

Shining Force: The Sword of Hajya FAQ/Strategy Guide

by Apathetic Aardvark

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Shining Force II: Sword of Hajya Complete Game Walkthrough

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I am also known as SineNomine

Email: sinenomine@gmail.com
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ii) Version History

1/1/05 Began planning! Completed most of Characters section.
1/2/05 First three chapters done. Most of enemy list and weapon list done.
Item list nearly done. Character list and descriptions done.
1/3/05 Finished everything which was not done. Some spell levels unknown due

to extreme time consumption of leveling people up beyond 17. If anyone has the information I lack, feel free to email it to me.

2/x/05 - Making minor changes. Also, feel free to use my battlefield maps for this game as well, might make some descriptions easier. Added stat charts.

iii) Characters

1. Classes
2. Detailed character information.
3. Character stating stats.
4. Non-Playable Characters

1. Classes

There are many classes of characters in the game. It is important to know them, if and what they promote into, and what types of weapons they can use. All characters can be promoted once they reach level 10. You may wait beyond that if you wish. Characters may only be promoted once. Characters who join the party after being promoted may not be promoted again. Promoted Characters can use better weapons, see the weapons listing further down in the guide.

- ACHR- Archer, Chester is the only archer in the game, and promotes into a sniper.
- BSKR - Berserker, uses no weapons, Gyan is the only one in the game.
- BWKN - Bow Knight, Graham can be promoted into one and uses arrows.
- GLDR - Gladiator, They use axes, Jaha can be promoted into one, Rohde starts as one.
- HEAL - Healer, Slade starts as one, and uses staves. Can be promoted to SBRN.
- HERO - Hero, The prompted for of a Swordsman. Deanna is the only one. Uses swords.
- KNTE - Knight, Uses lances and spears. Dawn and Eric start as knights and may be promoted into Paladins.
- MAGE - Mage, uses staves. Can be promoted into a Wizard. Natasha is a mage.
- MONK - Monk, uses gloves. Luke is a monk and may be promoted into a Master Monk.
- MSMK - Master Monk, uses gloves. Luke is promoted into this.
- NINJ - Ninja, uses swords. Higin is the only Ninja in the game.
- PLDN - Paladin, uses lances and spears. Knights may be promoted into Paladins. Randolf starts as a paladin.
- PRNC - Prince, uses swords. Nick is the only Prince in the game.
- RANG - Ranger, Graham starts as a ranger, uses arrows and may be promoted into a bow knight.
- SBRN - No idea what it stands for, healers are promoted into these. They use staves, Sarah starts as one.
- SDMN - Swordsman, uses... well, duh. Deanna is the only one and may be promoted into a Hero.
- SKYW - Sky Warrior, uses swords. Claude is the only one. Can fly.
- SMRI - Samurai, Rush is the only one, uses swords.
- SNIP - Sniper, Promoted form of an archer. Uses arrows.
- WARR - Warrior, Jaha starts as one. Uses axes and promotes to Gladiator.
- WIZD - Wizard, uses staves, promoted for of Mage. May starts as a Wizard.

2. Detailed character information.

This section will detail the characters who are part of the storyline and may

be used. This section contains SPOILERS SPOILERS SPOILERS SPOILERS SPOILERS SPOILERS SPOILERS SPOILERS so do not read if you don't want some aspects of the plot ruined.

First, the stats. Please note, stat games are random from game to game, but usually fall very close to each other no matter how often you play. I do not promise that your characters will fall into the same general rules as mine, but they should. All attack values are WITHOUT a weapon, so add the appropriate weapon bonus to the attack to get the true figure. These stats are for unpromoted class [up to 20] and promoted class [up to 15, with a few exceptions].

The spell charts are for true level. When you promote, whether you promoted at level 10, level 20, or anywhere in between, it counts as level 11.

Deanna - Swordsman - Human

Deanna is the leader of the Shining Force. If Deanna is defeated in battle, the entire team will lose the battle. You will also lose half of your gold for losing. Never let Deanna get too far out in the open. Deanna has the Egress spell to start with.

Deanna starts out about average, once promoted, to a Hero, Deanna will get great defensive bonuses to allow him to take a bit of damage. He will also learn bolt spells. With the Shining Sword and a White Ring, Deanna is damn near impossible to kill and deals a great amount of damage.

Deanna	12	8	7	6	4
Level	HP	MP	ATT	DEF	AGI

2	0	1	1	2	1
3	1	1	1	2	1
4	1	1	2	1	1
5	1	1	2	1	1
6	2	1	2	2	1
7	2	1	1	2	1
8	2	1	2	1	1
9	2	1	1	1	0
10	3	0	1	1	1
11	1	0	1	1	0
12	2	1	0	1	0
13	2	0	1	1	0
14	1	0	1	0	0
15	2	0	1	1	1
16	0	1	1	1	0
17	0	1	1	1	0
18	0	0	1	0	0
19	0	1	1	0	1
20	0	0	1	0	1
Avg	1.158	0.632	1.158	1.000	0.579
L10	26	16	20	19	12
L15	34	20	29	25	15

Deanna Promoted

Level	HP	MP	ATT	DEF	AGI

2	2	1	1	3	1
3	2	1	2	3	1
4	2	1	1	3	2
5	2	1	2	3	1

6	2	0	2	2	0
7	2	1	2	3	1
8	2	1	1	2	0
9	2	0	1	2	0
10	2	1	1	2	1
11	1	1	1	1	0
12	1	1	1	1	1
13	1	0	1	0	0
14	1	1	1	1	0
15	2	0	0	1	1
Pavg	1.714	0.714	1.214	1.929	0.643
Psta	24	10	17	27	9
Fin10	50	26	37	46	21
Fin20	58	30	46	52	24

Egress: Starts with

Bolt: Level 16

Bolt 2: Level 20

Bolt 3: Level 25

Bolt 4: Level 30

Natasha - Mage - Human

Natasha is by far and away the hottest character in the game. That having been said, she's also a great addition to any party. She has low attack, defense and HP, but she has a great variety of magical attacks. She starts with Egress and Blaze. Eventually, she will gain both Blaze 3 and Freeze 3, two of the best damage spells in the game.

At some points of the game, Natasha will be the party leader, so it is best to make sure she is strong enough for these points. She promotes into a wizard, which is not too different from a mage. Natasha is a character you should consider not promoting right away, to allow her to build up some extra stats from extra unpromoted levels, particularly MP.

Natasha	9	8	6	6	6
Level	HP	MP	ATT	DEF	AGI
2	1	2	1	1	1
3	2	2	1	1	1
4	2	2	1	1	1
5	1	2	1	1	1
6	1	2	0	1	1
7	1	2	1	0	1
8	1	3	1	1	1
9	1	2	0	1	1
10	1	2	1	1	1
11	1	1	0	1	1
12	1	2	1	1	1
13	0	1	1	1	0
14	1	2	0	0	0
15	1	1	1	1	1
16	1	1	1	1	1
17	1	1	0	0	0
18	1	1	0	1	0
19	1	2	0	0	1
20	1	2	0	0	0
Avg	1.450	2.050	0.850	1.000	1.000

L10	20	27	13	14	15
L15	29	41	17	20	20

Natasha Promoted

Level	HP	MP	ATT	DEF	AGI
2	2	1	0	1	1
3	2	2	0	1	1
4	1	2	0	1	0
5	2	1	1	1	1
6	1	2	1	1	1
7	1	1	0	2	1
8	2	1	1	1	1
9	1	2	1	1	1
10	1	2	1	1	1
11	1	1	0	2	0
12	1	1	1	2	1
13	1	1	0	3	0
14	1	0	1	2	0
15	1	1	0	2	1
Pavg	1.286	1.286	0.500	1.500	0.714
Psta	18	18	7	21	10
Fin10	38	45	20	35	25
Fin20	47	59	24	41	30

Egress: Starts with

Blaze: Stats with

Blaze 2: Level 8

Blaze 3: Level 17

Blaze 4: Level 30

Freeze: Level 4

Freeze 2: Level 13

Freeze 3: Level 22

Boost: Level 26

Dawn - Knight - Centaur

Dawn is a centaur. All centaurs have very poor movement range in mountains and forests, but walk un-obscured in most other places. Dawn is probably the best knight in the game. While her damage is not quite as high as Randolph's, her defense is awesome. Chance are throughout most of the game, very few enemies will do more than a couple of damage to her.

Dawn is my personal favorite character in the game, because of the amount of tanking she can do and still being able to deliver some damage. She promotes into a Paladin.

Dawn Level	HP	MP	ATT	DEF	AGI
2	2	0	1	1	1
3	2	0	1	1	1
4	1	0	1	2	1
5	1	0	1	1	0
6	1	0	1	2	0
7	1	0	1	1	1
8	2	0	1	1	1
9	1	0	1	1	1

10	2	0	1	1	1
11	1	0	1	1	0
12	0	0	1	1	0
13	1	0	1	1	0
14	1	0	1	0	1
15	1	0	1	1	1
16	1	0	1	1	0
17	1	0	1	0	0
18	1	0	1	1	0
19	0	0	1	1	0
20	0	0	1	1	0
Avg	1.053	0.000	1.000	1.000	0.474
L10	25	0	15	17	12
L15	32	0	25	25	14

Dawn Promoted

Level	HP	MP	ATT	DEF	AGI
2	2	0	1	3	1
3	2	0	0	2	1
4	1	0	1	2	1
5	2	0	1	3	0
6	1	0	2	2	1
7	1	0	2	2	1
8	1	0	2	2	0
9	1	0	2	2	1
10	2	0	2	2	0
11	1	0	1	1	0
12	1	0	1	1	1
13	0	0	2	1	0
14	1	0	2	1	0
15	1	0	2	1	0
Pavg	1.214	0.000	1.500	1.786	0.500
Psta	17	0	21	25	7
Fin10	42	0	36	42	19
Fin20	49	0	46	50	21

Eric - Knight - Centaur

Eric is the male version of Dawn. His attack is slightly better, but his defensive powers are often substantially lower than Dawn's. He's still a decent character though. He does end with a lot more HP than Dawn, but this is only good for dodgin spellles. He promotes into a Paladin too. By the end of the game though, Eric will probably not be in your party.

Eric Level	HP	MP	ATT	DEF	AGI
2	1	0	1	1	1
3	1	0	2	0	1
4	2	0	2	0	1
5	1	0	2	0	0
6	1	0	1	2	1
7	2	0	1	2	1
8	1	0	2	2	1
9	2	0	1	2	1
10	1	0	2	2	0
11	1	0	1	1	0

12	0	0	1	2	0
13	1	0	1	1	1
14	0	0	1	2	0
15	1	0	1	1	1
16	0	0	1	0	1
17	2	0	1	0	0
18	1	0	1	1	0
19	1	0	1	0	1
20	1	0	0	0	0
Avg	1.053	0.000	1.211	1.000	0.579
L10	25	0	21	17	12
L15	33	0	30	25	16

Eric Promoted

Level	HP	MP	ATT	DEF	AGI
2	2	0	1	2	1
3	2	0	1	1	1
4	2	0	1	2	1
5	2	0	2	1	0
6	2	0	1	2	1
7	2	0	1	1	1
8	2	0	1	1	1
9	2	0	2	1	1
10	3	0	2	1	1
11	1	0	1	1	0
12	2	0	1	1	0
13	1	0	1	1	0
14	1	0	1	1	0
15	1	0	1	2	0
Pavg	1.786	0.000	1.214	1.286	0.571
Psta	25	0	17	18	8
Fin10	50	0	38	35	20
Fin20	58	0	47	43	24

Jaha - Warrior - Dwarf

Jaha starts the game with the least amount of HP, but the best defense. His movement range is quite poor, which can make him the first obsolete character. He can still pack a decent punch in the late game, and has great HP allowing him to soak up magical attacks too. Jaha can use axes and becomes a great meat shield in the late game. Give him something to help his movement though!

Jaha Level	HP	MP	ATT	DEF	AGI
2	1	0	1	0	1
3	2	0	1	1	1
4	1	0	2	0	1
5	2	0	1	0	0
6	2	0	1	2	1
7	1	0	2	2	1
8	2	0	2	2	1
9	1	0	1	2	1
10	2	0	1	3	1
11	1	0	1	2	0
12	2	0	1	1	0
13	1	0	1	1	0

14	0	0	0	2	0
15	1	0	1	1	0
16	1	0	1	1	1
17	1	0	1	1	0
18	1	0	1	0	0
19	1	0	1	0	0
20	1	0	1	0	1
Avg	1.650	0.000	1.450	1.500	0.700
L10	23	0	20	21	12
L15	33	0	29	30	14

Jaha Promoted

Level	HP	MP	ATT	DEF	AGI
2	3	0	1	2	0
3	3	0	1	2	1
4	3	0	1	2	0
5	3	0	1	2	0
6	2	0	2	2	0
7	2	0	2	2	1
8	2	0	2	2	1
9	2	0	1	2	1
10	2	0	1	2	1
11	1	0	1	2	1
12	1	0	1	2	1
13	1	0	1	2	1
14	1	0	0	1	0
15	0	0	1	1	1
Pavg	1.857	0.000	1.143	1.857	0.643
Psta	26	0	16	26	9
Fin10	49	0	36	47	21
Fin20	59	0	45	56	23

Luke - Monk - Half-Giant

Luke is a very unique character. He has four spells, all of them curative or status changing. Luke moves kind of slow and starts out pretty weak. Do not let this fool you. Aside from maybe Claude, he gets the biggest stat boosts per level up in the game. He's a powerful character to have, and doubles as a secondary healer, though his MP will never be high enough to allow him to go straight spell casting. Luke promotes into a Master Monk.

Level	HP	MP	ATT	DEF	AGI
2	1	1	3	1	1
3	1	1	3	2	1
4	1	2	3	1	1
5	1	2	3	1	1
6	2	1	2	1	1
7	1	1	2	2	1
8	2	1	2	1	1
9	2	1	2	2	1
10	2	1	2	2	1
11	1	1	1	1	0
12	0	1	0	1	1
13	1	0	1	1	0
14	1	1	1	0	1

15	1	1	1	1	0
16	1	0	0	1	0
17	1	0	0	1	1
18	1	0	0	1	1
19	1	1	0	1	1
20	1	0	0	1	0
Avg	1.750	1.100	1.550	1.300	0.950
L10	26	17	27	17	14
L15	35	22	31	26	19

Luke Promoted

Level	HP	MP	ATT	DEF	AGI
2	2	1	3	3	0
3	1	1	3	2	0
4	1	1	3	3	1
5	1	1	3	3	1
6	1	1	2	2	1
7	1	1	2	2	0
8	2	1	2	2	0
9	1	1	3	2	1
10	1	1	2	2	1
11	1	1	1	0	0
12	1	0	1	1	0
13	1	0	1	1	0
14	1	0	1	1	0
15	1	0	0	0	0
Pavg	1.143	0.714	1.929	1.714	0.357
Psta	16	10	27	24	5
Fin10	42	27	54	41	19
Fin20	51	32	58	50	24

Heal: Starts with

Heal 2: Level 3

Heal 3: Level 17

Heal 4: Level 25

Detox: Level 6

Detox 2: Level 22

Slow: Level 1

Dispel: Level 13

Slade - Healer - Dwarf

Slade is a healer. To be honest, he becomes useless once you get Sarah, probably even before then. His spells are decent, but he moves too slow and dies too easily. He has trouble keeping up level wise unless you use quick religiously. His lack of melee skill combat make him a burden in battle. He promotes into a SBRN, whatever the hell that is. His defense, as before mentioned, is far too low. If you really insist on using him, White Ring or Protect Ring.

Slade Level	HP	MP	ATT	DEF	AGI
4	0	2	0	1	1
5	1	2	0	1	1
6	1	2	2	1	1
7	1	2	2	1	1

8	1	2	2	1	1
9	1	2	3	1	1
10	1	1	2	1	1
11	1	2	1	0	0
12	0	2	2	0	0
13	0	2	2	0	0
14	0	2	1	1	1
15	0	1	1	1	0
16	0	1	0	0	1
17	0	2	0	1	1
18	0	1	0	0	0
19	0	1	0	1	1
20	0	0	0	1	1
Avg	1.056	2.167	1.389	1.056	1.000
L10	18	25	18	14	13
L15	19	39	25	19	18

Slade Promoted

Level	HP	MP	ATT	DEF	AGI
2	1	1	1	0	1
3	1	1	1	0	1
4	1	2	1	1	1
5	1	1	1	1	0
6	0	2	1	2	1
7	1	1	1	1	1
8	1	1	1	1	0
9	1	1	0	1	1
10	1	1	1	1	0
11	0	1	0	2	0
12	0	1	1	2	1
13	1	1	0	2	1
14	1	1	1	2	0
15	1	1	1	2	0
Pavg	0.786	1.143	0.786	1.286	0.571
Psta	11	16	11	18	8
Fin10	29	41	29	32	21
Fin20	30	55	36	37	26

Heal: Starts with
 Heal 2: Starts with
 Heal 3: Level 18
 Heal 4: Level 27
 Muddle: Level 7
 Muddle 2: Level 15
 Quick: Level 10
 Quick 2: Level 21
 Blast: Level 12
 Blast 2: Level 24
 Blast 3: Level 30

Graham - Ranger - Centaur

Graham is another centaur, meaning his walking suffers on forests and mountains. He has a great advantage though, range. Using the late game weapons, once promoted to a Bow Knight, Graham's range will be greater than or equal to any other skill in the game. He does great damage for having ranged

attacks, too. His only weakness is his low defense, which can cause him problems if he gets out in the open, or pinned.

Graham Level	18 HP	0 MP	10 ATT	12 DEF	9 AGI
7	1	0	1	0	1
8	1	0	2	1	1
9	1	0	1	1	0
10	1	0	1	1	1
11	1	0	1	0	0
12	0	0	1	0	1
13	1	0	1	0	0
14	1	0	1	1	0
15	0	0	1	1	0
16	2	0	1	1	0
17	1	0	1	1	0
18	1	0	1	0	0
19	1	0	1	0	1
20	1	0	1	0	0
Avg	0.929	0.000	1.071	0.500	0.357
L10	22	0	15	15	12
L15	31	0	25	19	14

Graham Promoted

Level	HP	MP	ATT	DEF	AGI
2	1	0	1	0	1
3	1	0	0	1	1
4	1	0	1	0	1
5	1	0	0	0	1
6	1	0	2	2	1
7	1	0	1	2	1
8	1	0	1	1	0
9	2	0	1	1	1
10	1	0	1	1	1
11	1	0	2	2	0
12	1	0	2	2	1
13	1	0	2	2	0
14	1	0	2	2	0
15	1	0	2	1	0
Pavg	1.071	0.000	1.286	1.214	0.643
Psta	15	0	18	17	9
Fin10	37	0	33	32	21
Fin20	46	0	43	36	23

Chester - Archer - Elf

Chester uses the same types of weapons as Graham. He is one of the best all around characters in the game and should be on your team from the moment you get him. His damage is slightly more than Graham's and his defense is amazing. In addition, he gets a good deal of HP. Add on great range to that as well, once promoted to Sniper. Chester is one of the best characters in the game.

Chester Level	20 HP	0 MP	18 ATT	15 DEF	10 AGI
------------------	----------	---------	-----------	-----------	-----------

8	2	0	1	1	1
9	1	0	1	1	0
10	1	0	1	1	1
11	1	0	1	1	0
12	1	0	0	1	0
13	1	0	0	1	0
14	0	0	1	1	0
15	1	0	1	1	1
16	1	0	1	1	1
17	1	0	1	1	1
18	1	0	1	1	0
19	1	0	1	1	1
20	1	0	1	1	0
Avg	1.000	0.000	0.846	1.000	0.462
L10	24	0	21	18	12
L15	33	0	29	28	16

Chester Promoted

Level	HP	MP	ATT	DEF	AGI
-------	----	----	-----	-----	-----

2	2	0	0	2	1
3	2	0	0	3	1
4	3	0	1	3	0
5	2	0	0	3	1
6	2	0	2	2	1
7	2	0	2	3	1
8	2	0	2	2	1
9	2	0	2	2	0
10	2	0	2	2	1
11	2	0	2	1	0
12	1	0	2	1	1
13	2	0	1	1	0
14	1	0	1	1	1
15	1	0	2	1	0
Pavg	1.857	0.000	1.357	1.929	0.643
Psta	26	0	19	27	9
Fin10	50	0	40	45	21
Fin20	59	0	48	55	25

May - Mage - Half-Human Half-Dog thing

May is awesome. AWESOME. She learns Freeze 3 quite early, it is the most exploitable spell in the game. She can also learn Desoul, Bolt and Sleep. May is best used with a protect ring for added defense, or a running ring to increase her movement range, thus making her all the more deadly. She does not last long if she takes hits, due to her low defense and HP.

May Level	HP	MP	ATT	DEF	AGI
-----------	----	----	-----	-----	-----

9	1	1	1	2	0
10	1	1	1	2	1
11	1	1	0	1	0
12	1	1	0	1	1
13	2	1	0	1	0
14	1	1	1	1	0

15	1	1	0	1	1
16	1	1	0	1	0
17	1	1	0	1	0
18	1	1	0	1	0
19	0	1	0	1	1
20	1	0	0	1	0
Avg	1.000	0.917	0.250	1.167	0.333
L10	20	25	13	17	14
L15	30	34	14	27	17

May Promoted

Level	HP	MP	ATT	DEF	AGI
2	1	2	0	0	1
3	1	1	0	0	0
4	1	2	0	1	1
5	2	1	0	0	1
6	1	2	2	2	1
7	1	1	2	1	1
8	1	1	2	2	1
9	1	2	2	2	0
10	1	1	2	1	0
11	1	1	2	2	0
12	0	1	1	2	0
13	1	1	2	2	0
14	1	1	1	3	0
15	1	1	1	2	0
Pavg	1.000	1.286	1.214	1.429	0.429
Psta	14	18	17	20	6
Fin10	34	43	30	37	20
Fin20	44	52	31	47	23

Freeze: Starts with

Freeze 2: Starts with

Freeze 3: Level 12

Slow: Starts with

Slow 2: Level 9

Bolt: Level 15

Bolt 2: Level 20

Bolt 3: Level 25

Bolt 4: Level 30

Desoul: Level 18

Desoul 2: Level 23

Claude - Sky Warrior - Birdman

Claude is the only character on your team who can fly. This makes him ideal for sneaking around to get treasure chests. He is a great character. With the exception of maybe Luke, Claude gets the best level up bonuses in the entire game. He does take some additional damage from projectile weapons though, since he flies. Claude makes a great front line soldier, nevertheless.

Claude Level	HP	MP	ATT	DEF	AGI
3	2	0	3	2	0
4	1	0	3	1	1
5	2	0	3	1	1

6	1	0	2	2	0
7	2	0	2	1	1
8	1	0	2	1	1
9	1	0	2	2	1
10	2	0	2	1	1
11	1	0	1	1	0
12	1	0	1	1	1
13	1	0	1	1	0
14	1	0	1	1	0
15	1	0	1	1	1
Avg	1.308	0.000	1.846	1.231	0.615
Fin	48	0	46	39	22

Randolf - Paladin - Centaur

Another Paladin. Randolf has decent defense and a good deal of attack power. He suffers the same movement problems as all centaurs do. Randolf does make a decent tank though, and should be considered for the main party. The only downfall compared to the other Paladins, is Randolf joins the Force already promoted, so you can not squeak out extra points in each stat. I tend to have a lot of trouble with Randolf, as you might have noticed with the lack of stats below.

Randolf	28	0	25	22	13
Level	HP	MP	ATT	DEF	AGI

3	2	0	1	3	0
4	3	0	1	2	1
5	2	0	0	3	1
6	2	0	2	2	1
7	2	0	2	2	1
8	2	0	3	2	1
9	2	0	2	2	1
10	1	0	1	1	1
11	1	0	2	1	1
12	1	0	1	1	1
13	1	0	2	1	0
14	1	0	2	1	1
15	1	0	1	1	1
Avg	1.615	0.000	1.538	1.692	0.846
Fin	49	0	45	44	24

Rohde - Gladiator - Dwarf

Rohde is very similar to Jaha. He suffers from having small movement range in battle. Like Jaha, he can use the powerful axes, but often can not reach any enemies to swing them at. His HP is also a low, making him dead meat for spells. He's decent at first, but gets beaten up pretty bad if you keep him around more than a few battles. Also, his attack does not seem to keep pace with Jaha's. Choose Jaha over Rohde.

Rohde	29	0	25	25	13
Level	HP	MP	ATT	DEF	AGI

4	1	0	2	1	1
5	0	0	2	2	1
6	2	0	2	2	1
7	1	0	2	2	1

8	1	0	2	2	1
9	1	0	1	2	1
10	1	0	2	2	1
11	2	0	1	1	1
12	2	0	1	2	1
13	2	0	1	1	0
14	2	0	1	1	0
15	2	0	1	1	0
Avg	1.417	0.000	1.500	1.583	0.750
Fin	46	0	43	44	22

Sarah - SBRN - Half Human, Half Dog-thing

Sarah acts as the advisor for Natasha's party during part of the game, and later joins as the best healing character in the game. Sarah is the only character who can learn Aura, a great range, multi-target healing spell. She is a bit low on HP and defense, keep her way the hell back if she is not needed for healing. She can learn the blast spell, but it does pitiful damage compared to the other elements.

Sarah	24	34	14	19	17
Level	HP	MP	ATT	DEF	AGI

6	1	2	1	2	1
7	1	2	1	1	1
8	1	2	1	2	1
9	1	2	1	1	1
10	1	2	1	1	1
11	1	2	1	2	1
12	0	2	0	2	0
13	0	2	0	2	0
14	1	2	0	2	0
15	0	2	1	2	1
Avg	0.700	2.000	0.700	1.700	0.700
Fin	31	54	21	36	24

Heal: Starts with

Heal 2: Starts with

Heal 3: Starts with

Heal 4: Level 22 [12]

Blast: Starts with

Blast 2: Stats with

Blast 3: Level 24 [14]

Blast 4: Level 28 [18]

Muddle: Starts with

Muddle 2: Level 18 [8]

Aura: Level 16 [6]

Aura 2: Level 20 [10]

Aura 3: Level 26 [16]

Aura 4: Level 30 [20]

Higgins - Ninja - Unknown, he's shrouded

Higgins is a hidden character. He is hidden directly above where Deanna starts in battle 18 of Chapter 3. Higgins is somewhat resistant to magic attacks, making him a good tank against anything with Freeze 3. He has a couple of spells, named after Sarah and Randolph, which double as Blaze and Bolt spells. Unlike Ninja's in other Shining Force games, Higgins has really poor movement.

Higgins also does pretty low damage with limited defense. I tend not to use him... but I do take off his Critical Sword and give it to someone else.

Higgins Level	26 HP	21 MP	25 ATT	29 DEF	17 AGI
7	1	1	2	2	1
8	1	1	2	2	1
9	2	1	2	2	0
10	1	1	2	2	0
11	1	1	1	1	1
12	1	1	0	1	0
13	2	1	1	1	0
14	1	1	1	0	0
15	1	0	1	1	0
Avg	1.222	0.889	1.333	1.333	0.333
Fin	37	29	37	41	20

Sarah: Level 17 [7]

Randolf: Level 21 [11]

Randolf 2: Level 25 [15]

Gyan - Berserker - Half Dog-thing, Half something else [Giant or Dwarf.. lol]

Gyan is a tough cookie. He does not use weapons, which means he can hold some extra healing items. His movement range is rather low, though, making him partially useless. His defense is good, and he packs a good punch. If you are not turned off by his movement range, use him. He is rather cute too!!

Gyan Level	38 HP	0 MP	55 ATT	35 DEF	17 AGI
9	2	0	2	2	1
10	2	0	2	2	1
11	2	0	1	1	1
12	2	0	1	1	0
13	1	0	2	1	1
14	1	0	1	1	1
15	1	0	1	1	0
Avg	1.571	0.000	1.429	1.286	0.714
Fin	49	0	65	44	22

Rush - Samurai - Unknown, looks Human or Elf.

Rush, like Higgins, is a hidden character. He is found in battle #21 in the center pillar near the starting point of the Shining Force. He is resistant to magic as Higgins is, and shares an affection for swords and poor movement range. Rush seems to do more damage than Higgins with better defense and far more HP.

Rush Level	45 HP	0 MP	32 ATT	37 DEF	19 AGI
10	2	0	1	1	1
11	1	0	3	2	1
12	2	0	2	3	1
13	1	0	3	2	1

14	2	0	2	2	1
15	2	0	2	2	0
Avg	1.667	0.000	2.167	2.000	0.833
Fin	55	0	45	49	24

Nick - Prince - Human

For someone who has the sword of which the game is named after, you figure he would not suck so bad. He has bolt spells and does tolerable damage. Nick is the only character who can hold the Sword of Hajya, which is the only weapon which can initially damage Iom, the final boss, making him a must have in that, his only battle.

Nick	47	20	31	41	20
Level	HP	MP	ATT	DEF	AGI

13	1	1	1	1	0
14	1	1	1	1	1
15	0	0	1	1	0
Avg	0.667	0.667	1.000	1.000	0.333
Fin	49	22	34	44	21

Bolt: Starts with

Bolt 2: Starts with

Bolt 3: Level 25 [15]

Bolt 4: Level 30 [20]

3. Character starting stats.

Character	LVL	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Deanna	1	12	8	12	6	4	6	Egress
Natasha	1	9	8	9	6	6	5	Egress, Blaze
Jaha	1	9	0	14	9	4	5	
Eric	1	13	0	13	6	5	7	
Dawn	1	12	0	12	6	5	7	
Luke	1	13	6	10	4	5	5	
Slade	3	12	12	13	7	8	5	Heal1,2
Graham	6	18	0	24	12	9	6	
Chester	7	20	0	29	15	10	6	
May	8	18	23	20	13	13	5	Freezel,2, Slow
Claude	2p	31	0	43	23	14	6	
Randolf	2p	28	0	43	22	13	7	
Rohde	3p	29	0	45	25	13	5	
Sarah	5p	24	34	34	19	17	5	Heal1,2,3, Blast1,2 Muddle
Higins	6p	36	21	51	29	17	5	
Gyan	8p	38	0	55	35	17	5	
Rush	9p	45	0	60	37	19	5	
Nick	12p	47	20	64*	41	20	5	Bolt1,2

Nick's Attack is after you equip him with his sword, 31 before you do.

4. Non-Playable Characters

This section will detail the characters who are part of the storyline but may not be used. It will also include some enemies. This section contains SPOILERS SPOILERS SPOILERS SPOILERS SPOILERS SPOILERS SPOILERS SPOILERS so do not read if you don't want some aspects of the plot ruined.

Mayfair

Mayfair was left in charge of Cypress when Prince Nick left. She does most of the talking in the game. She acts as an advisor and priest, resurrecting, promoting and curing party members as needed. She also allows you to save your game.

Shopkeeper

This guy runs all the stores, in all the towns. Oh well. Thought I would mention him.

Iom

The big baddy. He eats many sacrifices.

Warderer

The main villain in the game. Warderer captures Prince Nick and much of the Cypress Army. He is also the King of Iom.

Gordon

High ranking Iom soldier. Obtains the Sword of Hajya and poses as King Emild.

Barbara

An Iom general. Barbara is a powerful foe, though relatively new compared to the other high ranking officers, she has a bit of a temper and is quite ambitious.

Solo

The eldest of the Iom Generals. Solo is very wise, though seems to be losing power with the collapse of his regiments. He is a masterful planner though.

Hindel

Another ranking Iom officer. He holds a great secret with his connection to Prince Nick and Deanna. His brother was also presumed dead after a conflict with Cypress.

iv) Walkthrough

^1^. Chapter 1

^2^. Chapter 2

^3^. Chapter 3

^4^. Chapter 4

If you would like to see the whole story, please check out my game script at www.gamefaqs.com as well. I feel no need to repeat what I said in it, though I will vaguely give hints as to what is going on.

Prince Nick and the Bulk of the Cypress Army left the castle on a mission to defeat the Iom Army. Only a few relatively untrained soldiers remain. Many of them do not take their guard duty seriously. Before long, the castle is attacked by a larger Iom force.

Battle #1

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Goblin	5	9	0	10	6	4	5	
Scaben	2	13	0	11	6	6	5	
Drago Newt	1	15	0	12	7	7	5	

Battle Tips:

I. I'm only going to suggest this once, but it applies to any battle you feel you need to. In order to level up, kill most of the enemies and then have someone cast egress. Revive if needed and come back fighting. Not only is this a good way to gain experience, it also fattens up your wallet for shopping. Once a character starts getting only 1 experience point for a kill, you should be sufficiently stronger than any nearby enemy. Although this does decrease the difficulty of the game, it is very useful to know.

II. Another tip which applies to most battles. Try to keep your characters fairly close in level. If one starts to lag behind, it is very difficult to catch her or him up.

III. Deanna is your party leader, if he is beaten, the entire party is beaten. Additionally, you lose half your gold!

IV. Some characters are magic users, such as Natasha. Her attack power is pitiful, but her initial spell of Blaze will do about six damage to anything around.

V. Eric and Dawn start with spears, a weapon with a bit of attack range. This will allow them to hit enemies from a square away, making it possible to hide behind characters with better defense at this stage of the game, such as Jaha.

VI. Luke stats with two medical herbs. Each can restore ten HP to a character. He is also the only character in the party at this point who can cast healing spells.

VII. The two scabens drop medical herbs when they die.

This battle is rather easy. Your victory will be bittersweet though. It appears the tough battle you fought was a mere distraction. While you were occupied, Graham snuck into the castle and stole the Sword of Hajya. You pursue him outside but get caught up in...

Battle #2

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Goblin	3	9	0	10	6	4	5	
Scaben	2	13	0	11	6	6	5	
Drago Newt	2	15	5	12	7	7	5	Blaze

Big Bat	2	14	0	13	8	6	6
Dwarf	1	18	0	14	8	7	4

Battle Tips:

I. The Drago Newts in this level can cast blaze, just like Natasha. It will do six damage to your characters, which is a great deal of life at this point in the game. Each Newt only has enough MP to cast it twice.

II. Try not to stop on a bridge if possible. If you get pinned on it, melee attackers caught behind will be useless until someone else clears out the enemies.

III. Big Bats sometimes cause their target to fall asleep after being hit. It seems to happen about 40% of the time. Sleeping targets can not take their turn until they awake. A character may sleep for quite a long time. The same Big Bats also drop antidotes when they die, a fairly useless items since there are not many enemies in the game who can poison you.

IV. The scabens here also drop medical herbs. By this point, you are probably getting annoyed with how many items enemies drop. It will soon change though.

V. Luke will probably learn Heal 2 here. It still only heals for 15HP, but now has a range equal to the attack range on a spear, making it much easier to heal someone.

After the battle, Mayfair leads everyone to the village of Thames. Turns out, everyone in the village is missing. Do not get used to exploring villages though, unlike many games, you can not actually move around on the world map or in a village. Anyway, your party will meet Slade, someone who is scared of many things. Iom is going to execute his entire village! After some of Mayfair's usual yapping, Slade will join you.

Instead, you get to choose from camp, a place where you organize your party, save your game and such; and shop, the place where you may buy and sell all of your weapons and items. Shops are not available after every fight, so make sure you get all of the equipment you need, just in case. This particular shop has many new items.

Middle Sword - Deanna - 180

Bronze Lance - Dawn, Eric - 250

Hand Axe - Jaha - 200

Bronze Rod - Natasha, Slade - 140

Shopping Tips:

I. Slade already has a Bronze Rod, so there is no sense in buying him a second on.

II. No new weapon for Luke!

III. The Bronze Lances are a lot more powerful than the spears Eric and Dawn had, but, they lack the range. Because of this, do not sell the spears. You can equip items during your turn, meaning, if the situation presents itself, Eric and Dawn may still attack from a ranged position.

IV. Always have some sort of healing item on most everyone. At this point, since everyone has about fifteen HP and you probably have under 600 gold, you may as well get medical herbs.

Once done, move the cursor to the fence and hit exit. The party will walk into another battle.

Battle #3

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
------------	---	----	----	-----	-----	-----	-----	--------

Scaben	3	13	0	11	6	6	5	
Drago Newt	3	15	5	12	7	7	5	Blaze
Big Bat	2	14	0	13	8	6	6	
Dwarf	3	18	0	14	8	7	4	
Iom Knight	1	27	0	15	10	9	7	

Battle Tips:

I. Natasha will learn Freezel at level 4, which will probably happen in this battle. It costs 3MP, instead of Blazes 2MP, but usually does 9 damage instead of 6. No big improvement for cost, though.

II. As I said in the shopping section, you can swap your weapon in the middle of battle, allowing someone with a spear to use go to a lance for more melee power, or vice versa.

III. This battle has a lot of forested areas. Dawn and Eric will have great difficulty moving through most of it.

IV. Be careful around the bats, if they put you to sleep, the Drago Newts can make short work of you with their blaze spell.

V. Although Slade is somewhat useless in the late game, he will be your only pure healer for half the game, because of this, it is highly recommended you keep his levels near the rest of the party. Since healing spells seldom give more than 15 experience, you may need to get some finishing blows on enemies. He can do about 4 damage to any enemy in this battle, so let him.

After the battle, Deanna and company continue chasing the thief, Graham, up a mountain. Mayfair will allow you to revive anyone who died, as well as save your game. Once done, Graham will be found a ways ahead on the mountain. Mayfair quickly leads Deanna and company into another trap.

Battle #4

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
------------	---	----	----	-----	-----	-----	-----	--------

Drago Newt	2	15	5	12	7	7	5	Blaze
Big Bat	4	14	0	13	8	6	6	
Dwarf	4	18	0	14	8	7	4	
Iom Knight	2	27	0	15	10	9	7	
Incubus	2	21	3	15	10	9	6	Blaze
Death Archer	1	32	0	18	10	10	5	R2, no R1

Battle Tips:

I. Graham is also an enemy in this battle, but as it is impossible to fight him, as he just runs off, I've neglected to include his stats.

II. As was the case in battle #2, do not clog up a bridge or ladder with a character ill suited to be in the front. It is very easy to get pinned down in this battle, especially with six enemy fliers.

III. The Incubus to the right side has Protect Milk, make sure you have open inventory to get it.

IV. The Death Archer has Power Water, make sure you have open inventory to get it.

V. Luke learns Detox at level 6, which allows him to remove poison from an ally. He may hit that level in this battle, or the next one.

VI. There is no break between this battle and the next. Any dead characters will remain dead. As this battle is quite easy, it may be best to egress if you lose a character, or do so immediately in the next battle.

Once defeated, the Death Archer brags of how Dark Mage will already have the Sword of Hajya. It turns out that he does already have it. Graham was lied to as well, once he arrived with the sword, the Iom troops went after him as well. He takes refuge in a nearby house. You on the other hand, get to fight...

Battle #5

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Iom Knight	5	27	0	15	10	9	7	
Incubus	2	21	3	15	10	9	6	Blaze
Death Archer	3	32	0	18	10	10	5	R2, no R1
Ratman	1	18	0	16	13	8	5	
Dark Mage	1	36	8	15	10	11	5	Blaze1,2

Battle Tips:

I. In the well near the house is a set of Mime Show Tickets. This item allows for a special scene once the game is completed.

II. In the treasure chest is a Quick Chicken.

III. Ratman holds Cheerful Bread.

IV. Dark Mage is the leader of this group, you may kill only it to win the battle. He has Blaze 2, which does about 8 damage to all of its targets. Not a very big deal, he can only cast it once, though.

V. At level 7, Slade learns muddle. It is an expensive spell, but it has decent range and attempts to make enemies confused, so that they may attack each other.

VI. With the good movement range of Iom Knights, and the long attack range of Death Archers, it is very easy to get overwhelmed if you split up your party. However, the same terrain also allows Dawn and Eric great movement freedom.

With the Dark Mage defeated, the Sword of Hajya should be yours at last, right? Wrong. He summons a gargoyle who takes it and flies off. Graham busts out of the house, fires an arrow at the gargoyle as everyone watches it crash land. Graham thanks the Shining Force and then joins them. He instructs them to go to Emild's castle, as that's where the gargoyle went down.

^2^ Chapter 2

You got to save between chapters, yay! When it restarts, you will be near

Emild's castle. There is no sign of the sword, perhaps someone else found it. Nearby, at the castle, an Elf is raising quite a commotion. Before long, the Defense officer will reveal himself as an Iom troop.

Battle #6

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
------------	---	----	----	-----	-----	-----	-----	--------

Incubus	2	21	3	15	10	9	6	Blaze
Death Archer	2	32	0	18	10	10	5	R2, no R1
Ratman	4	18	0	16	13	8	5	
Dark Mage	2	36	8	15	10	11	5	Blaze1,2
Ratwing	2	29	0	19	16	12	7	
Dark Soldier	1	33	0	20	13	13	4	

Battle Tips:

I. Natasha will learn Blaze 2 at level 8, which she will probably hit in this battle if she has not already. It does not do too much more damage than Blaze1, but it can hit five targets at once, a definite benefit.

II. These enemies may seem hard, but you will get better weapons soon!

III. Graham has trouble moving in forests and mountains, but in the open fields his movement and added range are great assets, he's also an offensive juggernaut.

IV. Ratwings can put you to sleep with their normal attack. It happens maybe a third of the times they make contact. They are also very mobile, so stay alert. They also drop more antidotes.

V. Incubus's here drop medical herbs.

Once complete, the Elf, Chester, will come out and ask a million questions. Chester mentions that the King has the Sword of Hajya, and that he will give it back. Excellent. Before the meeting with the king though, it's time to go shopping in the new town!

Long Sword - Deanna - 350
Steel Lance - Dawn, Eric - 400
Middle Axe - Jaha - 380
Power Glove - Luke - 500
Iron Rod - Natasha, Slade - 240
Steel Arrow - Graham - 300

Once you are done shopping, saving and possibly promoting, though unlikely, it is time to exit town and move on into the castle. The king shows off the Sword, Mayfair says it is Hajya, the king offers to give it back. As Deanna approaches the king reveals a deadly secret. He's not really King Emild! He's Gordon in disguise. He blows up most of the castle leaving his army behind as he escapes. Just before the battle, Chester joins the battle party. He is another long range attacker, with better defense than Graham.

Battle #7

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
------------	---	----	----	-----	-----	-----	-----	--------

Death Archer	3	32	0	18	10	10	5	R2, no R1
Dark Mage	1	36	8	15	10	11	5	Blaze1,2
Ratwing	2	29	0	19	16	12	7	

Dark Soldier | 5 | 33 | 0 | 20 | 13 | 13 | 4 |
Dark Sniper | 1 | 31 | 0 | 25 | 20 | 13 | 5 | R2, no R1

Battle Tips:

I. The chest in the lower right contains protect milk.

II. Chester is good in many ways that Graham is, they allow you to attack from non-adjacent squares. This factor is even better once they are able to use better weapons.

III. The terrain is somewhat rough for centaurs. It is also a very narrow battlefield. Try to control the middle bottleneck if possible, so you can get multiple people attacking the one square everything goes through. There is an alternate way to the back of the castle using the right side, the monsters never use it.

The Royal Sorceress, May, will enter the castle. Mayfair tells her of the King's death and Gordon's tricks. She joins the party and leads them below into a cave. Gordon is down here trying to escape. You will have to fight him right away.

Battle #8

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
------------	---	----	----	-----	-----	-----	-----	--------

Dark Mage	1	36	8	15	10	11	5	Blaze1,2
Ratwing	2	29	0	19	16	12	7	
Dark Soldier	2	33	0	20	13	13	4	
Dark Sniper	2	31	0	25	20	13	5	R2, no R1
Dark Monk	1	32	9	24	16	12	5	Heal1,2
Zombie	5	35	0	24	16	11	5	
Gordon	1	46	30	28	20	14	7	Freeze1,2

Battle Tips:

I. Wow, look at how outnumbered the enemies are! It won't last though, once you have almost reached Gordon he will summon some Zombies to even up the odds. Zombies can inflict poison with their attacks. Poison deals two damage per turn until cured or death. Zombies also take a bit more damage from fire than most other enemies, but a bit less ice damage than most other enemies.

II. Gordon is the boss here, but you will likely have to kill most everything else to reach him. He has Freeze 2, which is fairly potent. He can also cast it several times.

III. The lone Dark Monk has two power sticks, and will drop one when he dies.

IV. May has poor movement range, but her spells power up much faster than Natasha's. Leveling her to level 9 will teach you Slow2. Neither slow spell is very good though.

V. Luke will learn another rather useless spell, Sleep, at level 10. It costs a lot of MP, MP which Luke has precious few of. It's not very useful.

VI. Slade will learn quick at level 10. It increases defense and agility of nearby teammates. Unfortunately, it costs 16MP to cast, making it rather useless.

What a battle! Anyway, Gordon will die and you will have to have someone hold

the Sword of Hajya until the END OF THE GAME. No one in your party right now can use it... what a waste. Anyway, you will now find out Prince Nick's attack on Iom failed. Thus, the journey will continue. Mayfair will allow you to save and such now. As most of your characters are now level ten or better, you have a choice to make: Whether or not to promote them.

If you promote early, you give yourself access to promotion only weapons earlier, you get promotion only spells earlier. However, your characters will not benefit from "double leveling". A quick explanation. As you level up, you get less and less experience points for beating a monster down. However, if you level up unpromoted until everything is giving you one experience point, and then promote, you will have several levels of easy leveling until you catch up with other promoted characters. Not promoting will make the game hard for a while, until you do actually promote, at which point your teams power will jump. If you promote immediately, the game will be excessively hard near the very end, but not so much before that. I generally do not promote until I reach level 15 or so.

Unlike other Shining Force games, the "double leveling" in Sword of Hajya is rather weak. Once a character breaks level 10 of either the promoted or unpromoted class, the level ups that character gets are very watered down, but still better than nothing. As you're going to get hit by watered down levels at least once, you can decide whether to get them mid-game or very late.

Anyway, do your thing and continue on. The town of Portobello, which has a shipyard, has been seized. You will get into another battle here.

Battle #9

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Ratwing	2	29	0	19	16	12	7	
Dark Sniper	2	31	0	25	20	13	5	R2, no R1
Dark Monk	2	32	9	24	16	12	5	Heal1,2
Zombie	2	35	0	24	16	11	5	
Skeleton	2	30	0	26	20	12	6	
Pegasus Knight	2	28	0	25	20	13	7	
Brass Rorder	2	31	0	27	19	11	4	R2 + R1
Master Mage	1	43	17	26	19	13	5	Blaze1,2,3

Battle Tips:

I. The treasure chest to the right holds a quick ring, a secondary item which increases agility by 5 when equipped.

II. Do not get bottled up on the stair cases, especially with all the flyers and ranged attackers in this level.

III. Skeletons, like Zombies, take extra damage from fire, as they are undead, but less from ice.

IV. The nearest Dark Sniper drops a Robin Arrow when he is defeated. It is a powerful weapon for Chester or Graham with improved range. Make sure you have an open inventory slot to pick it up with!

V. Master Monk has Blaze 3. This spell has range three and can hit up to 13 targets at a time for around 20 damage each. Needless to say, this can wipe out your entire army in a heartbeat. He's got enough MP to do it twice, also. This is truly one of the most dangerous attacks in the entire game. A good way

to defend against it is to space your characters out at least three squares apart. When a square behind another character, be at least two squares to the left or right. This way, Blaze 3 will only be able to target one person, no matter how many you have in the area. He is also the leader of this battle.

They clear out the area and learn for certain that Nick has been captured. They need a ship to get to him. They head around town until they find the shipyards, which have also been taken over. Another battle starts, before having a chance to heal their previous wounds.

Battle #10

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Dark Sniper	2	31	0	25	20	13	5	R2, no R1
Dark Monk	2	32	9	24	16	12	5	Heal1,2
Zombie	2	35	0	24	16	11	5	
Skeleton	3	30	0	26	20	12	6	
Pegasus Knight	3	28	0	25	20	13	7	
Brass Rorder	2	31	0	27	19	11	4	R2 + R1
Master Mage	1	43	17	26	19	13	5	Blaze1,2,3
Arch Knight	1	40	0	30	22	14	7	

Battle Tips:

- I. This battlefield is very limited in terms of where you can move. You almost have to walk through every enemy troop along the way.
- II. There are two chests, One holds a battle axe, for Jaha, the other holds a running pimento, a great item, though don't use it on an unpromoted character.
- III. The Arch Knight drops a power spear, a much needed long range weapon for your knights/paladins. Now you can ditch their normal spears and steel lances!
- IV. Slade learns Blast at level 12, or level 2 of his promoted class if you promoted at level 10. It does sad damage, but it eventually powers up into nicer levels.
- V. May learns Freeze 3, otherwise known as the best spell in the game, at level 12 of her Mage class, or level 2 of her Wizard class. Either way, it has insane range, does about 35 to 50 damage to all targets it hits. It is not supposed to do that much, but it is bugged.

Yay, you have a boat, you can sail to save Prince Nick! Wait, the remains of his army come to warn you of something, but the boat drifts away and is out of control! The main force is now split into two smaller forces. What will happen!

^3^ Chapter 3

The members of the boat team are worried that they can not control the ship. To make their worries worse, a group of enemies appears on the ship. Nothing seems to go right for Deanna.

Battle #11

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
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Ratwing	2	29	0	19	16	12	7	
Pegasus Knight	4	28	0	25	20	13	7	
Master Mage	1	43	17	26	19	13	5	Blaze1,2,3
Evil Pixie	1	36	8	28	20	14	6	Blaze1,2
Dark Bishop	1	47	19	29	22	13	5	Heal1,2,3

Battle Tips:

I. Anyone who was dead at the end of chapter 2 will be alive now, which is good.

II. You may notice both Ratwings have Power Rings and Protect Rings. Sadly, I know of no method to get these rings from them. Because of this, they each have five attack and defense more than normal Ratwings, though they are still very easy to beat.

III. Most of the enemies here fly, take your time in defeating the level.

IV. This battle would be an ideal time to try and cluster up the enemies and knock them down with May's Freeze 3 spell. The effects are... chilling...

After the battle, Claude will make his way to Deanna's team. Claude has great stats, gets great level ups and is the only member of the team who can fly. Make sure to use him! Anyway, he will help you to shore and ultimately to a town, where you can finally get some much needed weaponry. A lot of the stuff they sell is for promoted characters only, but, here's the list anyway.

Broad Sword - Deanna, Claude - 1200 - Promotion only

Chrome Lance - Eric - 1500 - Promotion only

Battle Axe - Jaha - 800

Thorn Glove - Luke... cept he's not with you - 1200

Power Stick - Slade, May - 600

Flail - Slade - 1200

Chester - Assault Shell - 2200 - Promotion only

Once you're done shopping head out of town into another battle. The ground here is unstable, so everyone says.

Battle #12

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
------------	---	----	----	-----	-----	-----	-----	--------

Arch Knight	2	40	0	30	22	14	7	
Evil Pixie	2	36	8	28	20	14	6	Blaze1,2
Dark Bishop	1	47	19	29	22	13	5	Heal1,2,3
Dark Ranger	2	49	0	33	27	14	7	R3, no R1
Lizardman	2	46	0	33	22	15	6	
Worm	1	48	0	33	20	16	4	
Sorcerer	1	64	27	30	23	15	6	Freeze1,2

Battle Tips:

I. Claude flies, as such, no terrain has any effect on him, he moves freely!

II. The worm is capable of poisoning you with its normal attack. Not a big deal at this stage.

III. The Sorcerer is the leader, it is nice only having to dodge a level 2 spell caster now, instead of a level 3 spell caster. Notice all that HP he has? Seems to be a gig with pure spell casters of the enemy, do you not wish

you had that much?

IV. If you have not promoted yet, you have two options. Egress leveling or precision Freeze 3's. Both work. If you have promoted, this battle is not nearly as hard as you will be able to use the stronger weapons which an unpromoted party can not. This is perhaps the best battle in the game to gain some mad levels, exploit it if you wish to.

V. May learns Bolt at level 15, or level 5 promoted. Deanna learns it at level 16, or 6 promoted. While it is not the best damage doing spell, it does power up at higher levels.

VI. Slade learns Muddle2 at level 15, or level 5 promoted.

Once they have won, the earth gives way and they all fall in. Meanwhile, Natasha's party is at the base of a large cliff. They'll get into a battle.

Battle #13

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
------------	---	----	----	-----	-----	-----	-----	--------

Skeleton	2	30	0	26	20	12	6	
Dark Sniper	2	31	0	25	20	13	5	R2, no R1
Dark Bishop	1	47	19	29	22	13	5	Heal1,2,3
Arch Knight	2	40	0	30	22	14	7	
Lizardman	1	46	0	33	22	15	6	
Pegasus Knight	2	28	0	25	20	13	7	
Master Mage	1	43	17	26	19	13	5	Blaze1,2,3

Battle Tips:

I. Do not be fooled by the weak lineup of enemies, they pose quite a threat.

II. Centaurs, which you have no shortage of, have great difficulty climbing. Try not to block any paths if you do not need to.

III. The Lizardman is the leader of the enemies, it's recommended you just go ahead and kill him, rather than hunt around.

IV. Natasha is the leader of your party. She can Egress, but it does cost 8mp so make sure you save some, this applies to the next few battles. She also learns Freeze 2 at level 13, or promoted level 3.

V. Luke learns dispel at level 13, or level 3 promoted.

VI. The chest in this level contains 500 gold coins and is well out of the way, it is not even worth it.

VII. A really good strategy is to sneak Luke and Graham up the mountain to attack the small party of the Lizardman. Go up square by square to lure down the sniper, then the bishop, and the Lizardman will be all alone.

Once the battle has been won, Rohde, a citizen of the nearby village Algam, will join the team. He is very similar to Jaha, except he is already promoted. In the village, there is a weapon shop for this team to use!

Broad Sword - No one in this party - 1200 - Promotion only

Chrome Lance - Dawn, Randolph - 1500 - Promotion only

Battle Axe - Rohde - 800

Thorn Glove - Luke - 1200 - Promotion Only

Power Stick - Slade, May - 600
Flail - - 1200
Assault Shell - Graham - 2200 - Promotion only

Not much to buy if you have not yet promoted. Oh well, carry on to the next battle. You will attack the impregnable fort from above, good thing these guys were not at war with birdmen. Anyway, it is battle time.

Battle #14

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Dark Bishop	1	47	19	29	22	13	5	Heal1,2,3
Arch Knight	2	40	0	30	22	14	7	
Lizardman	3	46	0	33	22	15	6	
Evil Pixie	1	36	8	28	20	14	6	Blaze1,2
Dark Ranger	2	49	0	33	27	14	7	R3, no R1
Sorcerer	1	64	27	30	23	15	6	Freeze1,2

Battle Tips:

I. Technically, there are many Evil Pixie's, but they will not appear until the first one dies. Another will appear when the second dies.

II. All you have to kill is the Sorcerer, but like battle #12, this is a great place to level up the other half of your team.

Now you can enter the Fortress. It is haunted though. There will be a battle in a moment.

Battle #15

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Sorcerer	2	64	27	30	23	15	6	Freeze1,2
Dark Bishop	2	47	19	29	22	13	5	Heal1,2,3
Lizardman	4	46	0	33	22	15	6	
Dark Ranger	4	49	0	33	27	14	7	R3, no R1
Zombie	5	31	0	29	25	13	5	
Wight	1	50	0	39	30	17	6	

Battle Tips:

I. This battle takes place in the dark, you can only reveal new chunks of map as you walk into areas you can view them at. Because of this, you can not see much of anything to start with.

II. Many monsters appear after you have started the map. Every time you "reveal" a new area, monsters will appear. This is nice in ways, because monsters who have not appeared do not take turns, which means you do not have to wait for them to do so!

III. If you egress out and come back, any part of the map which you had uncovered will remain uncovered.

IV. There are two treasure chests in this battle. The one to the far left contains the Demon Rod. The one to the right contains a Protect Ring, one of the best secondary items in the game. A Dark Bishop and Lizardman will spawn directly in front of the chest as you approach it though.

V. Luke learns Heal 3 at level 17, or level 7 promoted. It has much better range and heals for 30 HP, but, it sucks up Luke's already low MPs.

VI. The Wight is the leader. Of course, this does you no good until you can see him <_<!

VII. The zombie's in this level have better attack than the other ones, thanks to wearing power rings, however, they have four less HP for some odd reason. They are also more agile.

VIII. Natasha learns Blaze 3 at level 17, or promoted level 7. It has a much greater range than any of her other spells so far, and does around 20 damage per target. Speaking of Blaze 3... the Wight is weak against fire, it will take off over 30 HP from him.

I would recommend not doing that fight with four unpromoted characters... oh well, fun fun! Anyway, they head to the Algam fields to warn Deanna of the danger. Deanna's party is still underground, trying to find a way out of the caves. They run into some unwanted company.

Battle #16

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Pegasus Knight	3	28	0	31	20	13	7	
Evil Pixie	2	36	8	28	20	14	6	Blaze1,2
Sorcerer	1	64	27	30	23	15	6	Freeze1,2
Worm	4	48	0	33	20	16	4	
Dark Bishop	1	47	19	29	22	13	5	Heal1,2,3
Hawkman	1	56	0	40	27	17	7	

Battle Tips:

I. These Pegasus Knights have on Power Rings, making them stronger than previous ones.

II. The Dark Bishop has a Guardian Staff which it will drop when defeated.

III. No leader here :(. Lots of really weak enemies though.

IV. The ground sinks if you make an offensive attack, thus removing the quick path. This path does not actually exist though, as you can not walk on it even if it looks like it is there.

After the battle, a mysterious rope and man will help Deanna's party out of the caves. In the Algam fields they will run into Natasha's party. Sarah will join as a fighter at this point. You will also now be forced to choose only 12 of the fourteen characters. I strongly recommend you put Sarah in the party, as she is the best healer in the game. For now, I'd kick out Jaha and Rohde, I'm just not big on physical attackers with low HP, poor movement, and no real benefits. But, choose whomever you think is your most unneeded pair of characters. Once done, you will be in another battle.

Battle #17

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Dark Ranger	1	49	0	33	27	14	7	R3, no R1
Sorcerer	1	64	27	30	23	15	6	Freeze1,2
Worm	7	48	0	33	20	16	4	

Wight	2	50	0	39	30	17	6	
Hawkman	2	56	0	40	27	17	7	
Evil Cleric	1	52	40	35	29	16	5	Heal1,2,3,4, Blast
Ghoul	1	66	0	42	25	18	6	

Battle Tips:

- I. The Ghoul is the leader of the enemies.
- II. There sure are a lot of worms, which means a lot of poison. Luke will have his hands full with Detox.
- III. Wow, can not walk well here. Forests bad... Centaurs hate forests, hate mountains, move slow.
- IV. Evil Cleric has a nice little weapon, Holy Staff. After every turn it will give him 3 HP back. Not a big factor, but it is something worth noting.
- V. Sarah will learn Aura at level 6. It allows her to heal up 5 five nearby allies for 15 HP at a time. This spell is wonderful, this is why she will become the best healer before long.
- VI. Slade learns Heal 3 at level 18, or promoted level 8. Same as Luke and Sarah's Heal 3.

After hearing a bit of altercation with Warderer's men, the Shining Force will be attacked by a great Iom officer, Solo. This is one of the hardest, yet most rewarding battles in the entire game!

Battle #18

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Cerberos	1	42	0	41	27	17	7	Fire Breath [15]
Ghoul	2	66	0	42	25	18	6	
Wight	2	50	0	39	30	17	6	
Hawkman	2	56	0	40	27	17	7	
Bow Rider	2	49	0	33	27	14	7	
Evil Cleric	1	52	40	35	29	16	5	Heal1,2,3,4, Blast
Sorcerer	2	64	27	30	23	15	6	Freeze1,2
Death Balloon	?	49	0	0	21	11	2	
Solo	1	64	51	48	35	19	6	Bolt1,2

Battle Tips:

- I. Check the wall directly above your starting place, the hidden character, Higin, is there. He will join your party. He is also one of the better characters in the game.
- II. Solo is the boss, duh. He is highly resistant to most forms of magic. Use physical attacks because of this. Try to run him out of MP also, his Bolt 2 spell can do a great deal of damage across a large area, but it is very expensive to cast.
- III. The Evil Cleric next to Solo will drop a Black Ring when defeated.
- IV. The closest chest to where you start holds a healing rain, one of the best items in the game. I suggest having someone who rarely dies hold it. This will restore full HP to all characters anywhere on the battlefield.

V. The chest just above it and to the left contains a Critical Sword. Thanks to the one Higin came with, you now have two!

VI. After a few turns and some talking, Death Balloon's will start appearing. They have no normal attacks. If they are killed, however, they will blow up hitting everything within a range equal to that of the range of level three spells. While they are nice for experience, recommend either avoiding them entirely, or killing them in the middle of no where, with only one person hitting it. They do 15 damage to anything nearby, ally or enemy. I should note, if you die because of the explosion, you do not get the experience for killing it. They can also blow up at their own desire, so be careful not to be too close. Realize also that they can move, just not very far.

VII. If you still have not promoted, most of your characters will be hitting level 20 this level. There is no leveling beyond it. Meaning. It is time to promote! Deanna and May learn Bolt 2 at level 20, or promoted level 10.

VIII. The chest in the top left contains a Running Ring. This is a great item to help increase the movement range of otherwise slow people. I recommend putting it on May, or Natasha.

IX. The other chest in the top left contains a Halberd, the second best item for a PLDN in the game. Give it to whomever is your best PLDN.

X. Cerberos takes half damage from fire.

XI. The chest to the far right contains a Heat Axe. The other chest up on the top right has a pitiful 800 pieces of gold.

Solo is defeated. Seeing Deanna makes him realize who the traitor really is. Mayfair overhears this, but no one else in the party seems to think so. They hurry off to save Prince Nick from being sacrificed.

^4^ Chapter 4

A quick note, I assume by now you have in some way promoted everyone. When I refer to the level a character gets a spell now, I am speaking of their promotion level. Deanna normally learns Bolt 3 at level 15 of the Hero class. He learned Bolt 2 at level 10 of the Hero class. However, if you did not promote him until level 20, he would learn Bolt 2 at level 20 of the Swordsman class. However, he still will not learn Bolt 3 until level 15 of the Hero class. What does this mean? Although you can improve your stats by not promoting immediately, you end up hurting yourself on the rate you get some very high powered spells.

The Iom army seems to be in disarray. Barbara has orders not to follow the orders of Hindel, thus hampering their ability to defeat you. Instead, you get a crumby batch of monsters to fight.

Battle #19

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
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Cerberos	2	42	0	41	27	17	7	Fire Breath [15]
Ghoul	4	66	0	42	25	18	6	
Evil Cleric	2	52	40	35	29	16	5	Heall,2,3,4, Blast
Sorcerer	1	64	27	30	23	15	6	Freezel,2
Golem	4	46	0	43	30	16	4	

Gargoyle	2 47 0 42 30 16 6
Belial	2 41 18 43 33 17 6 Bolt1
Minotaur	1 60 0 46 33 19 5

Battle Tips:

I. You may noticed how few enemies there are, that's because Golems will spawn as you near completing this battle. They are quite resistant to cold attacks.

II. If you have centaurs, their movement will once again be awful.

III. Do not retreat if you do not have to, there is no town to buy healing seeds from. Though, Mayfair can still revive you if need be.

After the battle, Gyan will come from a nearby village. It appears he escaped the Iom ambush! He'll join you. He leads you to the village. You can buy stuff, finally. You must be a promoted character to use any of the new weapons. If you're interested in old weapons, use the deals menu.

- Broad Sword - Deanna, Claude, Higin - 1200
- Chrome Lance - Dawn, Eric, Randolph - 1500
- Great Axe - Jaha, Rohde - 5000
- Iron Claw - Luke - 4500
- Guardian Staff - Natasha, Slade, May, Sarah - 3200
- Holy Staff - Sarah, Slade - 7800
- Great Shot - Chester, Graham - 5500

What a load of crap, eh? Holy Staffs are really nice though. When you are done, leave town. Gyan knows a shortcut. It takes you through a long, narrow, deep valley. Good thing it is a shortcut and you will not be attacked. I lied, it is totally a trap. Prepare for a rough battle.

Battle #20

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS

Cerberos	2	42	0	41	27	17	7	Fire Breath [15]
Evil Cleric	2	52	40	35	29	16	5	Heal1,2,3,4, Blast
Golem	3	46	0	43	30	16	4	
Gargoyle	1	47	0	42	30	16	6	
Belial	1	41	18	43	33	17	6	Bolt1
Minotaur	2	60	0	46	33	19	5	
Brass Gunner	2	41	0	46	36	17	4	R2
Statue of Iom	1	80	??	0	35	17	0	
Demon Master	1	71	32	43	32	19	6	Freeze1,2,3

Battle Tips:

I. The Demon Master is the leader here. Before you just run up the valley and try to kill it, be aware, he has Freeze 3, the same glitched Freeze 3 which you have. Because of this, he is more than a match for your entire party. He can only cast it three times. It is recommended you force him to cast it on one member and repeat until he is out of MP. Higin takes less than normal damage from spells, and will probably be able to survive it once, provided he has full HP to start with.

II. The Statue of Iom is also quite dangerous. It takes three turns to charge up and another to cool down. Once charged, it will fire a huge beam three squares wide all the way down the valley. Any unit, friendly or foe, caught in this beam will take around 15 damage. Duck into one of the indents into the

mountain when it is about to fire, this will cause it to miss you. Try not to let the Statue kill all the enemies, you do not get items they drop if it does!

III. The chest on the right has a Valkyrie, the best weapon in the game for PLDN's, it also has range. I recommend giving it to Dawn.

IV. The chest on the left has a Buster Shot. It is the best weapon in the game for Chester and Graham. Although Graham has more attack power, usually, I recommend giving it to Chester because of his better defense.

V. The Minotaur which starts closer to the Statue has an Evil Axe. It is the best axe in the game, but it is also cursed. Great source of money though.

Once defeated, the Cypress Army moves to the Shrine. Most of the remaining villains are there discussing their next move. The Shining Force seems to have arrived just in time, Barbara offers to hold them off with her army, allowing Warderer and Hindel to continue with the sacrifice of Nick.

Battle #21

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Evil Cleric	1	52	40	35	29	16	5	Heal1,2,3,4, Blast
Belial	1	41	18	43	33	17	6	Bolt1
Minotaur	2	60	0	46	33	19	5	
Brass Gunner	3	41	0	46	36	17	4	R2
Demon Master	1	71	32	43	32	19	6	Freeze1,2,3
Dullahan	2	48	0	49	35	19	6	
Taros	2	52	0	51	35	20	4	
Chimera	2	50	0	51	35	18	6	Fire Breath [20]
Barbara	1	92	0	55	41	21	6	

Battle Tips:

I. Search the pillar directly above where you start for another hidden character, Rush. Rush is fairly resistant to magic, just like Higin.

II. The closest Taros has a Dark Sword. He will drop it when he dies, but, beware, he may use its Desoul ability on you.

III. Demon Master, middle of the map, enough said.

IV. Barbara leads the enemies. She has an Atlas Axe and often uses its Blaze 3 abilities. When she dies, you win and get the Atlas Axe.

V. The first chest on the right contains 10,000 gold.

VI. The other nearby chest contains an Evil Claw.

VII. Sarah learns Aura 2 at level ten, it allows her to heal a much larger grouping of allies for 15 HP.

Once beaten, some more chatter will happen. Your party will now go into the shrine only to find out Warderer's resurrection spells have brought back a powerful individual. This is by far and away the hardest battle of the game coming up. Make sure to revive everyone.

Battle #22

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
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Demon Master	1	71	32	43	32	19	6	Freeze1,2,3
Dullahan	4	48	0	49	35	19	6	
Taros	2	52	0	51	35	20	4	
Chimera	1	50	0	51	35	18	6	Fire Breath [20]
Assassin	4	48	0	50	37	20	7	
Wyvern	1	47	0	50	38	19	7	Ice Breath [25]
Evil Bishop	1	65	61	43	36	19	4	Aura1,2,3, Blast1,2
Death Walldol	1	116	70	57	41	22	6	Freeze1,2,3

Battle Tips:

I. Ugh. Death Walldol has Freeze 3 with enough MP to cast it seven times. Needless to say, there is no good strategy against him. Running both him, and the nearby Demon Master out of MP will leave a great deal of your team dead. Fortunately, the Death Walldol sometimes uses his Shining Sword, which will ONLY pound you with Bolt 2. Make CERTAIN to kill the Evil Bishop as it can replenish a large crowd of enemies for 30 HP a pop.

II. When Death Walldol is defeated, you will get the Shining Sword. It is the best weapon in the game which Deanna can equip without being cursed.

III. The chest on the left side contains 6000 Gold, which should cover the revival costs of your party after the battle.

IV. The chest to the upper right side contains the Evil Lance, the best PLDN weapon in the game, however, it is cursed.

V. Deanna learns Bolt 3 at level 15 of the Hero class. I doubt you will learn it in this battle, unless you rely heavily upon him to kill things for you.

You've now done just about everything. Head deeper into the shrine. Warderer has discovered who betrayed him. He is also nearly ready to kill off Nick. You arrive just in time.

Battle #23

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Demon Master	1	71	32	43	32	19	6	Freeze1,2,3
Assassin	2	48	0	50	37	20	7	
Wyvern	1	47	0	50	38	19	7	Ice Breath [25]
Evil Bishop	1	65	61	43	36	19	4	Aura1,2,3, Blast1,2
Executioner	2	51	0	54	40	22	5	
Sentinel	1	52	0	53	39	21	4	
Skull Knight	3	55	0	52	36	20	5	
Warderer	1	154	99	58	41	23	6	Bolt1,2,3

Battle Tips:

I. This battle is not nearly as hard as the last one was. Warderer is obviously the boss. While he does have Bolt 3 in his arsenal, it is not nearly as dangerous as Freeze 3 was. Also, the HP estimate of 154 may be a bit off... I can't remember how much I hit him for, but it is for certain between 150 and 160, and not 155.

II. Speaking of Freeze 3, you might want to kill the Demon Master on the right side.

III. Go very slowly in this level, with the exception of the Evil Bishop and

Warderer, every monster will eventually come to you.

IV. Remember, the Bishop knows the powerful healing spell, Aura 3, which can restore 30 HP to many targets.

V. The chest at the top right of this battlefield contains the White Ring. This is a wonderful item. However, if you do not get it, simply Egress at the start of the next battle and purchase it for 10,000 gold from the deals menu of the shop keeper.

VI. Higin learns the Randolph spell at level 11. It is similar to Bolt 2.

VII. Once Warderer is all alone, he will run out of MP in a fat hurry. After that he has only slightly better than normal physical attacks to save him.

Warderer is defeated, but it is not over yet. Nick breaks free and helps Hindel up. Deanna and Hindel are found to be brothers. Gyan and Nick knew of Hindel's distaste for Warderer. Better yet, Nick's hand is no longer stone! However, Warderer pushes Hindel into the lava and dives in himself, becoming one with the great power of Iom. This is the last battle, Nick will automatically be put in your party, substituted for the member who was the lowest level. Equip the Sword of Hajya on him. If you have very few people left, I suggest Egressing and reviving.

Battle #24

Enemy Name	#	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Evil Bishop	1	65	61	43	36	19	4	Aural,2,3, Blast1,2
Iom Doll	2*	145	??	52	35	20	5	Freeze1,2
Iom [Small]	2	156	??	57	38	22	0	Demon Breath
Iom [Main]	1	299	??	60	44	24	0	Demon Breath

Battle Tips:

I. While there are only two Iom dolls at a time, they will respawn every time you kill them. The only way I can see to prevent this is to stand on the exact square they spawn from. They spawned on the squares which have circular rocks on them, near the top of the screen on the left and right. This will make two characters useless for the battle, so you may as well put your Healing Rain on one of them.

II. Speaking of Healing Rain, the Evil Bishop who is in the middle of no where has one. Make sure you kill him before assaulting the Main part of Iom, otherwise he can just heal him to full from no man's land. Besides, he drops it, which will give you a total of two of them.

III. The Iom [Small] can not move. Their only attack is Demon Breath, a spell with the range of a level 2 spell. Because of this, any of your level three spells, Chester or Graham can hit them without fear of taking damage. While it may take a few more turns than a full assault, it is certainly a better option.

IV. Iom can only be hurt by the Sword of Hajya, which is why Nick must reach him in one piece. Once Nick hits Iom[Main] with the Sword, anything will be able to harm him. Iom[Main] has the same Demon Breath spell which the Iom [Small] had, but his has the range of a level 3 spell. Either go in one at a time until he kills your character, which will take two attacks of his, or go in from many different angles at once. Be warned, only one character can directly assault him at a time, unless you use Claude who can fly around to the back.

Congratulations, you have won. Enjoy the ending!

v) Items

1. Weapons
2. Secondary Equipment
3. Stat Increasing Items
4. Healing Items
5. Other Items

Weapon and items ranges.

0 = character x = squares which can be targeted

```

                                X
                                XXX
                                XXXXX
R1 -  XOX      R2      XXOXX      R3      XXXOXXX
      X                XXX                XXXXX
                                X                XXX
                                X

```

1. Weapons

>>>Swords - Sword holding classes are: SWDM, HERO, NINJ, SMRI, PRNC, SKYW

Name	What class may wear?	ATT	Cost	Other effects
Short Sword	All Sword Classes	5	100	
Middle Sword	All Sword Classes	8	180	
Long Sword	All Sword Classes	12	350	
Broad Sword	All Sword except SWDM	21	1200	
Critical Sword	All Sword except SWDM	26	4000	Critical Chance Up
Katana	SMRI	28	6000	
Shining Sword	HERO	33	10000	Bolt 2
Sword of Hajya	PRNC	33	N/A	Freeze 3
Dark Sword	All Sword except SWDM	35	15000	Desoul 2, Cursed

>>>Spears/Lances

Name	What class may wear?	ATT	Cost	Other effects
Spear	KNGT, PLND	6	120	R2
Bronze Lance	KNGT, PLDN	9	250	
Steel Lance	KNGT, PLDN	13	400	
Power Spear	KNGT, PLDN	18	780	R2
Chrome Lance	PLDN	22	1500	
Halberd	PLDN	24	5500	Bolt1
Valkyrie	PLDN	28	8500	R2
Evil Lance	PLDN	35	14000	Cursed

>>>Axes

Name	What class may wear?	ATT	Cost	Other effects
Short Axe	WARR, GLDR	6	120	
Hand Axe	WARR, GLDR	9	200	
Middle Axe	WARR, GLDR	14	380	

Battle Axe	WARR, GLDR	20	800	
Heat Axe	GLDR	25	1600	Blaze 2
Great Axe	GLDR	28	5000	
Atlas Axe	GLDR	30	9000	Blaze 3
Evil Axe	GLDR	34	14000	Cursed

>>>Gloves

Name	What class may wear?	ATT	Cost	Other effects
Leather Glove	MONK, MSMK	5	180	
Power Glove	MONK, MSMK	10	500	
Thorn Glove	MSMK	14	1200	
Iron Claw	MSMK	18	4500	
Evil Claw	MSMK	30	12000	Cursed

>>>Staves

Name	What class may wear?	ATT	Cost	Other effects
Wooden Rod	MAGE, HEAL, WIZD, SBRN	3	60	
Bronze Rod	MAGE, HEAL, WIZD, SBRN	6	140	
Iron Rod	MAGE, HEAL, WIZD, SBRN	9	240	
Power Stick	MAGE, HEAL, WIZD, SBRN	12	600	
Flail	HEAL, SBRN	16	1200	
Guardian Staff	WIZD, SBRN	20	3200	
Holy Staff	SBRN	24	7800	3HP per turn
Demon Rod	WIZD, SBRN	30	12000	Steals MP, Cursed

>>>Bows/Arrows

Name	What class may wear?	ATT	Cost	Other effects
Iron Arrow	RNGR, ACHR, BWNT, SNIP	8	110	R2, no R1
Steel Arrow	RNGR, ACHR, BWNT, SNIP	11	300	R2, no R1
Robin Arrow	RNGR, ACHR, BWNT, SNIP	15	700	R3, no R1
Assault Shell	BWNT, SNIP	19	2200	R3, no R1
Great Shot	BWNT, SNIP	23	5500	R3, no R1
Buster Shot	BWNT, SNIP	26	9500	R3, no R1

2. Secondary Equipment

Some characters do not use weapons. These characters can however be equipped with secondary items to help boost their stats. Characters who do use items may also use these items, but their weapons + secondary will occupy half of their inventory.

Name: Quick Ring

Effect: +5 Agility when equipped. Has no apparent use when used an item, though you do get 1 experience point for doing so.

Cost: 12000 Buy, 9000 Sell, 3000 Repair

From: Treasure chest in battle #9.

Name: Protect Ring

Effect: +5 Defense when equipped. Quick when used as an item.
Cost: 10000 Buy, 7500 Sell, 2500 Repair
From: Treasure Chest in Battle #15

Name: Running Ring
Effect: Movement Range increased by 2 while equipped.
Cost: 10000 Buy, 7500 Sell, 2500 Repair
From: Treasure chest in battle #18

Name: Black Ring
Effect: +10 Attack when equipped, WIZD only. Blaze 2 when used as an item.
Cost: 8500 Buy, 6375 Sell, 2125 Repair
From: Evil Cleric drops this in battle #18

Name: White Ring
Effect: +10 Defense when equipped. Casts quick when used as an item. HERO, SBRN, SMRI, NINJ, PRNC may equip it. Give it to Deanna or Nick.
Cost: 10000 Buy, 7500 Sell, 2500 Repair
From: Chest in battle #23

3. Stat Increasing Items

There are stat increasing items for all stats a character can have, including movement. Most stat increases are permanent. The main one which is not, is movement range. Movement range is reset to the class default when you promote.

Name: Quick Chicken
Effect: Increases agility by 2-4 points on one character.
From: Found in chest in Battle #5.

Name: Power Water
Effect: Increases attack by 2-4 points on one character.
From: Dropped by Death Archer in Battle #4

Name: Cheerful Bread
Effect: Increases HP by 2-4 points on one character.
From: Dropped by Ratman in Battle #5.

Name: Protect Milk
Effect: Increases defense by 2-4 points on one character.
From: Dropped by Incubus in Battle #4, Found in chest in Battle #7

Name: Running Pimento

Effect: Increases the movement range of one character by 2.

From: Found in chest in Battle #10.

4. Healing Items

In addition to healing spells, various herbs and seeds allow your party to heal while in battle.

Medical Herb - Heals 10hp when used in battle. R1 - 10 Gold
Healing Seed - Heals 20hp when used in battle. R1 - 200 Gold
Antidote - Cures poison status from target. R1 - 20 Gold
Angel Wing - Returns party to town. R0 - 40 Gold
Healing Rain - Casts Aura4. R0 - 20000 Gold

5. Other Items

Other items are the most useless things in the world. In fact, there is only one in the entire game, and it has no function until after the end credits!

Mime Show Tickets - Found in the well during battle #5. This item takes up no inventory space and you will probably forget you had ever grabbed them until after the end credits, when they allow you to see a very awkward dance between many of the main characters of the game.

vi) Spells

1. Damage
2. Status
3. Curative
4. Who Learns Which Spells?

1. Damage Spells

Unless otherwise stated, all level one and level two damage spells have a range of:

x
xxx
xxxxx
xxx
x

Unless otherwise stated, all level three and level four damage spells have a range of:

x

xxx
xxxxxx
xxxxxxxx
xxxxxx
xxx
x

Blast
Effect: 5-7 Damage to one target.
Cost: 2mp
Who Can Cast: Slade, Sarah

Blast 2
Effect: 6-9 Damage to five targets.
Cost: 5mp
Who Can Cast: Slade, Sarah

Blast 3
Effect: 13-17 Damage to ??? targets.
Cost: 8mp
Who Can Cast: Slade, Sarah

Blast 4
Effect: 25-40 Damage to one target.
Cost: 8mp
Who Can Cast: Sarah

Blaze
Effect: 6-7 Damage to one target.
Cost: 2mp
Who Can Cast: Natasha

Blaze 2
Effect: 8-10 Damage to five targets.
Cost: 5mp
Who Can Cast: Natasha

Blaze 3
Effect: 16-25 Damage to thirteen targets.
Cost: 8mp
Who Can Cast: Natasha

Blaze 4
Effect: 45-55 Damage to one target.
Cost: 8mp
Who Can Cast: Natasha

Bolt
Effect: 11-14 Damage to five targets.
Cost: 8mp
Who Can Cast: Deanna, May, Nick

Bolt 2
Effect: 13-17 Damage to thirteen targets. Bolt 2 has a level three and four

spell attack range.

Cost: 15mp

Who Can Cast: Deanna, May, Nick

Bolt 3

Effect: 19-27 Damage to thirteen targets.

Cost: 20mp

Who Can Cast: Deanna, May, Nick

Bolt 4

Effect: 60 Damage to one target.

Cost: 20mp

Who Can Cast: Deanna, May, Nick

Freeze

Effect: 8-10 Damage to one target.

Cost: 3mp

Who Can Cast: Natasha, May

Freeze 2

Effect: 9-13 Damage to five targets.

Cost: 7mp

Who Can Cast: Natasha, May

Freeze 3

Effect: 35-50 Damage to thirteen targets. *This spell was only intended to do 15-21 Damage to thirteen targets. However, a glitch in the game causes it to read this spell as though it did level 4 Freeze's damage.

Cost: 10mp

Who Can Cast: Natasha, May

Freeze 4

Effect: 35-50 Damage to one target. Thanks to the Freeze 3 glitch, use that spell instead, it is identical to this one except it hits thirteen targets instead of one.

Cost: 10mp

Who Can Cast: No one whom I know of... Natasha and May both stop at Freeze 3

Sarah

Effect: Blaze 2, fire resistance is ignored.

Cost: 8mp

Who Can Cast: Higin

Randolf

Effect: Bolt 2. Lightning resistance is ignored.

Cost: 15mp

Who Can Cast: Higin

Randolf 2

Effect: Bolt 3. Lightning resistance is ignored.

Cost: 20mp [or maybe 18?]

Who Can Cast: Higin

2. Status Changing Spells

Boost

Effect: Raises attack of five allies by about 20%

Cost: 8mp

Who Can Cast: Natasha

Desoul

Effect: Tries to instantly kill enemies. Does not work against stronger enemies.

Cost: 12mp

Who Can Cast: May

Desoul 2

Effect: Tries to kill more enemies.

Cost: 15mp

Who Can Cast: May

Dispel

Effect: Attempts to prevent enemies from casting spells for a few turns.

Cost: 6mp

Who Can Cast: Luke

Muddle

Effect: Lowers accuracy [??]. Seldom [more accurately, never] works

Cost: 10mp

Who Can Cast: Slade

Muddle 2

Effect: Tries to confuse enemies. Seldom works

Cost: 10mp

Who Can Cast: Slade

Quick

Effect: Increases Defense and Agility by about 25%. Does not last long enough to make it worth the cost. Huge range, hits 13 targets. Only practical use is for mass leveling of Slade.

Cost: 16mp

Who Can Cast: Slade

Quick 2

Effect: Increases Defense and Agility by about 25%. Lasts longer than the level 1 version of the spell, but only targets one member! What a ripoff!!!!

Cost: 20mp

Who Cast Cast: Slade

Slow

Effect: Reduces enemies Defense and Agility by 25%. Effects do not last long enough, nor does reducing some things defense by 4 make a big enough difference.

Cost: 15mp

Who Can Cast: May

Slow 2

Effect: Reduces the Defense and Agility of one enemy by 25%. Lasts longer than level one, but hits a sole target and is way too expensive.

Cost: 15mp

Who Can Cast: May

Sleep

Effect: Tries to render enemies useless by putting them to sleep. Does not work often, if it does, said enemy is useless for 1 to 5 turns.

Cost: 16mp

Who Can Cast: Luke

3. Curative Spells

Aura, levels 1-3 have a range of:

 x
 xxx
 xxxxx
xxxxxxx
 xxxxx
 xxx
 x

Aura

Effect: Replenishes 15 HP to five targets.

Cost: 7mp

Who Can Cast: Sarah

Aura 2

Effect: Replenishes 15 HP to thirteen targets.

Cost: 11mp

Who Can Cast: Sarah

Aura 3

Effect: Replenishes 30 HP to thirteen targets

Cost: 15mp

Who Can Cast: Sarah

Aura 4

Effect: Fully heals all allies anywhere on the map. This is the ultimate healing spell, you will probably never learn it though, healing rain has the same effect.

Cost: 18mp

Who Can Cast: Sarah

Detox

Effect: Removes poison from target.

Cost: 5mp

Who Can Cast: Luke

x
xxx
xxxxxx
xxx
x

Egress

Effect: Returns entire party to camp.

Cost: 8mp

Who Can Cast: Deanna, Natasha

Heal

Effect: Replenishes 15 HP to target.

Cost: 3mp

Who Can Cast: Luke, Slade, Sarah

x
xxx
x

Heal 2

Effect: Replenishes 15 HP to target

Cost: 5mp

Who Can Cast: Luke, Slade, Sarah

x
xxx
xxxxxx
xxx
x

Heal 3

Effect: Replenishes 30 HP to target

Cost: 10mp

Who Can Cast: Luke, Slade, Sarah

x
xxx
xxxxxx
xxxxxxxx
xxxxxx
xxx
x

Heal 4

Effect: Replenishes all HP to target.

Cost: 20mp

Who Can Cast: Luke, Slade, Sarah

x
xxx
x

4. Who Learns Which Spells

Level is the level you learn the spell at. You can get 20 levels normally, but they do NOT count towards learning promotion only spells. However, some spells can be learned whether you are promoted or not.

Deanna

Egress: Starts with

Bolt: Level 16

Bolt 2: Level 20

Bolt 3: Level 25

Bolt 4: Level 30

Natasha

Egress: Starts with

Blaze: Stats with

Blaze 2: Level 8

Blaze 3: Level 17

Blaze 4: Level 30

Freeze: Level 4

Freeze 2: Level 13

Freeze 3: Level 22

Boost: Level 26

Luke

Heal: Starts with

Heal 2: Level 3

Heal 3: Level 17

Heal 4: Level 25

Detox: Level 6

Detox2: Level 22

Slow: Level 1

Dispel: Level 13

Slade

Heal: Starts with

Heal 2: Starts with

Heal 3: Level 18

Heal 4: Level 27

Muddle: Level 7

Muddle 2: Level 15

Quick: Level 10

Quick 2: Level 21

Blast: Level 12

Blast 2: Level 24

Blast 3: Level 30

May

Freeze: Starts with

Freeze 2: Starts with

Freeze 3: Level 12

Slow: Starts with

Slow 2: Level 9
 Bolt: Level 15
 Bolt 2: Level 20
 Bolt 3: Level 25
 Bolt 4: Level 30
 Desoul: Level 18
 Desoul 2: Level 23

Sarah

Heal: Starts with
 Heal 2: Starts with
 Heal 3: Starts with
 Heal 4: Level 22 [12]
 Blast: Starts with
 Blast 2: Stats with
 Blast 3: Level 24 [14]
 Blast 4: Level 28 [18]
 Muddle: Starts with
 Muddle 2: Level 18 [8]
 Aura: Level 16 [6]
 Aura 2: Level 20 [10]
 Aura 3: Level 26 [16]
 Aura 4: Level 30 [20]

Higgins

Sarah: Level 17 [7]
 Randolph: Level 21 [11]
 Randolph 2: Level 25 [15]

Nick

Bolt: Starts with
 Bolt 2: Starts with
 Bolt 3: Level 25 [15]
 Bolt 4: Level 30 [20]

vii) Enemy Listing

Here are the monster stats. This list is in alphabetical order. Since the monsters are listed in order of appearance in the main walkthrough.

Enemy Name	HP	MP	ATT	DEF	AGI	MOV	GOLD	SPELLS
Arch Knight	40	0	30	22	14	7	220	
Assassin	48	0	50	37	20	7	910	
Barbara	92	0	55	41	21	6	1310	
Belial	41	18	43	33	17	6	580	Bolt1
Big Bat	14	0	13	8	6	6	90	
Bow Rider	49	0	33	27	14	7	310	
Brass Gunner	41	0	46	36	17	4	700	R2
Brass Rorder	31	0	27	19	11	4	160	R2 + R1
Cerberos	42	0	41	27	17	7	420	Fire Breath [15]
Chimera	50	0	51	35	18	6	860	Fire Breath [20]
Dark Bishop	47	19	29	22	13	5	270	Heal1,2,3
Dark Mage	36	8	15	10	11	5	140	Blaze1,2
Dark Monk	32	9	24	16	12	5	190	Heal1,2

Dark Ranger	49	0	33	27	14	7	310	R3, no R1
Dark Sniper	31	0	25	20	13	5	210	R2, no R1
Dark Soldier	33	0	20	13	13	4	160	
Death Archer	32	0	18	10	10	5	110	R2, no R1
Death Balloon	49	0	0	21	11	2	800	
Death Walldol	116	70	57	41	22	6	1630	Freezel,2,3
Demon Master	71	32	43	32	19	6	910	Freeze 1,2,3
Drago Newt 1	15	0	12	7	7	5	80	
Drago Newt 2	15	5	12	7	7	5	80	Blaze
Dullahan	48	0	49	35	19	6	670	
Dwarf	18	0	14	8	7	4	100	
Evil Bishop	65	61	43	36	19	4	1100	Aural,2,3, Blast1,2
Evil Cleric	52	40	35	29	16	5	610	Heal1,2,3,4, Blast
Evil Pixie	36	8	28	20	14	6	240	Blazel,2
Executioner	51	0	54	40	22	5	1700	
Gargoyle	47	0	42	30	16	6	410	
Ghoul	66	0	42	25	18	6	530	
Goblin	9	0	10	6	4	5	20	
Golem	46	0	43	30	16	4	480	
Gordon	46	30	28	20	14	7	510	Freezel,2
Hawkman	56	0	40	27	17	7	390	
Incubus	21	3	15	10	9	6	100	Blaze
Iom [Main]	299	??	60	44	24	0		Demon Breath1,2
Iom [Small]	156	??	57	38	22	0	2600	Demon Breath
Iom Doll	145	130	52	35	20	5	2000	Freezel,2
Iom Knight	27	0	15	10	9	7	110	
Lizardman	46	0	33	22	15	6	260	
Master Mage	43	17	26	19	13	5	210	Blazel,2,3
Minotaur	60	0	46	33	19	5	600	
Pegasus Knight	28	0	25	20	13	7	160	
Ratman	18	0	16	13	8	5	110	
Ratwing	29	0	19	16	12	7	120	
Scaben	13	0	11	6	6	5	40	
Sentinel	52	0	53	39	21	4	1300	
Skeleton	30	0	26	20	12	6	170	
Skull Knight	55	0	52	36	20	5	1000	
Solo	64	51	48	35	19	6	850	Bolt1,2
Sorcerer	64	27	30	23	15	6	340	Freezel,2
Statue of Iom	80	??	0	35	17	0	1000	
Taros	52	0	51	35	20	4	900	
Warderer	154	99	58	41	23	6	1980	Bolt1,2,3
Wight	50	0	39	30	17	6	400	
Worm	48	0	33	20	16	4	280	
Wyvern	47	0	50	38	19	7	970	Ice Breath [25]
Zombie	35	0	24	16	11	5	150	

viii) Other

1. Codes/Secrets

 1. Codes/Secrets

I don't know of any, per say, but here are a few nice tricks.

Enter a name for the main character, when you hit end, hold down button 2.
 Nick will appear, do the exact same process for him. You can now rename

