

# Shining Force Monster Guide

by Gamesnstuffguy

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A Monster Guide for: SHINING FORCE (GBA)  
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Below is a small/quick monster guide, for those of you annoyed with having to fight the opponent to see their stats and items, or simply for those looking for which monsters ahead will drop rare and unusual items.

The monsters are in order mostly of when you see them.

Goblin Lv. 3  
HP: 12  
Attack: 8 (With Short Sword)  
Defense: 6  
Agility: 5  
Movement: 5  
Magic Resistance: 0  
Gold: 12  
(Can drop Medical Herbs)

Dark Dwarf Lv. 3  
HP: 11  
Attack: 9 (With Hand Axe - can drop?)  
Defense: 8  
Agility: 4  
Movement: 4  
Magic Resistance: 0  
Gold: 22

Dark Dwarf Lv. 4  
HP: 12  
Attack: 14 (With Middle Axe - can drop)  
Defense: 8  
Agility: 5  
Movement: 4  
Magic Resistance: 0  
Gold: 25

Dark Dwarf Lv. 4  
HP: 12  
Attack: 10 (With Hand Axe - can drop?)  
Defense: 8  
Agility: 5  
Movement: 4  
Magic Resistance: 0  
Gold: 25

Rune Knight Lv 5.  
HP: 14

Attack: 12 (With Bronze Lance - can drop)  
Defense: 7  
Agility: 7  
Movement: 6  
Magic Resistance: 0  
Gold: 45

Giant Bat Lv. 5  
HP: 14  
Attack: 9  
Defense: 6  
Agility: 9  
Movement: 7  
Magic Resistance: 0  
Gold: 30  
(Can drop an Antidote)

Sniper Lv. 6  
HP: 13  
Attack: 13 (With Wooden Arrow - can drop?)  
Defense: 5  
Agility: 7  
Movement: 6  
Magic Resistance: 0  
Gold: 40

Dark Mage Lv. 5  
HP: 9  
MP: 16  
Attack: 18 (With Wooden Staff and Evil Ring)  
Defense: 6  
Agility: 9  
Movement: 5  
Magic Resistance: 50  
Spells: Blaze Lv. 2  
Gold: 46

Dark Mage Lv. 5  
HP: 9  
MP: 16  
Attack: 10 (With Wooden Staff - can drop?)  
Defense: 6  
Agility: 9  
Movement: 5  
Magic Resistance: 50  
Spells: Blaze Lv. 2

G. Rat Lv. 3  
HP: 0  
Attack: 7  
Defense: 7  
Agility: 6  
Movement: 4  
Magic Resistance: 0  
Gold: 10  
(Can drop Medical Herb)

G. Spider Lv. 4  
HP: 7  
Attack: 9

Defense: 8  
Agility: 3  
Movement: 5  
Magic Resistance: 0  
Gold: 20  
(Can drop Medical Herb)

G. Scorpion Lv. 5  
HP: 10  
Attack: 11  
Defense: 12  
Agility: 5  
Movement: 4  
Magic Resistance: 0  
Gold: 40  
(Can drop Healing Seed)

Zombie Lv. 7  
HP: 15  
Attack: 16  
Defense: 13  
Agility: 7  
Movement: 4  
Magic Resistance: 0  
Gold: 70  
(Can poison)

Skeleton Lv. 17  
HP: 20  
Attack: 19 (With Middle Sword - can drop?)  
Defense: 18  
Agility: 7  
Movement: 6  
Magic Resistance: 0  
Gold: 240

Mannequin Lv. 6  
HP: 16  
Attack: 18  
Defense: 12  
Agility: 8  
Movement: 5  
Magic Resistance: 40  
Gold: 125  
(Can drop a Medical Herb)  
(Can poison)

Evil Puppet Lv. 7  
HP: 14  
MP: 15  
Attack: 14  
Defense: 10  
Agility: 7  
Movement: 5  
Magic Resistance: 60  
Spells: Freeze Lv. 1  
Gold: 100  
(Can drop a Medical Herb)

Dire Clowns Lv. 8

HP: 15  
Attack: 20  
Defense: 16  
Agility: 7  
Movement: 5  
Magic Resistance: 50  
Gold: 130  
(Can drop a Healing Seed)

Marionette Lv. 12  
HP: 35  
MP: 99  
Attack: 25  
Defense: 13  
Agility: 13  
Movement: 6  
Magic Resistance: 70  
Spells: Freeze Lv. 4???  
Gold: 200  
(Can drop a Charm Ring)

Zombie Lv. 10  
HP: 15  
Attack: 18  
Defense: 13  
Agility: 7  
Movement: 4  
Magic Resistance: 0  
Gold: 90  
(Can poison)

Skeleton Lv. 9  
HP: 15  
Attack: 17 (With Middle Sword - can drop)  
Defense: 16  
Agility: 7  
Movement: 5  
Magic Resistance: 0  
Gold: 120  
(Later on they start dropping Medical Herbs)

Ghoul Lv. 15  
HP: 25  
Attack: 23  
Defense: 14  
Agility: 9  
Move: 6  
Magic Resistance: 0  
Gold: 200  
(CAN drop a Steel Ring, doesn't always.)  
(Can put your character to sleep)

Outlaw Lv. 5  
HP: 10  
Attack: 12 (With Hand Axe)  
Defense: 9  
Agility: 3  
Movement: 5  
Magic Resistance: 0  
Gold: 10

Kraken Lv. 12  
HP: 40  
Attack: 25  
Defense: 15  
Agility: 1  
Movement: 3  
Magic Resistance: 0  
Gold: 2,000  
(WILL? drop Heavy Mace)

Gobgovitch Lv. 9  
HP: 20  
Attack: 17 (With Hand Axe)  
Defense: 7  
Agility: 8  
Movement: 5  
Magic Resistance: 0  
Gold: 500  
(WILL? drop Shower Cure)

Dark Mage Lv. 9  
HP: 14  
MP: 24  
Attack: 27 (With Power Staff and Evil Ring)  
Defense: 8  
Agility: 12  
Movement: 5  
Magic Resistance: 50  
Spells: Blaze Lv. 2  
Gold: 62

Dark Priest Lv. 9  
HP: 16  
MP: 15  
Attack: 18 (With Power Staff - can drop?)  
Defense: 9  
Agility: 10  
Movement: 5  
Magic Resistance: 35  
Spells: Heal Lv. 1  
Gold: 125

Dark Elf Lv. 10  
HP: 15  
Attack: 20 (With Elven Arrow, which shoots 3 spaces away!)  
Defense: 9  
Agility: 10  
Movement: 6  
Magic Resistance: 0  
Gold: 160  
(They can auto-kill your characters in one hit - even Max!)  
(Can drop Steel Arrow)

Lizardman Lv. 10  
HP: 20  
Attack: 22 (With Middle Axe - which he occasionally drops?)  
Defense: 15  
Agility: 12  
Movement: 6

Magic Resistance: 0  
Gold: 150

Master Mage Lv. 16  
HP: 22  
MP: 30  
Attack: 19 (With Power Staff)  
Defense: 13  
Agility: 26  
Movement: 5  
Magic Resistance: 60  
Spells: Freeze 2  
Gold: 420

Pegasus Knight Lv. 12  
HP: 18  
Attack: 21 (With Bronze Lance - which he can drop)  
Defense: 16  
Agility: 12  
Movement: 7  
Magic Resistance: 0  
Gold: 180

Pegasus Knight Lv. 14  
HP: 22  
Attack: 30 (With Power Lance - which he can drop)  
Defense: 18  
Agility: 14  
Movement: 7  
Magic Resistance: 0  
Gold: 220

Laser Eye Lv. 20  
HP: 30  
Attack: 14  
Defense: 19  
Agility: 27  
Movement: 0  
Magic Resistance: 0  
Gold: 350

Silver Knight Lv. 12  
HP: 20  
Attack: 29 (With Power Lance - can drop)  
Defense: 15  
Agility: 11  
Movement: 7  
Magic Resistance: 0  
Gold: 75

Ghost Lv. 7  
HP: 14  
Attack: 20  
Defense: 14  
Agility: 5  
Movement: 8  
Magic Resistance: 35  
Gold: 30

Will-o-wisp Lv. 8

HP: 10  
MP: 3  
Attack: 2  
Defense: 20  
Agility: 3  
Movement: 3  
Magic Resistance: 20  
Spells: Freeze Lv. 1  
Gold: 70

Wizary Lv. 9  
HP: 20  
MP: 18  
Attack: 10  
Defense: 12  
Agility: 12  
Movement: 4  
Magic Resistance: 40  
Spells: Freeze Lv. 2  
Gold: 120

Soul Eater Lv. 15  
HP: 40  
Attack: 24  
Defense: 18  
Agility: 14  
Movement: 4  
Magic Resistance: 0  
Gold: 1,000

Lizardman Lv. 10  
HP: 20  
Attack: 33 (With Heat Axe - which he occasionally drops)  
Defense: 15  
Agility: 12  
Movement: 6  
Magic Resistance: 0  
Gold: 150

Pegasus Knight Lv. 12  
HP: 18  
Attack: 28 (With Power Lance - can drop)  
Defense: 16  
Agility: 12  
Movement: 7  
Magic Resistance: 0  
Gold: 180

Dark Priest Lv. 9  
HP: 16  
MP: 15  
Attack: 26 (With Power Staff and Evil Ring)  
Defense: 9  
Agility: 10  
Movement: 5  
Magic Resistance: 35  
Spells: Heal Lv. 1  
Gold: 125  
(Can drop Healing Seed)

Silver Knight Lv. 12  
HP: 20  
Attack: 20 (With Bronze Lance - can drop)  
Defense: 15  
Agility: 11  
Movement: 7  
Magic Resistance: 0  
Gold: 75

Artillery Lv. 14  
HP: 14  
Attack: 25  
Defense: 15  
Agility: 14  
Movement: 4  
Magic Resistance: 0  
Gold: 180

Elliot Lv. 20  
HP: 60  
Attack: 32 (With Long Sword)  
Defense: 17  
Agility: 16  
Movement: 5  
Magic Resistance: 10  
Gold: 450

Silver Knight Lv. 12  
HP: 20  
Attack: 27 (With Power Lance)  
Defense: 15  
Agility: 11  
Movement: 7  
Magic Resistance: 0  
Gold: 75  
(Drop Healing Seeds)

Rune Knight Lv. 15  
HP: 20  
Attack: 29 (With Power Lance - can drop?)  
Defense: 14  
Agility: 10  
Movement: 6  
Magic Resistance: 0  
Gold: 140

Hellhound Lv. 15  
HP: 29  
Attack: 28  
Defense: 19  
Agility: 13  
Movement: 7  
Magic Resistance: 0  
Gold: 200  
(CAN drop a Shower Cure)

Blue Dragon Lv. 7  
HP: 25  
Attack: 30  
Defense: 27



Agility: 15  
Movement: 3  
Magic Resistance: 0  
Gold: 1,000  
(WILL drop a Healing Ring)

Seabat Lv. 12  
HP: 20  
Attack: 20  
Defense: 14  
Agility: 14  
Movement: 7  
Magic Resistance: 0  
Gold: 350  
(Can drop an Antidote)

Balbazak Lv. 20  
HP: 65  
Attack: 34 (With Steel Sword - can drop?)  
Defense: 18  
Agility: 20  
Movement: 5  
Magic Resistance: 0  
Gold: 520

Conch Lv. 13  
HP: 21  
Attack: 22  
Defense: 14  
Agility: 16  
Movement: 6  
Magic Resistance: 0  
Gold: 180  
(Can drop a Medical Herb)  
(Can poison)

Shellfish Lv. 14  
HP: 25  
Attack: 25  
Defense: 16  
Agility: 23  
Movement: 6  
Magic Resistance: 0  
Gold: 220  
(Can drop a Medical Herb)  
(Can poison)

Skeleton Lv. 17  
HP: 20  
Attack: 23 (With Long Sword - can drop?)  
Defense: 22 (With Shield Ring)  
Agility: 7  
Movement: 6  
Magic Resistance: 0  
Gold: 240

Worm Lv. 14  
HP: 17  
Attack: 27  
Defense: 16

Agility: 16  
Movement: 4  
Magic Resistance: 0  
Gold: 300  
(Can drop a Medical Herb)

Master Mage Lv. 16  
HP: 22  
MP: 30  
Attack: 25 (With Guard Staff)  
Defense: 22 (With Guard Staff??)  
Agility: 26  
Movement: 5  
Magic Resistance: 60  
Spells: Freeze Lv. 2  
Gold: 420  
(Can put your character to sleep)

Gargoyle Lv. 18  
HP: 18  
MP: 12  
Attack: 29  
Defense: 18  
Agility: 20  
Movement: 6  
Magic Resistance: 0  
Spells: Elude Lv. 1  
Gold: 350  
(Can breath fire! Their attacks can put you to sleep, too!)  
(Can drop an Angel Wing)

Pegasus Knight Lv. 14  
HP: 22  
Attack: 30 (With Power Lance - can drop?)  
Defense: 18  
Agility: 14  
Movement: 7  
Magic Resistance: 0  
Gold: 220

Artillery Lv. 14  
HP: 14  
Attack: 25  
Defense: 19 (With Shield Ring)  
Agility: 14  
Movement: 4  
Magic Resistance: 0  
Gold: 180

Master Mage Lv. 16  
HP: 22  
MP: 30  
Attack: 19 (With Power Staff - can drop? Later drop Holy Staves?)  
Defense: 13  
Agility: 26  
Movement: 5  
Magic Resistance: 60  
Spells: Freeze Lv. 2  
Gold: 420

Golem Lv. 16  
HP: 17  
Attack: 32  
Defense: 28  
Agility: 16  
Movement: 4  
Magic Resistance: 0  
Gold: 400

High Priest Lv. 15  
HP: 20  
MP: 30  
Attack: 23 (With Power Staff - can drop?)  
Defense: 14  
Agility: 13  
Movement: 6  
Magic Resistance: 40  
Spells: Heal Lv. 3  
Gold: 300

Dullahan Lv. 18  
HP: 22  
Attack: 37 (With Broad Sword)  
Defense: 28  
Agility: 13  
Movement: 5  
Magic Resistance: 20  
Gold: 600

Kane Lv. 25  
HP: 70  
Attack: 43 (With Dark Sabre)  
Defense: 30  
Agility: 29  
Movement: 6  
Magic Resistance: 10  
Gold: 1,200  
(Can drop Soulbuster)

Bowrider Lv. 17  
HP: 18  
Attack: 36 (With Armour Arrow)  
Defense: 11  
Agility: 14  
Movement: 7  
Magic Resistance: 0  
Gold: 650

High Priest Lv. 15  
HP: 20  
MP: 30  
Attack: 37 (With Holy Staff)  
Defense: 14  
Agility: 13  
Movement: 6  
Magic Resistance: 40  
Spells: Heal Lv. 3  
Gold: 300

Belial Lv. 19

HP: 21  
MP: 24  
Attack: 26  
Defense: 20  
Agility: 22  
Movement: 6  
Magic Resistance: 25  
Spells: Bolt Lv. 1  
Gold: 550  
(Can breath fire! Their attacks put you to sleep?)

Dullahan Lv. 20  
HP: 22  
Attack: 39 (With Broad Sword)  
Defense: 32 (With Shield Ring)  
Agility: 13  
Movement: 6  
Magic Resistance: 20  
Gold: 700

Mishaela Lv. 30  
HP: 65  
MP: 100  
Attack: 42  
Defense: 30  
Agility: 35  
Movement: 6  
Magic Resistance: 80  
Spells: Bolt Lv. 2  
Gold: 1,500  
(CAN drop Prayer Ring)

Dullahan Lv. 20  
HP: 22  
Attack: 44 (With Doom Blade - CAN drop it)  
Defense: 32 (With Shield Ring)  
Agility: 13  
Movement: 6  
Magic Resistance: 20  
Gold: 700  
(Can put your character to sleep!)

Jet Lv. 25  
HP: 28  
Attack: 45  
Defense: 32  
Agility: 33  
Movement: 7  
Magic Resistance: 0  
Gold: 750

Wyvern Lv. 21  
HP: 32  
Attack: 39  
Defense: 30  
Agility: 31  
Movement: 7  
Magic Resistance: 0  
Gold: 600  
(CAN drop an Evade Ring)

(Can breath icy breath up to 2 spaces away!)

Torch Eye Lv. 25

HP: 28

Attack: 42

Defense: 32

Agility: 27

Movement: 6

Magic Resistance: 20

Gold: 725

(Can shoot a laser from 2 spaces away!)

Minotaur Lv. 22

HP: 31

Attack: 46

Defense: 30

Agility: 31

Movement: 5

Magic Resistance: 0

Gold: 800

(Can drop Steel Ring)

Ice Worm Lv. 18

HP: 30

Attack: 40

Defense: 25

Agility: 26

Movement: 5

Magic Resistance: 0

Gold: 350

(Can put you to sleep and can use an ice attack up to 2 spaces away!)

Steel Claw Lv. 25

HP: 25

Attack: 43

Defense: 31

Agility: 31

Movement: 5

Magic Resistance: 30

Gold: 700

(Can attack from 2 spaces away)

Demonmaster Lv. 24

HP: 27

MP: 40

Attack: 52 (With Demon Rod - Can drop)

Defense: 24

Agility: 50

Movement: 6

Magic Resistance: 40

Spells: Freeze Lv. 4

Gold: 650

Demonmaster Lv. 24

HP: 27

MP: 40

Attack: 29 (With Power Staff)

Defense: 24

Agility: 50

Movement: 6

Magic Resistance: 40  
Spells: Freeze Lv. 4  
Gold: 650

Demonmaster Lv. 24  
HP: 27  
MP: 40  
Attack: 29 (With Power Staff)  
Defense: 24  
Agility: 50  
Movement: 6  
Magic Resistance: 40  
Spells: Elude Lv. 1  
Gold: 650

Chaos Lv. 35  
HP: 65  
Attack: 50  
Defense: 35  
Agility: 32  
Movement: 6  
Magic Resistance: 15  
Gold: 2,000  
(CAN drop Gold Ring)  
(Can shoot a laser from 2 spaces away!)

Cerberus Lv. 22  
HP: 27  
Attack: 42  
Defense: 26  
Agility: 38  
Movement: 7  
Magic Resistance: 0  
Gold: 400  
(Can drop Shower Cure)  
(Can breath fire up to 2 spaces away)

Horseman Lv. 23  
HP: 24  
Attack: 55 (With Buster Shot - can drop!)  
Defense: 18  
Agility: 17  
Movement: 7  
Magic Resistance: 0  
Gold: 800

Skullforce Lv. 25  
HP: 36  
Attack: 62 (With Great Axe)  
Defense: 33  
Agility: 32  
Movement: 5  
Magic Resistance: 0  
Gold: 500  
(Can shoot bullets automatically hit for a fair amount of damage!)

High Priest Lv. 19  
HP: 20  
MP: 40  
Attack: 39 (With Holy Staff)

Defense: 14  
Agility: 13  
Movement: 7  
Magic Resistance: 40  
Spells: Heal Lv. 4  
Gold: 350

Chimera Lv. 28  
HP: 56  
Attack: 59  
Defense: 30  
Agility: 40  
Movement: 6  
Magic Resistance: 0  
Gold: 575  
(Can breath fire up to 2 spaces away!)  
(Can drop Quick Chicken)

Blue Dragon Lv. 35  
HP: 50  
Attack: 63  
Defense: 32  
Agility: 42  
Movement: 5  
Magic Resistance: 0  
Gold: 2,000  
(Can drop Life Loaf?)  
(Can breath ice breath up to 3 spaces away!)

Skullforce Lv. 25  
HP: 36  
Attack: 69 (With Atlas - can drop Atlas)  
Defense: 33  
Agility: 32  
Movement: 5  
Magic Resistance: 0  
Gold: 500  
(Can shoot bullets up to 2 spaces away!)

Ramladu Lv. 40  
HP: 99  
MP: 20  
Attack: 57 (With Holy Staff)  
Defense: 45  
Agility: 49  
Movement: 6  
Magic Resistance: 0  
Spells: Aura Lv. 4  
Gold: 3,000

Colossus Lv. 45 (Left Head)  
HP: 65  
MP: 100  
Attack: 50  
Defense: 40  
Agility: 37  
Movement: 4  
Magic Resistance: 20  
Spells: Freeze Lv. 4  
Gold: 2,500

(Can drop a Seal Ring)

Colossus Lv. 45 (Right Head)

HP: 65

MP: 100

Attack: 50

Defense: 40

Agility: 37

Movement: 4

Magic Resistance: 20

Spells: Blaze Lv. 4

Gold: 2,500

(Can drop a Gold Ring)

Colossus Lv. 45 (Middle Head)

HP: 65

MP: 100

Attack: 50

Defense: 40

Agility: 37

Movement: 4

Magic Resistance: 20

Spells: Bolt Lv. 4

Gold: 2,500

(Can drop a Tornado Ring)

Darksol Lv. 50

HP: 240

MP: ??

Attack: 67

Defense: 40

Agility: 52

Movement: 0

Magic Resistance: 30

Spells: Demon Breath

Gold: 0?

(Can drop a Repel Ring)

Skullforce Lv. 40

HP: 36

Attack: 66 (With Great Axe - can drop this)

Defense: 33

Agility: 32

Movement: 5

Magic Resistance: 0

Gold: 1,000

Dark Dragon Lv. 98 (Left Head)

HP: 240

MP: ??

Attack: 67

Defense: 40

Agility: 52

Movement: 0

Magic Resistance: 0

Gold: 0?

(Can breath icy breath up to 2 spaces away)

Dark Dragon Lv. 98 (Right Head)

HP: 240



MP: ??

Attack: 67

Defense: 40

Agility: 52

Movement: 0

Magic Resistance: 0

Gold: 0?

(Can breath icy breat up to 2 spaces away?)

Dark Dragon Lv. 99 (Middle Head)

HP: 280

MP: ??

Attack: 65

Defense: 40

Agility: 60

Movement: 0

Magic Resistance: 0

Gold: 0?

(Can use Demon Breath on a 3 range! Really powerful!)

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Thanks go out to Sega, Atlus and THQ for the making of this remake. This FAQ would not exist without their hard work.

And my buddy Rick for being a pain and telling me I forgot about the Dark Elf's one-hit KO ability. :P

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