: fXf%fCf€,Â,Ð,è: Suraimutsumuri (Slime Snail)/Slime Snaii \  
\=====
```

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/=====\  
\ ,±,ñ,Û,¤: Konbou (Club) /  
/ Buy price: 30 gold / Sell price: 22 gold \  
\ Attack Power +7 / Who can equip: HR, SR, MA, PR, SG, MR, CA /  
/ Where bought: Aliahan Weapon Shop, Sioux Weapon Shop \  
\ Where found: Kazab (chest), Dice Game #1 (search), /  
/ Dice Game #1 (? block chest), Norud's Cave (chest), \  
\ Samanosa Castle 2F (dresser) /  
/ Dropped by: fgf♦f<: Tororu (Troll) \  
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/=====\  
\ fuf♦f"YfifCft: Bronzunaifu (Bronze Knife) /  
/ Buy price: 80 gold / Sell price: 60 gold \  
\ Attack Power +8 / Who can equip: MA, CA, TH /  
/ Where bought: Reeve Weapon Shop \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
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/=====\  
\ ,,³,è,ª,Û: Kusarigama (Chain Sickle) /  
/ Buy price: 320 gold / Sell price: 240 gold \  
\ Attack Power +18 / Who can equip: HR, SR, MA, PR, SG, MR, CA, TH /  
/ Where bought: Reeve Weapon Shop, Romaly Weapon Shop, \  
\ Assaram Weapon Shop (no haggle) /  
/ Where found: Nowhere \  
\ Dropped by: fGfŠf~fl♦[f^♦[: Erimine-ta- (Eliminator) /  
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/=====\  
\ ,Æ,°,Ì,Ð,¿: Toge no Muchi (Thorn Whip) /  
/ Buy price: - / Sell price: 240 gold \  
\=====
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\ Attack Power +18 / Who can equip: HR, MG, SG, CA, TH /  
/ Attacks one enemy group \  
\ Where bought: Not buyable /  
/ Where found: Prize for finding 5 Small Medals \  
\ Dropped by: ,¼,¢,¨,¼fKf}: Daiougama (Great King Toad)/King Froggore, /  
/ fVffffh[: Shado- (Shadow)/Terror Shadow \  
/=====/  
  
/=====\  
\  
/ Buy price: 200 gold / Sell price: 150 gold \  
\ Attack Power +14 / Who can equip: All classes /  
/ Where bought: Romaly Weapon Shop, Assaram Weapon Shop (no haggle) \  
\ Where found: Inviting Cave B2, Dice Game #1 (chest), /  
/ Dice Game #2 (search), Dice Game #2 (? block chest) \  
\ Dropped by: ,±,¼,à,è,¨,Æ,±: Koumoriotoko (Bat Man)/Humanabat /  
/=====\  
  
/=====\  
\  
/ Buy price: 650 gold / Sell price: 487 gold \  
\ Attack Power +26 / Who can equip: HR, SR, MA, PR, SG, MR, CA /  
/ Where bought: Romaly Weapon Shop, Kazab Weapon Shop, \  
\ Assaram Weapon Shop (no haggle) /  
/ Where found: Lake Depths B2 (chest) \  
\ Dropped by: fAf`fgfxfA: Antobea (Antbear)/Tonguebear /  
/=====\  
  
/=====\  
\  
/ Buy price: 870 gold / Sell price: 652 gold \  
\ Attack Power +25 / Who can equip: MA /  
/ Where bought: Kazab Weapon Shop, Assaram Weapon Shop (no haggle) \  
\ Where found: Dice Game #2 (chest) /  
/ Dropped by: f}fhfnf`fh: Madohando (Mudhand)/Goopi \  
/=====\  
  
/=====\  
\  
/ Buy price: 1,000 gold / Sell price: 750 gold \  
\ Attack Power +27 / Who can equip: SG, MR, CA, TH /  
/ Attacks one enemy group \  
\ Where bought: Kazab Weapon Shop, Assaram Weapon Shop (no haggle) /  
/ Where found: Nowhere \  
\ Dropped by: Nothing /  
/=====\  
  
/=====\  
\  
/ Buy price: 10 gold / Sell price: 7 gold \  
\ Attack Power +10 / Who can equip: MG, TH /  
/ Random instant death to an enemy, does 1 damage to enemies, regardless \  
\ of their Defense Power /  
/ Where bought: Sioux Weapon Shop \  
\ Where found: Kazab (chest), Dice Game #1 (? block chest), /



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/ Phantom Ship B1 (chest) \
\ Dropped by: ,Ð,Æ,,ç,ª: Hitokuiga (Cannibal Moth)/Man-Eater Moth, /
/ ,³,Â,¶,ñ,«: Satsujinki (Murderer)/Executioner \
\=====

/=====
\ fu◆[f◆f%f": Bu-meran (Boomerang) /
/ Buy price: - / Sell price: 412 gold \
\ Attack Power +19 / Who can equip: HR, MG, MR, CA, TH /
/ Attacks all enemies \
\ Where bought: Not buyable /
/ Where found: Dice Game #1 (chest), Dice Game #3 (search), \
\ Dice Game #3 (? block chest) /
/ Dropped by: Nothing \
\=====

/=====
\ ,í,ª,Ë,ì,Â,é,-: Hagane no Tsurugi (Steel Sword) /
/ Buy price: 1,300 gold / Sell price: 975 gold \
\ Attack Power +33 / Who can equip: HR, SR, MA, SG /
/ Where bought: Dice Game #1 Shop, Noaniel Item Shop, Dice Game #2 Shop, \
\ Isis Weapon Shop, Portoga Weapon Shop /
/ Where found: Dice Game #1 (chest at GOAL) \
\ Dropped by: ,ª,ç,±,Â,-,ñ,µ: Gaikotsukenshi (Skeleton Fencer)/Skeleton /
\=====

/=====
\ ,Û,Ç,¤,µ,ì,Â,¡: Madoushi no Tsue (Wizard Staff) /
/ Buy price: 1,500 gold / 1,125 gold \
\ Attack Power +14 / Who can equip: MG, SG /
/ Casts f◆f%: Mera (Blaze) when used as an item in battle \
\ Where bought: Noaniel Item Shop, Assaram Weapon Shop (haggle) /
/ Where found: Nowhere \
\ Dropped by: Nothing /
\=====

/=====
\ ,í,ª,Ë,ì,í,è,¹,ñ: Hagane no Harisen (Steel Needle) /
/ Buy price: 1,300 gold / Sell price: 975 gold \
\ Attack Power +31 / Who can equip: MR, CA /
/ Where bought: Muor Weapon Shop \
\ Where found: Dice Game #2 (chest) /
/ Dropped by: Nothing \
\=====

/=====
\ ,Û,Ó,¤,¶,ì,Â,¡: Mafuuji no Tsue (Staff of Silence) /
/ Buy price: 3,300 gold / Sell price: 2,775 gold \
\ Attack Power +20 / Who can equip: MG, PR, SG /
/ Casts f}fzf9◆[f": Mahotoon (StopsPELL) when used as an item in battle \
\ Where bought: Dice Game #2 Shop /
/ Where found: Portoga Castle (chest) \
\ Dropped by: Nothing /
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/=====\  
\ f, [ffjffOfXf^[: Mo-ningusuta- (Morning Star) /  
\ Buy price: 1,700 gold / 1,275 gold \  
\ Attack Power +30 / Who can equip: PR, SG /  
\ Hits one group of monsters in battle \  
\ Where bought: Baharata Weapon Shop, Tedon Weapon Shop, /  
\ Isolated Elf Village Item Shop \  
\ Where found: Dice Game #2 (chest at GOAL) /  
\ Dropped by: Nothing \  
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/=====\  
\ ,Ä,Ä,İfIfm: Tetsu no Ono (Iron Axe) /  
\ Buy price: 2,500 gold / Sell price: 1,875 gold \  
\ Attack Power +38 / Who can equip: HR, SR, MA, MR, CA /  
\ Where bought: Assaram Weapon Shop (no haggle), \  
\ Assaram Weapon Shop (haggle), Isis Weapon Shop, /  
\ Portoga Weapon Shop \  
\ Where found: Nowhere /  
\ Dropped by: fffXfXfg [fJ[: Desusuto-ka- (Death Stalker)/Avenger \  
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/=====\  
\ fz [fšf%ffX: Ho-riransu (Holy Lance) /  
\ Buy price: 2,300 gold / Sell price: 1,675 gold \  
\ Attack Power +35 / Who can equip: PR, SG /  
\ Where bought: Assaram Weapon Shop (haggle), Isis Weapon Shop \  
\ Where found: Nowhere /  
\ Dropped by: Nothing \  
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/=====\  
\ ,â,ç,î,İfu [ff%ff": Yaiba no Bu-meran (Blade Boomerang) /  
\ Buy price: - / Sell price: 900 gold \  
\ Attack Power +24 / Who can equip: HR, MG, MR, CA, TH /  
\ Attacks all enemies \  
\ Where bought: Not buyable /  
\ Where found: Prize for finding 20 Small Medals \  
\ Dropped by: Nothing /  
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/=====\  
\ , ,²,ñ,İ,Ä,ß: Ougon no Tsume (Gold Claw) /  
\ Buy price: - / Sell price: 6,000 gold \  
\ Attack Power +50 / Who can equip: MA /  
\ In the original version of the game, when this weapon is equipped, or \  
\ even in the party's possession, the encounter rate skyrocketed (a fight /  
\ every 1-2 steps) and stayed high no matter where you were. \  
\ In this version, the encounter rate is only high inside the Pyramid, and /  
\ goes back to normal outside of the Pyramid. \  
\ Where bought: Not buyable /  
\ Where found: Pyramid B2 (tomb) \  
\ Dropped by: fS [f<fhf}f": Go-rudoman (Gold Man)/Gold Basher /  
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/=====\  
\ f<◆[f`fXf^fbft: Ru-nsutaffu (Rune Staff) /  
/ Buy price: - / Sell price: 5,100 gold \  
\ Attack Power +40 / Who can equip: MG, PR, SG /  
/ Where bought: Not buyable \  
\ Where found: Aliahan Castle 1F (chest), Dice Game #4 (? block chest) /  
/ Dropped by: Nothing \  
\=====
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/=====\  
\ ,í,ª,Ë,Ì,Ð,¿: Hagane no Muchi (Steel Whip) /  
/ Buy price: 3,100 gold / Sell price: 2,325 gold \  
\ Attack Power +40 / Who can equip: HR, SG, CA, TH /  
/ Where bought: Portoga Weapon Shop, Tedon Weapon Shop, Lancel Weapon Shop, \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
\=====
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/=====\  
\ ,¨,¨,î,³,Ý: Oobasami (Giant Shears) /  
/ Buy price: 4,700 gold / Sell price: 3,525 gold \  
\ Attack Power +47 / Who can equip: SR /  
/ Where bought: Baharata Weapon Shop, Muor Weapon Shop, Tedon Weapon Shop \  
\ Where found: Nowhere /  
/ Dropped by: fLf%◆[fNf%fu: Kira-kurabu (Killer Crab) \  
\=====
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/=====\  
\ ,è,è,â,,î,Â,|: Riryoku no Tsue (Force Staff) /  
/ Buy price: 2,500 gold / Sell price: 1,875 gold \  
\ Attack Power +65 / Who can equip: MG, PR, SG /  
/ Uses 3 MP to add 3 Attack Power every time it is used to fight with in a \  
\ battle. Resets to +65 after each battle /  
/ Where bought: Baharata Weapon Shop \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
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```

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/=====\  
\ ,³,î,«,î,Â,|: Sabaki no Tsue (Staff of Judgement) /  
/ Buy price: 2,700 gold / Sell price: 2,025 gold \  
\ Attack Power +37 / Who can equip: PR, SG /  
/ Casts fofM: Bagi (Infernos) when used as an item in battle \  
\ Where bought: Muor Weapon Shop, Samanosa Weapon Shop, New Town Weapon /  
/ Shop (stage 4) \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
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/=====\  
\ fofgf<fAfbfNfX: Batoruakkusu (Battle Axe) /  
/ Buy price: 8,700 gold / Sell price: 6,525 gold \  
\ Attack Power +60 / Who can equip: SR /  
/ Where bought: Sioux Weapon Shop \  
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\ Where found: Nowhere /  
/ Dropped by: Nothing \  
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/=====\  
\ ,ç,©,.,,ç,ì,Â,|: Ikazuchi no Tsue (Thunder Staff) /  
/ Buy price: - / Sell price: 1,875 gold \  
\ Attack Power +45 / Who can equip: MG, SG /  
/ Casts fxfMf%f): Begirama (Firebane) when used as an item in battle \  
\ Where bought: Not buyable /  
/ Where found: Sioux (1 step under well) \  
\ Dropped by: Nothing /  
/=====\  
/

/=====\  
\ fAfTfVf`f\_fK?: Asashindaga- (Assassin Dagger) /  
/ Buy price: - / Sell price: 4,125 gold \  
\ Attack Power +25 Who can equip: MG, TH /  
/ Randomly kill an enemy instantly \  
\ Where bought: Not buyable /  
/ Where found: Romaly Castle B1 (chest), Dice Game #3 2F (chest square) \  
\ Dropped by: Nothing /  
/=====\  
/

/=====\  
\ ,³,´,È,Ý,ì,Â,|: Sazanami no Tsue (Staff of Reflection) /  
/ Buy price: - / Sell price: 5,250 gold \  
\ Attack Power +33 / Who can equip: MG, PR, SG /  
/ Casts f}fzfJf`f^: Mahokanta (Bounce) when used as an item in battle \  
\ Where bought: Not buyable /  
/ Where found: Dice Game #3 (? block chest), Sky World Cave B1 (chest) \  
\ Dropped by: fA?[fNf}?[fW: A-kuma-ji (Archmage) /  
/=====\  
/

/=====\  
\ ,Û,ì,¨,ìfu?[f?f%f": Honoo no Bu-meran (Flame Boomerang) /  
/ Buy price: 6,500 gold / Sell price: 4,875 gold \  
\ Attack Power +42 / Who can equip: HR, MG, MR, CA, TH /  
/ Attacks all enemies \  
\ Where bought: Dice Game #3 1F Shop /  
/ Where found: Rubiss Tower 2F (chest) \  
\ Dropped by: Nothing /  
/=====\  
/

/=====\  
\ fhf%fSf`fefCf<: Doragonteiru (Dragon Tail) /  
/ Buy price: - / Sell price: 4,950 gold \  
\ Attack Power +52 / Who can equip: HR, SR, SG, CA, TH /  
/ Attacks one enemy group \  
\ Where bought: Not buyable /  
/ Where found: Dice Game #3 (chest at GOAL), Dice Game #4 (chest square) \  
\ Dropped by: Nothing /  
/=====\  
/

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/=====\  
\ , , , , ©, È, Æ, ¿: Ookanadzuchi (Giant Hammer) /  
/ Buy price: 6,500 gold / Sell price: 4,875 gold \  
\ Attack Power +55 / Who can equip: SR /  
/ Where bought: Lancel Weapon Shop \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
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/=====\  
\ fpf [fifbfNf<: Pawa-nakkuru (Power Knuckle) /  
/ Buy price: 7,100 gold / Sell price: 5,325 gold \  
\ Attack Power +40 / Who can equip: MA, TH /  
/ Where bought: Lancel Weapon Shop, Samanosa Weapon Shop, Ladutorm Weapon \  
\ Shop, Maira Weapon Shop /  
/ Where found: Dice Game #4 (search), Dice Game #4 (? block chest) \  
\ Dropped by: Nothing /  
\=====
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/=====\  
\ , , ^, È, ¬, Ì, ¯, ñ: Kusanagi no Ken (Grass Cutter Sword) /  
/ Buy price: - / Sell price: 750 gold \  
\ Attack Power +65 / Who can equip: HR, SR, SG /  
/ Casts f<fJfif": Rukanan (Defense) when used as an item in battle \  
\ Where bought: Not buyable /  
/ Where found: Not findable \  
\ Dropped by: , â, Ü, ½, Ì, ¯, ë, ¿: Yamata no Orochi (8-Headed Serpent, Orochi) /  
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/=====\  
\ f]f`frfLf% [[: Zonbikira- (Zombie Killer) /  
/ Buy price: 9,800 gold / Sell price: 7,350 gold \  
\ Attack Power +67 / Who can equip: HR, SR, PR, SG, MR /  
/ Effective on undead monsters \  
\ Where bought: Samanosa Weapon Shop, New Town Weapon Shop (stage 4), /  
/ Maira Weapon Shop \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
\=====
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/=====\  
\ , ^, ç, ¬, Ì, » , ë, Ì, ñ: Seigi no Soroban (Abacus of Virtue) /  
/ Buy price: - / Sell price: 18,750 gold \  
\ Attack Power +110 / Who can equip: MR /  
/ Where bought: Not buyable \  
\ Where found: Prize for finding 60 Small Medals /  
/ Dropped by: Nothing \  
\=====
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/=====\  
\ , È, È, è, Ì, Æ, !: Nemuri no Tsue (Sleep Staff) /  
/ Buy price: 4,200 gold / Sell price: 3,150 gold \  
\ Attack Power +30 / Who can equip: MG, PR, SG /  
/ Casts f%fŠfz [[: Rariho- (Sleep) when used as an item in battle \  
\ Where bought: Isolated Elf Village Item Shop /
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/ Where found: Nowhere \
\ Dropped by: Nothing /
/=====\

/=====\
\ fKfCfA, Ì, Â, é, - : Gaia no Tsurugi (Gaia Sword) /
/ Buy price: - / Sell price: - \
\ Attack Power +51 / Who can equip: HR, SR /
/ Use in the volcano southwest of Assaram to enter the Necrogond \
\ Where bought: Not buyable /
/ Where found: Shrine Prison (ground), Sky World Cave B3 (chest) \
\ Dropped by: Nothing /
/=====\

/=====\
\ , ç, È, , , Ý, Ì, -, ñ : Inazuma no Ken (Lightning Sword) /
/ Buy price: - / Sell price: 5,625 gold \
\ Attack Power +82 / Who can equip: HR, SR /
/ Casts fCfIf%: Iora (Boom) when used as an item in battle \
\ Where bought: Not buyable /
/ Where found: Necrogond Cave 1F (chest) \
\ Dropped by: Nothing /
/=====\

/=====\
\ fEfI [f]nf"f} [ : Uo-hanma (War Hammer) /
/ Buy price: 9,500 gold / Sell price: 7,125 gold \
\ Attack Power +70 / Who can equip: SR /
/ Where bought: New Town Weapon Shop (stages 4,5, final), Maira Weapon Shop \
\ Where found: Nowhere /
/ Dropped by: Nothing \
\=====\

/=====\
\ , Ü, Û, ¢, Ì, », ë, Î, ñ : Mahou no Soroban (Magic Abacus) /
/ Buy price: 7,700 gold / Sell price: 5,775 gold \
\ Attack Power +45 / Who can equip: MR /
/ Where bought: New Town Weapon Shop (stages 4,5, and final) \
\ Where found: Nowhere /
/ Dropped by: Nothing \
\=====\

/=====\
\ fhf%fSf`fLf% [ : Doragonkira- (Dragon Killer) /
/ Buy price: 15,000 gold / Sell price: 11,250 gold \
\ Attack Power +79 / Who can equip: HR, SR /
/ Effective against dragons \
\ Where bought: New Town Weapon Shop (stage 5 and final), Ladutorm Weapon /
/ Shop, Domdora Weapon Shop \
\ Where found: Nowhere /
/ Dropped by: Nothing \
\=====\

/=====\

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\ ,Ü,Ŧ,ñ,ÌfIfm: Majin no Ono (Devil Axe) /
/ Buy price: - / Sell price: 375 gold \
\ Attack Power +105 / Who can equip: SR /
/ Where bought: Not buyable \
\ Where found: Baramos' Castle 1F (chest), Dice Game #5 1F (chest square) /
/ Dropped by: f~f~fbfN: Mimikku (Mimic) \
\=====/
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/=====\  
\ ,ä,Ŧ,í,,Ì,ñ: Yuuwaku no Ken (Temptation Sword) /  
/ Buy price: - / Sell price: 7,350 gold \  
\ Attack Power +50 / Who can equip: SR, MR, CA, TH (female only) /  
/ Casts f?f_fpfj: Medapani (Chaos) when used as an item in battle. Can \  
\ only be equipped and used by females /  
/ Where bought: Not buyable \  
\ Where found: Given by a woman in Portoga after Baramos is defeated /  
/ Dropped by: fTf^f`fpfs?[: Satanpapi- (Satan Pappy)/Winged Demon \  
\=====/
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/=====\  
\ ,Ó,Ô,«,Ì,Â,é,-: Fubuki no Tsurugi (Blizzard Sword) /  
/ Buy price: 23,000 gold / Sell price: 17,250 gold \  
\ Attack Power +90 / Who can equip: HR, SR /  
/ Casts f}fqfffh: Mahyado (Snowstorm) when used as an item in battle \  
\ Where bought: Domdora Weapon Shop /  
/ Where found: Nowhere \  
\ Dropped by: f\?[fhfCfh: So-doido (Swordoid) /  
/=====/
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/=====\  
\ fhf%fSf`fNf?fE: Doragon Kurou (Dragon Claw) /  
/ Buy price: - / Sell price: 12,750 gold \  
\ Attack Power +85 / Who can equip: MA, TH /  
/ Effective against dragons \  
\ Where bought: Not buyable /  
/ Where found: Prize for finding 80 Small Medals, \  
\ Dice Game #5 (? block chest), Dice Game #5 2F (chest square) /  
/ Dropped by: Nothing \  
\=====/
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/=====\  
\ ,í,©,ç,Ì,Â,é,-: Hakai no Tsurugi (Destruction Sword) /  
/ Buy price: - / Sell price: 33,750 gold \  
\ Attack Power +110 / Who can equip: HR, SR /  
/ Cursed. Randomly unable to move in battle \  
\ Where bought: Not buyable /  
/ Where found: Rocky Mountain Cave B2 (chest), Dice Game #5 3F (chest \  
\ square) /  
/ Dropped by: fof%f,fXf]f`fr: Baramosuzonbi (Baramos Zombie)/Baramos Gonus \  
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/=====\  
\ ,-,ñ,Ŧ,á,Ì,Â,: Kenja no Tsue (Sage Staff) /  
/ Buy price: 15,000 gold / Sell price: 11,250 gold \  
\ Attack Power +50 / Who can equip: MG, PR, SG /
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/ Casts ,xfzfCf~: Behoimi (Healmore) in battle \\  
\ Where bought: Maira Weapon Shop \\  
/ Where found: Nowhere \\  
\ Dropped by: Nothing \\  
/=====\\

/=====\\  
\ ,",¤,¶,á,ì,¯,ñ: Ouja no Ken (King Sword) \\  
/ Buy price: 35,000 gold / Sell price: - \\  
\ Attack Power +120 / Who can equip: HR \\  
/ Casts fofMfNf◆fX: Bagikurosu (Infermost) when used as an item in battle \\  
\ Where bought: Maira Item Shop, after selling the fIfŠfñf<fRf": Oriharukon \\  
/ (Oricon) to the shopkeeper, resetting the game, then \\  
\ returning to the town. \\  
/ Where found: Nowhere \\  
\ Dropped by: Nothing \\  
/=====\\

/=====\\  
\ ,ç,ç,¶,ñ,ì,¯,ñ: Raijin no Ken (Thunder God Sword) \\  
/ Buy price: 65,000 gold / Sell price: 48,750 gold \\  
\ Attack Power +95 / Who can equip: HR, SR \\  
/ Casts fxfMf%fSf": Begiragon (Firevolt) when used as an item in battle \\  
\ Where bought: Dice Game #4 1F Shop \\  
/ Where found: Dice Game #5 3F (chest square) \\  
\ Dropped by: ,¾,ç,Û,¶,ñ: Daimajin (Pedestal Devil)/Granite Titan, \\  
/ fgf◆◆[f<fLf"fO: Toro-rukingu (Troll King) \\  
/=====\\

/=====\\  
\ fOfŠf"fKf€,ìf€f`: Guringamu no Muchi (Gringam Whip) \\  
/ Buy price: - / Sell price: 2,100 gold \\  
\ Attack Power +105 / Who can equip: HR, SR, SG, CA, TH \\  
/ Attacks one enemy group \\  
\ Where bought: Not buyable \\  
/ Where found: Dice Game #4 after Key square (chest) \\  
\ Dropped by: Nothing \\  
/=====\\

/=====\\  
\ ,Ó,Á,©,Â,ì,Â,|: Fukkatsu no Tsue (Revival Staff) \\  
/ Buy price: - / Sell price: 33,750 gold \\  
\ Attack Power +33 / Who can equip: PR, SG \\  
/ Casts fUfIf%f<: Zaoraru (Vivify) when used as an item in battle \\  
\ Where bought: Not buyable \\  
/ Where found: Prize for finding 90 Small Medals \\  
\ Dropped by: Nothing \\  
/=====\\

/=====\\  
\ ,í,â,Ô,³,ì,¯,ñ: Hayabusa no Ken (Falcon Sword) \\  
/ Buy price: 25,000 gold / Sell price: 18,750 gold \\  
\ Attack Power +5 / Who can equip: HR, SG, MR, TH \\  
/ Attack two times per round \\  
\ Where bought: Rimuldar Weapon Shop \\  
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/ Where found: Nowhere \
\ Dropped by: Nothing /
/=====\

/=====\
\ fofXf^◆[fhf\◆[fh: Basuta-doso-do (Bastard Sword) /
/ Buy Price: 31,000 gold / Sell price: 23,250 gold \
\ Attack Power +105 / Who can equip: HR, SR /
/ Where bought: Rimuldar Weapon Shop \
\ Where found: Nowhere /
/ Dropped by: Nothing \
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/=====\
\ , ,Û,®,à,ì,Â,|: Amagumo no Tsue (Rain Staff) /
/ Buy price: - / Sell price: - \
\ Attack Power +16 / Who can equip: PR, SG, MG /
/ Casts f}fzfg◆[f": Mahoto-n (Stopspell) when used as an item in battle \
\ Where bought: Not buyable /
/ Where found: Spirit Shrine 2F \
\ Dropped by: Nothing /
\=====\

/=====\
\ ,à,ë,í,ì,Â,é,-: Moroha no Tsurugi (Double-Edged Sword) /
/ Buy price: - / Sell price: 3,750 gold \
\ Attack Power +115 / Who can equip: HR, SR /
/ Cursed. For each attack, about 25% of the damage dealt is also received \
\ by the attacker /
/ Where bought: Not buyable \
\ Where found: Zoma's Castle B3 /
/ Dropped by: ff◆[f,f"f\◆[fh: De-monso-do (Demon Sword) \
\=====/

/=====\
\ ,Û,¶,ã,¤,ì,Â,ß: Majuu no Tsume (Beast Claw) /
/ Buy price: - / Sell price: 412 gold \
\ Attack Power +95 / Who can equip: MA, TH /
/ Where bought: Not buyable \
\ Where found: Tedon (ground) /
/ Dropped by: Nothing \
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/=====\
\ ,í,©,¢,ì,Â,Á,«,ã,¤: Hakai no Tekkyuu (Iron Ball of Destruction) /
/ Buy price: - / Sell price: 27,750 gold \
\ Attack Power +135 / Who can equip: HR, SR, MA, SG, TH /
/ Attacks all enemies \
\ Where bought: Not buyable /
/ Where found: Sky World Tower 2F (chest), Dice Game #5 (? block chest), \
\ Dice Game #5 (search) /
/ Dropped by: Nothing \
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/=====\  
\ (III-F) ŠZ: Yoroi (Armor) List /  
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HR=Hero, SR=Soldier, MA=Martial Artist, PR=Priest, MG=Magician, SG=Sage,  
MR=Merchant, CA=Carouser, TH=Thief

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\ ,Ê,Ì,Ì,Ó: Nuno no Fuku (Clothes) /  
/ Buy price: 10 gold / Sell price: 7 gold \  
\ Defense Power +4 / Who can equip: All classes /  
/ Where bought: Aliahan Weapon Shop \  
\ Where found: Jipang (dresser), Maira (Dresser) /  
/ Dropped by: , , ³,Á,½,µ,½,ç: Kusattashitai (Rotting Corpse)/Hork \  
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\ ,½,Ñ,Ñ,Æ,Ì,Ó: Tabibito no Fuku (Traveler Cloth) /  
/ Buy price: 70 gold / Sell price: 52 gold \  
\ Defense Power +8 / Who can equip: HR, SR, PR, MG, SG, MR, CA, TH /  
/ Where bought: Aliahan Weapon Shop \  
\ Where found: Promontory Cave B2 (chest), Baharata 2F (dresser) /  
/ Dropped by: ,@,ñ,½,ç,ª,É: Guntaigani (Army Crab), \  
\ , ,â,µ,ç,©,°: Ayashiikage (Suspicious Shadow)/Shadow, /  
/ fo◆[fifofX: Ba-nabasu (Barnabas) \  
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\ ,©,í,Ì,æ,ë,ç: Kawa no Yoroi (Leather Armor) /  
/ Buy price: 150 gold / Sell price: 112 gold \  
\ Defense Power +12 / Who can equip: HR, SR, PR, SG, MR, TH /  
/ Where bought: Aliahan Weapon Shop, Reeve Weapon Shop \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
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\ ,¯,ç,±,¬: Keikogi (Training Suit) /  
/ Buy price: 80 gold / Sell price 60 gold \  
\ Defense Power +10 / Who can equip: MA, SG, GF /  
/ Where bought: Reeve Weapon Shop \  
\ Where found: Dice Game #1 (search), Dice Game #1 (? block chest), /  
/ Dice Game #2 (search), Dice Game #2 (? block chest), \  
\ Norud's Cave (chest), Himiko's Palace (dresser) /  
/ Dropped by: Nothing \  
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\ fJf◆,Ì,±,¤,ç: Kame no Koura (Turtle Shell) /  
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/ Buy price: 330 gold / Sell price: 247 gold \\  
\\ Defense Power +15 / Who can equip: MG, MR, CA \\  
/ Where bought: Reeve Weapon Shop \\  
\\ Where found: Dice Game #2 (search), Dice Game #2 (? block chest) \\  
/ Dropped by: Nothing \\  
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\\ ,Ä,Â,Ì,Û,!,©,¯: Tetsu no Maekake (Iron Apron) \\  
/ Buy price: 700 gold / Sell price: 525 gold \\  
\\ Defense Power +22 / Who can equip: MR \\  
/ Where bought: Romaly Item Shop, Assaram Weapon Shop (no haggle) \\  
\\ Where found: Nowhere \\  
/ Dropped by: Nothing \\  
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/=====\\  
\\ ,±,¤,ç,Ï,æ,ë,ç: Koura no Yoroi (Shell Armor) \\  
/ Buy price: 350 gold / Sell price: 262 gold \\  
\\ Defense Power +16 / Who can equip: HR, SR, PR, SG, MR \\  
/ Where bought: Romaly Weapon Shop \\  
\\ Where found: Nowhere \\  
/ Dropped by: fKfjf%fX: Ganirasu (?)/Crabus \\  
\\=====\\

/=====\\  
\\ ,,³,è,©,½,Ñ,ç: Kusarikatabira (Chain Mail) \\  
/ Buy price: 480 gold / Sell price: 360 gold \\  
\\ Defense Power +20 / Who can equip: HR, SR, PR, SG, MR \\  
/ Where bought: Romaly Weapon Shop, Assaram Weapon Shop (no haggle) \\  
\\ Where found: Nowhere \\  
/ Dropped by: Nothing \\  
\\=====\\

/=====\\  
\\ ,Ä,Â,Ì,æ,ë,ç: Tetsu no Yoroi (Iron Armor) \\  
/ Buy price: 1,100 gold / Sell price: 825 gold \\  
\\ Defense Power +25 / Who can equip: HR, SR, MR \\  
/ Where bought: Kazab Weapon Shop, Assaram Weapon Shop (no haggle), \\  
\\ Isis Weapon Shop, Portoga Weapon Shop \\  
/ Where found: Nowhere \\  
\\ Dropped by: ,¶,²,,Ï,æ,ë,ç: Jigoku no Yoroi (Hell Armor)/Infernus Knight \\  
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\\ ,Ô,Æ,¤,-: Butougi (Martial Arts Suit) \\  
/ Buy price: 800 gold / Sell price: 600 gold \\  
\\ Defense Power +23 / Who can equip: MA, SG \\  
/ Where bought: Kazab Weapon Shop \\  
\\ Where found: Nowhere \\  
/ Dropped by: fef`f^fNf<fX: Tentakurusu (Tentacles) \\  
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\ fXfefefRfjpf`fc: Sutetekopantsu (Boxer Shorts) /  
/ Buy price: - / Sell price: 90 gold \  
\ Defense Power +10 / Who can equip: SR, PR, MR, CA, TH (male only) /  
/ Where bought: Not buyable \  
\ Where found: Kazab (dresser), Ladutorm Castle 2F (dresser) /  
/ Dropped by: Nothing \  
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\  
/ Buy price: 420 gold / Sell price: 315 gold \  
\ Defense Power +15 / Who can equip: All classes (female only) /  
/ Where bought: Dice Game #1 Shop \  
\ Where found: Lake Depths B3 (chest) /  
/ Dropped by: Nothing \  
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\  
/ Buy price: 800 gold / Sell price: 600 gold \  
\ Defense Power +24 / Who can equip: HR, SR, MR, CA /  
/ Where bought: Sioux Weapon Shop \  
\ Where found: Noaniel Inn 2F (dresser), Muor Inn (dresser) /  
/ Dropped by: Nothing \  
\=====/  
  
/=====\  
\  
/ Buy price: 2,900 gold / Sell price: 2,175 gold \  
\ Defense Power +23 / Who can equip: All classes /  
/ Where bought: Noaniel Item Shop, Muor Weapon Shop, Lancel Weapon Shop, \  
\  
Rimuldar Weapon Shop /  
/ Where found: Dice Game #4 (search), Dice Game #4 (? block chest) \  
\ Dropped by: fnf`f^ [ftf%fC: Hanta-furai (Hunter Fly), /  
/ fO [f<: Gu-ru (Ghoul) \  
\=====/  
  
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\  
/ Buy price: 1,500 gold / Sell price: 1,125 gold \  
\ Defense Power +25 / Who can equip: All classes (female only) /  
/ Where bought: Dice Game #2 Shop, Assaram Weapon Shop (haggle), \  
\  
Tedon Weapon Shop /  
/ Where found: Pyramid 4F (chest), Dice Game #3 (chest square) \  
\ Dropped by: Nothing /  
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\  
/ Buy price: 2,400 gold / Sell price: 1,800 gold \  
\ Defense Power +29 / Who can equip: MA, TH /  
/ Where bought: Assaram Weapon Shop (haggle) \  
\ Where found: Portoga Weapon Shop, Muor Weapon Shop, Dice Game #4 (? block /  
/ chest) \  
\ Dropped by: Nothing /

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\ ,«,Ê,Îf◆◆[fu: Kinu no Ro-bu (Silk Robe) /  
/ Buy price: 1,500 gold / Sell price: 1,125 gold \  
\ Defense Power +20 / Who can equip: All classes (female only) /  
/ Where bought: Isis Weapon Shop \  
\ Where found: Isis Castle 1F (chest) /  
/ Dropped by: Nothing \  
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/=====\  
\ ,í,Â,Ë,Ó,: Hadenafuku (Colorful Clothes) /  
/ Buy price: 1,300 gold / Sell price: 975 gold \  
\ Defense Power +24 / Who can equip: CA /  
/ Where bought: Sioux Weapon Shop \  
\ Where found: Pyramid 5F (chest), Dice Game #3 2F (chest square) /  
/ Dropped by: ,",Ç,é,Û,¤,¹,«: Odoruhouseki (Dancing Jewel) \  
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/=====\  
\ ,í,ª,Ë,Î,æ,ë,ç: Hagane no Yoroi (Steel Armor) /  
/ Buy price: 2,400 gold / Sell price: 1,800 gold \  
\ Defense Power +32 / Who can equip: HR, SR /  
/ Where bought: Baharata Weapon Shop \  
\ Where found: Nowhere /  
/ Dropped by: fLf%◆[fA◆[f]◆[: Kira-a-ma- (Killer Armor)/Lethal Armor \  
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/=====\  
\ ,Û,Û,¤,î,Û,¤,ç: Mahou no Houi (Magic Robe) /  
/ Buy price: 4,400 gold / Sell price: 3,300 gold \  
\ Defense Power +30 / Who can equip: PR, SG /  
/ Magic damage is lowered \  
\ Where bought: Tedon Weapon Shop, Lancel Weapon Shop, Domdora Weapon Shop /  
/ Where found: Nowhere \  
\ Dropped by: Nothing /  
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/=====\  
\ ,Û,Û,¤,î,æ,ë,ç: Mahou no Yoroi (Magic Armor) /  
/ Buy price: 5,800 gold / Sell price: 4,350 gold \  
\ Defense Power +40 / Who can equip: HR, SR, PR, SG /  
/ Magic damage is lowered \  
\ Where bought: Tedon Weapon Shop, Lancel Weapon Shop, Samanosa Weapon Shop /  
/ Where found: Nowhere \  
\ Dropped by: Nothing /  
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/=====\  
\ fp◆[fefB◆[fhfEfX: Pa-ti-doresu (Party Dress) /  
/ Buy price: - / Sell price: 8,850 gold \  
\ Defense Power +40 / Who can equip: CA, TH /  
/ Where bought: Not buyable \  
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\ Where found: Edinbear Castle 1F (dresser), Dice Game #3 2F (dresser /  
/ square), Merkido 2F (dresser) \

\ Dropped by: Nothing /

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\  
/ Buy price: - / Sell price: 9,900 gold \

\ Defense Power +38 / Who can equip: CA, TH (male only) /

/ Where bought: Not buyable \

\ Where found: Edinbear Castle 1F (dresser) /

/ Dropped by: Nothing \

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\  
/ Buy price: 3,000 gold / Sell price: 2,250 gold \

\ Defense Power +35 / Who can equip: MG, PR, SG /

/ Protects the wearer from instant death spells \

\ Where bought: Isolated Elf Village Item Shop, New Town Weapon Shop /

/ (stage 5 and final), Ladutorm Weapon Shop \

\ Where found: Dice Game #3 (? block chest) /

/ Dropped by: Nothing \

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\  
/ Buy price: - / Sell price: 3,150 gold \

\ Defense Power +58 / Who can equip: MA, TH /

/ Where bought: Not buyable \

\ Where found: Prize for finding 50 Small Medals, Dice Game #5 (? block /

/ chest), Dice Game #5 3F (chest square) \

\ Dropped by: Nothing /

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\  
/ Buy price: - / Sell price: 9,000 gold \

\ Defense Power +50 / Who can equip: HR, SR /

/ Where bought: Not buyable \

\ Where found: Navel of the Earth B1 (chest) /

/ Dropped by: , , , , , , , , : Ugokusekizou (Moving Stone Statue) \

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\  
/ Buy price: - / Sell price: 262 gold \

\ Defense Power +35 / Who can equip: All classes /

/ Look like a cat outside of battle \

\ Where bought: Not buyable /

/ Where found: Ra Cave B3 (chest) \

\ Dropped by: fLfffbfgftf%fc: Kyattofurai (Catfly)/Vampire Cat, /

/ fLfffbfgfobfg: Kyattobatto (Cat Bat)/Catula \

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\ ,Û,Û,¤,Ì,Û,!,©,-: Mahou no Maekake (Magic Apron) /  
/ Buy price: 9,900 gold / Sell price: 7,425 gold \  
\ Defense Power +45 / Who can equip: MR /  
/ Magic damage lowered \  
\ Where bought: New Town Weapon Shop (stages 4,5, and final) /  
/ Where found: Dice Game #4 (search), Dice Game #4 (? block chest) \  
\ Dropped by: Nothing /  
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\ ,â,ç,î,ì,æ,ë,ç: Yaiba no Yoroi (Blade Armor) /  
/ Buy price: 6,500 gold / Sell price: 4,875 gold \  
\ Defense Power +55 / Who can equip: HR, SR /  
/ When this armor is equipped, any physical attack done to the wearer \  
\ results in a 51% backlash of damage to the attacker /  
/ Where bought: Maira Weapon Shop, Dice Game #4 1F Shop \  
\ Where found: Necrogond Cave 1F (chest) /  
/ Dropped by: Nothing \  
/=====\  
  
/=====\  
\ fhf%fsf`f?fCf<: Doragonmeiru (Dragon Mail) /  
/ Buy price: 9,800 gold / Sell price: 7,350 gold \  
\ Defense Power +45 / Who can equip: HR, SR /  
/ Lessens the damage of breath attacks \  
\ Where bought: Ladutorm Weapon Shop, Domdora Weapon Shop /  
/ Where found: Nowhere \  
\ Dropped by: fLf`fOfqfhf%: Kinguhidora (King Hydra) /  
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\ , ,Ô,È,ç,Ý, ,,-: Abunaimizugi (Risky Swimsuit) /  
/ Buy price: 78,000 gold / Sell price: 58,500 gold \  
\ Defense Power +1 / Who can equip: All classes (female only) /  
/ Where bought: Domdora Weapon Shop \  
\ Where found: Dice Game #5 3F (dresser square) /  
/ Dropped by: Nothing \  
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/=====\  
\ ,¶,²,,Ì,æ,ë,ç: Jigoku no Yoroi (Hell Armor) /  
/ Buy price: - / Sell price: 5,250 gold \  
\ Defense Power +65 / Who can equip: HR, SR /  
/ Cursed \  
\ Where bought: Not buyable /  
/ Where found: Rocky Mountain Cave B2 (chest) \  
\ Dropped by: Nothing /  
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/=====\  
\ ,Û,Û,¤,ÌfrfLfj: Mahou no Bikini (Magic Bikini) /  
/ Buy price: - / Sell price: 3,750 gold \  
\ Defense Power +65 / Who can equip: All classes (female only) /
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/ Magic damage lowered \\  
\ Where bought: Not buyable \\  
/ Where found: Given to the party in Assaram after talking to the dancer in \\  
\ Domdora \\  
/ Dropped by: fLf"fOf}◆[f}f": Kinguma-man (King Merman)/King Merzon \\  
/=====\\

/=====\\  
\ ,Ý,.,Ì,Í,²,ë,à: Mizu no Hagoromo (Water Angel's Cloth) \\  
/ Buy price: 12,500 gold / Sell price: 9,375 gold \\  
\ Defense Power +50 / Who can equip: MG, SG \\  
/ Lessens the damage of breath attacks \\  
\ Where bought: Maira Weapon Shop \\  
/ Where found: Nowhere \\  
\ Dropped by: Nothing \\  
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\ fhf%fSf"f◆◆[fu: Doragonro-bu (Dragon Robe) \\  
/ Buy price: 27,000 gold / Sell price: 20,250 gold \\  
\ Defense Power +76 / Who can equip: MG, PR, SG \\  
/ Breath damage is lowered \\  
\ Where bought: Dice Game #4 1F Shop \\  
/ Where found: Dice Game #5 (? block chest), Dice Game #5 (search) \\  
\ Dropped by: Nothing \\  
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\ ,â,Ý,Ì,±,ë,à: Yami no Koromo (Dark Robe) \\  
/ Buy price: - / Sell price: 12,375 gold \\  
\ Defense Power +74 / Who can equip: MA, CA, TH \\  
/ Where bought: Not buyable \\  
\ Where found: Dice Game #4 2F (chest square), Merkido (ground) \\  
/ Dropped by: Nothing \\  
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\ ,Ð,©,è,ÌfhfEfX: Hikari no Doresu (Light Dress) \\  
/ Buy price: 19,000 gold / Sell price: 14,250 gold \\  
\ Defense Power +90 / Who can equip: All classes (female only) \\  
/ Magic damage and breath damage reduced \\  
\ Where bought: Dice Game #5 3F Shop \\  
/ Where found: Dice Game #4 2F (chest at GOAL) \\  
\ Dropped by: Nothing \\  
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/=====\\  
\ ,Ð,©,è,Ì,æ,ë,ç: Hikari no Yoroi (Light Armor) \\  
/ Buy price: - / Sell price: 18,000 gold \\  
\ Defense Power +82 / Who can equip: HR \\  
/ Restore 1 HP for each step you take. Magic and breath damage is lowered \\  
\ Where bought: Not buyable \\  
/ Where found: Rubiss Tower 4F (chest) \\  
\ Dropped by: Nothing \\  
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\ ,μ,ñ,Ò,İfıfLfj: Shinpi no Bikini (Mystery Bikini) /
/ Buy price: - / Sell price: 24,750 gold \
\ Defense Power +92 / Who can equip: HR, MR, SG, TH (female only) /
/ Restores 1 HP per step taken while wearing it \
\ Where bought: Not buyable /
/ Where found: Prize for finding 95 Small Medals \
\ Dropped by: Nothing /
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\ ,Ó,μ,¬,Èf{fEf◆: Fushigi na Borero (Mystery Bolero) /
/ Buy price: - / Sell price: 375 gold \
\ Defense Power +30 / Who can equip: All classes /
/ MP consumption reduced by half, both in and out of battle \
\ Where bought: Not buyable /
/ Where found: Dice Game #5 (chest at GOAL) \
\ Dropped by: Nothing /
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/=====\
\ (III-G) ◆,: Tate (Shield) List /
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HR=Hero, SR=Soldier, MA=Martial Artist, PR=Priest, MG=Magician, SG=Sage,  
MR=Merchant, CA=Carouser, TH=Thief

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\ ,¨,È,×,İftf^: Onabe no Futa (Pot Lid) /
/ Buy price: 50 gold / Sell price 37 gold \
\ Defense Power +2 / Who can equip: All classes /
/ Where bought: Aliahan Item Shop \
\ Where found: Dice Game #2 (search), Dice Game #2 (? block chest) /
/ Dropped by: Nothing \
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/=====\
\ ,©,ı,İ,½,Ä: Kawa no Tate (Leather Shield) /
/ Buy price: 90 gold / Sell price: 67 gold \
\ Defense Power +4 / Who can equip: HR, SR, PR, SG, MR, CA, TH /
/ Where bought: Aliahan Weapon Shop \
\ Where found: Dice Game #1 (search), Dice Game #1 (? block chest), /
/ Dice Game #2 (search), Dice Game #2 (? block chest) \
\ Dropped by: f}fbfhfİfbfNfX: Maddookkusu (Mad Ox)/Rammore /
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\ ,¹,ç,Ç,¤,Ï,½,Ä: Seidou no Tate (Bronze Shield) /
/ Buy price: 250 gold / Sell price: 187 gold \
\ Defense Power +7 / Who can equip: HR, SR, PR, SG, MR, TH /
/ Where bought: Romaly Weapon Shop, Kazab Weapon Shop, \
\ Assaram Weapon Shop (no haggle) /
/ Where found: Champagne Tower 3F (chest) \
\ Dropped by: ,¶,²,,ÏfnfTf~: Jigoku no Hasami (Hell Scissors)/Infernus /
/ Crab \
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/=====\  
\ ,¤,ë,±,Ï,½,Ä: Uroko no Tate (Scale Shield) /  
/ Buy price: 600 gold / Sell price: 450 gold \  
\ Defense Power +12 / Who can equip: HR, SR, PR, SG, MR, CA, TH /  
/ Where bought: Kazab Weapon Shop, Assaram Weapon Shop (no haggle) \  
\ Where found: Himiko's Palace (dresser) /  
/ Dropped by: Nothing \  
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/=====\  
\ ,Ä,Ä,Ï,½,Ä: Tetsu no Tate (Iron Shield) /  
/ Buy price: 1,200 gold / Sell price: 900 gold \  
\ Defense Power +20 / Who can equip: HR, SR, MR /  
/ Where bought: Dice Game #1 Shop, Isis Weapon Shop \  
\ Where found: Portoga Weapon Shop /  
/ Dropped by: Nothing \  
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/=====\  
\ ,Û,Û,¤,Ï,½,Ä: Mahou no Tate (Magic Shield) /  
/ Buy price: 2,000 gold / Sell price: 1,500 gold \  
\ Defense Power +25 / Who can equip: HR, SR, PR, MG, SG, MR, CA, TH /  
/ Magic damage is lowered \  
\ Where bought: Baharata Weapon Shop, Muor Weapon Shop, Sioux Weapon Shop /  
/ Where found: Nowhere \  
\ Dropped by: Nothing /  
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/=====\  
\ ,Ó,¤,¶,ñ,Ï,½,Ä: Fuujin no Tate (Wind God Shield) /  
/ Buy price: - / Sell price: 577 gold \  
\ Defense Power +35 / Who can equip: HR, SR, MA, SG, MR, CA, TH /  
/ Casts fjftf%fc: Nifuramu (Expel) when used as an item in battle \  
\ Where bought: Not buyable /  
/ Where found: Romaly Castle B1 (chest), Dice Game #5 3F (chest square) \  
\ Dropped by: Nothing /  
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/=====\  
\ fhf%fSf`fV◆[f<fh: Doragonshi-rudo (Dragon Shield) /  
/ Buy price: 3,500 gold / Sell price: 2,625 gold \  
\ Defense Power +32 / Who can equip: HR, SR, TH /  
/ Lessens the damage of breath attacks \  
\ Where bought: Samanosa Weapon Shop, New Town Weapon Shop (stage 5 and /  
/ final), Ladutorm Weapon Shop, Rimuldar Weapon Shop \
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\ Where found: Nowhere /  
/ Dropped by: Nothing \

/=====\  
\ , Ý, ©, º, Ý, Ì, ½, Ä: Mikagami no Tate (Silver Shield) /  
/ Buy price: 8,800 gold / Sell price: 6,600 gold \

/=====\  
\ , ç, ©, ç, Ì, ½, Ä: Chikara no Tate (Power Shield) /  
/ Buy price: 15,000 gold / Sell price: 11,250 gold \

/=====\  
\ , ä, º, µ, á, Ì, ½, Ä: Yuusha no Tate (Hero Shield) /  
/ Buy price: - / Sell price: 28,500 gold \

/=====\  
\ fI [fKfV [f<fh: O-gashi-rudo (Ogre Shield) /  
/ Buy price: 25,000 gold / Sell price: 18,750 gold \

/=====\  
\ , È, °, «, Ì, ½, Ä: Nageki no Tate (Grief Shield) /  
/ Buy price: - / Sell price: 7 gold \

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/=====\  
\ (III-H) Š•: Kabuto (Helmet) List /  
/=====\  
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HR=Hero, SR=Soldier, MA=Martial Artist, PR=Priest, MG=Magician, SG=Sage,  
MR=Merchant, CA=Carouser, TH=Thief

/=====\  
\ f^◆[fof": Ta-ban (Turban) /  
/ Buy price: 160 gold / Sell price: 120 gold \  
\ Defense Power +8 / Who can equip: MR, CA /  
/ Where bought: Reeve Item Shop, Isis Item Shop \  
\ Where found: Dice Game #3 1F (dresser square), Dice Game #4 (dresser /  
/ square) \  
\ Dropped by: Nothing /  
/=====\  
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/=====\  
\ ,©,í,ì,ú,¤,µ: Kawa no Boushi (Leather Hat) /  
/ Buy price: 80 gold / Sell price: 60 gold \  
\ Defense Power +2 / Who can equip: All classes /  
/ Where bought: Reeve Weapon Shop, Romaly Item Shop \  
\ Where found: Romaly Town (dresser), Dice Game #1 (pot), /  
/ Dice Game #1 (search), Dice Game #1 (? block chest) \  
\ Dropped by: ,", , ,è,,ç: Ooarikui (Big Anteater)/Giant Anteater, /  
/ fAf<f~f%◆[fW: Arumira-ji (Almiraj)/Spiked Hare, \  
\ f}◆[f}f"f\_fCf": Ma-mandain (Mermandine)/Merzoncian /  
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/=====\  
\ ,«,ì,ú,¤,µ: Ki no Boushi (Wooden Helmet) /  
/ Buy price: 140 gold / Sell price: 105 gold \  
\ Defense Power +6 / Who can equip: HR, SR, PR, SG, MR, CA, TH /  
/ Where bought: Kazab Item Shop \  
\ Where found: Najimi Tower B1 (chest), Dice Game #2 (dresser), /  
/ Jipang (dresser) \  
\ Dropped by: Nothing /  
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\ ,¯,ª,í,ìft◆[fh: Kegawa no Hu-do (Fur Hood) /  
/ Buy price: 250 gold / Sell price: 187 gold \  
\ Defense Power +10 / Who can equip: All classes (female only) /  
/ Where bought: Assaram Weapon Shop (no haggle) \  
\ Where found: Kazab (dresser) /  
/ Dropped by: Nothing \  
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\ ,«,ñ,ì,©,ñ,Ð,è: Kin no Kanmuri (Gold Crown) /  
/ Buy price: - / Sell price: - \

\ Defense Power +6 / Who can equip: HR, SR, PR, MG, SG, MR, CA, TH /

/ Where bought: Not buyable \

\ Where found: Champagne Tower 5F (after beating Kandata) /

/ Dropped by: Nothing \

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\ ,Æ,ñ,ª,è,ì,Ú,ª,µ: Tongari no Boushi (Pointed Hat) \

/ Buy price: 2,300 gold / Sell price: 1,725 gold /

\ Defense Power +21 / Who can equip: PR, SG, CA \

/ Where bought: Tedon Weapon Shop, Dice Game #3 1F Shop /

\ Where found: Dice Game #2 (search), Dice Game #2 (? block chest) \

/ Dropped by: Nothing /

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\ ,Ä,Â,©,Ô,Æ: Tetsukabuto (Iron Helmet) /

/ Buy price: 1,000 gold / Sell price: 750 gold \

\ Defense Power +16 / Who can equip: HR, SR, PR, SG /

/ Where bought: Assaram Weapon Shop (haggle), Isis Weapon Shop \

\ Where found: Nowhere /

/ Dropped by: fKf◆fSf": Gamegon (Tortoise Dragon)/Tortragon \

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\ , ,ë, , ,«,ñ: Kurozukin (Black Hood) /

/ Buy price: 1,200 gold / Sell price: 900 gold \

\ Defense Power +18 / Who can equip: MA, TH /

/ Where bought: Baharata Weapon Shop, Samanosa Weapon Shop \

\ Where found: Tedon Weapon Shop 2F (dresser) /

/ Dropped by: Nothing \

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\ fIf<fefK,ì,©,Ô,Æ: Orutega no Kabuto (Ortega's Helmet) /

/ Buy price: - / Sell price: 6,150 gold \

\ Defense Power +30 / Who can equip: HR /

/ Where bought: Not buyable \

\ Where found: Muor /

/ Dropped by: Nothing \

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\ ,¬,ñ,ì,©,Ý,©,´,è: Gin no Kamikazari (Silver Hair Ornament) /

/ Buy price: 760 gold / Sell price: 570 gold \

\ Defense Power +20 / Who can equip: All classes (female only) /

/ Where bought: Sioux Item Shop \

\ Where found: Garuna Tower 6F (chest), Dice Game #3 1F (dresser square) /

/ Dropped by: Nothing \

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\ ,Ä,Á,©,ß,ñ: Tekkamen (Iron Mask) /
/ Buy price: 3,500 gold / Sell price: 2,625 gold \
\ Defense Power +25 / Who can equip: HR, SR /
/ Where bought: Lancel Weapon Shop, Samanosa Weapon Shop \
\ Where found: Nowhere /
/ Dropped by: Nothing \
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/=====\  
\ ,í,ñ,É,â,î,ß,ñ: Hannya no Men (Noh Mask) /  
/ Buy price: - / Sell price: 1 gold \  
\ Defense Power +255 / Who can equip: All classes /  
/ Cursed. Confuses wearer, but if you are by yourself there are no allies \  
\ to mistakenly attack.. /  
/ Where bought: Not buyable \  
\ Where found: Orochi Cave B1 (chest) /  
/ Dropped by: Nothing \  
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\ fVf<fNfnfbfg: Shirukuhatto (Silk Hat) /  
/ Buy price: - / Sell price: 900 gold \  
\ Defense Power +20 / Who can equip: MR, CA (male only) /  
/ Where bought: Not buyable \  
\ Where found: Old Changing Man's House (dresser), Dice Game #5 1F (dresser /  
/ square) \  
\ Dropped by: Nothing /  
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/=====\  
\ ,¤,³,Ý,Ýfof`fh: Usamimibando (Bunny Ears Band) /  
/ Buy price: - / Sell price: 390 gold \  
\ Who can equip: MR, CA (female only) /  
/ Defense Power +15 \  
\ Where bought: Not buyable /  
/ Where found: New Town (stage 4: dresser), Dice Game #4 (search), \  
\ Dice Game #4 (? block chest) /  
/ Dropped by: Nothing \  
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/=====\  
\ ,Ó,±,¤,î,©,Ô,Æ: Fukou no Kabuto (Sorrow Helmet) /  
/ Buy price: - / Sell price: 13 gold \  
\ Defense Power +35 / Who can equip: HR, SR /  
/ Cursed. Luck is reduced to 0 \  
\ Where bought: Not buyable /  
/ Where found: Baramos' Castle 1F (chest), Dice Game #5 1F (pot square) \  
\ Dropped by: f~fjff♦[f,f": Minide-mon (Minidemon) /  
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\ f~fXfŠf<fwf<f€: Misuriruhherumu (Mithril Helm) /  
/ Buy price: 18,000 gold / Sell price: 13,500 gold \  
\ Defense Power +38 / Who can equip: HR, SR, MG, PR, SA, MR, TH /  
/ Where bought: Ladutorm Weapon Shop \
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\ Where found: Nowhere /  
/ Dropped by: Nothing \  
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/=====\  
\ fOfE[fgfwf<f€: Gure-toherumu (Great Helm) /  
/ Buy price: 35,000 gold / Sell price: 26,250 \  
\ Defense Power +45 / Who can equip: HR, SR /  
/ Where bought: Rimuldar Weapon Shop \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
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\ ,Ó,μ,¬,È,Ú,σ,μ: Fushigi na Boushi (Mystery Hat) /  
/ Buy price: - / Sell price: 6 gold \  
\ Defense Power +8 / Who can equip: MG, PR, SG, MR, CA, TH /  
/ Spells cost fewer MP to cast \  
\ Where bought: Not buyable /  
/ Where found: Nowhere \  
\ Dropped by: ,Ð,â,σ,ª,Û,¶,ñ: Hyougamajin (Glacier Devil)/Glacier Basher, /  
/ fCfWfLf%: Meijikimera (Mage Chimera)/Magiwyvern, \  
\ fof<fO: Barurogu (Balrog)/Barog /  
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/=====\  
\ (III-I) ,»μ,â,,Ð,ñ: Soshokuhin (Decoration) List /  
/=====\  
  
HR=Hero, SR=Soldier, MA=Martial Artist, PR=Priest, MG=Magician, SG=Sage,  
MR=Merchant, CA=Carouser, TH=Thief  
  
/=====\  
\ ,,¶,¬,Ê,±,±,ë: Kujikenukokoro (Tough Heart) /  
/ Buy price: - / Sell price: 187 gold \  
\ Who can equip: All classes /  
/ ,½,ç,è,â,: Tairyoku (Stamina) +10 \  
\ Personality changes to ,,ë,σ,É,ñ: Kurounin (Worldly-Wise) /  
/ Where bought: Not buyable \  
\ Where found: Romaly Church (dresser), Rimuldar 1F (dresser) /  
/ Dropped by: Nothing \  
/=====\  
  
/=====\  
\ ,σ,³,¬,Ì,μ,Á,Û: Usagi no Shippu (Rabbit's Tail) /  
/ Buy price: 270 gold / Sell price: 200 gold \  
\ Who can equip: All classes /  
/ ,σ,ñ,Ì,æ,³: Un no Yosa (Luck) +8 \  
\ Personality changes to ,μ, ,í,¹,à,Ì: Shiawasemono (Happy Person) /

/ Where bought: Kazab Item Shop \

\ Where found: Dice Game #2 (search), Dice Game #2 (? block chest) /

/ Dropped by: Nothing \

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\ fK[f^ [fxfg: Ga-ta-beruto (Garter Belt) /

/ Buy price: - / Sell price: 975 gold \

\ Who can equip: All classes (female only) /

/ Defense Power +3 \

\ Personality changes to fZfNfV[fMfff: Sekushi-gyaru (Sexy Gal) /

/ Where bought: Not buyable \

\ Where found: Prize for finding 10 Small Medals, Phantom Ship B1 (dresser), /

/ New Town (stage 4: dresser) \

\ Dropped by: Nothing /

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\ ,-,ñ,îfUfŠfI: Gin no Rosario (Silver Rosary) /

/ Buy price: - / Sell price: 660 gold \

\ Who can equip: All classes /

/ Defense Power +4 \

\ Personality changes to f}f`f`fXfg: Romanchisuto (Romantist) /

/ Where bought: Not buyable \

\ Where found: Lake Depths B3 (chest), Spirit Shrine 2F (ground), /

/ Dice Game #5 2F (pot square) \

\ Dropped by: Nothing /

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\ ,ç,µ,î,©,Â,ç: Ishi no Katsura (Stone Wig) /

/ Buy price: - / Sell price: 150 gold \

\ Who can equip: All classes /

/ Defense Power +15 \

\ Personality changes to ,^,ñ,±,à,î: Gankomono (Stubborn) /

/ Cursed \

\ Where bought: Not buyable /

/ Where found: Dice Game #2 (search), Dice Game #2 (? block chest), \

\ Pyramid 4F (chest), Dice Game #4 (search), Dice Game #4 (? /

/ block chest), Dice Game #5 1F (pot square) \

\ Dropped by: Nothing /

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\ ,¨,µ,á,ô,è: Oshaburi (Pacifier) /

/ Buy price: - / Sell price: 307 gold \

\ Who can equip: All classes /

/ Personality changes to , ,Û,!,ñ,Ú,¤: Amaenbou (Spoiled Child) \

\ Where bought: Not buyable /

/ Where found: Dice Game #2 (search), Dice Game #2 (? block chest), \

\ Domdora 2F (dresser), Dice Game #5 1F (dresser square) /

/ Dropped by: Nothing \

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\ ,«,ñ,îflfbfNfEfX: Kin no Nekkuresu (Gold Necklace) /  
/ Buy price: 2,000 gold / Sell price: 750 gold \  
\ Who can equip: All classes (male only) /  
/ ,½,ç,è,â,: Tairyoku (Stamina) +10 \  
\ Personality changes to ,Ð,Á,Â,èfXfPfx: Muttsurisukebe (Sullen) /  
/ Where bought: Assaram Item Shop (haggle) \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
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\  
/ Buy price: - / Sell price: - \  
\ Who can equip: All classes /  
/ ,·,î,â,³: Subayasa (Agility) doubled \  
\ Where bought: Not buyable /  
/ Where found: Isis Castle B2 (chest), Jipang Well after opening Dice Game \  
\ #5 (ground), Dice Game #5 4F (pot square) /  
/ Dropped by: Nothing \  
\=====/  
  
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\  
/ Buy price: - / Sell price: 7,350 \  
\ Who can equip: All classes /  
/ Personality changes to ,Ý,!,Á,Ï,è: Mieppari (Vain) \  
\ Where bought: Not buyable /  
/ Where found: Pyramid 4F (chest), Isis Castle 1F (chest), \  
\ Sky World Tower 1F (chest), Dice Game #5 3F (dresser square) /  
/ Dropped by: Nothing \  
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/ Buy price: 5,000 gold / Sell price: 3,750 gold \  
\ Who can equip: All classes (female only) /  
/ ,«,ñ,î,æ,³: Un no Yosa (Luck) +13 \  
\ Personality changes to ,¨,¶,â,«,³,Û: Ojousama (Ladylike) /  
/ Where bought: Isolated Elf Village Item Shop \  
\ Where found: Isis Castle 1F (chest) /  
/ Dropped by: Nothing \  
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\  
/ Buy price: - / 3,375 gold \  
\ Who can equip: HR, SR, PR, TH /  
/ Attack Power +15 \  
\ Personality changes to ,²,«,¯,Â: Gouketsu (Heroic) /  
/ Where bought: Not buyable \  
\ Where found: Aliahan Castle 1F (chest) /  
/ Dropped by: Nothing \  
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\ ,ç,©,è,Ìf^fgfD◊[: Ikari no Tatu- (Fury Tattoo) /  
/ Buy price: - / Sell price: 825 gold \

\ Who can equip: All classes /

/ Attack Power +8 \

\ Personality changes to ,ç,ñ,Ú,¤,à,Ì: Ranboumono (Violent) /

/ Where bought: Not buyable \

\ Where found: Portoga Castle (chest) /

/ Dropped by: ,Ä,ñ,Ì,à,ñ,Î,ñ: Ten no Monban (Heaven's Gate Watcher) \

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\  
\ ,ç,©,ç,Ì,ä,Ñ,í: Chikara no Yubiwa (Power Ring) /

/ Buy price: - / 262 gold \

\ Who can equip: All classes /

/ Attack Power +7 \

\ Personality changes to ,ç,©,ç,¶,Ü,ñ: Chikarajiman (Braggart) /

/ Where bought: Not buyable \

\ Where found: Prize for finding 30 Small Medals, Rubiss Tower 2F (chest) /

/ Dropped by: Nothing \

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\  
\ f,fqfJf",ÌfP: Mohikan no Ke (Mohican Hair) /

/ Buy price: 60 gold / Sell price: 45 gold \

\ Who can equip: All classes /

/ Defense Power +2 \

\ Personality changes to ,",ç,â,¤,µ,à,Ì: Ochoushimono (Frivolous) /

/ Where bought: Sioux Item Shop \

\ Where found: Garai's House (dresser), Dice Game #5 2F (dresser square) /

/ Dropped by: Nothing \

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\  
\ fCf"fefŠ,ß,ª,Ë: Interimegane (Intelli-Glasses) /

/ Buy price: - / Sell price: 1,275 gold \

\ Who can equip: All classes /

/ ,©,µ,±,³: Kashikosa (Intelligence) +15 \

\ Personality changes to ,.,Ì,¤,ß,ç,¹,«: Zunoumeiseki (Clear-Headed) /

/ Where bought: Not buyable \

\ Where found: Prize for finding 35 Small Medals /

/ Dropped by: Nothing \

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\  
\ ,É,°,É,°fŠf"fo: Nigenigeringu (Flee Ring) /

/ Buy price: - / Sell price: 75 gold \

\ Who can equip: All classes /

/ ,.,Î,â,³: Subayasa (Agility) +7 \

\ Personality changes to ,ç,,¶,È,µ: Ikujinashi (Coward) /

/ Cursed \

\ Where bought: Not buyable /

/ Where found: Dice Game #3 (search), Dice Game #3 (? block chest), \

\ Dice Game #4 (search), Dice Game #4 (? block chest), /

/ Dice Game #4 1F (chest square), Zenith Castle (pot) \

\ Dropped by: Nothing /

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\ f<◆[fYf\fbfNfX: Ru-zusokkusu (Loose Socks) /  
\ Buy price: - / Sell price: gold \  
\ Who can equip: All classes /  
\ Defense Power +5 \  
\ Where bought: Not buyable /  
\ Where found: Dice Game #3 (search), Dice Game #3 (? block chest), \  
\ Pirate's House (dresser), Dice Game #5 1F (dresser square), /  
\ Dice Game #5 2F (dresser square) \  
\ Dropped by: Nothing /  
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\ ,í,â,Ä,ÏfŠf"fO: Hayate no Ringu (Quick Ring) /  
\ Buy price: 3,100 gold / Sell price: 2,325 gold \  
\ Who can equip: All classes /  
\ ,·,î,â,³: Subayasa (Agility) +15 \  
\ Personality changes to ,·,î,µ,Á,±,¢: Subashikkoi (Nimble) /  
\ Where bought: Dice Game #3 1F Shop \  
\ Where found: Dice Game #5 3F (dresser square) /  
\ Dropped by: Nothing \  
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\ fpf◆◆[fxf<fg: Pawa-beruto (Power Belt) /  
\ Buy price: - / Sell price: 3,375 gold \  
\ Who can equip: All classes /  
\ ,½,¢,è,â,: Tairyoku (Stamina) +15 \  
\ Where bought: Not buyable /  
\ Where found: Dice Game #3 1F (chest square), Dice Game #5 2F (dresser \  
\ square) /  
\ Dropped by: Nothing \  
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\ ,í,, ,¢fŠf"fO: Hakuairingu (Benevolent Ring) /  
\ Buy price: - / Sell price: 495 gold \  
\ Who can equip: All classes /  
\ ,©,µ,±,³: Kashikosa (Intelligence) +15 \  
\ Personality changes to ,â,³,µ,¢,Ð,Æ: Yasashiihito (Gentle) /  
\ Where bought: Not buyable \  
\ Where found: Arp Tower 5F (chest), Rubiss Tower 2F (chest) /  
\ Dropped by: Nothing \  
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\ fwfrf◆f^fŠf"fO: Hebimetaringu (Heavy Metal Ring) /  
\ Buy price: - / Sell price: 510 gold \  
\ Who can equip: All classes /  
\ ,·,î,â,³: Subayasa (Agility) +10 \  
\ Personality changes to ,¢,Á,Ò,«,",",©,Ý: Ippikiookami (Lone Wolf) /  
\ Where bought: Not buyable \  
\ Where found: Pirate's House B1 (chest), Merkido Inn (dresser) /  
\ Dropped by: Nothing \  

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\ ,μ,Á,Õ,ϣ,Îfof`f_fi: Shippuu no Bandana (Gale Bandana) /
/ Buy price: - / Sell price: 727 gold \
\ Who can equip: All classes /
/ ,·,Î,â,³: Subayasa (Agility) +30 \
\ Personality changes to ,Å,ñ,±,ϣ,¹,Á,©: Denkousekka (Lightning Speed) /
/ Where bought: Not buyable \
\ Where found: Prize for finding 70 Small Medals, Dice Game #5 3F (ground) /
/ Dropped by: Nothing \
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\ ,«,ñ,ÎfNf`fofV: Kin no Kuchibashi (Gold Beak) /
/ Buy price: - / Sell price: 5,775 gold \
\ Who can equip: All classes (male only) /
/ ,ϣ,ñ,Î,æ,³: Un no Yosa (Luck) +20 \
\ Personality changes to f%fbfL♦[f}f": Rakki-man (Lucky Man) /
/ Where bought: Not buyable \
\ Where found: New Town (stage 4: chest), Rimuldar 1F (dresser) /
/ Dropped by: Nothing \
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\ fXf%fCf€fsfAfX: Suraimupiasu (Slime Pierce) /
/ Buy price: 950 gold / Sell price: 712 gold \
\ Who can equip: All classes /
/ Personality changes to ,³,Ñ,μ,ª,è,â: Sabishigariya (Lonely) \
\ Where bought: Maira Item Shop /
/ Where found: Nowhere \
\ Dropped by: Nothing /
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=====
\ ,ç,Î,ç,Î,ä,Ñ,í: Inochi no Yubiwa (Life Ring) /
/ Buy price: - / Sell price: 1,800 gold \
\ Who can equip: All classes /
/ ,½,ç,è,â,: Tairyoku (Vitality) +25 \
\ Restores 1 HP for each step you walk /
/ Where bought: Not buyable \
\ Where found: Dice Game #4 after Key square (chest), Rimuldar 1F (chest), /
/ Dice Game #5 3F (ground) \
\ Dropped by: Nothing /
=====
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=====
\ ,¹,ç,È,é,Û,à,è: Seinarumamori (Sacred Talisman) /
/ Buy price: - / Sell price: - \
\ Who can equip: HR /
/ ,ϣ,ñ,Î,æ,³: Un no Yosa (Luck) +30 \
\ Protects against instant death spells /
/ Where bought: Not buyable \
\ Where found: Rubiss Tower 5F /
/ Dropped by: Nothing \
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/=====
\ ,μ, , í,¹, Ì,,Â: Shiawase no Kutsu (Happiness Shoes) /
/ Buy price: - / Sell price: 75 gold \
\ Who can equip: All classes /
/ ,ϣ,ñ, Ì,æ,³: Un no Yosa (Luck) +50, 1 experience point gained while \
\ walking around on the overworld /
/ Where bought: Not buyable \
\ Where found: Sky World Tower 2F (chest) /
/ Dropped by: , Í,®,êf◊f^f<: Haguremetaru (Separating Metal)/Metal Babble, \
\ f◊f^f<fLf◊f%: Metarukimera (Metal Chimera) /
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=====
\ ,β,ª, Ý, Ì,ä,Ñ,í: Megami no Yubiwa (Goddess Ring) /
/ Buy price: - / Sell price: 12,750 gold \
\ Who can equip: All classes /
/ ,©,μ,±,³: Kashikosa (Intelligence) +33, 1 MP restored every 4 steps taken \
\ Where bought: Not buyable /
/ Where found: Dice Game #5 (chest at GOAL) \
\ Dropped by: Nothing /
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\ (III-J) fAfCfef€: Aitemu (Item) List /
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This list is in the order I found the items in.

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\ f%fbfN, Ì,½,Ë: Rakku no Tane (Luck Seed) /
/ Buy price: - / Sell price: 45 gold \
\ Increases the user's ,ϣ,ñ, Ì,æ,³: Unnoyosa (Luck) by 1-3 points /
/ Where bought: Not buyable \
\ Where found: Aliahan Castle 2F (dresser), /
/ Kidnappers' Hideout B2 (floormat), Dice Game #3 1F (pot \
\ square), Luzami (ground), Harbor (dresser), /
/ Dice Game #5 (? block chest), Dice Game #5 2F (pot square) \
\ Dropped by: ,³,»,è,Î,¿: Sasoribachi (Scorpion Wasp), /
/ fof`fpfCfA: Banpaia (Vampire), \
\ fhf<fCfh: Doruido (Druid)/Lumpus, /
/ fq◊[fgfMfYf,: Hi-togizumo (Heat Gizmo)/Heat Cloud, \
\ fVff◊[f}f": Sha-man (Shaman)/Witch Doctor, /
/ fKf◊fSf`f◊◊[fh: Gamegonro-do (Tortoise Dragon Lord)/King \
\ Tortragon /
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\ ,Ç,,µ,»,: Dokukeshisou (Antidote Herb) /
/ Buy price: 10 gold / Sell price: 7 gold \
\ Cures ,Ç,: Doku (Poison) Status /
/ Where bought: Aliahan Item Shop, Reeve Item Shop, Romaly Item Shop, \
\ Kazab Item Shop, Assaram Item Shop (no haggle), /
/ Assaram Item Shop (haggle), Isis Item Shop, \
\ Portoga Item Shop, Baharata Item Shop, Muor Item Shop, /
/ Sioux Item Shop, Samanosa Item Shop, Ladutorm Item Shop, \
\ Domdora Item Shop /
/ Where found: Aliahan Castle 1F (barrel), Reeve (dresser), \
\ Inviting Cave B2 (chest), Romaly Inn 2F (dresser), /
/ Dice Game #1 (search), Dice Game #1 (? block chest), \
\ Dice Game #2 (search), Dice Game #2 (? block chest), /
/ Dice Game #3 (search), Dice Game #3 (? block chest) \
\ Dropped by: fofuf<fXf%fCf€: Baburusuraimu (Bubble Slime)/Babble, /
/ f|fCfYf`fg◆[fh: Poizunto-do (Poison Toad), \
\ ,Ç,,ç,à,È,µ: Dokuimomushi (Poisonous Green Caterpillar) /
/ Poison Silkworm, \
\ ,Ç,,Ç,f]f`fr: Dokudokuzonbi (Poisonous Zombie)/Venom Zombie /
/=====\

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/=====\
\ ,â,,»,: Yakusou (Medical Herb) /
/ Buy price: 8 gold / Sell price: 6 gold \
\ Heal about 25 HP /
/ Where bought: Aliahan Item Shop, Reeve Item Shop, Romaly Item Shop, \
\ Kazab Item Shop, Assaram Item Shop (haggle), /
/ Isis Item Shop, Portoga Item Shop, Baharata Item Shop, \
\ Muor Item Shop, Sioux Item Shop, Samanosa Item Shop, /
/ New Town Item Shop (stages 4,5, and final), \
\ Ladutorm Item Shop, Domdora Item Shop, Maira Item Shop /
/ Where found: Kitchen in your house (barrel), Promontory Cave B2 (chest), \
\ Dice Game #1 (pot), Dice Game #1 (? block chest) /
/ Dropped by: fXf%fCf€: Suraimu (Slime), \
\ ,, , , a, ç, .: Oogarasu (Big Bird)/Black Raven, /
/ ,ç,Á,©,,µ,³,-: Ikkakuusagi (Horned Rabbit), \
\ ftf◆fbfK◆[: Furogga- (Frogger)/Froggore, /
/ ,,î, , , è,,ç: Obakearikui (Ghost Anteater)/Demon Anteater, \
\ fLffff^fsf%◆[: Kyatapira- (Caterpillar), /
/ fXf%fCf€fxfX: Suraimubesu (Slimebeth)/Red Slime \
\=====/

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/=====\
\ ,ç,©,ç,î,½,È: Chikara no Tane (Power Seed) /
/ Buy price: - / Sell price: 180 gold \
\ Increases the user's ,ç,©,ç: Chikara (Power) by 1-3 points /
/ Where bought: Not buyable \
\ Where found: Your house 2F (dresser), Dice Game #1 (? block chest), /
/ Noaniel (pot), Lake Depths B2 (chest), \
\ Dice Game #2 (pot square), Pyramid 4F (chest), /
/ Aliahan Castle 1F (chest), Portoga Town 2F (bag), \
\ Kidnappers' Hideout B2 (chest), Aliahan Castle B1 (pot), /
/ Dice Game #3 1F (pot square), Pirate's House B1 (chest), \
\ Jipang B1 (pot), Himiko's Palace (pot), Samanosa Town (pot), /
/ Ra Cave B2 (chest), Phantom Ship B1 (pot), Harbor (ground), \
\ Dice Game #4 (? block chest), Rimuldar 1F (pot), /
/ Sky World Cave B1 (chest), Sky World Cave B6 (ground), \
\ Dice Game #5 (? block chest), Dice Game #5 1F (pot square), /

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/           Dice Game #5 2F (pot square), Dice Game #5 4F (pot square) \
\ Dropped by: fzfCf~fXf%fCf€: Hoimisuraimu (Heal Slime)/Healer, /
/           , ,î,êfUf<: Abarezaru (Wild Ape), /
\           fOfŠfYfŠ♦[: Gurizuri- (Grizzly), /
/           f}♦[f}f": Ma-man (Merman)/Merzon, \
\           fS♦[fgfhf": Go-todon (Goatodon)/Goategon, /
/           ,²,¤,¯,Â,®,Ü: Gouketsuguma (Heroic Bear)/Fierce Bear, \
\           fTf%f}f"f_♦[: Saramanda- (Salamander), /
/           fXfJf<fSf": Sukarugon (Skullgon)/Scalgon, \
\           fhf%fSf"f}f"f"fr: Doragonzonbi (Dragon Zombie)/Putregon, /
/           ,µ,ñ,è,ã,¤: Shinryuu (God Dragon) \
\=====/

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/=====\
\ fLf♦f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing) /
/ Buy price: 25 gold / Sell price: 18 gold \
\ Warp to a town you've previously visited /
/ Where bought: Aliahan Item Shop, Reeve Item Shop, Romaly Item Shop, \
\           Kazab Item Shop, Noaniel Item Shop, /
/           Assaram Item Shop (haggle), Isis Item Shop, \
\           Portoga Item Shop, Baharata Item Shop, Muor Item Shop, /
/           Lancel Item Shop, Samanosa Item Shop, \
\           New Town Item Shop (stages 4,5, and final), /
/           Ladutorm Item Shop, Domdora Item Shop, Maira Item Shop \
\ Where found: Najimi Tower 3F (chest), Small Shrine (pot), /
/           Dice Game #1 (search), Dice Game #1 (? block chest), \
\           Dice Game #2 (search), Dice Game #2 (? block chest), /
/           Pyramid 4F (chest) \
\ Dropped by: ,¶,ñ,β,ñ,ζ,â,¤: Jinmenchou (Masked Moth), /
/           f}f^f"fS: Matango (Matango)/Deadly Toadstool, \
\           f}♦[fWf}f^f"fS: Ma-jimatango (Magi Matango)/Mage Toadstool, /
/           fLf%♦[fGfCfv: Kira-eipu (Killer Ape)/Simiac, \
\           f}fŠf"fXf%fCf€: Marinsuraimu (Marine Slime), /
/           fLf♦f%: Kimera (Chimera)/Wyvern \
\=====/

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/=====\
\ ,¹,¢,·,¢: Seisui (Holy Water) /
/ Buy price: 20 gold / Sell price: 15 gold \
\ Keeps weak enemies away for a period of time (overworld only) /
/ Where bought: Reeve Item Shop, Romaly Item Shop, Kazab Item Shop, \
\           Noaniel Item Shop, Assaram Item Shop (haggle), /
/           Isis Item Shop, Portoga Item Shop, Baharata Item Shop, \
\           Muor Item Shop, Lancel Item Shop, Samanosa Item Shop, /
/           New Town Item Shop (stages 4,5, and final), \
\           Ladutorm Item Shop, Domdora Item Shop, Maira Item Shop /
/ Where found: Lake Depths B1 (chest), Dice Game #2 (search), \
\           Dice Game #2 (? block chest), Dice Game #3 (search), /
/           Dice Game #3 (? block chest) \
\ Dropped by: ,Ü,Ü,¤,Â,®,¢: Mahoutsukai (Magician), /
/           ,¨,î,¯fLfmfR: Obakekinoko (Ghost Mushroom)/Demon Toadstool, \
\           f}f~♦[: Mami- (Mummy), /
/           frfbfOfz♦[f": Bigguho-n (Bighorn) \
\=====/

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/=====\
\ ,·,î,â,³,î,½,È: Subayasa no Tane (Agility Seed) /

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/ Buy price: - / Sell price: 60 gold \
\ Increases the user's ,·,î,â,³: Subayasa (Agility) by 1-3 points /
/ Where bought: Not buyable \
\ Where found: Najimi Tower B1 (chest), Dice Game #1 (? block chest), /
/ Noaniel (pot), Isis Town (field), Pyramid 4F (chest), \
\ Aliahan Castle 1F (chest), Kidnappers' Hideout B2 (chest), /
/ Sioux (pot), Dice Game #3 (chest at GOAL), \
\ Samanosa Town (ground), Ladutorm Castle 2F (barrel), /
/ Dice Game #4 (? block chest), Dice Game #4 2F (pot square), \
\ Dice Game #5 (? block chest) /
/ Dropped by: fffXftf%fbf^◆[: Desufuratta- (Death Flutter)/Avenger Raven, \
\ fffbhfhyfbfJ◆[: Deddopekka- (Dead Pecker)/Avenger Beak, /
/ f^f^f^fXf%fcf€: Metarusuraimu (Metal Slime), \
\ ,¶,²,,î,«,µ: Jigoku no Kishi (Hell Knight)/Marauder, /
/ f_◆[fXfŠfJf"fg: Da-surikanto (Darth Bear) \
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/=====
\ ,©,µ,±,³,î,½,Ë: Kashikosa no Tane (Intelligence Seed) /
/ Buy price: - / Sell price: 120 gold \
\ Increases the user's ,©,µ,±,³: Kashikosa (Intelligence) by 1-3 points /
/ Where bought: Not buyable \
\ Where found: House in Reeve (pot), Pyramid 2F (chest), /
/ Isis Castle 1F (chest), Champagne Tower 1F (chest), \
\ Kidnappers' Hideout B2 (chest), /
/ Navel of the Earth B1 (chest), Rimuldar 1F (pot), \
\ Dice Game #5 (? block chest) /
/ Dropped by: fofŠfCfhfhfbf0: Bariidodoggu (Buried Dog)/Madhound, \
\ ,©,|,ñf€fJff: Kaenmukade (Flame Centipede)/Flamapede, /
/ ,",",,¿,î,µ: Ookuchibashi (Big Beak)/Greak Beak \
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/=====
\ ,Û,ñ,°,Â,»,: Mangetsusou (Full Moon Herb) /
/ Buy price: 30 gold / Sell price: 22 gold \
\ Cures ,µ,Ñ,ê: Shibire (Numb) Status /
/ Where bought: Romaly Item Shop, Kazab Item Shop, Noaniel Item Shop, \
\ Assaram Item Shop (no haggle), Isis Item Shop, /
/ Portoga Item Shop, Baharata Item Shop, Muor Item Shop, \
\ Sioux Item Shop, Samanosa Item Shop, Ladutorm Item Shop, /
/ Domdora Item Shop, Maira Item Shop \
\ Where found: Romaly Inn (dresser), Noaniel Inn 2F (dresser), /
/ Dice Game #3 (search), Dice Game #3 (? block chest) \
\ Dropped by: fLf%◆[fr◆[: Kira-bi- (Killer Bee), /
/ ,µ,Ñ,ê, ,°,í: Shibireageha (Numbing Moth)/Stingwing, \
\ ,µ,Ñ,ê,,ç,°: Shibirekurage (Numbing Jellyfish)/Man O' War /
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/=====
\ ,·,²,ë,,¯,ñ: Sugorokuken (Dice Game Ticket) /
/ Buy price: 50 gold / Sell price: 37 gold \
\ Allows you to play the Dice Game one time per ticket /
/ Where bought: Dice Game #5 Shop (3F) \
\ Where found: Romaly Town (spot where dog is at night), /
/ Romaly Castle 4F (dresser), Kazab Inn (dresser), \
\ Dice Game #1 (dresser square), Noaniel (field), /
/ Lake Depths B3 (chest), Dice Game #2 (dresser square), \

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\ Assaram (dresser), Desert Shrine (dresser), /
/ Isis Town (bag), Isis Castle 1F (dresser), \
\ Portoga (dresser), Baharata (dresser), Muor 2F (pot), /
/ Kidnappers' Hideout B2 (bag), Sioux (dresser), \
\ Dice Game #3 (ground), Dice Game #3 2F (dresser square), /
/ Dice Game #3 1F (dresser square), Lancel (dresser), \
\ Pirate's House (pot), Pirate's House (pot), /
/ Samanosa Town (barrel), Samanosa Town (ground), \
\ Ra Cave B2 (chest), Ra Cave B2 (chest), /
/ Phantom Ship B1 (chest), Necrogond Shrine (ground), \
\ Necrogond Shrine (ground), New Town 3rd stage (ground), /
/ Ladutorm 2F (pot), Ladutorm Castle (ground), \
\ Ladutorm Castle 2F (dresser), Ladutorm Castle (ground), /
/ Maira (dresser), Maira (dresser), Maira 2F (bag), \
\ Dice Game #4 B1 (ground), Dice Game #4 B1 (ground), /
/ Dice Game #4 B1 (ground), Dice Game #4 2F (ground), \
\ Rubiss Tower 3F (ground), Marshland Cave (ground), /
/ Rimuldar 1F (dresser), Merkido 2F (dresser), \
\ Merkido 1F (ground), Sky World Cave B4 (ground) /
/ Dropped by: ,²,,ç,,ç,â,♠: Gokurakuchou (Bird of Paradise)/Elysium Bird, \
\ f~fCf%,,,Æ,±: Miiraotoko (Mummy Man), /
/ ,°,ñ,¶,ã,Â,µ: Genjutsushi (Magic User)/Nev, \
\ fKf<◆[f_: Garu-da (Garuda), /
/ fwf<fRf"fhf<: Herukondoru (Hell Condor)/Hades' Condor, \
\ ,«,ß,ñ,ç,♠,µ: Kimendoushi (Devil's Mask Pupil?)/Deranger, /
/ ftf◆fXfgfMfYf,,: Furosutogizumo (Frost Gizmo)/Frost Cloud, \
\ fzf◆fS◆[fXfg: Horogo-suto (Hologhost) /
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/=====\
\ ,ç,ì,ç,ì,«,ì,Ý: Inochi no Kinomi (Life Nut) /
/ Buy price: - / Sell price: 150 gold \
\ Increases the user's ,³,ç,¾,çHP: Saidai HP (Maximum HP) by 1-5 points /
/ Where bought: Not buyable \
\ Where found: Kazab (barrel), Dice Game #1 (chest), /
/ Dice Game #1 (? block chest), Isis Castle 1F (chest), \
\ Norud's Cave Well (water), Muor Church (ground), /
/ Kidnappers' Hideout B2 (chest), Tedon B1 (floor), \
\ Arp Tower 3F (chest), Samanosa Castle 1F (ground), /
/ Ra Cave B2 (chest), Dice Game #4 (? block chest), \
\ Dice Game #4 1F (pot square), Dice Game #4 2F (pot square), /
/ Rubiss Tower 2F (chest), Rubiss Tower 2F (chest), \
\ Sky World Cave B6 (ground), Dice Game #5 1F (pot square), /
/ Dice Game #5 (? block chest) \
\ Dropped by: fAfjf}f<f}f"fr: Animaruzonbi (Animal Zombie)/Putrepup, /
/ fffXfWfffbfJf<: Desujakkaru (Death Jackal)/Avenger Jackal, \
\ fXfJfCfhf%fSf": Sukaidoragon (Sky Dragon), /
/ ,¾,ç,,"♠fCfJ: Daiouika (Great King Squid)/King Squid, \
\ fRf"fO: Kongu (Kong), /
/ fXfm◆[fhf%fSf": Suno-doragon (Snow Dragon), \
\ fNf%◆[fSf": Kura-gon (Kragon)/Kragacles /
/=====\

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/=====\
\ ,Ó,µ,¬,È,«,ì,Ý: Fushigi na Kinomi (Mystery Nut) /
/ Buy price: - / Sell price: 60 gold \
\ Increases the target's ,³,ç,¾,çMP: Saidai MP (Maximum MP) by 1-3MP /
/ Where bought: Not buyable \

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\ Where found: Dice Game #1 (? block chest), /
/ Kidnappers' Hideout B2 (floormat), Dice Game #3 2F (pot /
\ square), Jipang (pot), Himiko's Palace (pot), /
/ Ladutorm (ground), Maira (ground), Dice Game #4 (? block /
\ chest), Dice Game #4 1F (pot square), /
/ Sky World Cave B5 (ground), Dice Game #5 1F (dresser square),\
\ Dice Game #5 (? block chest) /
/ Dropped by: fof%f,fXfGfrf<: Baramosuebiru (Baramos Evil) \
\=====/
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/=====\  
\ ,Û,¼,ç,,à,ç,Æ: Madarakumoito (Spider's Web) /  
/ Buy price: 35 gold / Sell price: 26 gold \  
\ Same effect as the f{f~fIfX: Bomiosu (Slow) spell /  
/ Where bought: Noaniel Item Shop, Assaram Item Shop (haggle), \  
\ Baharata Item Shop, New Town Item Shop (stages 4,5, and /  
/ final) \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
\=====/
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/=====\  
\ ,ç,,^,î,±,È: Dokuga no Kona (Poisonous Powder) /  
/ Buy price: 310 gold / Sell price: 232 gold \  
\ Same effect as the f♦f_fpfj: Medapani (Chaos) spell /  
/ Where bought: Muor Item Shop, Sioux Item Shop, Samanosa Item Shop, \  
\ New Town Item Shop (stages 4,5, and final) /  
/ Where found: Assaram (dresser), Dice Game #3 (search), \  
\ Dice Game #3 (? block chest), Jipang (bag) /  
/ Dropped by: f}fNf♦fx♦[f^: Makurobe-ta (Macrobeta?)/Voodoo Warlock \  
\=====/
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/=====\  
\ fXf^f~fi,î,½,È: Sutamina no Tane (Stamina Seed) /  
/ Buy price: - / Sell price: 90 gold \  
\ Increases the user's ,½,ç,è,â,: Tairyoku (Stamina) by 1-3 points /  
/ Where bought: Not buyable \  
\ Where found: Pyramid 3F (chest), Portoga Castle (chest), /  
/ Kidnappers' HideoutB1 (chest), Ra Cave B2 (chest), \  
\ Dice Game #4 1F (pot square), Dice Game #5 (? block chest), /  
/ Dice Game #5 3F (pot square) \  
\ Dropped by: fMfYf,: Gizumo (Gizmo)/Gas Cloud, /  
/ ,í,ç,ç,Ô,,è: Waraibukuro (Laugh Bag)/Trick Bag, \  
\ fxzfz}fXf%fCf€: Behomasuraimu (Healall Slime)/Curer, /  
/ fhf%fSf": Doragon (Dragon)/Green Dragon \  
\=====/
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/=====\  
\ ,ç,î,è,î,ä,Ñ,í: Inori no Yubiwa (Prayer Ring) /  
/ Buy price: 2,500 gold / Sell price: 1,875 gold \  
\ Restores MP, but can break after any number of uses /  
/ Where bought: Isolated Elf Village Item Shop, Dice Game #5 4F Shop \  
\ Where found: Isis Castle 3F (flower behind the queen's bed), /  
/ Baramos' Castle 1F (chest), Rocky Mountain Cave B1 (chest), \  
\ Merkido 1F (ground), Zoma's Castle B4 (chest), /  
/ Dice Game #5 2F (pot square), Dice Game #5 (pot square) \
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\ Dropped by: fxf^f[fTf^f": Bebi-satan (Baby Satan)/Demonite, /
/ fffrf<fEfBfU[fh: Debiruuiza-do (Devil Wizard) \
\=====/
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/=====\  
\ ,<,!,^,è,»,♠: Kiesarisou (Invisibility Herb) /  
/ Buy price: 300 gold / Sell price: 225 gold \  
\ Renders the party invisible to townspeople /  
/ Where bought: Sioux Item Shop, Lancel Item Shop, New Town Item Shop \  
\ (stages 4,5, and final), Ladutorm Item Shop /  
/ Where found: Dice Game #3 (search), Dice Game #3 (? block chest) \  
\ Dropped by: ,Û,Û,♠,Î,Î: Mahoubaba (Magic Hag)/Old Hag, /  
/ ,Û,¶,â: Majo (Witch) \  
\=====/
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/=====\  
\ ,ç,î,ç,î,ç,µ: Inochi no Ishi (Life Stone) /  
/ Buy price: 800 gold / Sell price: 600 gold \  
\ Shatters in place of the holder when an instant death spell is cast /  
/ successfully against the person who possesses one \  
\ Where bought: Dice Game #5 4F Shop /  
/ Where found: Dice Game #3 (? block chest), Samanosa Castle B2 (ground), \  
\ Ra Cave B2 (chest), Dice Game #4 1F (chest square), /  
/ Zoma's Castle B4 (chest) \  
\ Dropped by: ,î,,³,ñ,ç,í: Bakudaniwa (Bomb Crag), /  
/ ,Û,,♠,î,©,°: Maou no Kage (Devil Shadow)/Vile Shadow \  
\=====/
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/=====\  
\ ,¹,©,ç,¶,â,î,í: Sekaiju no Ha (Leaf of the World Tree) /  
/ Buy price: - / Sell price: 3 gold \  
\ Revives a dead party member to full HP /  
/ Where bought: Not buyable \  
\ Where found: Central point of the four mountains in the Great Forest, /  
/ Dice Game #4 2F (dresser square), Zoma's Castle B4 (chest) \  
\ Dropped by: ,æ,♠,ª,ñ,Û,¶,ñ: Youganmajin (Lava Devil)/Lava Basher, /  
/ f]f`frf}fXf^◆[: Zonbimasuta- (Zombie Master)/Voodoo Shaman, \  
\ fGfrf<f}◆[fW: Ebiruma-ji (Evil Mage), /  
/ fqfhf%: Hidora (Hydra), \  
\ ,Û,♠,,♠: Houou (Phoenix) /  
/=====/
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/=====\  
\ (III-K) Event Items List /  
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/=====\  
\ ,ç,ç,³,Èf◆f_f<: Chiisanamedaru (Small Medal) Find them and trade them in /  
/ at the well of Aliahan for rare goods. \
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\=====
/=====
\ ,Æ,¤,¼, , Ì,©,-: Touzoku no Kagi (Thief Key) Found in the Najimi Tower 4F. /
/                               Unlocks wooden doors.                               \
\=====

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/=====
\ ,Û,Û,¤, Ì,½,Û: Mahou no Tama (Magic Ball) Found in Reeve. Used to get /
/                               into the Inviting Cave east of Aliahan.           \
\=====

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/=====
\ ,Ó,µ,-,È'n{ : Fushigi na Chizu (Mystery Map) Found in Inviting Cave B1. /
/                               View it by pressing the R button.                 \
\=====

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/=====
\ ,ä,ß,Ý,é{fr[: Yumemirurubi- (Dream Ruby) Found in the Lake Depths B4. /
/                               Show it to the Elf Queen to trade for Wake-Up Powder. \
\=====

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/=====
\ ,ß,´,ß, Ì,±,È: Mezame no Kona (Wake-Up Powder) Received from the Elf Queen /
/                               after giving her the Dream Ruby. Wake up Noaniel with \
\                               this.                                               \
/=====

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/=====
\ ,Û,Û,¤, Ì,©,-: Mahou no Kagi (Magic Key) Found in the Pyramid 3F. Unlocks /
\                               silver and wooden doors.                           \
/=====

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/=====
\ %¤, ÌžèŽ†: Ou no Tegami (King's Letter) Given to you by the King of /
/                               Portoga. Read this to Norud to go through the cave to Baharata \
\                               in the east.                                       \
/=====

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/=====
\ ,³,Æ,è, Ì,µ,â: Satori no Sho (Book of Enlightenment) Found in the Garuna /
/                               Tower 2F, a dresser in Rimuldar, Dice Game #3 (? block \
\                               chest)                                             \
/                               You need this in order for any                    \
\                               Level 20 non-Carouser/Hero character to become a Sage. /
/=====

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/=====
\ , ,ë,±,µ,â,¤: Kurokoshou (Black Pepper) Given to the party by Gupta after /
/                               rescuing him and Tanya from Kandata in the Kidnappers' \
\                               Hideout. Give to Portoga's King to get your ship.   /

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/=====\  
  
/=====\  
\ ,â,Ý,Ïf%fv: Yami no Ranpu (Darkness Lamp) Found in the Tedon Weapon /  
/ Shop 2F. Turn day into night whenever you want (does not \  
\ work in caves or Alefgard). /  
/=====\  

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/=====\  
\ ,©,í,«,Ï,Â,Î: Kawaki no Tsuba (Vase of Drought) Found in Edinbear Castle /  
/ B1. Use the Vase at the shoals south of Aliahan to find \  
\ the Shoal Shrine. /  
/=====\  

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/=====\  
\ ,³,¢,²,Ï,©,-: Saigo no Kagi (Final Key) Found in the Shoal Shrine. /  
/ Unlocks any Thief Key, Magic Key, and prison door. \  
/=====\  

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/=====\  
\ ,â,Û,Ñ,±,Ï,Ó,|: Yamabiko no Fue (Echo Flute) Found in a chest inside the /  
/ Arp Tower 3F. Use it and you will hear an echo if an Orb \  
\ is nearby. /  
/=====\  

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/=====\  
\ fOfŠ[f"fi[fu: Guri-no-bu (Green Orb) In the hands of Tedon town's /  
/ prisoner. Use at Leiamland along with the other Orbs. \  
/=====\  

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/=====\  
\ fuf<[fi[fu: Buru-o-bu (Blue Orb) Found in the Navel of the Earth B3. /  
/ Use at Leiamland along with the other Orbs. \  
/=====\  

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/=====\  
\ fEfbfhfi[fu: Reddoo-bu (Red Orb) Found in the Pirate's House, under a /  
/ boulder, inside a chest. Use at Leiamland along with the \  
\ other Orbs. /  
/=====\  

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/=====\  
\ fp[fvf<fi[fu: Pa-puruo-bu (Purple Orb) Beat Orochi the 2nd time in /  
/ Jipang and it will leave it in a chest. Use at Leiamland \  
\ along with the other Orbs. /  
/=====\  

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/=====\  
\ f%[,Ï,©,ª,Ý: Ra- no Kagami (Ra Mirror) Found in the Ra Cave B3. Use on /  
/ the King of Samanosa at night and get ready... \  
/=====\  

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/=====\  
\ ,Ö,ñ,°,ì,Â,!: Henge no Tsue (Change Staff) Found in a chest at Samanosa /  
/ Castle 2F after killing the Boss Troll. Changes how you \  
\ look. Use at the Isolated Elf Village to buy items from /  
/ the shop there. Also used to trade for the Sailor's Bone. \  
\ Later on, replacements can be found at Dice Game #5. /  
/=====\  

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/=====\  
\ ,Ó,È,ì,è,ì,Û,Ë: Funanori no Hone (Sailor's Bone) Found in Greenlad, at /  
/ the Old Changing Man's House. Trade the Change Staff for \  
\ it. Displays the Phantom Ship's location (near Romaly.) /  
/=====\  

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/=====\  
\ , ,ç,ì,¨,à,ç,Å: Ai no Omoide (Love Memory) Found on the Phantom Ship B1, /  
/ in a treasure chest. Use it at Olivia's Cape to get rid \  
\ of Olivia's curse to find the Gaia Sword. /  
/=====\  

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```
/=====\  
\ fKfCfA,ì,Â,é,-: Gaia no Tsurugi (Gaia Sword) Found next to Simon's corpse /  
/ in the Shrine Prison. Use the sword at the volcano \  
\ southwest of Assaram to get to the Necrogond Cave. /  
/=====\  

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/=====\  
\ fVf<fo◆[fI◆[fu: Shiruba-o-bu (Silver Orb) After beating the Necrogond /  
/ cave, enter the Necrogond Shrine to the northeast, then \  
\ talk to the man there. Use at Leiamland along with the /  
/ other Orbs. \  
/=====\  

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/=====\  
\ fCfGf◆◆[fI◆[fu: Iero-o-bu (Yellow Orb) Found in the New Town, behind the /  
/ Merchant's throne after being put in jail. Use at \  
\ Leiamland along with the other Orbs. /  
/=====\  

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```
/=====\  
\ ,Ð,©,è,ì,½,Û: Hikari no Tama (Light Ball) Given to the party by the /  
/ Dragon Queen in her castle. Use it on Zoma to make him \  
\ easier to kill. /  
/=====\  

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```
/=====\  
\ ,½,ç,æ,µ,ì,ç,µ: Taiyou no Ishi (Sun Stone) Found in a chest at Ladutorm /  
/ Castle 2F. Casts fUf◆fn: Zameha (Awake) when used as an \  
\ item in battle. One of three items required to obtain /  
/ the Rainbow Drop. \  
/=====\  

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```
/=====\  
\ ,æ,ɱ,¹,ç,ì'n◆}: Yousei no Chizu (Fairy Map) Given to the party at /  
/ Ladutorm Castle 3F by a priest. Used to see Alefgard's \  
\ map structure. View it by pressing the R button. /  
/=====\  

```

```
/=====\  
\ fIfŠfnf<fRf": Oriharukon (Oricon) Found in the horse pasture of Domdora. /  
/ Sell it to the item shop in Maira, save the game, reset, \  
\ go back to Maira, and buy the King Sword the item /  
/ shopkeeper has made from the Oricon. \  
/=====\  

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/=====\  
\ ,¬,ñ,ì,½,Ä,²,Æ: Gin no Tategoto (Silver Harp) Found on the ground to the /  
/ right of the empty chest in Garai's House B1. The melody \  
\ that plays attracts monsters for an instant fight (same /  
/ effect as the Carouser's 'Whistle' spell). \  
/=====\  

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/=====\  
\ ,æ,ɱ,¹,ç,ì,Ó,|: Yousei no Fue (Fairy Flute) Found in Maira, about 9 steps /  
/ south of the stairs going into the hot springs. Casts \  
\ f%fŠfz◆[: Rariho- (Sleep) when used in battle. Also /  
/ frees Rubiss from her stone curse. \  
/=====\  

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/=====\  
\ ,¹,ç,È,é,Û,à,è: Seinarumamori (Sacred Talisman) Found at the Rubiss Tower /  
/ 5F. Received from Rubiss after breaking her curse. One \  
\ of three items required to obtain the Rainbow Drop. /  
/=====\  

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```
/=====\  
\ , ,Û,©,à,ì,Â,|: Amagumo no Tsue (Rain Staff) Found at the Spirit Shrine /  
/ 2F. Casts f}fzfg◆[f": Mahoto-n (Stopspell) when used as \  
\ an item in battle. One of three items required to obtain /  
/ the Rainbow Drop. \  
/=====\  

```

```
/=====\  
\ ,É,¶,ì,µ,.,: Niji no Shizuku (Rainbow Drop) Given to the party by the /  
/ priest in the Sacred Shrine, only if the party has the Sun \  
\ Stone, Rain Staff, and Sacred Talisman first. Used to /  
/ create a bridge leading to Zoma's Castle. \  
/=====\  

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/=====\  
\ fS◆[f<fhfpfX: Go-rudopasu (Gold Pass) Given to the party by the Small /  
/ Medal Man in Aliahan after he receives 100 Small Medals. \  
\ With it in your possession, you get infinite chances to go /  
/=====\  

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/ and play the Dice Game with this item. \  
/=====\  
/

/=====\  
\  
/ , ¯, ñ, ¶, á, Ì, ç, µ: Kenja no Ishi (Sage Stone) Found in Zoma's Castle B4, in /  
/ a chest. Later on, found in Luzami 2F on the floor. \  
\  
/ Casts fxfzf}f%:[[: Behomara- (Healus) when used as an item /  
/ in battle. \  
/=====\  
/

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/=====\  
\  
/ (III-L) Personality Book List /  
/=====\  
/

/=====\  
\  
/ , ç, ©, ç, Ì, Ð, Ý, Â: Chikara no Himitsu (Power Secret) /  
/ Buy price: - / Sell price: 52 gold \  
\  
/ When used, personality changes to , ç, ©, ç, ¶, Ü, ñ: Chikarajiman (Braggart) /  
/ Where bought: Not buyable \  
\  
/ Where found: Reeve (bookshelf), Luzami (bookshelf), Dice Game #4 2F /  
/ (dresser square) \  
\  
/ Dropped by: Nothing /  
/=====\  
/

/=====\  
\  
/ , ¨, Ä, ñ, Î, ¶, Ä, ñ: Otenba Jiten (Tomboy Encyclopedia) /  
/ Buy price: - / Sell price: 60 gold \  
\  
/ When used, personality changes to , ¨, Ä, ñ, Î: Otenba (Tomboy) /  
/ Where bought: Not buyable \  
\  
/ Where found: Najimi Tower 4F (bookshelf), Desert Shrine (bookshelf) /  
/ Dropped by: Nothing \  
/=====\  
/

/=====\  
\  
/ , , ½, Ü, ª, ¸, ¡, é, Ü, ñ: Atama ga Saeru Hon (Clear Head Book) /  
/ Buy price: - / Sell price: 75 gold \  
\  
/ When used, personality changes to , «, ê, à, Ì: Kiremono (Sharp Person) /  
/ Where bought: Not buyable \  
\  
/ Where found: Romaly Church (bookshelf), Isis Town (bookshelf), /  
/ Merkido 2F (bookshelf) \  
\  
/ Dropped by: f\_ [fNfgf]f<: Da-kutororu (Dark Troll) /  
/=====\  
/

/=====\  
\  
/ , , , é, Ä, ±, Ì, Ü, ñ: Zurukko no Hon (Slyness Book) /  
/ Buy price: - / Sell price: 60 gold \  
\  
/ When used, personality changes to , Ê, ¯, Ê, ª, È, ç: Nukemeganai (Cunning) /  
/ Where bought: Not buyable \  
/



\ Where found: Romaly Castle 4F (bookshelf), Samanosa Castle 2F (bookshelf) /  
/ Dropped by: Nothing \

/=====\  
\ ,©,È,µ,ç,à,Ì,ª,½,è: Kanashii Monogatari (Sad Tale) /  
/ Buy price: - / Sell price: 37 gold \

/=====\  
\ ,ä,¤,«100,î,ç: Yuuki 100 bai (Courage x 100) /  
/ Buy price: 90 gold / Sell price: 67 gold \

/=====\  
\ ,Û,¯,½,ç, ,©,ñ: Maketara Akan (Must Not Lose) /  
/ Buy price: - / Sell price: 22 gold \

/=====\  
\ f+◆[f,fA,Ì,Û,ñ: Yu-moa no Hon (Humor Book) /  
/ Buy price: - / Sell price: 45 gold \

/=====\  
\ ,µ,ã,,¶,â,Ö,Ì,Ý,ç: Shukujohe no Michi (Lady Doctrine) /  
/ Buy price: - / Sell price: 112 gold \

/=====\  
\ ,©,ç,¤,ñ,Ì,Û,ñ: Kaiun no Hon (Better Fortune Book) /  
/ Buy price: - / Sell price: 45 gold \

```

/ (Happy Person) \
\ Where bought: Not buyable /
/ Where found: Luzami (bookshelf), Ladutorm 2F (bookshelf) \
\ Dropped by: Nothing /
/=====\

/=====\
\ ,â,³,µ,,È,ê,é,Û,ñ: Yasashiku Nareru Hon (Promiscuous Book) /
/ Buy price: 90 gold / Sell price: 67 gold \
\ When used, personality changes to ,â,³,µ,¢,Ð,Æ: Yasashihito /
/ (Promiscuous) \
\ Where bought: Isolated Elf Village Item Shop /
/ Where found: Merkido 2F (bookshelf) \
\ Dropped by: Nothing /
/=====\

/=====\
\ , ,Û,!,ñ,Û,µ,¶,Ä,ñ: Amaenbou Jiten (Spoiled Child Encyclopedia) /
/ Buy price: - / Sell price: 45 gold \
\ When used, personality changes to , ,Û,!,ñ,Û,µ: Amaenbou (Spoiled Child) /
/ Where bought: Not buyable \
\ Where found: Ladutorm 2F (bookshelf) /
/ Dropped by: Nothing \
\=====

/=====\
\ ,²,µ,¯,Â,Ì,Ð,¯,Â: Gouketsu no Hiketsu (Heroic Secret) /
/ Buy price: 200 gold / Sell price: 150 gold \
\ When used, personality changes to ,²,µ,¯,Â: Gouketsu (Heroic) /
/ Where bought: Dice Game #5 4F Shop \
\ Where found: Merkido 2F (bookshelf), Sky World Cave B5 (ground) /
/ Dropped by: Nothing \
\=====

/=====\
\ fGfbf`,È,Û,ñ: Ecchi na Hon (Pornography Book) /
/ Buy price: - / Sell price: 150 gold \
\ When used by males, personality changes to ,Ð,Á,Â,èfXfPfx: Muttsurisukebe /
/ (Sullen) \
\ When used by females, personality changes to fZfNfV◆[fMfff<: /
/ Sekushi-gyaru (Sexy Gal) \
\ Where bought: Not buyable /
/ Where found: Wished for by the God Dragon \
\ Dropped by: Nothing /
/=====\

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/=====\
\ (III-M) Town Shops List /

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/=====\
/=====\
\ (III-M1)                fAfŠfAfnf": Ariahan (Aliahan) /
/-----\
\ Inn: $2 per person / Church: yes /
/-----\
\ Weapon Shop /
/ /
\ ,Đ, Ì, «, Ì, Ú, ¢: Hinoki no Bou (Cypress Stick) $5 /
/ , ±, ñ, Ú, ¢: Konbou (Club) $30 \
\ , Ç, ¢, Ì, Â, é, -: Dou no Tsurugi (Copper Sword) $100 /
/ , Ê, Ì, Ì, Ó, : Nuno no Fuku (Clothes) $10 \
\ , ½, Ñ, Ñ, Æ, Ì, Ó, : Tabibito no Fuku (Traveler Cloth) $70 /
/ , ©, í, Ì, æ, ë, ¢: Kawa no Yoroi (Leather Armor) $150 \
\ , ©, í, Ì, ½, Ä: Kawa no Tate (Leather Shield) $90 /
/-----\
\ Item Shop /
/ /
\ , â, ,, » , ¢: Yakusou (Medical Herb) $8 /
/ , Ç, ,, ¯, µ, » , ¢: Dokukeshisou (Antidote Herb) $10 \
\ fLf♦f%, Ì, Â, Î, ¸: Kimera no Tsubasa (Chimera Wing) $25 /
/ , , Ê, x, Ìftf^: Onabe no Futa (Pot Lid) $50 \
/=====\

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/=====\
/-----\
\ (III-M2)                fE♦[fx: Re-be (Reeve) /
/-----\
\ Inn: $2 per person / Church: yes /
/-----\
\ Weapon Shop /
/ /
\ fuf♦f"YfifCft: Bronzunaifu (Bronze Knife) $80 /
/ , Ç, ¢, Ì, Â, é, -: Dou no Tsurugi (Copper Sword) $100 \
\ , , ¸, è, ¸, Ü: Kusarigama (Chain Sickle) $320 /
/ , ¯, ¢, ±, -: Keikogi (Training Suit) $80 \
\ , ©, í, Ì, æ, ë, ¢: Kawa no Yoroi (Leather Armor) $150 /
/ fJf♦, Ì, ±, ¢, Ç: Kame no Koura (Turtle Shell) $330 \
\ , ©, í, Ì, Ú, ¢, µ: Kawa no Boushi (Leather Hat) $80 /
/-----\
\ Item Shop /
/ /
\ f^♦[fof": Ta-ban (Turban) $160 /
/ , â, ,, » , ¢: Yakusou (Medical Herb) $8 \
\ , Ç, ,, ¯, µ, » , ¢: Dokukeshisou (Antidote Herb) $10 /
/ , ¸, ¢, , ¢: Seisui (Holy Water) $20 \
\ fLf♦f%, Ì, Â, Î, ¸: Kimera no Tsubasa (Chimera Wing) $25 /
/=====\

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/=====\
/-----\
\ (III-M3)                f♦f}fŠfA: Romaria (Romaly) /
/-----\
\ Inn: $3 per person / Church: yes -Fight Contest- /
/-----\
\ Weapon Shop /
/ /
\ , ¸, ¢, Ê, éfifCft: Seinarunaifu (Sacred Knife) $200 /
/ , , ¸, è, ¸, Ü: Kusarigama (Chain Sickle) $320 \

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\ ,Ä,Â,Ì,â,è: Tetsu no Yari (Iron Spear)                $650 /
/ ,©,í,Ì,æ,ë,ç: Kawa no Yoroi (Leather Armor)           $150 \
\ ,±,¤,Ç,Ì,æ,ë,ç: Koura no Yoroi (Shell Armor)         $350 /
/ ,,³,è,©,½,Ñ,Ç: Kusarikatabira (Chain Mail)          $480 \
\ ,¹,ç,Ç,¤,Ì,½,Ä: Seidou no Tate (Bronze Shield)      $250 /
/-----\
\ Item Shop /
/ \
\ ,Ä,Â,Ì,Û,¡,©,¯: Tetsu no Maekake (Iron Apron)        $700 /
/ ,©,í,Ì,Û,¤,µ: Kawa no Boushi (Leather Hat)           $90 \
\ ,â,,»,¤: Yakusou (Medical Herb)                      $8 /
/ ,Ç,,¯,µ,»,¤: Dokukeshisou (Antidote Herb)           $10 \
\ ,¹,ç,·,ç: Seisui (Holy Water)                       $20 /
/ fLf♦f%,Ì,Â,Î,³: Kimera no Tsubasa (Chimera Wing)    $25 \
\ ,Û,ñ,°,Â,»,¤: Mangetsusou (Full Moon Herb)         $30 /
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/=====\
\ (III-M4)                fJfU♦[fu: Kaza-bu (Kazab) /
/-----\
\ Inn: $4 per person / Church: yes /
/-----\
\ Weapon Shop /
/ \
\ ,Ä,Â,Ì,â,è: Tetsu no Yari (Iron Spear)                $650 /
/ ,Ä,Â,Ì,Â,β: Tetsu no Tsume (Iron Claw)                $870 \
\ f`fF♦[f`fNf♦fX: Che-nkurosu (Chain Cross)            $1,000 /
/ ,Ä,Â,Ì,æ,ë,ç: Tetsu no Yoroi (Iron Armor)           $1,100 \
\ ,Ô,Æ,¤,¬: Butougi (Fighting Suit)                   $800 /
/ ,¹,ç,Ç,¤,Ì,½,Ä: Seidou no Tate (Bronze Shield)      $250 \
\ ,¤,ë,±,Ì,½,Ä: Uroko no Tate (Scale Shield)          $600 /
/-----\
\ Item Shop /
/ \
\ ,«,Ì,Û,¤,µ: Ki no Boushi (Wooden Helmet)             $140 /
/ ,â,,»,¤: Yakusou (Medical Herb)                      $8 \
\ ,Ç,,¯,µ,»,¤: Dokukeshisou (Antidote Herb)           $10 /
/ ,¹,ç,·,ç: Seisui (Holy Water)                       $20 \
\ fLf♦f%,Ì,Â,Î,³: Kimera no Tsubasa (Chimera Wing)    $25 /
/ ,Û,ñ,°,Â,»,¤: Mangetsusou (Full Moon Herb)         $30 \
\ ,¤,³,¬,Ì,µ,Á,Û: Usagi no Shippo (Rabbit's Tail)     $270 /
/=====\

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/=====\
\ (III-M5)                fmfAfj♦[f<: Noani-ru (Noaniel) /
/-----\
\ Inn: $5 per person / Church: no /
/-----\
\ Item Shop /
/ \
\ ,Í,ª,Ë,Ì,Â,é,¬: Hagane no Tsurugi (Steel Sword)     $1,300 /
/ ,Û,Ç,¤,µ,Ì,Â,¡: Madoushi no Tsue (Wizard Staff)     $1,500 \
\ ,Ý,©,í,µ,Ì,Ó,: Mikawashi no Fuku (Evasion Clothes)  $2,900 /
/ ,¹,ç,·,ç: Seisui (Holy Water)                       $20 \
\ fLf♦f%,Ì,Â,Î,³: Kimera no Tsubasa (Chimera Wing)    $25 /
/ ,Û,ñ,°,Â,»,¤: Mangetsusou (Full Moon Herb)         $30 \
\ ,Û,¾,Ç,,à,ç,Æ: Madarakumoito (Spider's Web)        $35 /
/=====\

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/=====\
\ (III-M6)                fAfbfTf%◆[fE: Asara-mu (Assaram) /
/-----\
\ Inn: $7 per person / Church: yes /
/-----\
\ Weapon Shop 1-No Haggle (Open only at night) /
/ /
\ ,1,ç,È,éifCft: Seinarunaifu (Sacred Knife) $200 /
/ ,3,è,a,Ü: Kusarigama (Chain Sickle) $320 \
\ ,Ä,Â,Ì,â,è: Tetsu no Yari (Iron Spear) $650 /
/ f`fE◆[f`fNf◆fX: Che-nkurosu (Chain Cross) $1,000 \
\ ,Ä,Â,Ì,Â,ß: Tetsu no Tsume (Iron Claw) $870 /
/ ,Ä,Â,ÌfIfm: Tetsu no Ono (Iron Axe) $2,500 \
/-----\
/ Weapon Shop 2-Haggle (Say no 3 times for "lowest price") \
/ /
/ ,Ü,Ç,μ,μ,Ì,Â,|: Madoushi no Tsue (Wizard Staff) $3,000 \
\ fz◆[fŠ◆[f%`f`fX: Ho-ri-ransu (Holy Lance) $4,600 /
/ ,Ä,Â,ÌfIfm: Tetsu no Ono (Iron Axe) $5,000 \
\ f}fWfJf<fXfJ◆[fg: Majikarusuka-to (Magical Skirt) $3,000 /
/ , ,è,μ,â,μ,¼,: Kuroshouzoku (Black Outfit) $4,800 \
\ ,Ä,Â,©,Ô,Æ: Tetsukabuto (Iron Helmet) $2,000 /
/-----\
\ Weapon Shop 3-No Haggle /
/ /
\ , ,3,è,©,½,Ñ,ç: Kusarikatabira (Chain Mail) $480 /
/ ,Ä,Â,Ì,æ,è,ç: Tetsu no Yoroi (Iron Armor) $1,100 \
\ ,1,ç,Ç,μ,Ì,½,Ä: Seidou no Tate (Bronze Shield) $250 /
/ ,μ,è,±,Ì,½,Ä: Uroko no Tate (Scale Shield) $600 \
\ ,Ä,Â,Ì,Ü,|,©,¯: Tetsu no Maekake (Iron Apron) $700 /
/ ,¯,a,í,Ìft◆[fh: Kegawa no Fu-do (Fur Hood) $250 \
/-----\
/ Item Shop 1-No Haggle /
/ /
/ ,Ç, ,¯,μ,»,μ: Dokukeshisou (Antidote Herb) $10 \
\ ,Ü,ñ,o,Ä,»,μ: Mangetsusou (Full Moon Herb) $30 /
/-----\
\ Item Shop 2-Haggle (Say no 3 times for "lowest price") /
/ /
\ ,â, ,»,μ: Yakusou (Medical Herb) $16 /
/ ,Ç, ,¯,μ,»,μ: Dokukeshisou (Antidote Herb) $20 \
\ ,1,ç,·,ç: Seisui (Holy Water) $40 /
/ fLf◆f%,Ì,Â,Ì,3: Kimera no Tsubasa (Chimera Wing) $50 \
\ ,Ü,¾,Ç, ,à,ç,Æ: Madarakumoito (Spider's Web) $70 /
/ ,«,ñ,ÌflfbfNfEfX: Kin no Nekkuresu (Gold Necklace) $2,000 \
/=====\

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/=====\
\ (III-M7)                fCfVfX: Ishisu (Isis) /
/-----\
\ Inn: $10 per person / Church: yes -Fight Contest- /
/-----\
\ Weapon Shop /
/ /
\ ,Í,a,È,Ì,Â,é,-: Hagane no Tsurugi (Steel Sword) $1,300 /
/ fz◆[fŠ◆[f%`f`fX: Ho-ri-ransu (Holy Lance) $2,300 \
\ ,Ä,Â,ÌfIfm: Tetsu no Ono (Iron Axe) $2,500 /

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```

/ ,Ä,Ä,Ì,æ,ë,ç: Tetsu no Yoroi (Iron Armor) $1,100 \
\ ,«,Ê,Ìf◆◆[fu: Kinu no Ro-bu (Silk Robe) $1,500 /
/ ,Ä,Ä,Ì,½,Ä: Tetsu no Tate (Iron Shield) $1,200 \
\ ,Ä,Ä,©,Ô,Æ: Tetsukabuto (Iron Helmet) $1,000 /
/-----\
\ Item Shop-There are 2, but they sell the same stuff /
/ \
\ f^◆[fof": Ta-ban (Turban) $160 /
/ ,â,,»,: Yakusou (Medical Herb) $8 \
\ ,Ç,,¯,µ,»,: Dokukeshisou (Antidote Herb) $10 /
/ ,¹,ç,·,ç: Seisui (Holy Water) $20 \
\ fLf◆f%,Ì,Ä,Î,³: Kimera no Tsubasa (Chimera Wing) $25 /
/ ,Û,ñ,°,Ä,»,: Mangetsusou (Full Moon Herb) $30 \
\=====

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/-----\
\ (III-M8) f|f<fgfK: Porutoga (Portoga) /
/-----\
\ Inn: $10 per person / Church: no /
/-----\
\ Weapon Shop /
/ \
\ ,Í,ª,Ë,Ì,Ä,é,-: Hagane no Tsurugi (Steel Sword) $1,300 /
/ ,Ä,Ä,ÌfIfm: Tetsu no Ono (Iron Axe) $2,500 \
\ ,Í,ª,Ë,Ì,Ð,ç: Hagane no Muchi (Steel Whip) $3,100 /
/ ,Ä,Ä,Ì,æ,ë,ç: Tetsu no Yoroi (Iron Armor) $1,100 \
\ ,Ä,Ä,Ì,½,Ä: Tetsu no Tate (Iron Shield) $1,200 /
/ ,,ë,µ,â,ª,¼,: Kuroshouzoku (Black Outfit) $2,400 \
/-----\
/ Item Shop \
\ \
/ ,â,,»,: Yakusou (Medical Herb) $8 \
\ ,Ç,,¯,µ,»,: Dokukeshisou (Antidote Herb) $10 /
/ ,¹,ç,·,ç: Seisui (Holy Water) $20 \
\ fLf◆f%,Ì,Ä,Î,³: Kimera no Tsubasa (Chimera Wing) $25 /
/ ,Û,ñ,°,Ä,»,: Mangetsusou (Full Moon Herb) $30 \
\=====

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/-----\
\ (III-M9) fofnf%f^: Baharata /
/-----\
\ Inn: $12 per person / Church: yes /
/-----\
\ Weapon Shop /
/ \
\ f,◆[fjff"fofXf^◆[: Mo-ningusuta- (Morning Star) $1,700 /
/ ,¨,¨,Î,³,Ý: Oobasami (Giant Shears) $4,700 \
\ ,è,è,â,,Ì,Ä,|: Riryoku no Tsue (Force Staff) $2,500 /
/ ,Í,ª,Ë,Ì,æ,ë,ç: Hagane no Yoroi (Broad Armor) $2,400 \
\ ,Û,Û,ª,Ì,½,Ä: Mahou no Tate (Magic Shield) $2,000 /
/ ,,ë,,«,ñ: Kurozokin (Black Hood) $1,200 \
/-----\
/ Item Shop \
\ \
/ ,â,,»,: Yakusou (Medical Herb) $8 \
\ ,Ç,,¯,µ,»,: Dokukeshisou (Antidote Herb) $10 /
/ ,¹,ç,·,ç: Seisui (Holy Water) $20 \
\ fLf◆f%,Ì,Ä,Î,³: Kimera no Tsubasa (Chimera Wing) $25 /

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/ ,Ü,ñ,°,Â,»,: Mangetsusou (Full Moon Herb) $30 \
\ ,Ü,¾,ç,,à,ç,Æ: Madarakumoito (Spider's Web) $35 /
/=====\

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/=====\
\ (III-M10) f€fIf<: Muoru (Muor) /
/-----\
\ Inn: $12 per person / Church: yes /
/-----\
\ Weapon Shop /
/ \
\ ,í,ª,Ë,ì,í,è,¹,ñ: Hagane no Harisen (Steel Needle) $1,300 /
/ ,³,î,«,ì,Â,¡: Sabaki no Tsue (Staff of Judgement) $2,700 \
\ ,¨,¨,î,³,Ý: Oobasami (Giant Shears) $4,700 /
/ ,Ý,©,í,µ,ì,Ó,: Mikawashi no Fuku (Evasion Clothes) $2,900 \
\ ,,ë,µ,â,ª,¾,: Kuroshouzoku (Black Outfit) $2,400 /
/ ,Ü,Ü,ª,ì,½,Ä: Mahou no Tate (Magic Shield) $2,000 \
/-----\
/ Item Shop \
\ \
/ ,â,,»,: Yakusou (Medical Herb) $8 \
\ ,Ç,,¯,µ,»,: Dokukeshisou (Antidote Herb) $10 /
/ ,¹,ç,·,ç: Seisui (Holy Water) $20 \
\ fLf♦f%,ì,Â,î,³: Kimera no Tsubasa (Chimera Wing) $25 /
/ ,Ü,ñ,°,Â,»,: Mangetsusou (Full Moon Herb) $30 \
\ ,Ç,,ª,ì,±,È: Dokuga no Kona (Poisonous Powder) $310 /
/=====\

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/=====\
\ (III-M11) fefhf": Tedon (Tedon) /
/-----\
\ Inn: $1 per person / Church: yes /
/-----\
\ Weapon Shop-Open at night only /
/ \
\ f,♦[fjff"fOfXf^♦[: Mo-ningusuta- (Morning Star) $1,700 /
/ ,í,ª,Ë,ì,È,¿: Hagane no Muchi (Steel Whip) $3,100 \
\ ,¨,¨,î,³,Ý: Oobasami (Giant Shears) $4,700 /
/ f}fWfJf<fXfJ♦[fg: Majikarusuka-to (Magical Skirt) $1,500 \
\ ,Ü,Ü,ª,ì,Ü,ª,ç: Mahou no Houi (Magic Robe) $4,400 /
/ ,Ü,Ü,ª,ì,æ,ë,ç: Mahou no Yoroi (Magic Armor) $5,800 \
\ ,Æ,ñ,ª,è,Ü,ª,µ: Tongariboushi (Pointed Hat) $2,300 /
/=====\

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/=====\
\ (III-M12) fX♦[: Suu (Sioux) /
/-----\
\ Inn: $5 per person / Church: no /
/-----\
\ Weapon Shop /
/ \
\ ,±,ñ,Ü,ª: Konbou (Club) $30 /
/ ,Ç,,î,è: Dokubari (Poison Needle) $10 \
\ fofgf<fAfbfNfX: Batoruakkusu (Battle Axe) $8,700 /
/ ,©,í,ì,±,µ,Ü,«: Kawa no Koshimaki (Leather Hide) $800 \
\ ,í,Â,È,Ó,: Hadenafuku (Colorful Clothes) $1,300 /
/ ,Ü,Ü,ª,ì,½,Ä: Mahou no Tate (Magic Shield) $2,000 \

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/ Item Shop \
\ \
/ ,â,,»,♠: Yakusou (Medical Herb) $8 \
\ ,Ç,,̄,μ,»,♠: Dokukeshisou (Antidote Herb) $10 /
/ ,Û,ñ,°,Â,»,♠: Mangetsusou (Full Moon Herb) $30 \
\ ,Ç,,î,±,È: Doku no Kona (Poison Powder) $310 /
/ ,«,|,³,è,»,♠: Kiesarisou (Invisibility Herb) $300 \
\ f,fqfJf",îfP: Mohikan no Ke (Mohican Hair) $60 /
/ ,¬,ñ,î,©,Ý,©,´,è: Gin no Kamikazari (Silver Hair Ornament) $760 \
\=====

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/=====\
\ (III-M13) f%f"fV♦[f<: Ranshi-ru (Lancel) /
/-----\

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\ Inn: $15 per person / Church: no /
/-----\
\ Weapon Shop /
/ \
\ ,í,ª,È,î,È,¿: Hagane no Muchi (Steel Whip) $3,100 /
/ ,¨,¨,©,È,Ã,¿: Ookanadzuchi (Giant Hammer) $6,500 \
\ fpf♦♦[fifbfNf<: Pawa-nakkuru (Power Knuckle) $7,100 /
/ ,Ý,©,í,μ,î,Ó,: Mikawashi no Fuku (Evasion Clothes) $2,900 \
\ ,Û,Û,♠,î,Û,♠,¢: Mahou no Houi (Magic Robe) $4,400 /
/ ,Û,Û,♠,î,æ,è,¢: Mahou no Yoroi (Magic Armor) $5,800 \
\ ,Ä,Ä,©,ß,ñ: Tekkamen (Iron Mask) $3,500 /
/-----\

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\ Item Shop /
/ \
\ ,¹,¢,·,¢: Seisui (Holy Water) $20 /
/ fLf♦f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing) $25 \
\ ,«,|,³,è,»,♠: Kiesarisou (Invisibility Herb) $300 /
/=====

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/=====\
\ (III-M14) fTf}f"fIfT: Samanosa (Samanosa) /
/-----\

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\ Inn: $20 per person / Church: yes -Fight Contest- /
/-----\
\ Weapon Shop /
/ \
\ ,³,î,«,î,Â,!: Sabaki no Tsue (Staff of Judgement) $2,700 /
/ fpf♦♦♦[fi♦[fNf<: Pawa-nakkuru (Power Knuckle) $7,100 \
\ flf"frfLf%♦[: Zonbikira- (Zombie Killer) $9,800 /
/ ,Û,Û,♠,î,æ,è,¢: Mahou no Yoroi (Magic Armor) $5,800 \
\ fhf%fSf"fV♦[f<fh: Doragonshi-rudo (Dragon Shield) $3,500 /
/ ,,è,,«,ñ: Kurozukin (Black Hood) $1,200 \
\ ,Ä,Ä,©,ß,ñ: Tekkamen (Iron Mask) $3,500 /
/-----\

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\ Item Shop /
/ \
\ ,â,,»,♠: Yakusou (Medical Herb) $8 /
/ ,Ç,,̄,μ,»,♠: Dokukeshisou (Antidote Herb) $10 \
\ ,¹,¢,·,¢: Seisui (Holy Water) $20 /
/ fLf♦f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing) $25 \
\ ,Û,ñ,°,Â,»,♠: Mangetsusou (Full Moon Herb) $30 /
/ ,Ç,,ª,î,±,È: Dokuga no Kona (Poisonous Powder) $310 \
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/=====\
\ (III-M15) fGf<ft,ì,©,,ê,' ,Æ: Erufu no Kakurezato (Isolated Elf Village) /
/-----\
\ Inn: No Inn / Church: no /
/-----\
\ Item Shop /
/ \
\ ,Ä,ñ,µ,Ïf?◇[fu: Tenshi no Ro-bu (Angel Robe) $3,000 /
/ ,ç,ì,è,ì,ä,Ñ,í: Inori no Yubiwa (Prayer Ring) $2,500 \
\ f,◇[fjff"fOfXf^◇[: Mo-ningusuta- (Morning Star) $1,700 /
/ ,Ë,Ð,è,ì,Â,!: Nemuri no Tsue (Sleep Staff) $4,200 \
\ , , ,²,ñ,ÏfefBfAf%: Ougon no Tiara (Gold Tiara) $5,000 /
/ ,â,³,µ,,È,ê,é,Û,ñ: Yasashikunareruhon (Promiscuous Book) $90 \
\=====/

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/=====\
\ (III-M16) New Town /
/ (Note: this list is from the 4th version of the town; when the theater is \
\ first completed) /
/-----\
\ Inn: $15 per person / Church: no /
/-----\
\ Weapon Shop /
/ \
\ f]f"frfLf%◇[: Zonbikira- (Zombie Killer) $9,800 /
/ fEfI◇[fnf"f}: Uo-hanma (War Hammer) $9,500 \
\ ,³,î,«,ì,Â,!: Sabaki no Tsue (Staff of Judgement) $2,700 /
/ ,Û,Û,µ,ì,»,è,î,ñ: Mahou no Soroban (Magic Abacus) $7,700 \
\ ,Û,Û,µ,ì,Û,!,©,-: Mahou no Maekake (Magic Apron) $9,900 /
/=====\

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/=====\
\ (III-M16) New Town /
/ (Note: this list is from the fifth version of the town; after the \
\ Merchant is thrown in jail) /
/-----\
\ Inn: $15 per person / Church: no /
/-----\
\ Weapon Shop /
/ \
\ fEfI◇[fnf"f}: Uo-hanma (War Hammer) $9,500 /
/ fhf%fSf"fLf%◇[: Doragonkira- (Dragon Killer) $15,000 \
\ ,Û,Û,µ,ì,»,è,î,ñ: Mahou no Soroban (Magic Abacus) $7,700 /
/ ,Û,Û,µ,ì,Û,!,©,-: Mahou no Maekake (Magic Apron) $9,900 \
\ fhf%fSf"fV◇[f<fh: Doragonshi-rudo (Dragon Shield) $3,500 /
/ ,Ä,ñ,µ,Ïf?◇[fu: Tenshi no Ro-bu (Angel Robe) $3,000 \
\=====/

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/=====\
\ (III-M17) f%f_fg◇[f€: Radato-mu (Ladutorm) /
/-----\
\ Inn: $1 per person / Church: yes /
/-----\
\ Weapon Shop /
/ \

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\ fhf%fsf`fLf%[: Doragonkira- (Dragon Killer) $15,000 /
/ fpf[fbfNf<: Pawa-nakkuru (Power Knuckle) $7,100 \
\ ,Ä,ñ,µ,İf[fu: Tenshi no Ro-bu (Angel Robe) $3,000 /
/ fhf%fsf`fCf<: Doragonmeiru (Dragon Mail) $9,800 \
\ fhf%fsf`fV[f<fh: Doragonshi-rudo (Dragon Shield) $3,500 /
/ ,Ý,©,ª,Ý,İ,½,Ä: Mikagami no Tate (Silver Shield) $8,800 \
\ f~fXfŠf<fwf<f€: Misurirucherumu (Mithril Helm) $18,000 /
/-----\

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\ Item Shop /
/ \
\ ,â,,»,: Yakusou (Medical Herb) $8 /
/ ,Ç,,µ,»,: Dokukeshisou (Antidote Herb) $10 \
\ ,¹,ç,·,ç: Seisui (Holy Water) $20 /
/ fLf%f%,İ,Ä,Î,³: Kimera no Tsubasa (Chimera Wing) $25 \
\ ,Ü,ñ,°,Ä,»,: Mangetsusou (Full Moon Herb) $30 /
/ ,«,|,³,è,»,: Kiesarisou (Invisibility Herb) $300 \
\=====/

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/-----\
\ (III-M18) fhf€fh[f%: Domudo-ra (Domdora) /
/-----\

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\ Inn: $25 per person / Church: no /
/-----\

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\ Weapon Shop /
/ \
\ fhf%fsf`fLf%[: Doragonkira- (Dragon Killer) $15,000 /
/ ,Ó,Ñ,«,İ,Ä,é,-: Fubuki no Tsurugi (Blizzard Sword) $23,000 \
\ ,Ü,Ü,µ,İ,Ü,µ,ç: Mahou no Houi (Magic Vest) $4,400 /
/ fhf%fsf`fCf<: Doragon Meiru (Dragon Mail) $9,800 \
\ ,ç,©,ç,İ,½,Ä: Chikara no Tate (Power Shield) $15,000 /
/ , ,Ö,È,ç,Ý,,-: Abunaimizugi (Risky Swimsuit) $78,000 \
/-----\

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/ Item Shop \
\ \
/ ,â,,»,: Yakusou (Medical Herb) $8 \
\ ,Ç,,µ,»,: Dokukeshisou (Antidote Herb) $10 /
/ ,¹,ç,·,ç: Seisui (Holy Water) $20 \
\ fLf%f%,İ,Ä,Î,³: Kimera no Tsubasa (Chimera Wing) $25 /
/ ,Ü,ñ,°,Ä,»,: Mangetsusou (Full Moon Herb) $30 \
\ ,ä,µ,«100,İ,ç: Yu-ki 100 Bai (Courage x 100) $90 /
/=====\

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/-----\
\ (III-M19) f}fCf%: Maira (Maira) /
/-----\

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```

\ Inn: $31 per person / Church: no /
/-----\

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```

\ Weapon Shop /
/ \
\ f]f`frfLf%[: Zonbikira- (Zombie Killer) $9,800 /
/ fEfI[fnf`f}: Uo-hanma (War Hammer) $9,500 \
\ fpf[fbfNf<: Pawa-nakkuru (Power Knuckle) $7,100 /
/ ,â,ç,İ,İ,æ,è,ç: Yaiba no Yoroi (Blade Armor) $6,500 \
\ ,Ý, ,İ,Í,²,è,à: Mizu no Hagoromo (Water Angel's Cloth) $12,500 /
/ ,Ý,©,ª,Ý,İ,½,Ä: Mikagami no Tate (Silver Shield) $8,800 \
\ ,¬,ñ,¶,á,İ,Ä,|: Kenja no Tsue (Sage Staff) $15,000 /
/-----\

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\ Item Shop (Note-sell the shopkeeper fIfŠfnf<fRf": Oriharukon (Oricon), /

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/ save your game, reset, then come back. The King Sword will then be \
\ available for purchasing) /
/ \
\ ,â,,»,: Yakusou (Medical Herb) $8 /
/ ,¹,ç,·,ç: Seisui (Holy Water) $20 \
\ fLf♦f%,î,Â,î,³: Kimera no Tsubasa (Chimera Wing) $25 /
/ ,Û,ñ,°,Â,»,: Mangetsusou (Full Moon Herb) $30 \
\ ,¨,¤,¶,á,ì,¯,ñ: Ouja no Ken (King Sword) $35,000 /
/ fXf%fcF€fsfAfX: Suraimupiasu (Slime Pierce) $950 \
\=====/

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/===== \
\ (III-M20) fšf€f<f_♦[f<: Rimuruda-ru (Rimuldar) /
/----- \
\ Inn: $20 per person / Church: yes /
/----- \
\ Weapon Shop /
/ \
\ ,í,â,ô,³,ì,¯,ñ: Hayabusa no Ken (Falcon Sword) $25,000 /
/ fofXf^♦[fhf\♦[fh: Basuta-doso-do (Bastard Sword) $31,000 \
\ ,Ý,©,í,µ,ì,ó,: Mikawashi no Fuku (Evasion Clothes) $2900 /
/ fI♦[fKfV♦[f<fh:Gure-toherumu (Great Helm) $35,000 \
\=====/

```

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/===== \
\ (III-L21) f♦f<fLfh: Merukido (Merkido) /
/----- \
\ Inn: $25 per person / Church: no -Fight Contest- /
/----- \
\ f♦f<fLfh: Merukido (Merkido) has no shops /
/===== \

```

```

/===== \
\ (III-N) ,ç,ç,³,Èf♦f_f<: Chiisanamedaru (Small Medal) List /
/===== \

```

This list is in the same order that they are found in the walkthrough, and are definitely not the only order to get them in. If you print my guide out, just use this list as a checklist as you find each one. There are 110 Small Medals in all, but you only need to find 100 to receive the top prize.

```

/===== \
\ #01: Aliahan Castle 1F: At the southeastern portion of 1F, there are two /
/ barrels. Search the barrel on the left. \
/----- \
/ #02: Reeve: At the southeastern part of town, there's a boulder. Push \
\ the boulder and search the spot that it was covering to find Small /
/ Medal #2. \
/----- \
/ #03: Aliahan Town: At the eastern side of town, enter the house at night \

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\      and search the dresser on the right on 2F.                               /
/-----\
\ #04: Najimi Tower 3F: Inside a treasure chest.                               /
/-----\
\ #05: Aliahan Castle: After getting the Thief's Key, go to the first floor /
/      of the castle. Walk around to the back area where the princess is, \
\      and go through the door on the left. Search the dresser in the room /
/      to find the 5th Small Medal.                                           \
/-----\
/ #06: Small Shrine: Search the pot on the far right.                         \
/-----\
/ #07: Romaly Town: Enter the house above the weapon and item shops.         \
\      Search the upper pot.                                                  /
/-----\
\ #08: Romaly Town: Search 1 step to the right of the eastern brazier        /
/      outside of the castle.                                                 \
/-----\
/ #09: Romaly Castle: Search the intersecting bush in the south-eastern      \
\      flower patch area.                                                    /
/-----\
\ #10: Kazab: Enter the church, and take the doorway to the right. Search   /
/      1 step under the third gravestone on the right.                       \
/-----\
/ #11: Isolated Elf Village: See that open grassy area to left of the       \
\      Queen? Search the northernmost square of grass (approximately 8      /
/      steps west and 3 steps north of the Queen).                          \
/-----\
/ #12: Lake Cavern B3: Open the chest.                                        \
/-----\
/ #13: Dice Game #2: Upon entering the Dice Game (before the actual board), \
\      do you see how the stairs are in the upper-right area inside the     /
/      'square' on the right side? Search the upper-right area inside the   \
\      'square' on the left side and you will find the Medal.               /
/-----\
\ #14: Dice Game #2: Land on the pot square in bottom left corner of the     /
/      board.                                                                  \
/-----\
/ #15: Dice Game #2: One of the chests after passing the GOAL.               \
/-----\
/ #16: Desert Shrine: Search the pot on the left.                            \
/-----\
/ #17: Isis Town: Search the spot below the center gravestone.              \
/-----\
/ #18: Isis Town: Search the pot in lower right area of town, south of the   \
\      Weapon Shop.                                                           /
/-----\
\ #19: Pyramid 1F: Open the chest on the far left after going back down to   /
/      1F from the 2F stairs.                                                 \
/-----\
/ #20: Pyramid 4F: Open the chest above the bottom-left chest.              \
/-----\
/ #21: Pyramid 6F: Search the very upper-left tile where you can walk.      \
/-----\
/ #22: Isis Castle 1F: Open the top-right chest in treasure room on the     \
\      right side of the castle at night.                                     /
/-----\
\ #23: Assaram 2F: See those four diamond-looking tiles? Search the upper- /
/      right one (1 step up and 4 steps to the right of the man).           \
/-----\
/ #24: Romaly Castle 1F: Go to the northern end of the castle, and enter    \

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\ the Magic Key locked door. On each side of the pond, there are two /  
/ bushes. Search the left bush on the right side of the pond. \  
/-----/  
/ #25: Portoga Town: Search the upper-right shrub of the horse pasture \  
/ above the Inn. /  
/-----\  
/ #26: Portoga Town B1: Walk around the top edge of town to the upper left /  
/ area of town, then go down the stairs and search the pot. \  
/-----/  
/ #27: Baharata Inn: Search the dresser in upper-right corner of the Inn. \  
/-----\  
/ #28: Dharma: Search the front right side of the 2nd statue on the right. \  
/-----\  
/ #29: Traveler's Inn: Search the dresser in the room on the right. \  
/-----\  
/ #30: Muor 2F: Walk along the northern edge of town, then make your way to \  
/ the stairs next to the merchant. In the room with all of the little /  
/ kids, search the upper pot for the Medal. \  
/-----/  
/ #31: Garuna Tower 3F: On your second trip to 1F, take the southern path \  
/ at the intersection that goes to 2F. Proceed to 3F and open the /  
/ chest for the Medal. \  
/-----\  
/ #32: Kidnappers' Hideout B1: From the entrance, go left to the next room, \  
/ then all the way up, and then go left one more room and open the /  
/ chest. \  
/-----\  
/ #33: Tedon: In the swampy area, search the spot 5 steps to the left of \  
/ the upper pot by the old man. /  
/-----\  
/ #34: Sioux: Search the spot 1 step above the well. /  
/-----\  
/ #35: Sioux: Enter the house to the north of the well, and search the only /  
/ pot in the house. \  
/-----\  
/ #36: Edinbear Castle: After entering the castle, go to the doorway in the \  
/ southwest area. Once outside, search the center of the grassy spot /  
/ in the flower ring to find the Medal. \  
/-----\  
/ #37: Edinbear Castle: Inside the castle, go up the stairs leading to the \  
/ king's room. From there, take the door leading outside on the /  
/ bottom end of the screen. Once there, go to the right, then up, and \  
/ down the staircase. Go out the door, and once outside, go all the /  
/ way down, and then left, into the corner and search. \  
/-----\  
/ #38: Shoal Shrine: Search the northern tip of the sun-shaped diagram, \  
/ approximately six steps north of the chest with the Final Key. /  
/-----\  
/ #39: Romaly Castle 4F: Go up to the stairs in the northwest corner of the /  
/ castle. Go up to 4F, and enter the jail cell. Search the sink on \  
/ the right to find the Medal. /  
/-----\  
/ #40: Romaly Checking Station B1: Go to the area behind Final Key locked /  
/ door, and in the room with the Travel Door, search the northwestern \  
/ spot on the ground (approximately one and a half steps up, and three /  
/ steps to the left of the Travel Door). \  
/-----\  
/ #41: Travel Door Shrine: Search the center diamond block above square \  
/ lake. /  
/-----\  
/-----\  
/-----

\ #42: Olivia's Cape: Search the spot 2 steps up and left 1 step from lower /  
/ Travel Door. \

-----\

/ #43: Muor: Walk to the grassy area behind the Final Key locked door, and \

\ search the top-right grassy spot. /

-----\

\ #44: Hobbit's Shrine: Walk behind the Hobbit's throne, and search the /

/ spot right behind the Hobbit. \

-----\

/ #45: Dice Game #3: Search 3 1/2 steps up then 1 1/2 steps to the left \

\ from man standing around. /

-----\

\ #46: Dice Game #3: From the stairs, head south and then west until you /

/ hit a wall. Now walk around the edge of the board, and search the \

\ corner (down and left from the '?' square at the boards /

/ intersection). \

-----\

/ #47: Dice Game #3 2F: Search the pot square before the GOAL (4 squares up \

\ from 'HP/MP Recovery' square). /

-----\

\ #48: Arp Tower 5F: Open the chest on right in the bottom-left corner of /

/ the floor. \

-----\

/ #49: Arp Tower 3F: Open the chest on the lower right. \

-----\

/ #50: Lancel: On the right side of town, walk straight up to the large \

\ shrine area. Between the main door and the little room on the /

/ right, there's a thin, grassy path. Walk all the way to the end and \

\ search. /

-----\

\ #51: Lancel: Open the chest behind the priest on the far upper-right /

/ corner of the big shrine. \

-----\

/ #52: Navel of the Earth B1: Open the chest in the upper-right alcove. \

-----\

/ #53: Navel of the Earth B3: Go north when the path branches, and open the \

\ left chest at the end, next to the chest with the Blue Orb. /

-----\

\ #54: Luzami: Search the hole encircled by flowers in the northeastern /

/ portion of the village. \

-----\

/ #55: Pirate's House: Enter the room with three pots and three barrels. \

\ Search the center barrel to find the Medal. /

-----\

\ #56: Pirate's House: Go down into the jail. Go inside the cell, and /

/ search the upper-right corner. \

-----\

/ #57: Jipang B1: Enter the room filled with pots on the far left side. \

\ Search the pot 4 steps to right of the stairs to find the Medal. /

-----\

\ #58: Jipang (Himiko's Palace): In the room with the 6 pots, search the /

/ center pot on the right. \

-----\

/ #59: Samanosa Town: Search 1 step under the 5th gravestone on the right \

\ on the top row of gravestones. /

-----\

\ #60: Samanosa Castle: Before entering the castle, go along the left side /

/ of the castle. Search the upper-right grassy square next to the \

\ castle. /

-----\

\ #61: Samanosa Castle 1F: Search the barrel in the kitchen. /  
/-----\  
\ #62: Samanosa Castle Jail: After being put in jail, walk straight up into /  
/ the cell with the lute player, and search the pot in his cell. \  
/-----\  
/ #63: Ra Cave B2: Going west from the stairs and following the trail of \  
/ chests north and east, open the 8th chest you bump into. /  
/-----\  
\ #64: Ra Cave B2: From the B1 stairs, go southwest until you see a /  
/ passageway leading south, then east. You should see some chests \  
/ along the northern path when it forks. Go past them and enter a /  
/ small room with two chests inside. The chest on the right holds the \  
/ Medal. /  
/-----\  
\ #65: Old Changing Man's House: Enter the old man's house, and open the /  
/ dresser on the left. \  
/-----\  
/ #66: Phantom Ship 1F: Barrel on right near stairs going down, next to the \  
/ monster walking around. /  
/-----\  
\ #67: Phantom Ship B1: Search the second barrel from the left in the /  
/ treasure room. \  
/-----\  
/ #68: Shrine Prison: Enter the first cell on the left, and search the pot. \  
/-----\  
/ #69: Necrogond Cave 1F: In the chest far to the west of the B1 stairs. \  
/-----\  
/ #70: Necrogond Cave 2F: Hidden on the floor 9 steps south and 7 steps \  
/ west of the stairs leading up to 3F. /  
/-----\  
\ #71: Necrogond Shrine: Search the ground underneath the center /  
/ gravestone, 3 steps above the man that gives you the Silver Orb. \  
/-----\  
/ #72: New Town (Stage 4): Open the chest on the right in the Merchant's \  
/ house. /  
/-----\  
\ #73: Phoenix Bird's Altar: Once you enter, before the ladder, walk to the /  
/ upper-right corner of the floor and search. \  
/-----\  
/ #74: Baramos' Castle B1: After entering, walk straight up into the door, \  
/ then take the stairs going down. On B1, walk down and then take the /  
/ first path going to the right. At the end of the hall, lies a \  
/ skeleton. Search the ground one step to the left for the Medal. /  
/-----\  
\ #75: Castle of Baramos 1F: Search the spot in front of the skeleton on /  
/ the throne. \  
/-----\  
/ #76: New Town (final phase after killing Baramos) 2F: Go to the house \  
/ that has replaced the jail. Walk up the stairs and search the /  
/ dresser. \  
/-----\  
/ #77: Dragon Queen's Castle: On the north end of castle; search 2 1/2 \  
/ steps to the right of the elf standing around. /  
/-----\  
\ #78: Harbor: Search the lower-right corner of top part of the 'C'-shaped /  
/ stone pier near exit to Alefgard. \  
/-----\  
/ #79: Ladutorm Town: Go up after passing the swordsman on the right side \  
/ of town, then search the upper-left grassy spot near the wall. /  
/-----\  
/-----\  
/-----\  
/-----\  
/-----

```

\ #80: Ladutorm Castle 1F: Search the barrel on the left in the kitchen. /
/-----\
\ #81: Domdora Well: Inside the well, search 1/2 a step to the right from /
/ bottom-left corner. \
/-----\
/ #82: Domdora: Search the pot in the old man's room at the bottom-left \
\ area of town. /
/-----\
\ #83: Domdora: In the horse stable at the lower-right area of town, search /
/ at the end of the right pen (upper-right corner). \
/-----\
/ #84: Rocky Mountain Cave B2: Head east from the B1 stairs and follow the \
\ passageway all the way and you will see a chest that contains the /
/ Medal. \
/-----\
/ #85: Devil's Nail Mark B3: Open the chest on the upper-right. \
/-----\
/ #86: Garai's House: Snoop into the dresser on the far right. \
/-----\
/ #87: Maira: Search the stairs going into the hot spring, by the old man. \
/-----\
/ #88: Maira 2F Item Shop: Peek into the hanging bag on the right in the \
\ Item Shop. /
/-----\
\ #89: Maira Well: After entering the bottom of the well, search the water /
/ about 5 steps south of the ladder leading up into the cavern. \
/-----\
/ #90: Dice Game #4 2F: Before playing the board game, search the upper- \
\ right flower to the left of the 'GOAL' square the board). /
/-----\
\ #91: Dice Game #4 1F: Dresser 2 squares up from the 'START' square. /
/-----\
\ #92: Dice Game #4 2F: When the board makes a right/left 'T' shortly after /
/ the start, head right. Once on 2F of the board, \
\ land on the pot square 2 spaces from the stairs. /
/-----\
\ #93: Rubiss Tower 2F: Open the chest on the upper-right in the area above /
/ the damage squares. \
/-----\
/ #94: Rubiss Tower 3F: Open the chest in the upper-left corner of the \
\ floor before falling to 1F. /
/-----\
\ #95: Marsh Land Cave: Search the floor between the diggers at the /
/ southern end of the cave. \
/-----\
/ #96: Rimuldar 1F: Walk around the edge of town to get to the house at the \
\ upper-left corner. Search the dresser on the right. /
/-----\
\ #97: Rimuldar 1F: Enter the left house to the left of the weapon shop. /
/ Search the topmost pot in the room with the old man. \
/-----\
/ #98: Rimuldar 2F: Walk over to the covered building in the southwestern \
\ area of town, and walk around the outside to the bottom-left part. /
/ Push against the wall to find a hidden staircase going up to the \
\ jail. In the jail, search the ground 1 step south of the table. /
/-----\
\ #99: Spirit Shrine 2F: Search the center of the '+' shape design on the /
/ carpet. \
/-----\
/ #100: Merkido 1F: Walk to the enclosed room in the upper-left corner. \

```



```

\      Search the upper-left corner of the room. /
/-----\
\ #101: Sacred Shrine: Search below the cross on the far left. /
/-----\
\ #102: Zoma's Castle 1F: On the first floor, there are 2 rooms with damage /
/      squares on each side of the floor. Go to the lower-right room with \
\      damage squares. Search the center of the upper damage square. /
/-----\
\ #103: Zoma's Castle 1F: Search the ground 1 step below and inbetween the /
/      two thrones. /
\-----\
/ #104: Zoma's Castle B4: Open the chest at the far-left in the treasure \
\      room. /
/-----\
\ #105: Sky Wold Cave B4: Open the chest at the lower-right corner of /
/      the floor. \
\-----\
/ #106: Sky World Cave B5: Open the chest at the upper-right portion of the \
\      floor. /
/-----\
\ #107: Sky World Cave B5: On this floor, which looks like the jail in /
/      Samanosa, search the pot. \
\-----\
/ #108: Zenith Castle Area: From Zenith Castle, take the stairs going down \
\      at the bottom part of the floor, then search the pot on the right. /
/-----\
\ #109: Sky World Tower 1F: Enter the doorway on the left from the /
/      entrance, then open the chest on the left. \
\-----\
/ #110: Sky World Tower 2F: Open the chest to the left of the doorway. \
\=====

```

Here's the list of prizes for turning the medals in inside the well at Aliahan:

```

/=====\
\ 05 Medals: ,Æ,°,Ï,Ð,¿: Toge no Muchi (Thorn Whip) /
/ 10 Medals: fK[f^fxf<fg: Ga-ta-beruto (Garter Belt) \
\ 20 Medals: ,â,ç,î,ïfu[f%f%": Yaiba no Bu-meran (Blade Boomerang) /
/ 30 Medals: ,¿,á,ç,Ï,ä,Ñ,í: Chikara no Yubiwa (Power Ring) \
\ 35 Medals: fCf`fefŠ,ß,ª,Ë: Interimegane (Intelli-Glasses) /
/ 50 Medals: ,µ,Ï,Ñ,Ï,Ó,: Shinobino Fuku (Shinobi Clothes) \
\ 60 Medals: ,¹,ç,-,Ï,»,ë,Ï,ñ: Seigi no Soroban (Abacus of Virtue) /
/ 70 Medals: ,µ,Á,Ö,ª,Ïfof`f_fi: Shippuu no Bandana (Gale Bandana) \
\ 80 Medals: fhf%fSf`fNf`fE: Doragonkurou (Dragon Claw) /
/ 90 Medals: ,Ó,Á,©,Â,Ï,Â,¡: Fukkatsu no Tsue (Revive Staff) \
\ 95 Medals: ,µ,ñ,Ò,ÏfrfLfj: Shinpi no Bikini (Mystery Bikini) /
/ 100 Medals: fS[f<fhfpfX: Go-rudopasu (Gold Pass) \
\=====

```

This section related to gambling on monster battles for money. There are four places that you can go to to bet: Romaly, Isis, Samanosa, and Merkido.

The cost of placing a bet is equal to the Hero's current level x10 gold. So if your Hero was Level 12, it would cost you 120 gold to place a bet. Winnings are the number given next to a monster's name multiplied by the cost of the bet. So the higher level your Hero is, the more you can rake in.

Only a couple of matchups are available at the start of the game. More will become available as you progress through. There are a number of 'Group Sets' of matches, and they are divided as such. If you can wager on Group#3 matches, the earlier sets Group#1 and Group#2 will still be there for you to bet on.

It appears that new matchups become available as the Hero gains levels, approximately every 10 levels (Level 1-9 would be Group #1, Level 10-19 would be Group #1 and Group #2, et cetera). This was found through personal playing with just the Hero and a Thief. My Level 22 Thief and Level 1 (dead, with 0 experience) Hero would only get Group Set 1 matchups to appear in both Romaly and Isis.

Although some matches are easy to see what monster should win, given the lower a winning amount is, the better a chance that monster has of winning. However, like other games of chance, an upset can happen. This list is comprised of the order I got each matchup, and then the results of 50 of each match.

Take note that I did not do the same matchup 50 times, I got 50 different versions of each matchup, as the winning amounts can change and make a difference. Also note that if there is no winner after X rounds, you will get your money back (only if your monster is still alive, though). If your monster gets killed, you can hit the B button and answer ,í,ç: Hai (yes) to the question asked if you do not want to see the rest of the match.

The results should by no means be an authority on what monster to bet on, but more of a raw average of wins (some results might be surprising, while others may not).

After 10 rounds are completed and there is no winner, fighting stops. If your chosen monster is still alive, you will get your money back.

---Group#1-Group#1-Group#1-Group#1-Group#1-Group#1-Group#1-Group#1-Group#1---

```
/=====Monster Names=====Wins (out of 50)\
\ ,Ü,Û,¤,Â,©,ç: Mahoutsukai (Magician) | 16 /
/ fAf<f~f%◆[fW: Arumira-ji (Almiraj) | 11 \
\ ,Ü,Û,¤,Â,©,ç: Mahoutsukai (Magician) | 23 /
/=====\
```

```
/=====Monster Names=====Wins (out of 50)\
\ fXf%fCf€: Suraimu (Slime) | 5 /
/ ,¨,¨,ª,ç,·: Oogarasu (Big Bird) | 5 \
\ ,ç,Á,©,,¤,ª,³,-: Ikkakuusagi (Horned Rabbit) | 40 /
/=====\
```

```
/=====Monster Names=====Wins (out of 50)\
\ ,¨,î,¯, ,è,,ç: Obakearikui (Ghost Anteater) | 35 /
/ ,¨,¨, ,è,,ç: Ooarikui (Big Anteater) | 5 \
\ ,¨,¨, ,è,,ç: Ooarikui (Big Anteater) | 6 /
/ ,¨,¨, ,è,,ç: Ooarikui (Big Anteater) | 4 \
/=====\
```

```

/=====Monster Names=====Wins (out of 50)\
\ ,Û,Û,¤,Â,©,¢: Mahoutsukai (Magician) | 3 /
/ ,±,¤,à,è,¨,£,±: Koumoriotoko (Bat Man) | 20 \
\ fLf%¤[fo¤[: Kira-bi- (Killer Bee) | 27 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ fAf<f~f%¤[fW: Arumira-ji (Almiraj) | 8 /
/ fAf<f~f%¤[fW: Arumira-ji (Almiraj) | 15 \
\ fAf<f~f%¤[fW: Arumira-ji (Almiraj) | 11 /
/ fAf<f~f%¤[fW: Arumira-ji (Almiraj) | 15 \
\ No winner | 1 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ fAf<f~f%¤[fW: Arumira-ji (Almiraj) | 0 /
/ f|fCfYf`fg¤[fh: Poizunto-do (Poison Toad) | 0 \
\ fLfff^fsf%¤[: Kyatapira- (Caterpillar) | 50 /
/ ,Û,Û,¤,Â,©,¢: Mahoutsukai (Magician) | 0 \
\=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ ftf¤fbfK¤[: Furogga- (Frogger) | 16 /
/ ,¨,¨, ,è,,¢: Ooarikui (Big Anteater) | 8 \
\ ,³,»è,Î,¿: Sasoribachi (Scorpion Wasp) | 26 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ ,¶,ñ,ß,ñ,¿,â,¤: Jinmenchou (Masked Moth) | 6 /
/ ,»è,Î,¿: Sasoribachi (Scorpion Wasp) | 38 \
\ ,¶,ñ,ß,ñ,¿,â,¤: Jinmenchou (Masked Moth) | 6 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ ftf¤fbfK¤[: Furogga- (Frogger) | 30 /
/ ,¶,ñ,ß,ñ,¿,â,¤: Jinmenchou (Masked Moth) | 7 \
\ fofuf<fXf%fCf€: Baburusuraimu (Bubble Slime) | 13 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ ,¢,Â,©,,¤,³,-: Ikkakuusagi (Horned Rabbit) | 8 /
/ ,¨,¨, ,ª,¢, : Oogarasu (Big Bird) | 8 \
\ fofuf<fXf%fCf€: Baburusuraimu (Bubble Slime) | 34 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ ,³,Ü,æ,µ,æ,ë,ç: Samayouyoroï (Wandering Armor) | 44 /
/ fof`fpcfA: Banpaia (Vampire) | 6 \
\=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ ,@,ñ,½,ç,ª,É: Guntaigani (Army Crab) | 34 /
/ ,Ç, ,ç,à,Ð,µ: Dokuimomushi (Poisonous Green Caterpillar) | 1 \
\ fofŠfCfhfhfbfO: Bariidodoggu (Buried Dog) | 15 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ fzfCf~fXf%fcf€: Hoimisuraimu (Heal Slime) | 0 /
/ ,Ð,Æ, ,ç,ª: Hitokuiga (Cannibal Moth) | 2 \
\ , ,î,êfUf<: Abarezaru (Wild Ape) | 48 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ fLfff^fsf%◆[: Kyatapira- (Caterpillar) | 22 /
/ fffXftf%fbf^◆[: Desufuratta- (Death Flutter) | 17 \
\ fffXftf%fbf^◆[: Desufuratta- (Death Flutter) | 11 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ ,±,µ,à,è,¨,Æ,±: Koumoriotoko (Bat Man) | 25 /
/ fMfYf,,: Gizumo (Gizmo) | 8 \
\ ,¨,î,¯fLfmfR: Obakekinoko (Ghost Mushroom) | 16 /
/ No winner | 1
\=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ f}f^f`fS: Matango (Matango) | 6 /
/ ,Ð,Æ, ,ç,ª: Hitokuiga (Cannibal Moth) | 5 \
\ f~fCf%,¨,Æ,±: Miiraotoko (Mummy Man) | 11 /
/ , ,î,êfUf<: Abarezaru (Wild Ape) | 26 \
\ No winner | 2 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ f~fCf%,¨,Æ,±: Miiraotoko (Mummy Man) | 15 /
/ f}f~◆[: Mami- (Mummy) | 28 \
\ f~fCf%,¨,Æ,±: Miiraotoko (Mummy Man) | 7 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ ,í,ç,ç,Ô,,ë: Waraibukuro (Laugh Bag) | 1 /
/ fffXftf%fbf^◆[: Desufuratta- (Death Flutter) | 2 \
\ fLfffbfgftf%fc: Kyattofurai (Catfly) | 16 /
/ ,¾,ç,¨,µfKf}: Daiougama (Great King Toad) | 7 \
\ No winner | 24 /
/=====

```

```
/=====Monster Names=====Wins (out of 50)\
\ ,©,|,ñf€fJff: Kaenmukade (Flame Centipede) | 9 /
/ ,³,Ü,æ,ꜜ,æ,è,ç: Samayouyoroï (Wandering Armor) | 38 \
\ fof`fƒƒCfA: Banpaia (Vampire) | 3 /
/=====\
```

---Group#3-Group#3-Group#3-Group#3-Group#3-Group#3-Group#3-Group#3-Group#3---

```
/=====Monster Names=====Wins (out of 50)\
\ ,°,ñ,ƒ,â,Â,µ: Genjutsushi (Magic User) | 3 /
/ f}♦[fWf}f^f`fS: Ma-jimatango (Magi Matango) | 10 \
\ ,¨,¨,¨,ç,î,µ: Ookuchibashi (Big Beak) | 37 /
/=====\
```

```
/=====Monster Names=====Wins (out of 50)\
\ fwf<fRf`fhf<: Herukondoru (Hell Condor) | 16 /
/ fef`f^fNf<fX: Tentakurusu (Tentacles) | 34 \
\=====/
```

```
/=====Monster Names=====Wins (out of 50)\
\ ,î,¨,³,ñ,ç,í: Bakudaniwa (Bomb Crag) | 0 /
/ ,Ð,Æ,¨,ç,î,±: Hitokuibako (Cannibal Box) | 35 \
\ No winner | 15 /
/=====\
```

```
/=====Monster Names=====Wins (out of 50)\
\ ,Ð,â,ꜜ,³,Ü,ƒ,ñ: Hyougamajin (Glacier Devil) | 14 /
/ fƒfXfXfƒg♦[fJ♦[: Desusuto-ka- (Death Stalker) | 31 \
\ fLf%♦[fA♦[f}♦[: Kira-a-ma- (Killer Armor) | 5 /
/=====\
```

```
/=====Monster Names=====Wins (out of 50)\
\ ,³,Â,ƒ,ñ,«: Satsujinki (Murderer) | 8 /
/ fLf%♦[fGfCfv: Kira-eipu (Killer Ape) | 13 \
\ fKf<♦[f_: Garu-da (Garuda) | 29 /
/=====\
```

```
/=====Monster Names=====Wins (out of 50)\
\ ,Ü,Ü,ꜜ,î,î: Mahoubaba (Magic Hag) | 32 /
/ fwf<fRf`fhf<: Herukondoru (Hell Condor) | 12 \
\ fVfƒ♦[f}f` : Sha-man (Shaman) | 3 /
/ No winner | 3 \
\=====/
```

```
/=====Monster Names=====Wins (out of 50)\
\ fef`f^fNf<fX: Tentakurusu (Tentacles) | 19 /
/ fef`f^fNf<fX: Tentakurusu (Tentacles) | 14 \
\ fef`f^fNf<fX: Tentakurusu (Tentacles) | 17 /
/=====\
```

```

/=====Monster Names=====Wins (out of 50)\
\ , í, ©, êf^f<: Haguremetaru (Separating Metal) | 37 /
/ f^f<fXf%fCf€: Metarusuraimu (Metal Slime) | 7 \
\ fhf<fCfh: Doruido (Druid) | 3 /
/ No winner | 3 \
\=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ fo[fifofX: Ba-nabasu (Barnabas) | 15 /
/ , Ç, , Ç, f]f^fr: Dokudokuzonbi (Poisonous Zombie) | 2 \
\ frfbfOfz[f": Bigguho-n (Bighorn) | 22 /
/ No winner | 11 \
\=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ fXfJfCfhf%fSf": Sukaidoragon (Sky Dragon) | 44 /
/ , , ^, Á, ½, µ, ½, ç: Kusattashitai (Rotting Corpse) | 2 \
\ , , ^, Á, ½, µ, ½, ç: Kusattashitai (Rotting Corpse) | 2 /
/ , , ^, Á, ½, µ, ½, ç: Kusattashitai (Rotting Corpse) | 2 \
\=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ fXf%fCf€: Suraimu (Slime) | 0 /
/ f^f<fXf%fCf€: Metarusuraimu (Metal Slime) | 0 \
\ fXf%fCf€, Á, B, è: Suraimutsumuri (Slime Snail) | 9 /
/ f}fŠf^fXf%fCf€: Marinsuraimu (Marine Slime) | 10 \
\ No winner | 31 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ f}fŠf^fXf%fCf€: Marinsuraimu (Marine Slime) | 44 /
/ , µ, Ñ, ê, , ç, °: Shibirekurage (Numbing Jellyfish) | 2 \
\ f}f[f]f": Ma-man (Merman) | 2 /
/ No winner | 2 \
\=====

```

---Group#4-Group#4-Group#4-Group#4-Group#4-Group#4-Group#4-Group#4-Group#4---

```

/=====Monster Names=====Wins (out of 50)\
\ , æ, µ, ^, ñ, Ü, ¶, ñ: Youganmajin (Lava Devil) | 23 /
/ f~fjff[f, f": Minide-mon (Minidemon) | 13 \
\ , ^, µ, ^, Á, ©, Ü: Gouketsuguma (Heroic Bear) | 14 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ , , â, µ, ç, ©, °: Ayashiikage (Suspicious Shadow) | 14 /
/ , , â, µ, ç, ©, °: Ayashiikage (Suspicious Shadow) | 17 \
\ , , â, µ, ç, ©, °: Ayashiikage (Suspicious Shadow) | 19 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\

```

```

\ fzfCf~fXf%fCf€: Hoimisoraimu (Heal Slime) | | /
/ f^f^f<fXf%fCf€: Metarusuraimu (Metal Slime) | 1 \
\ f^f^f<fXf%fCf€: Metarusuraimu (Metal Slime) | 2 /
/ fzfCf~fXf%fCf€: Hoimisoraimu (Heal Slime) | | \
\ No winner | 47 /
/=====\

```

```

/=====Monster Names=====Wins (out of 50)\
\ ,D,E,,ç,Î,±: Hitokuibako (Cannibal Box) | 25 /
/ f~f~fbfN: Mimikku (Mimic) | 25 \
\=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ f~fjff[f,f": Minide-mon (Minidemon) | 7 /
/ ,^,ç,±,Â,¯,ñ,µ: Gaikotsukenshi (Skeleton Fencer) | 11 \
\ fXfm[fhf%fSf": Suno-doragon (Snow Dragon) | 32 /
/=====

```

```

/=====Monster Names=====Wins (out of 50)\
\ f%fCfIf`fwfbfh: Raionheddo (Lion Head) | 31 /
/ fGfrr<f}[fW: Ebiruma-ji (Evil Mage) | 16 \
\ No winner | 3 /
/=====

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/=====Monster Names=====Wins (out of 50)\
\ fzffS[fXfg: Horogo-suto (Hologhost) | 0 /
/ ,¶,²,,Î,«,µ: Jigoku no Kishi (Hell Knight) | 46 \
\ fzffS[fXfg: Horogo-suto (Hologhost) | 4 /
/=====

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/=====
\ (III-P) «Ši: Seikaku (Personality) Comparison Charts /
/=====

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This list of personalities is for comparison purposes between each personality for each class. The values were found by having each character type at Level 1, then the Personality was selected, and then the character was raised to Level 99. The stats shown are of each Personality going from Level 1-99.

Some Personalities are gained as you play through the game, others are given as you read a book, and some are gained via equipping accessories. But the only way to get some of the Personalities listed are by giving specific seeds to different stats when a character is created. Others still are dummed out and not available through playing.

A couple of Personalities are for one sex only.

Male-only Personalities are ,D,Á,Â,èfXfPfx: Muttsurisquebe (Sullen) and f%fbfL[f}f": Rakki-man (Lucky Man).

Female-only Personalities are ,¨,Æ,±,Û,³,è: Otokomasari (Mannish),  
,¨,Ä,ñ,î: Otenba (Tomboy), ,¨,¶,â,¤,³,Û: Ojousama (Ladylike), and  
fZfNfV◆[fMfff<: Sekushi-gyaru (Sexy Gal).

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/=====\
| (III-Pl)                ,ä,¤,µ,á: Yuusha (Hero)                |
|-----|
| Personality              | POW|AGI|STA|INT|LCK|MHP|MMP| |
|---|---|---|---|---|---|---|---|---|
| <Blank>                  |255|178|255|111|143|522|223|
| ,ç,©,ç,¶,Û,ñ: Chikarajiman (Braggart)                       |255|140|255|081|114|519|163|
| ,²,¤,¯,Ä: Gouketsu (Heroic)                                   |255|126|255|093|099|517|186|
| ,ç,ñ,Û,¤,à,î: Ranboumono (Violent)                           |255|164|255|069|094|518|140|
| ,¨,Æ,±,Û,³,è: Otokomasari (Mannish)                         |255|160|255|091|121|520|184|
| ,¨,¨,©,ç,ç: Oogurai (Glutton)                                |255|126|255|059|120|522|120|
| ,Ë,Ä,¯,Ä,©,ñ: Nekketsukan (Hot-Blooded)                     |255|170|255|107|086|521|216|
| ,¨,Ä,ñ,î: Otenba (Tomboy)                                     |255|199|228|106|133|464|217|
| ,ç,î,ç,µ,ç,,: Inochishirazu (Daredevil)                     |249|213|255|124|139|522|247|
| ,Ð,Ä,Ä,èfXfPfx: Muttsurisukebe (Sullen)                     |255|172|255|124|128|522|247|
| ,¨,Ä,ç,â,±,ç,â,ç: Occhokochoi (Careless)                   |212|210|223|090|129|447|180|
| ,Û,¯,¨,¬,ç,ç: Makezugirai (Determined)                      |233|182|255|114|133|522|232|
| ,î,ñ,«,à,î: Nonkimono (Happy-Go-Lucky)                       |255|132|255|120|159|522|240|
| ,¹,¯,ñ,µ,ç,,: Sekenshirazu (Ignorant)                        |255|167|255|081|156|518|161|
| ,ª,ñ,±,à,î: Gankomono (Stubborn)                              |255|126|255|068|100|522|137|
| ,¨,¶,â,¤,³,Û: Ojousama (Ladylike)                           |255|143|255|136|202|522|276|
| ,µ,â,¶,«,à,î: Shojikimono (Honest Person)                   |248|156|255|132|134|521|268|
| ,Ó,Ä,¤: Futsuu (Ordinary)                                     |255|171|255|117|149|521|238|
| ,Ä,ñ,±,¤,¹,Ä,©: Denkousekka (Lightning Speed)               |255|255|255|117|146|521|234|
| ,·,î,µ,Ä,±,ç: Subashikkoi (Nimble)                           |230|215|255|115|116|520|228|
| ,Ë,¯,ß,ª,Ë,ç: Nukemeganai (Cunning)                         |223|203|255|143|147|521|286|
| ,«,è,à,î: Kiremono (Sharp Person)                             |243|221|236|170|133|476|345|
| ,Ð,Ë,,è,à,î: Hinekuremono (Rebel)                            |184|224|195|131|192|398|262|
| ,Ý,|,Ä,î,è: Mieppari (Vain)                                   |255|197|255|126|137|522|256|
| ,í,ª,Û,Û: Wagamama (Selfish)                                  |248|180|255|103|134|522|209|
| ,Ë,«,Ð,µ: Nakimushi (Crybaby)                                 |234|157|255|129|175|521|262|
| ,³,Ñ,µ,ª,è,â: Sabishigariya (Lonely)                         |255|163|233|133|161|476|267|
| f^ftfKfC: Tafugai (Tough Guy)                                 |255|158|255|097|095|522|193|
| ,Ä,Ä,¶,ñ: Tetsujin (Strong Man)                               |255|148|255|106|116|522|215|
| ,Ö,±,½,è,Ë,ç: Hekotarenai (Losing Heart)                   |251|184|255|117|146|520|238|
| ,,è,¤,É,ñ: Kurounin (Worldly-Wise)                           |255|148|255|102|108|521|206|
| ,ª,ñ,î,è,â: Ganbariya (Tenacious)                            |255|159|255|113|118|522|224|
| ,¨,¹,Ä,©,ç: Osekkai (Nosy)                                   |255|148|255|094|105|522|188|
| ,Ë,Û,¯,à,î: Namakemono (Lazy)                                 |255|126|255|074|162|521|149|
| ,·,î,¤,ß,ç,¹,«: Zunoumeiseki (Clear-Headed)                 |249|177|255|160|130|521|322|
| , ,½,Û,Ä,Ä,©,ç: Atamadekkachi (Egg-Headed)                 |204|187|255|145|118|522|293|
| f◆f}f`f`fXfg: Romanchisuto (Romantist)                       |240|187|255|130|147|521|260|
| , ,Û,|,ñ,Û,¤: Amaenbou (Spoiled Child)                      |250|174|255|124|132|522|251|
| f%fbfI◆[f}f": Rakki-man (Lucky Man)                           |255|192|255|110|288|522|224|
| ,µ, ,í,¹,à,î: Shiawasemono (Happy Person)                  |232|178|255|116|191|518|234|
| ,¤,Ä,©,è,à,î: Ukkarimono (Thoughtless)                      |205|204|255|082|095|521|166|
| ,ç,Ä,Ö,«,,¨,©,Ý: Ippikiookami (Lone Wolf)                  |255|192|255|125|098|520|250|
| ,ç,,¶,Ë,µ: Ikujinashi (Coward)                               |236|129|255|140|177|515|283|
| ,¨,ç,â,¤,µ,à,î: Ochoushimono (Frivolous)                   |255|214|255|140|155|520|282|
| ,Ð,Ä,±,Ý,¶, ,ñ: Hikkomijian (Shy)                           |255|126|255|134|135|522|270|
| ,â,³,µ,ç,Ð,Æ: Yasashihito (Promiscuous)                    |255|169|255|128|131|521|259|
| fZfNfV◆[fMfff<: Sekushi-gyaru (Sexy Gal)                    |255|207|255|136|178|521|276|
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Many Personalities allow the Hero to have max Power and Stamina, so you



should look at other stats that you want to build up when deciding what Personality to choose.

,Á,ñ,±,¤,¹,Á,©: Denkousekka (Lightning Speed) gives the Hero maxed Power, Agility, and Stamina, making it a great choice. The MP is kind of average, so you might want to use Intelligence Seeds and/or Mystery Nuts to boost the stat.

,«,ê,à,ì: Kiremono (Sharp Person) gives the Hero the most MP, 345. Although Power, Agility, and Stamina aren't maxed, there are enough seeds in the game to make up for them.

fZfNfV♦[fMfff<: Sekushi-gyaru (Sexy Gal) is the best Personality for overall stats for females, while ,Ð,Á,Â,èfXfPfx: Muttsurisukebe (Sullen) is the best Personality overall for a male Hero.

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/=====\
| (III-P2)                ,¹,ñ,µ: Senshi (Soldier)                |
|-----|
| Personality                | POW|AGI|STA|INT|LCK|MHP|MMP| |
|---|---|---|---|---|---|---|---|---|
| <Blank>                    |244|083|255|057|055|518|000|
| ,ç,©,ç,¶,Û,ñ: Chikarajiman (Braggart)                        |255|072|251|039|047|513|000|
| ,²,¤,¯,Á: Gouketsu (Heroic)                                    |255|062|255|043|044|516|000|
| ,ç,ñ,Û,¤,à,ì: Ranboumono (Violent)                            |255|082|225|036|040|454|000|
| ,¨,Æ,±,Û,³,è: Otokomasari (Mannish)                           |255|071|236|047|047|474|000|
| ,¨,¨,©,ç,ç: Oogurai (Glutton)                                  |255|062|255|030|048|521|000|
| ,Ë,Á,¯,Á,©,ñ: Nekketsukan (Hot-Blooded)                       |255|089|254|056|032|511|000|
| ,¨,Á,ñ,î: Otenba (Tomboy)                                       |255|098|192|050|053|393|000|
| ,ç,ì,ç,µ,ç,,: Inochishirazu (Daredevil)                       |236|106|255|056|056|522|000|
| ,Ð,Á,Â,èfXfPfx: Muttsurisukebe (Sullen)                       |249|082|255|064|052|522|000|
| ,¨,Á,ç,â,±,ç,â,ç: Occhokochoi (Careless)                     |209|104|191|048|052|386|000|
| ,Û,¯,¨,¬,ç,ç: Makezugirai (Determined)                        |223|092|255|057|057|521|000|
| ,ì,ñ,«,à,ì: Nonkimono (Happy-Go-Lucky)                         |247|064|255|065|063|514|000|
| ,¹,¯,ñ,µ,ç,,: Sekenshirazu (Ignorant)                           |255|078|230|040|063|466|000|
| ,ª,ñ,±,à,ì: Gankomono (Stubborn)                                |236|062|255|035|042|522|000|
| ,¨,¶,â,¶,³,Û: Ojousama (Ladylike)                               |240|073|248|063|077|501|000|
| ,µ,â,¶,«,à,ì: Shojikimono (Honest Person)                     |255|078|255|059|049|522|000|
| ,Ó,Á,¤: Futsuu (Ordinary)                                        |246|087|243|061|061|489|000|
| ,Á,ñ,±,¤,¹,Á,©: Denkousekka (Lightning Speed)                 |255|121|241|062|059|492|000|
| ,·,î,µ,Á,±,ç: Subashikkoi (Nimble)                             |216|106|245|057|045|492|000|
| ,Ë,¯,ß,ª,Ë,ç: Nukemeganai (Cunning)                           |215|093|239|073|059|480|000|
| ,«,ê,à,ì: Kiremono (Sharp Person)                               |238|100|218|085|053|445|000|
| ,Ð,Ë,¨,ê,à,ì: Hinekuremono (Rebel)                             |176|102|183|064|077|371|000|
| ,Ý,|,Á,î,è: Mieppari (Vain)                                     |255|094|224|063|056|452|000|
| ,í,ª,Û,Û: Wagamama (Selfish)                                    |250|089|221|058|053|449|000|
| ,Ë,«,Ð,µ: Nakimushi (Crybaby)                                   |229|080|255|064|063|522|000|
| ,³,Ñ,µ,ª,è,â: Sabishigariya (Lonely)                           |236|082|220|067|063|438|000|
| f^ftfKfC: Tafugai (Tough Guy)                                    |255|081|255|046|039|522|000|
| ,Á,Á,¶,ñ: Tetsujin (Strong Man)                                  |255|073|255|051|044|522|000|
| ,Ö,±,½,è,Ë,ç: Hekotarenai (Losing Heart)                     |255|086|240|062|060|489|000|
| ,¨,è,¤,É,ñ: Kurounin (Worldly-Wise)                             |255|074|255|052|040|522|000|
| ,ª,ñ,î,è,â: Ganbariya (Tenacious)                               |255|083|255|059|045|520|000|
| ,¨,¹,Á,©,ç: Osekkai (Nosy)                                      |255|079|255|046|042|522|000|
| ,Ë,Û,¯,à,ì: Namakemono (Lazy)                                   |255|062|255|039|063|522|000|
| ,¨,î,¤,ß,ç,¹,«: Zunoumeiseki (Clear-Headed)                   |237|085|241|076|057|487|000|
| ,¨,½,Û,Á,Á,©,ç: Atamadekkachi (Egg-Headed)                   |201|092|226|075|048|460|000|
| f♦f}f"f`f`Xfg: Romanchisuto (Romantist)                       |240|099|255|065|058|511|000|
| ,¨,Û,|,ñ,Û,¤: Amaenbou (Spoiled Child)                       |228|088|233|063|062|471|000|
| f%fbfL♦[f}f": Rakki-man (Lucky Man)                             |255|095|255|058|084|521|000|
| ,µ,¨,í,¹,à,ì: Shiawasemono (Happy Person)                     |237|086|228|060|077|467|000|
| ,¤,Á,©,è,à,ì: Ukkarimono (Thoughtless)                       |205|104|247|040|042|500|000|

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,ç,Á,Ò,«,¨,¨,©,Ý: Ippikiookami (Lone Wolf)	246 093 255 063 045 521 000
,ç,,¶,È,µ: Ikujinashi (Coward)	220 062 243 069 072 493 000
,¨,ç,â,µ,µ,à,Ì: Ochoushimono (Frivolous)	250 107 234 068 060 478 000
,Ð,Á,±,Ý,¶, ,ñ: Hikkomijian (Shy)	255 062 255 066 055 521 000
,â,³,µ,ç,Ð,Æ: Yasashiihito (Promiscuous)	253 086 255 064 055 522 000
fZfNfV♦[fMfff<: Sekushi-gyaru (Sexy Gal)	255 108 255 070 067 519 000

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Soldiers have horrible Luck and Intelligence, so a good Personality would be one that has high/max Power and Stamina, as well as a good Agility bonus.

Even though they are extremely slow, a ,ç,Ì,ç,µ,ç,.: Inochishirazu (Daredevil) is pretty good (might need some Power Seeds).

,Á,ñ,±,µ,¹,Á,©: Denkousekka (Lightning Speed) offers the highest Agility bonus, and a pretty good substitute until you can get that Personality would of course be ,Ð,Á,Á,èfXfPfx: Muttsurisukebe (Sullen) for males, and fZfNfV♦[fMfff<: Sekushi-gyaru (Sexy Gal) for females.

/=====\  
(III-P3) ,Ô,Æ,µ,©: Butouka (Martial Artist)
Personality
---
<Blank>
,ç,©,ç,¶,Û,ñ: Chikarajiman (Braggart)
,²,µ,¯,Á: Gouketsu (Heroic)
,ç,ñ,Û,µ,à,Ì: Ranboumono (Violent)
,¨,Æ,±,Û,³,è: Otokomasari (Mannish)
,¨,¨,©,ç,ç: Oogurai (Glutton)
,È,Á,¯,Á,©,ñ: Nekketsukan (Hot-Blooded)
,¨,Ä,ñ,Î: Otenba (Tomboy)
,ç,Ì,ç,µ,ç,.: Inochishirazu (Daredevil)
,Ð,Á,Á,èfXfPfx: Muttsurisukebe (Sullen)
,¨,Á,ç,â,±,ç,â,ç: Occhokochoi (Careless)
,Û,¯,.,¬,ç,ç: Makezugirai (Determined)
,Ì,ñ,«,à,Ì: Nonkimono (Happy-Go-Lucky)
,¹,¯,ñ,µ,ç,.: Sekenshirazu (Ignorant)
,ª,ñ,±,à,Ì: Gankomono (Stubborn)
,¨,¶,â,µ,³,Û: Ojousama (Ladylike)
,µ,â,¶,«,à,Ì: Shojikimono (Honest Person)
,Ó,Á,µ: Futsuu (Ordinary)
,Á,ñ,±,µ,¹,Á,©: Denkousekka (Lightning Speed)
,·,Î,µ,Á,±,ç: Subashikkoi (Nimble)
,È,¯,ß,ª,È,ç: Nukemeganai (Cunning)
,«,ê,à,Ì: Kiremono (Sharp Person)
,Ð,È,.,ê,à,Ì: Hinekuremono (Rebel)
,Ý,
,í,ª,Û,Û: Wagamama (Selfish)
,È,«,Ð,µ: Nakimushi (Crybaby)
,³,Ñ,µ,ª,è,â: Sabishigariya (Lonely)
f^ftfKfC: Tafugai (Tough Guy)
,Ä,Á,¶,ñ: Tetsujin (Strong Man)
,Ö,±,½,ê,È,ç: Hekotarenai (Losing Heart)
,.,ê,µ,É,ñ: Kurounin (Worldly-Wise)
,ª,ñ,Î,è,â: Ganbariya (Tenacious)
,¨,¹,Á,©,ç: Osekkai (Nosy)
,È,Û,¯,à,Ì: Namakemono (Lazy)
,.,Ì,µ,ß,ç,¹,«: Zunoumeiseki (Clear-Headed)
,.,½,Û,Á,Á,©,ç: Atamadekkachi (Egg-Headed)

f`f`f`f`f`Xfg: Romanchisuto (Romantist)	255 255 240 097 194 485 000
, ,Ü, ,ñ,Ú,ϖ: Amaenbou (Spoiled Child)	255 239 227 091 205 463 000
f%fbfL`[f]f": Rakki-man (Lucky Man)	255 255 253 085 255 506 000
,μ, ,í,¹,à,Ì: Shiawasemono (Happy Person)	241 250 231 081 255 467 000
,ϖ,Á,©,è,à,Ì: Ukkarimono (Thoughtless)	226 255 255 061 136 512 000
,ç,Á,Ò,«,¨,¨,©,Ý: Ippikiookami (Lone Wolf)	255 255 255 092 147 522 000
,ç, ,ϑ,È,μ: Ikujinashi (Coward)	243 186 208 105 251 418 000
,¨,ç,â,ϖ,μ,à,Ì: Ochoushimono (Frivolous)	255 255 239 091 236 478 000
,Ð,Á,±,Ý,ϑ, ,ñ: Hikkomijian (Shy)	255 182 255 091 191 522 000
,â,³,μ,ç,Ð,Æ: Yasashiihito (Promiscuous)	255 255 254 093 202 518 000
fZfNfV`[fMfff<: Sekushi-gyaru (Sexy Gal)	255 255 255 096 243 520 000

There are quite a few really good Personalities for a Martial Artist. Coming out on top is the male-only f%fbfL`[f]f": Rakki-man (Lucky Man). Although not as good, ,È,«,Ð,μ: Nakimushi (Crybaby) is still a pretty wise choice for near-max in the stats that count for this class, along with high Luck.

,Ð,Á,Â,èfXfPfx: Muttsurisukebe (Sullen) falls short in the Luck stat, so it's not too great for this class. fZfNfV`[fMfff<: Sekushi-gyaru (Sexy Gal) of course is an excellent choice for females.

/=====\ (III-P4) ,Ü,Ü,ϖ,Á,©,ç: Mahoutsukai (Magician)							
Personality	POW	AGI	STA	INT	LCK	MHP	MMP
<Blank>	078	204	206	200	221	417	406
,ç,©,ç,ϑ,Ü,ñ: Chikarajiman (Braggart)	108	181	195	144	167	397	295
,²,ϖ,¯,Á: Gouketsu (Heroic)	107	157	199	153	150	401	308
,ç,ñ,Ú,ϖ,à,Ì: Ranboumono (Violent)	090	191	172	124	158	343	254
,¨,Æ,±,Ü,³,è: Otokomasari (Mannish)	099	196	203	158	170	414	322
,¨,¨,©,ç,ç: Oogurai (Glutton)	083	150	211	105	173	429	211
,È,Á,¯,Á,©,ñ: Nekketsukan (Hot-Blooded)	088	208	213	184	128	428	368
,¨,Ä,ñ,Î: Otenba (Tomboy)	083	250	160	186	192	323	370
,ç,Ì,ç,μ,ç, : Inochishirazu (Daredevil)	074	254	228	199	216	465	400
,Ð,Á,Â,èfXfPfx: Muttsurisukebe (Sullen)	081	205	233	206	194	469	419
,¨,Á,ç,â,±,ç,â,ç: Occhokochoi (Careless)	063	255	167	165	194	338	336
,Ü,¯, ,¬,ç,ç: Makezugirai (Determined)	077	218	206	203	199	418	416
,Ì,ñ,«,à,Ì: Nonkimono (Happy-Go-Lucky)	082	156	219	201	227	440	408
,¹,¯,ñ,μ,ç, : Sekenshirazu (Ignorant)	077	203	186	140	237	377	281
,ª,ñ,±,à,Ì: Gankomono (Stubborn)	079	150	236	119	158	474	241
,¨,ϑ,â,ϖ,³,Ü: Ojousama (Ladylike)	077	169	201	217	255	401	442
,μ,â,ϑ,«,à,Ì: Shojikimono (Honest Person)	076	202	195	226	197	386	458
,Ó,Á,ϖ: Futsuu (Ordinary)	077	219	204	193	222	416	393
,Á,ñ,±,ϖ,¹,Á,©: Denkousekka (Lightning Speed)	079	255	195	203	210	394	408
,·,Î,μ,Á,±,ç: Subashikkoi (Nimble)	074	255	177	206	163	354	415
,È,¯,ß,ª,È,ç: Nukemeganai (Cunning)	073	235	178	237	214	363	471
,«,è,à,Ì: Kiremono (Sharp Person)	077	242	163	255	200	329	521
,Ð,È, ,è,à,Ì: Hinekuremono (Rebel)	057	253	135	226	255	273	461
,Ý, ,Á,Ì,è: Mieppari (Vain)	083	249	185	203	202	367	413
,í,ª,Ü,Ü: Wagamama (Selfish)	070	241	176	181	189	357	369
,È,«,Ð,μ: Nakimushi (Crybaby)	069	202	194	219	247	391	443
,³,Ñ,μ,ª,è,â: Sabishigariya (Lonely)	079	190	161	217	240	330	439
f^ftfKfC: Tafugai (Tough Guy)	085	187	255	159	151	519	316
,Ä,Á,ϑ,ñ: Tetsujin (Strong Man)	078	187	255	183	165	507	372
,Ö,±,½,è,È,ç: Hekotarenai (Losing Heart)	076	216	194	207	222	395	419
, ,è,ϖ,É,ñ: Kurounin (Worldly-Wise)	084	183	246	173	150	502	352
,ª,ñ,Î,è,â: Ganbariya (Tenacious)	082	198	220	195	169	441	392

, , 1, Á, ©, ♡: Osekkai (Nosy)	084 182 227 153 149 455 310
, È, Ü, ¯, à, Ì: Namakemono (Lazy)	090 150 243 129 231 498 260
, , Ì, ♠, ♢, ♣, 1, «: Zunoumeiseki (Clear-Headed)	071 208 195 255 198 386 522
, , ½, Ü, Á, Á, ©, ♡: Atamadekkachi (Egg-Headed)	061 225 182 247 166 368 500
f^f f^f`f`Xfg: Romanchisuto (Romantist)	072 224 182 237 209 363 474
, , Ü,  , ñ, Ü, ♠: Amaenbou (Spoiled Child)	072 205 188 215 208 374 430
f%fbfL[f]f": Rakki-man (Lucky Man)	077 244 201 199 255 398 404
, μ, , í, 1, à, Ì: Shiawasemono (Happy Person)	069 207 176 200 255 352 398
, ♠, Á, ©, è, à, Ì: Ukkarimono (Thoughtless)	062 249 198 146 150 400 293
, ♣, Á, Ò, «, , , ©, Ý: Ippikiookami (Lone Wolf)	076 223 234 222 148 463 450
, ♣, , ¶, È, μ: Ikujinashi (Coward)	071 163 183 238 242 371 478
, , ç, à, ♠, μ, à, Ì: Ochoushimono (Frivolous)	080 255 182 220 236 362 447
, Ð, Á, ±, Ý, ¶, , ñ: Hikkomijian (Shy)	080 150 237 226 199 486 459
, à, ³, μ, ♣, Ð, Æ: Yasashihito (Promiscuous)	081 189 216 214 204 433 436
fZfNfV[fMfff<: Sekushi-gyaru (Sexy Gal)	086 255 205 223 245 412 445

There are a couple of really good Personalities, although none of them will make a Magician a physical powerhouse (only 2 take the class to over 100 Power).

, ♣, Ì, ç, μ, ♣, .: Inochishirazu Daredevil) offers near maximum Agility, and 400HP/400MP, making a Magician really durable, fast, and able to cast lots of spells.

f^ftfKfC: Tafugai (Tough Guy) gives a Magician super-high HP, but is a little slower than other Personalities and has less Max MP.

A , , Ì, ♠, ♢, ♣, 1, «: Zunoumeiseki (Clear-Headed) Magician can be pretty great with just a couple Agility Seeds and Life Nuts added.

fZfNfV[fMfff<: Sekushi-gyaru (Sexy Gal) of course makes a great overall choice for females, while , Ð, Á, Á, èfXfPfx: Muttsurisukebe (Sullen) is pretty good, but lacks really high Agility.

/=====\   (III-P5) , » , ♠, è, à: Souryo (Priest)							
-----							
Personality	POW	AGI	STA	INT	LCK	MHP	MMP
-----							
<Blank>	141	134	199	192	183	397	385
, ç, ©, ♣, ¶, Ü, ñ: Chikarajiman (Braggart)	182	113	203	134	151	413	270
, ², ♠, ¯, Á: Gouketsu (Heroic)	206	096	197	150	126	397	305
, ♣, ñ, Ü, ♠, à, Ì: Ranboumono (Violent)	164	132	183	117	126	369	238
, , Æ, ±, Ü, ³, è: Otokomasari (Mannish)	191	121	198	150	146	399	301
, , , ©, ♣, ♡: Oogurai (Glutton)	155	096	230	101	143	461	203
, È, Á, ¯, Á, ©, ñ: Nekketsukan (Hot-Blooded)	162	133	193	181	109	385	357
, , Á, ñ, Í: Otenba (Tomboy)	148	151	155	184	163	313	374
, ♣, Ì, ç, μ, ♣, .: Inochishirazu (Daredevil)	134	168	229	186	175	459	378
, Ð, Á, Á, èfXfPfx: Muttsurisukebe (Sullen)	151	129	245	195	174	501	399
, , Á, ç, à, ±, ç, à, ♣: Occhokochoi (Careless)	118	165	162	161	155	326	326
, Ü, ¯, , , - , ♣, ♡: Makezugirai (Determined)	135	144	209	174	170	416	348
, Ì, ñ, «, à, Ì: Nonkimono (Happy-Go-Lucky)	144	109	212	199	192	428	407
, 1, ¯, ñ, μ, ♣, .: Sekenshirazu (Ignorant)	155	122	174	135	191	348	270
, a, ñ, ±, à, Ì: Gankomono (Stubborn)	149	096	236	116	131	481	233
, , ¶, à, ♠, ³, Ü: Ojousama (Ladylike)	146	109	182	218	250	364	437
, μ, à, ¶, «, à, Ì: Shojikimono (Honest Person)	137	121	200	211	173	404	430
, Ó, Á, ♠: Futsuu (Ordinary)	145	134	194	180	187	383	359
, Á, ñ, ±, ♠, 1, Á, ©: Denkousekka (Lightning Speed)	142	177	198	188	187	397	380
, , Í, μ, Á, ±, ♣: Subashikkoi (Nimble)	134	168	192	185	139	389	375
, È, ¯, ♢, a, È, ♡: Nukemeganai (Cunning)	133	155	180	219	177	368	441
, «, è, à, Ì: Kiremono (Sharp Person)	139	162	157	255	160	312	522
, Ð, È, , è, à, Ì: Hinekuremono (Rebel)	102	162	142	203	228	288	411

,Ý,  , Á, Ī, è: Mieppari (Vain)	147 144 197 194 178 392 395
, í, <sup>a</sup> , Ü, Ü: Wagamama (Selfish)	136 144 171 166 164 343 340
, È, «, È, µ: Nakimushi (Crybaby)	126 120 204 202 216 414 407
, <sup>3</sup> , Ñ, µ, <sup>a</sup> , è, â: Sabishigariya (Lonely)	146 123 151 204 194 309 406
f^ftfKfC: Tafugai (Tough Guy)	162 128 255 144 124 520 290
, Ä, Ä, ¶, ñ: Tetsujin (Strong Man)	150 108 255 163 143 517 332
, Ö, ±, ½, ê, È, ç: Hekotarenai (Losing Heart)	140 144 197 180 180 397 360
, , , è, µ, É, ñ: Kurounin (Worldly-Wise)	159 113 239 163 123 485 331
, <sup>a</sup> , ñ, Ī, è, â: Ganbariya (Tenacious)	151 123 220 191 138 447 382
, , , <sup>1</sup> , Á, ©, ç: Osekkai (Nosy)	146 117 217 154 121 445 309
, È, Ü, , à, Ī: Namakemono (Lazy)	158 096 247 125 186 500 253
, , , Ī, µ, ß, ç, <sup>1</sup> , «: Zunoumeiseki (Clear-Headed)	132 137 196 252 153 391 504
, , , ½, Ü, Ä, Ä, ©, ç: Atamadekkachi (Egg-Headed)	113 143 180 225 142 366 448
f♦f}f}f`f`fXfg: Romanchisuto (Romantist)	132 151 187 211 174 374 422
, , , Ü,  , ñ, Ú, µ: Amaenbou (Spoiled Child)	135 130 174 198 186 345 399
f%fbfI♦[f}f": Rakki-man (Lucky Man)	142 152 201 188 255 403 380
, µ, , , í, <sup>1</sup> , à, Ī: Shiawasemono (Happy Person)	126 136 183 181 230 370 362
, µ, Ä, ©, è, à, Ī: Ukkarimono (Thoughtless)	109 142 203 132 133 407 266
, ç, Ä, Ö, «, , , ©, Ý: Ippikiokami (Lone Wolf)	140 146 230 206 129 468 415
, ç, , ¶, È, µ: Ikujinashi (Coward)	127 096 170 220 214 346 440
, , , ç, â, µ, µ, à, Ī: Ochoushimono (Frivolous)	148 164 184 203 199 368 413
, Ð, Ä, ±, Ý, ¶, , ñ: Hikkomijian (Shy)	156 096 233 196 157 470 394
, â, <sup>3</sup> , µ, ç, Ð, Æ: Yasashihito (Promiscuous)	148 129 210 200 167 425 407
fZfNfV♦[fMfff<: Sekushi-gyaru (Sexy Gal)	158 157 206 205 201 416 418

The Priest has a hard time getting really good Agility, so it is a good class to equip a Meteorite Armband on while giving a book to for a decent-rounded character.

, Ä, ñ, ±, µ, <sup>1</sup>, Ä, ©: Denkousekka (Lightning Speed) isn't too bad, but will need a bunch of Agility Seeds if you want to max out Agility.

f^ftfKfC: Tafugai (Tough Guy), although lacking MP, can be made up for via Intelligence Seeds and Mystery Nuts. If you get this Personality as your initial one (use 5 Stamina Seeds on a created character, but do not get a super high bonus for each one) and then equip a Meteorite Armband, you'll have wonderful stats across the board.

, , , Ī, µ, ß, ç, <sup>1</sup>, «: Zunoumeiseki (Clear-Headed) is pretty good, but will need Stamina Seeds and Life Nuts.

, Ð, Ä, Ä, èfXfPfx: Muttsurisukebe (Sullen) is of course a good choice for males, but again lacks some Agility.

fZfNfV♦[fMfff<: Sekushi-gyaru (Sexy Gal) is a great average, but will still need some Agility Seeds and Power Seeds to become powerful. Keep in mind the lack of really strong weapons prevents the Priest from enjoying the same might as a Hero, Soldier, or Martial Artist.

/=====\   (III-P6) , µ, â, µ, É, ñ: Shounin (Merchant)	
-----	
Personality   POW AGI STA INT LCK MHP MMP	
-----	
<Blank>  142 142 229 141 140 467 284	
, ç, ©, ç, ¶, Ü, ñ: Chikarajiman (Braggart)  174 119 231 098 114 464 199	
, <sup>2</sup> , µ, , Ä: Gouketsu (Heroic)  183 105 227 114 099 456 232	
, ç, ñ, Ü, µ, à, Ī: Ranboumono (Violent)  161 130 199 087 103 404 173	
, , , Æ, ±, Ü, <sup>3</sup> , è: Otokomasari (Mannish)  174 131 227 112 116 446 227	
, , , ©, ç, ç: Oogurai (Glutton)  145 103 246 073 118 485 146	
, È, Ä, , Ä, ©, ñ: Nekketsukan (Hot-Blooded)  153 144 224 126 084 443 257	
, , , Ä, ñ, Ī: Otenba (Tomboy)  145 160 184 127 134 375 251	
, ç, Ī, ç, µ, ç, , : Inochishirazu (Daredevil)  129 176 255 139 143 512 284	

, , , , , , , , : Muttsurisukebe (Sullen)	146 137 255 154 131 521 311
, , , , , , , , : Occhokochoi (Careless)	113 168 181 116 135 369 233
, , , , , , , , : Makezugirai (Determined)	131 157 242 135 130 494 271
, , , , , , , , : Nonkimono (Happy-Go-Lucky)	137 114 251 151 148 500 303
, , , , , , , , : Sekenshirazu (Ignorant)	139 133 212 099 150 419 198
, , , , , , , , : Gankomono (Stubborn)	132 103 255 086 106 519 172
, , , , , , , , : Ojousama (Ladylike)	138 125 223 161 189 450 326
, , , , , , , , : Shojikimono (Honest Person)	136 130 222 148 132 444 299
, , , , , , , , : Futsuu (Ordinary)	140 141 225 138 150 444 279
, , , , , , , , : Denkousekka (Lightning Speed)	142 204 232 141 139 469 282
, , , , , , , , : Subashikkoi (Nimble)	127 169 205 141 119 405 286
, , , , , , , , : Nukemeganai (Cunning)	125 150 209 173 149 422 347
, , , , , , , , : Kiremono (Sharp Person)	134 188 183 190 120 373 386
, , , , , , , , : Hinekuremono (Rebel)	096 178 155 158 186 315 317
, , , , , , , , : Mieppari (Vain)	135 171 210 146 140 420 298
, , , , , , , , : Wagamama (Selfish)	135 150 211 129 132 422 262
, , , , , , , , : Nakimushi (Crybaby)	120 129 230 166 164 454 330
, , , , , , , , : Sabishigariya (Lonely)	130 138 183 153 155 365 308
f^ftfKfC: Tafugai (Tough Guy)	153 136 255 113 101 522 229
, , , , , , , , : Tetsujin (Strong Man)	135 121 255 126 188 522 256
, , , , , , , , : Hekotarenai (Losing Heart)	135 150 232 141 140 473 286
, , , , , , , , : Kurounin (Worldly-Wise)	150 126 255 123 106 515 252
, , , , , , , , : Ganbariya (Tenacious)	145 132 240 142 116 483 287
, , , , , , , , : Osekkai (Nosy)	144 126 244 117 102 489 238
, , , , , , , , : Namakemono (Lazy)	150 103 255 092 157 517 184
, , , , , , , , : Zunoumeiseki (Clear-Headed)	125 142 226 187 134 456 375
, , , , , , , , : Atamadekkachi (Egg-Headed)	102 150 205 182 121 409 372
f{f}f`f`fXfg: Romanchisuto (Romantist)	136 167 198 163 147 402 331
, , , , , , , , : Amaenbou (Spoiled Child)	130 154 205 143 143 417 291
f%fbfL{f}f": Rakki-man (Lucky Man)	135 162 230 148 209 457 293
, , , , , , , , : Shiawasemono (Happy Person)	122 150 206 146 181 409 294
, , , , , , , , : Ukkarimono (Thoughtless)	109 171 226 098 099 452 196
, , , , , , , , : Ippikiookami (Lone Wolf)	125 162 255 160 101 520 321
, , , , , , , , : Ikujinashi (Coward)	126 104 197 168 180 399 334
, , , , , , , , : Ochoushimono (Frivolous)	144 179 199 165 164 391 335
, , , , , , , , : Hikkomijian (Shy)	142 103 255 151 126 520 305
, , , , , , , , : Yasashiihito (Promiscuous)	139 147 243 157 130 498 319
fZfNfV{fMfff<: Sekushi-gyaru (Sexy Gal)	153 179 224 164 179 440 329

Like Priests, Merchants struggle getting a high Agility stat as well as a really high Power stat.

, , , , , , , , : Gouketsu (Heroic) gives the Merchant very high Power, but also near-Soldier Agility.

, , , , , , , , : Otenba (Tomboy) offers good Power and Agility; with the proper Seeds used, you should be well off.

, , , , , , , , : Denkousekka (Lightning Speed) gives the most Agility, so more or less only Power Seeds are needed to make the Merchant really strong overall.

fZfNfV{fMfff<: Sekushi-gyaru (Sexy Gal) once again is the best overall for females of the class, while , , , , , , , , : Muttsurisukebe (Sullen) fails to really stand out for a Merchant.

/=====\   (III-P7) , , , , , , , , : Asobinin (Carouser)	
-----	
Personality   POW AGI STA INT LCK MHP MMP	
-----	
<Blank>  103 132 124 094 246 248 192	

, ç, ©, ¶, Û, ñ: Chikarajiman (Braggart)	136 115 119 065 202 241 131
, ², ¢, ¯, Â: Gouketsu (Heroic)	146 101 121 076 177 244 155
, ç, ñ, Û, ¢, à, Ì: Ranboumono (Violent)	121 124 112 056 175 225 114
, ¨, ¢, ±, Û, ³, è: Otokomasari (Mannish)	128 125 128 070 190 256 141
, ¨, ¨, ©, ç, ç: Oogurai (Glutton)	112 096 137 046 195 275 092
, È, Á, ¯, Â, ©, ñ: Nekketsukan (Hot-Blooded)	117 131 124 085 146 252 172
, ¨, Ä, ñ, Î: Otenba (Tomboy)	105 153 098 084 222 198 168
, ç, Ì, ç, µ, ç, .: Inochishirazu (Daredevil)	102 168 144 087 228 289 176
, È, Á, Ä, èfXfPfx: Muttsurisukebe (Sullen)	107 128 145 094 237 289 190
, ¨, Á, ç, à, ±, ç, à, ç: Occhokochoi (Careless)	085 165 102 074 214 201 148
, Û, ¯, ., ¬, ç, ç: Makezugirai (Determined)	095 147 134 085 243 274 173
, Ì, ñ, «, à, Ì: Nonkimono (Happy-Go-Lucky)	106 110 135 095 244 272 193
, ¹, ¯, ñ, µ, ç, .: Sekenshirazu (Ignorant)	103 122 118 065 255 236 129
, ¢, ñ, ±, à, Ì: Gankomono (Stubborn)	109 096 146 055 175 299 110
, ¨, ¶, à, ¢, ³, Û: Ojousama (Ladylike)	106 111 122 098 255 244 200
, µ, à, ¶, «, à, Ì: Shojikimono (Honest Person)	103 128 122 099 227 245 198
, Ó, Â, ¢: Futsuu (Ordinary)	104 152 124 091 245 251 179
, Á, ñ, ±, ¢, ¹, Á, ©: Denkousekka (Lightning Speed)	102 210 125 089 245 251 180
, ., Ì, µ, Á, ±, ç: Subashikkoi (Nimble)	091 173 114 090 204 227 183
, È, ¯, ß, ¢, È, ç: Nukemeganai (Cunning)	097 159 112 105 248 227 210
, «, è, à, Ì: Kiremono (Sharp Person)	104 156 105 126 217 212 252
, Ð, È, , è, à, Ì: Hinekuremono (Rebel)	073 163 085 100 255 168 199
, Ý,  , Á, Ì, è: Mieppari (Vain)	112 155 119 094 240 241 190
, í, ¢, Û, Û: Wagamama (Selfish)	096 146 111 083 233 222 169
, È, «, Ð, µ: Nakimushi (Crybaby)	096 122 122 101 255 245 205
, ³, Ñ, µ, ¢, è, à: Sabishigariya (Lonely)	104 121 096 102 255 196 205
f^ftfKfC: Tafugai (Tough Guy)	117 128 163 076 165 328 153
, Ä, Á, ¶, ñ: Tetsujin (Strong Man)	110 105 161 081 209 318 163
, Ö, ±, ¼, è, È, ç: Hekotarenai (Losing Heart)	104 136 128 089 255 254 177
, , è, ¢, È, ñ: Kurounin (Worldly-Wise)	116 117 143 081 164 284 162
, ¢, ñ, Ì, è, à: Ganbariya (Tenacious)	105 128 136 092 200 276 188
, ¨, ¹, Á, ©, ç: Osekkai (Nosy)	111 117 135 075 168 269 152
, È, Û, ¯, à, Ì: Namakemono (Lazy)	120 096 141 061 255 286 122
, ., Ì, ¢, ß, ç, ¹, «: Zunoumeiseki (Clear-Headed)	100 140 124 111 235 252 225
, , ¼, Û, Á, Á, ©, ç: Atamadekkachi (Egg-Headed)	085 144 117 107 214 239 214
f{f}f`f`fXfg: Romanchisuto (Romantist)	102 145 125 097 255 253 198
, , Û,  , ñ, Û, ¢: Amaenbou (Spoiled Child)	100 141 109 098 234 223 199
f%fbfL{f}f": Rakki-man (Lucky Man)	114 148 128 095 255 261 190
, µ, , í, ¹, à, Ì: Shiawasemono (Happy Person)	092 146 119 087 255 239 172
, ¢, Á, ©, è, à, Ì: Ukkarimono (Thoughtless)	082 155 120 067 184 242 137
, ç, Á, Ö, «, ¨, ¨, ©, Ý: Ippikiookami (Lone Wolf)	107 151 142 103 180 283 206
, ç, , ¶, È, µ: Ikujinashi (Coward)	095 096 110 111 255 218 225
, ¨, ç, à, ¢, µ, à, Ì: Ochoushimono (Frivolous)	104 159 122 107 255 243 211
, Ð, Á, ±, Ý, ¶, , ñ: Hikkomijian (Shy)	113 096 152 104 227 308 211
, à, ³, µ, ç, Ð, ¢: Yasashiihito (Promiscuous)	113 122 129 097 235 259 191
fZfNfV{fMfff<: Sekushi-gyaru (Sexy Gal)	114 161 131 105 255 259 212

As you can see, Carousers have just plain awful stats, aside from Luck. More or less try to get the f%fbfL{f}f": Rakki-man (Lucky Man) Personality for males or the fZfNfV{fMfff<: Sekushi-gyaru (Sexy Gal) for females. Or you could simply not care and change him or her into a Sage as soon as possible.

/=====\   (III-P8) , È, ¢, ¼, : Touzoku (Thief)
-----
Personality   POW AGI STA INT LCK MHP MMP
-----







,ç,«,ã,¤,Ì,Ö,¼: Chikyuu no Hezo (Navel of the Earth)  
f<fUf~: Ruzami (Luzami)  
,©,ç,¼,,Ì,ç,!: Kaizoku no Ie (Pirate's House)  
fWfpf`fO: Jipangu (Jipang)  
,¨,ë,ç,Ì,Ç,¤,,Â: Orochi no Doukutsu (Orochi Cave)  
,½,Ñ,Ì,Æ,Ñ,ç,Ì,Û,±,ç: Tabi no Tobira no Hokora (Travel Door Shrine)  
,½,Ñ,Ñ,Æ,Ì,«,â,¤,©,ç: Tabibito no Kyoukai (Traveler's Church)  
fTf}f`fIfT: Samanosa (Samanosa)  
f%◆[,Ì,Ç,¤,,Â: Ra- no Doukutsu (Ra Cave)  
fOfŠf`f%fbfh: Gurinraddo (Greenlad)  
,Ö,ñ,°,ë,¤,¶,ñ,Ì,ç,!: Hengeroujin no Ie (Old Changing Man's House)  
,ä,¤,ê,ç,¹,ñ: Yuureisen (Phantom Ship)  
,Û,±,ç,Ì,ë,¤,²,: Hokora no Rougoku (Shrine Prison)  
flfNf◆fSf`fh,Ì,Ç,¤,,Â: Nekurogondo no Doukutsu (Necrogond Cave)  
flfNf◆fSf`fh,Ì,Û,±,ç: Nekurogondo no Hokora (Necrogond Shrine)  
fEfCfAfEf%`fh: Reiamrando (Leiamland)  
,Ó,µ,ç,â,¤,Ì,³,ç,¾,ñ: Fushichou no Saidan (Phoenix Bird's Altar)  
fof%f,fX,¶,â,¤: Baramosujou (Baramos' Castle)  
,è,ã,¤,Ì,¶,â,¨,¤,Ì,µ,ë: Ryuu no Jouou no Shiro (Dragon Queen's Castle)  
fMfAfK,Ì,¨,¨,È: Giaga no Ooana (Great Pit of Giaga)  
,Ó,È,Â,«,Î: Funatsukiba (Harbor)  
f%f\_fg◆[f€: Radato-mu (Ladutorm)  
fhf€fh◆[f%: Domudo-ra (Domdora)  
,ç,í,â,Û,Ì,Ç,¤,,Â: Iwayama no Doukutsu (Rocky Mountain Cave)  
,Û,¨,¤,Ìfçf◆, ,Æ: Maou no Tsumeato (Devil's Nail Mark)  
fKf%fC,Ì,ç,!: Garai no Ie (Garai's House)  
f}fCf%: Maira (Maira)  
f<frfX,Ì,Æ,¤: Rubisu no Tou (Rubiss Tower)  
,Ê,Û,ç,Ì,Ç,¤,,Â: Numachi no Doukutsu (Marshland Cave)  
fŠf€f<f\_◆[f<: Rimuruda-ru (Rimuldar)  
,¹,ç,ê,ç,Ì,Û,±,ç: Seirei no Hokora (Spirit Shrine)  
f◆f<fLfh: Merukido (Merkido)  
,¹,ç,È,é,Ì,Û,±,ç: Seinaru no Hokora (Sacred Shrine)  
fl◆[f},Ì,µ,ë: Zo-ma no Shiro (Zoma's Castle)  
`VŠE,Ì,Ç,¤,,Â: Tenkai no Doukutsu (Sky World Cave)  
f[fjX,Ì,µ,ë: Zenisu no Shiro (Zenith Castle)  
`VŠE,Ì,Æ,¤: Tenkai no Tou (Sky World Tower)

-----  
/=====\  
\ (III-R) Extra Stuff /  
/=====\  
-----

This section regards stuff found thanks to deskjockey\_, such as dummied-out monsters and items. Also in this section are bug fixes, and bugs that are still present in the game.

```
/=====\  
\ (III-R1)                Dummied Monsters                \  
/=====\  

```

Dummied monsters are simply enemies you cannot fight normally in the game, but were left in the game's code (mainly for testing). There is at least one interesting dummied monster though...

```
/=====Monster#137=====\  
\ fIf<fefK: Orutega (Ortega)                                \  
\ Max HP: 400                                              \  
\ MP: 27                                                  \  
\ Experience: 0                                           \  
\ Gold: 0                                                 \  
\ Attack Power: 230                                       \  
\ Defense Power: 220                                    \  
\ Agility: 100                                           \  
\ Battle Actions: Attacks, casts fofMfNf♦fx: Bagikurosu (Infermost), casts /  
\                    f%fŠfz♦[: Rariho- (Sleep), casts fxfzf}: Behoma (Healall) \  
\ Ortega's sprite is just like Kandata's. He wears a purple/blue hood and /  
\ cape, and light green gloves. His skin/suit color is a darker shade of \  
\ the Champagne Tower version of Kandata.                \  
\ For those familiar with the NES version, when you witnessed Ortega's \  
\ battle with the King Hydra, both characters appeared as normal battle /  
\ sprites. However in the NES version, Ortega did not have the same \  
\ sprite as Kandata..                                     \  
/=====\  

```

```
/=====Monster#141=====\  
\ ,¯,¢,¯,ñ,¿: Keikenchi (Experience)                    \  
\ Max HP: 8                                              \  
\ MP: 0                                                  \  
\ Experience: 65,535                                       \  
\ Gold: 2                                                 \  
\ Attack Power: 9                                         \  
\ Defense Power: 5                                        \  
\ Agility: 4                                             \  
\ Battle Actions: Attacks, flees                          \  
\ This monster looks like a regular Slime, but yields the maximum \  
\ Experience value and is simple to kill. Probably used for simple /  
\ levelling?                                             \  
/=====\  

```

```
/=====Monster#142=====\  
\ ,¨,©,Ë: Okane (Money)                                  \  
\ Max HP: 8                                              \  
\ MP: 0                                                  \  
\ Experience: 4                                           \  
\ Gold: 1,023                                             \  
\ Attack Power: 9                                         \  
\ Defense Power: 5                                        \  
\ Agility: 4                                             \  
\ Battle Actions: Attacks, flees                          \  
\ This monster looks like a regular Slime, but yields 1,023 gold, and is \  
\ much easier to kill than a Dancing Jewel or Gold Man.  \  
/=====\  

```

```
/=====Monster#143=====\  
\ ,1,ñ,½,fofJ: Sentakubaka (Generally Stupid) /  
/ Max HP: 1,023 \  
\ MP: 65,535 (probably infinite) /  
/ Experience: 0 \  
\ Gold: 0 /  
/ Attack Power: 50 \  
\ Defense Power: 50 /  
/ Agility: 50 \  
\ Battle Actions: Nothing /  
/ These creatures do nothing, but when encountered you can set what you \  
\ want them to do, so most likely they were put in to test out various /  
/ attacks/commands, and have a lot of HP to mess around with. They look \  
\ like a regular Slime. /  
/=====
```

```
/=====Monster#144=====\  
\ ,1,ñ,½,,É,ñ,°,ñ: Sentakuningen (Generally Human) /  
/ Max HP: 1,023 \  
\ MP: 65,535 (probably infinite) /  
/ Experience: 0 \  
\ Gold: 0 /  
/ Attack Power: 50 \  
\ Defense Power: 50 /  
/ Agility: 50 \  
\ Battle Actions: Nothing /  
/ These creatures do nothing, but when encountered you can set what you \  
\ want them to do, so most likely they were put in to test out various /  
/ attacks/commands, and have a lot of HP to mess around with. They look \  
\ like a regular Slime. /  
/=====
```

```
/=====Monster#145=====\  
\ ,1,ñ,½,,©,Ý: Sentakukami (Generally God) /  
/ Max HP: 1,023 \  
\ MP: 65,535 (probably infinite) /  
/ Experience: 0 \  
\ Gold: 0 /  
/ Attack Power: 50 \  
\ Defense Power: 50 /  
/ Agility: 50 \  
\ Battle Actions: Nothing /  
/ These creatures do nothing, but when encountered you can set what you \  
\ want them to do, so most likely they were put in to test out various /  
/ attacks/commands, and have a lot of HP to mess around with. They look \  
\ like a regular Slime. /  
/=====
```

```
/=====Monster#146=====\  
\ ,1,ñ,½,0: Sentaku 0 (Generally 0) /  
/ Max HP: 1,023 \  
\ MP: 65,535 (probably infinite) /  
/ Experience: 0 \  
\ Gold: 0 /  
/ Attack Power: 50 \  
/
```

```
\ Defense Power: 50 /
/ Agility: 50 \
\ Battle Actions: Nothing /
/ These creatures do nothing, but when encountered you can set what you \
\ want them to do, so most likely they were put in to test out various /
/ attacks/commands, and have a lot of HP to mess around with. They look \
\ like a regular Slime. /
/=====\
```

```
/=====Monster#147=====\
\ ,1,ñ,½,1: Sentaku 1 (Generally 1) /
/ Max HP: 1,023 \
\ MP: 65,535 (probably infinite) /
/ Experience: 0 \
\ Gold: 0 /
/ Attack Power: 50 \
\ Defense Power: 50 /
/ Agility: 50 \
\ Battle Actions: Nothing /
/ These creatures do nothing, but when encountered you can set what you \
\ want them to do, so most likely they were put in to test out various /
/ attacks/commands, and have a lot of HP to mess around with. They look \
\ like a regular Slime. /
/=====\
```

```
/=====Monster#148=====\
\ ,1,ñ,½,2: Sentaku 2 (Generally 2) /
/ Max HP: 1,023 \
\ MP: 65,535 (probably infinite) /
/ Experience: 0 \
\ Gold: 0 /
/ Attack Power: 50 \
\ Defense Power: 50 /
/ Agility: 50 \
\ Battle Actions: Nothing /
/ These creatures do nothing, but when encountered you can set what you \
\ want them to do, so most likely they were put in to test out various /
/ attacks/commands, and have a lot of HP to mess around with. They look \
\ like a regular Slime. /
/=====\
```

```
/=====Monster#149=====\
\ ,1,ñ,½,3: Sentaku 3 (Generally 3) /
/ Max HP: 1,023 \
\ MP: 65,535 (probably infinite) /
/ Experience: 0 \
\ Gold: 0 /
/ Attack Power: 50 \
\ Defense Power: 50 /
/ Agility: 0 \
\ Battle Actions: Nothing /
/ These creatures do nothing, but when encountered you can set what you \
\ want them to do, so most likely they were put in to test out various /
/ attacks/commands, and have a lot of HP to mess around with. They look \
\ like a regular Slime. /
/=====\
```

-----  
/=====\  
\ (III-R2) Dummied Items /  
/=====\

This section deals with items that were left into the game's code, but are unavailable to actually get when playing regularly. One item should ring a bell for veterans of the Famicom/NES version.

/=====\  
\ ,Ä,Â,Ì,» ,ë,Î,ñ: Tetsu no Soroban (Iron Abacus) /  
/ Buy price: - / Sell price: 472 gold \  
\ Attack Power +20 / Who can equip: MR /  
/ Where bought: Not buyable \  
\ Where found: Nowhere /  
/ Dropped by: Nothing \  
\ This weapon was probably dropped because it's so crappy. /  
/=====\

/=====\  
\ , ·, ¢, µ, å, ¢, ¾, Ü: Suishoudama (Crystal Ball) /  
/ Buy price: - / Sell price: 0 gold \  
\ Where bought: Not buyable /  
/ Where found: Nowhere \  
\ Dropped by: Nothing /  
/ No idea what the item would do. It wouldn't do anything in or out of \  
\ battle, nor when standing in front of a townspeople. /  
/=====\

/=====\  
\ , µ, ÌfIf<fS♦[f<: Shi no Orugo-ru (Death Organ) /  
/ Buy price: - / Sell price: 0 gold \  
\ Where bought: Not buyable /  
/ Where found: Nowhere \  
\ Dropped by: Nothing /  
/ This unusual item, when used in a battle, kills off your entire party. \  
\ Monsters will then run away from the scene (not bosses) and the battle /  
/ ends. If you have an , ¢, Ì, ¿, Ì, ¢, µ: Inochi no Ishi (Life Stone) in \  
\ your possession, it will break and you will live. /  
/=====\

/=====\  
\ , Ý, , , Å, Á, Û, ¢: Mizudeppou (Water Pistol) /  
/ Buy price: - / Sell price: 15 gold \  
\ Where bought: Not buyable /  
/ Where found: Nowhere \  
\ Dropped by: Nothing /  
/ In this version of the game, nothing happens when you use it. Astute \  
\ players of the Famicom/NES version will remember receiving this item /  
/ from a child in Muor. That item was replaced with Ortega's Helmet in \

\ the remake. /  
/=====\  
  
-----

/=====\  
\ (III-R3) Bugs /  
/=====\  
  
-----

This section concerns bugs in the game. While some bugs from earlier versions of the game were removed, some new ones appeared, and even at least one was not in this version, but then came up in the North American release of the Game Boy Color version.

There were a couple of bugs in the Famicom/Nintendo version of the game that were fixed for the Super Famicom release.

-----

#### Parry-Fight bug

First off was the 'Parry-fight' bug, that allowed you to make the first 3 characters in a four-character party choose the Defend/Parry command, then cancel it out, and choose whatever else. Doing so would give you the benefit of the half-damage from Defend/Parry while actually doing a different command altogether. This bug is not in the Super Famicom version, nor the Game Boy Color versions.

-----

#### Messed up Hero spells bug

Another bug that was present in the NES version would happen if you made a lot of extra characters at the tavern. Doing so could give the Hero 8 spells right off at Level 1, such as Heal, Expel, Firebal, and Return.

The downside to this bug was that spells that normally could be used in or out of battle (such as Return) were changed to battle-only for the Hero. They were simply blank spots in the Hero's spell list.

Some people have even stated that some non-magic characters such as Soldiers were sometimes given the Snowstorm spell when they made a Soldier. This bug is not in the Super Famicom version, nor the Game Boy Color versions.

-----

#### Silver Harp bug

Yet another bug in the NES version would be if you used the Silver Harp in the Fight Contest area. Play the Harp, then talk to the ticket seller. The top monster is replaced with a blank spot and doesn't even show up in the battle. This makes for some weird results with the winner, and in the case of two monsters supposed to fight, only one will show up and automatically win. I had never heard about this bug until I saw the trick submitted by pepper2000. Please go to the Dragon Quest/Warrior 3 NES section

of gamefaqs for the full info on how to utilize the trick. This bug is not in the Super Famicom version, nor the Game Boy Color versions.

-----

#### Dice Game/Pachisi Board bug

This bug for some reason, seems to only be present in the North American release of the Game Boy Color version. Obviously it doesn't exist in the Famicom/NES version, as there were no boards. Testing on the Super Famicom version came up negative, as did testing on the Japanese Game Boy Color version.

Since I could never get it to work (or really knew how), I was answered by Paulygon on the Dragon Warrior 3 Message Board, and this is what he said:

"The glitch happens as soon as the STR goes down on a qualifying square. After it does, check your character info and you'll see the Exp is radically different (some of the other stats might be different as well). The next battle will trigger the levelling, so that the character's level will "catch up" to their experience. It's kind of funny.. if you see a king before getting into a fight, he will say that the character "has gained experience in a manner I can't determine", or something like that. :-) (This also happens if the shoes of happiness cause the exp to go over to the next level and you see a king before getting into a fight)"

"What happens is the glitch causes some of the player data to be written one byte earlier than it should be. Part of that is the player's experience... the highest byte (representing multiples of 65536) is replaced with the one for multiples of 256, so the character suddenly gets lots of exp, but it also seems to affect other stats a bit as well."

Thanks to Paulygon for his explanation.

-----

#### Upper/Increase Equip Change bug

Strangely, this bug is \*not\* in the Famicom/NES version of the game, only in the Super Famicom and Game Boy Color remakes.

For some reason, any increases of Defense Power by the Upper/Increase spells get taken away if you change anything equipped in a battle to something else.

For example, in a battle with King Hydra, say you cast fXfJf%: Sukara (Upper) on your Hero until he or she had maximum Defense Power (1,023), then you decided to change your Hero's equipped weapon from the Flame Boomerang to the Falcon Sword.

Doing so then resets your Defense Power from 1,023 to your default/base Defense. All Defense Power-increasing spells will have to be re-cast on that character. Any change of any kind of equipment in a battle makes the bug happen. Only the character that changed equipment is affected.

-----

#### Double-damage to Metals 'bug?'

Not really a 'bug', but more of a handy strategy. This 'bug' works in all versions of this game, and is pretty good. Simply cast the Bikill/Twinhits spell on a character, and if he or she hits a Metal monster, that character will do 2 damage instead of 1. On the Super Famicom/Game Boy



Color versions, if you hit with both hits from a Falcon Sword, only the first hit will do 2 damage.

Speaking of which, the Falcon Sword *was* nerfed in the remakes. In the NES/Famicom version, both hits from a Falcon Sword were of the same power. Whips and Boomerangs will do 2 damage for the first hit if it connects, but the Poison Needle will still only do 1 damage. Not so in the Super Famicom and Game Boy Color versions.

-----

#### 1-Hit Metal Kills bug

This bug was just now discovered by myself when I was trying to see if the 2-damage trick worked in the NES version. With my two party members (the Hero and a Sage), I fought a Sky Dragon and 7 Metal Slimes.

I cast Bikill on the Hero (equipped with a Falcon Sword), and she simply attacked the Metal Slimes the whole time. The Sage killed the Sky Dragon, and *without* casting Bikill, I had her attack a Metal Slime...for 26 damage.

Next round, the Hero missed both attacks, while the Sage hit another Metal Slime for 19 damage. Very interesting, but alas, this does not happen in the Super Famicom nor Game Boy Color versions..and would have been nice had I known about it before today.

-----

```
/=====\  
\ (III-S)           Version History           /  
/-----\  
\ Version 3.0  01/27/04-Fixed formatting, completed the final Sugoroku/Dice /  
/                Game board section, added a handy Table of Contents \  
\                along with the search codes, completed the           /  
/                equipment lists, monster info, and appendix         \  
\                sections. More or less, a ton of stuff was added     /  
/                to the guide (it almost tripled in size).           \  
\ Version 2.2  11/29/01-Walkthrough complete through beating Baramos, all /  
/                of Alefgard, Dice Game #4, beating Zoma, and the     \  
\                Sky World. Dice Game #5 is also lightly covered.     /  
/                Included a Status Spell effects (if say, Stopspell \  
\                worked against so-and-so enemy). Included a Thanks /  
/                Section at the end as well. This should be the     \  
\                final version unless I made a really bad error that /  
/                should be fixed.                                     \  
\ Version 2.1  11/26/01-Walkthrough complete through getting the Green Orb, /  
/                Blue Orb, Red Orb, Purple Orb, Ra Mirror, Change     \  
\                Staff, Sailor's Bone, Love Memory, Gaia Sword,       /  
/                Silver Orb, Yellow Orb, and reviving Ramia. Also    \  
\                included a Return spell list and Small Medals prize /  
/                list. Made a couple of corrections as well.         \  
\ Version 2.0  11/21/01-Made some format changes, and added the 'Quick /  
/                Summary' sections. Fixed a lot of typo              \  
\                corrections.                                         /  
/                Walkthrough complete through Tedon, Sioux, dropping \  
\                off a Merchant for the New Town, Edinbear, Final     /  
/                Key, Dice Game #3, and the Tower of Arp. Added      \  
/
```

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\           Small Medals list and Weapon Shop list to Appendix /
/           section. /
\ Version 1.5 11/17/01-Walkthrough complete through Portoga, Baharata, /
/           Muor, Garuna Tower, Kidnappers' Hideout, and /
\           getting the ship. Also made more corrections and /
/           added more sell values for some weapons, armor, and \
\           other items. /
/ Version 1.4 07/23/01-Walkthrough complete through the Pyramid and Gold \
\           Claw. /
/ Version 1.31 07/21/01-Added Dice Game #2 near Assaram. \
\ Version 1.3 07/16/01-Walkthrough complete through waking the town of /
/           Noaniel and made a few spelling corrections. \
\ Version 1.2 07/12/01-Walkthrough complete through Kazab Village. Added /
/           more weapons, armor, shields, and helmets. Also \
\           added Dice Game #1. /
/ Version 1.1 07/08/01-Updated walkthrough; added spell lists. \
\ Version 1.0 06/01/00-Walkthrough started. /
/=====\

```

```

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/=====\
\ (III-T)           --Thanks-- /
/=====\

```

Just a little thank-you section...

Thanks to:

- Enix for making my favorite Dragon Warrior game even better.
- My mom for putting up with me while I played these crazy games all the time, and allowing me to buy even more crazy games with her credit card.
- Anyone who has read this guide and played the game because of it.
- deskjockey\_ for providing the stats for some monsters that I couldn't get myself, namely boss monster Agility as well as the Attack Power and MP for all monsters, and exact HP for the new monsters (also changed totals for old ones), and the info/ability to fight the dummied monsters. Many, many thanks to a very cool and patient guy.
- Anyone who has sent an email to me about this guide, or DQ/DW.
- Kyle Harrison (Nos) for playing through the game while reading this guide, helping out with many of the Book and Personality names, and suggesting a couple of things I put into the Appendix section.
- Alex Jackson for giving me the ok to do my version of the Personality Comparisons, as well as the definition of 'atamadekkachichi', and a heads-up about more than just one dummied-out item.
- The Gamefaqs Japan board for a couple names of things I could not find (daveinjapan for Rotting Corpse, elusivepotato for the definition of 'maketara akan', and PBSaffran for confirming the Bunny Ears Band).
- Paulygon on his explanation of the Dice Game/Pachisi bug found in the North American release of the Game Boy Color version.
- pepper2000 for submitting the weird Silver Harp trick/bug for the NES version of this game.
- Gamefaqs for hosting my guides/faqs.
- My sanity for allowing me to work on a guide off and on for 5 years and

still love the game the guide is written for.  
-Someone very special to me, in which the posting date of the final version  
of this guide marks the 2nd anniversary of her passing. 03/25/84-01/27/02  
Strangely, it was purely coincidental.

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That's it for now, unless I get enough emails about anything else or any  
additions/changes. Thank you for reading my FAQ and email with any questions  
(akaiscarlet@hotmail.com) or if you just want to talk to someone about any  
of the Dragonquest games, or any other games I have written FAQ's for.

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