

into what appears to be an armory room. In this room there are three chests against the north wall containing a medical herb, angel wing, and antidote. Leave this room and enter the main part of the castle. Head up the wide stair case to the left and enter the room just above it. Head up the stairs to the right and you will end up in a bedroom. Some events will take place. You will eventually be spotted and more or less recruited to check out the strange events in the tower.

Head back down the stairs and head to the left. Talk to Sir Astral and keep heading to the left. Head up the staircases until you no longer can. Talk to the guard blocking the way, when he moves, follow the path out. Walk around BEHIND the tower, when you're about centered [you can't see yourself, so just guess] walk north until you notice the screen stop moving. Search the area for one of the fifteen Mithrils. Now, run around and enter the tower. It is battle time.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Gizmo	6	5	0	8	5	5	5	None

Battle Tips:

I. This battle is fairly straight forward. Try not to let them surround you if possible.

II. Remember to use Bowie's Egress spell if you're in danger of losing.

III. You may wish to do this battle more than once to gain some extra experience. If you elect to do this, cast Egress with only one enemy remaining.

Once the battle is complete, walk back into the castle and to the bedroom you had entered before. Take the staircase in this room up to the top bedroom. Some important storyline points will happen here. Eventually, you'll wind up in a meeting in the throne room. After a long talk, you'll be asked a question by the minister. Just answer "Yes" to every question in this entire game, fore the NPC's don't seem to understand what "No" means. When you regain control of yourself head down and out of the castle.

Head back towards the school and go onto the docks below it. A ship will be there now. Head onto the front end of the ship [stern]. The barrel furthest to the right has a Quick Chicken inside.

Leave the boat and head to the south west corner of town. If you try to leave, Jaha will stop you and join your party. You may also want to purchase a few weapons at the weapon shop.

Item	Cost
Short Sword	140
Short Spear	120
Short Axe	120
Wooden Rod	80
Short Knife	70

The item shop sells:

Item	Cost
Medical Herb	10

Healing Seed		200
Antidote		20
Angel Wing		40

When you're done shopping leave town to go to...

^02^

Yeel/Hawel

Items in this area: Power Water, Mithril #2, healing seed, antidote, healing drop

Characters to get: Kazin

You'll get attacked before you can even take a step, here is the list of what you will fight.

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

Ooze		4		9		0		11		6		5		4		
Huge Rat		2		10		0		12		8		7		5		

Battle Tips:

I. Huge Rats hit hard and move fast, try not to let them get more than one turn attacking any character or it can be lights out.

II. Take advantage of Chester's new spear. It has better range than the wooden stick did, allowing him to attack from an angle or further away.

After the battle, go down and search the southern most tip of the northern most mountain. It will give you Mithril. Now enter the nearby cave. It's not really much of a cave. You'll notice one chest in the front room which is blocked. Enter the room to the lower left and get open the chest here for a power water. Exit this cave and enter the small town northwest of here, Yeel.

In the first house on your right, the pot contains a healing seed. After this, continue north, save/revive at the church if you need to [I'm not going to tell you to do this anymore, just use common sense. Talk to the person wearing brown clothing in the northwest corner of town. This is Kazin. Exit town to the north and head northwest. It's another battle!

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

Ooze		3		9		0		11		6		5		4		
Huge Rat		2		10		0		12		8		7		5		
Huge Bat		1		11		0		15		8		8		6		

Battle Tips:

I. It is a bit harder to move in this battle, thanks to all of the trees. Huge Rats are not effected by this to anywhere near the extent your party is.

II. Huge Bats often drop Medical Herbs. They can also put a character to sleep when they hit you.

III. Sarah learns Detox at level 4. It removes poison.

Once you have won this battle, head northwest and enter Hawel's house. Some more story will happen. Kazin will join you now as a fighting member. Before you rush out of the house, check the two treasure chests for an antidote and

healing drop. As you leave, you'll get in yet another battle.

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

Huge Bat	3	11	0	15	8	8	6	
Galam Soldier	3	11	0	15	10	8	6	
Galam Archer	2	15	0	15	10	10	5	

Battle Tips:

I. Kazin will learn Blaze 2 at level 5. It allows him to hit many more enemies at once.

II. The improved defense of these enemies will make your attacks do very weak damage. How unfortunate.

After this battle more events will happen. You'll eventually regain control of yourself after a few more events in...

^03^ Galam Castle / Rush to Granseal

Items in this area: Chirrup Sandals, Mithril #3

Characters to get: Slade

Once you gain control of Bowie examine the nearby table for Chirrup Sandals. After this, walk next to Jaha to continue the talk. Once you regain control, leave your cell and head all the way to the left towards the steps. Slade has a better idea, follow him. When you fall down a level, walk up against the top wall and search it for another Mithril. Now follow the path until you reach a ladder. Climb it and then the stairs, all of the barrels are empty. Run through the kitchen. Head down a bit and then head left, you'll see an event. Once it ends, continue left and down the stairs. Head south and you will be spotted by the guards, battle time!

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

Galam Soldier	3	11	0	15	10	8	6	
Galam Archer	2	15	0	15	10	10	5	
Galam Mage	2	14	5	15	9	11	5	Blaze
Galam Knight	1	16	0	17	11	12	7	

Battle Tips:

I. Galam Mages cast Blaze, it will do about six damage to you. They can only cast it twice though. One of them also drops a Short Rod, a nice new weapon for Sarah or Kazin.

II. The Galam Knight is the leader, if you defeat him all of the enemies will be defeated. Be careful though, he has spear range, just like Chester.

After the battle you'll get some storyline and will receive the Jewel of Light. When you regain control of Bowie, head into town, there are a few new things to buy! Oh yeah, Slade will join you as a fighter now.

When you get to the item shop, run inside and open the chests for two Medical Herbs. The Vendors sell:

Item	Cost
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Short Sword		140
Short Spear		120
Bronze Lance		260
Short Axe		120
Wooden Rod		80
Short Rod		130
Short Knife		70

The item shop sells:

Item		Cost

Medical Herb		10
Healing Seed		200
Antidote		20
Angel Wing		40

Once you're done shopping, head south through the main gates and leave Galam. You will get attacked again.

Enemy Name		# of		HP		MP		ATT		DEF		AGI		MOV		SPELLS

Galam Soldier		3		11		0		15		10		8		6		
Galam Archer		1		15		0		15		10		10		5		
Galam Mage		2		14		5		15		9		11		5		Blaze
Galam Knight		2		16		0		17		11		12		7		
Dark Cleric		1		15		7		18		11		13		5		Heal

Battle Tips:

I. Slade starts at a pitiful level five, so he may be one, if not two levels below the rest of you team. Try to keep him alive and get him experience, he is one of the best characters in the game once he gets promoted.

II. Sarah learns Heal 2 at level 7. It improves the range of the spell.

III. Dark Clerics can cast Heal a couple of times.

IV. If you bough a Bronze Lance for Chester, it would be wise to keep the Short Spear still. While the Lance does additional damage, the Short Spear, and all other spear weapons have better range, which can be useful. Always keep a spear class weapon on any Knight class character.

When the battle is done, return to...

^04^

Granseal under Siege

Items in this area: Mithril #4

Characters to get: Kiwi

You'll notice the town is more or less dead. In the Tiny house next to the docks talk to the Turtle and give him a name [default is Kiwi]. He will join your party. Now head for the castle. Go into the Throne Room for an event. Just listen to the talking and try to approach the tower you were in earlier. You will get interrupted a few times with text before getting there.

Walk to the seal where you fought Gizmo's earlier. Enter it. Follow the path around for several screens and enter into the only room you see. There will be a large amount of story line and you will eventually be attacked!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Galam Archer	3	15	0	15	10	10	5	
Galam Mage	1	14	5	15	9	11	5	Blaze
Galam Knight	3	16	0	17	11	12	7	
Dark Cleric	1	15	7	18	11	13	5	Heal
Dark Smoke	2	18	20	22	13	13	6	Dispel

Battle Tips:

I. the Dark Smokes each get two moves every turn as they are 'bosses' though the other enemies don't die if they do, strange.

II. Thanks to nearly every enemy having a long range attack, it is very easy to walk into an ambush here. Have Sarah ready with heal spells.

III. Kazin learns Muddle at level 9. This spell can lower the attack accuracy of enemies.

IV. Kiwi's high defense makes him an ideal tank against the physical attackers, but one Blaze will nearly kill him.

After the battle you'll have a long amount of storyline to watch, interesting too. You'll get the Jewel of Evil. Once Sir Astral tells you to leave, leave the tower. You don't need to rush out, nothing bad happens. Work your way out of the tower, through and out of the castle. When you get at the front gates of it, another event will happen.

To your right, there is a small hole [near the school], search it for Mithril. Now, work your way through the school and down to the boat which is still in the dock. Talk to the old man in orange when you get on the boat and it will depart. There will be some conversation on the boat and eventually you will arrive on a new continent, Parmecia.

^05^

New Home

Items in this Area: Cheerful Bread, Warrior Pride, Antidote, Healing Seed
Characters to get: Peter, though you can't control him yet

Time to build a town, plank after plank. Just kidding, you only need to move one plank, then one of the townsfolk will have mysteriously not returned from a dangerous mission! Choose to find him and guess what. Another battle!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Green Ooze	2	17	0	22	12	12	4	
Goblin	4	18	0	22	13	13	6	
Hunter Goblin	3	24	0	22	12	14	5	
Witch	2	21	10	19	12	15	6	Freeze

Battle Tips:

I. Kiwi does not live long around Witches.

II. Enemies have a lot more life and more defense than those you just fought. With your old weapons, this battle will be a great challenge. Do not be afraid to retreat and try again should things get rough.

III. Hunter Goblin's are not effected by the forest terrain, but most of your characters will be. Stick to the sandy road if possible.

Anyway, you'll return to the ship just in time to see the new Granseal built. This advances the story one full year. There will be a meeting in the castle after this. When the meeting is over, head left one room and up a bit and examine the second barrel for Cheerful Bread. Now head all the way to the right and head up into what is called the Tactical Room. Walk straight up to the Emblem in the back of the room and search it for Warrior Pride. Now head back to the throne room and head south to exit the castle into town.

You'll be stopped and shown something near the front end of town. Some story will happen and finally the Minister will arrive. Head back up to the castle for more talking. Eventually, Peter the Phoenix will join you. You won't be able to move him yet, but he will appear in battle and attack targets.

After receiving your gift from the King, explore the new town and go shopping. In the lower left house, the barrel contains an antidote.

The item shop, near the middle of town, sells:

Item		Cost
Medical Herb		10
Healing Seed		200
Antidote		20
Angel Wing		40

Now onto the right side of the town. The house which is half constructed has a Healing Seed inside of the barrel. Once you get that, head straight up to the weapons shop [thank God!]. The weapons shop sells:

Item		Cost
Short Sword		140
Middle Sword		340
Bronze Lance		260
Spear		460
Short Axe		120
Hand Axe		340
Wooden Rod		60
Short Rod		130
Short Knife		70

When you're done shopping exit town and a long way right to the next screen. Go down a very short ways to the next screen and east again. You'll be in another battle, time to try out those weapons!

Enemy Name		# of		HP		MP		ATT		DEF		AGI		MOV		SPELLS
Green Ooze		2		17		0		22		12		12		4		
Goblin		3		18		0		22		13		13		6		
Hunter Goblin		2		24		0		22		12		14		5		
Witch		2		21		10		19		12		15		6		Freeze
Vampire Bat		2		20		8		26		16		16		6		Blaze1-2

Battle Tips:

I. Ah, new weapons. This should be easier than the last one.

II. More trouble for Kiwi, more spell casters than before.

III. Vampire Bats have Blaze 2, which can decimate your party if you travel too close to each other.

IV: Sarah learns blast at level 10. It does only six damage and has a bad range, but it may be better than her normal attack.

Once you have won this battle, continue heading right until you reach the town of...

^06^

Ribble

Items in this Area: Mithril #5, Bright Honey, Mithril #6, Silver Tank

Characters to get: May

Upon entering the town you will be accused of being bad guys. Head to the Mayors house, which is straight up from the entrance and Peter will sort everything out and you'll be able to run around the town like normal. See the 3x3 square to your right? Approach it from the bottom and search when you are facing UP on the bottom center square, you'll find Mithril. There's some Bright Honey in the vase inside of the home in the lower left side of town. Go over to the lower right and talk to the Centaur. Her name is May and she will join your party. Feel free to shop now, the vendors sell:

Item | Cost

Medical Herb | 10
Healing Seed | 200
Healing Drop | 300
Antidote | 20
Fairy Powder | 100
Angel Wing | 40

Item | Cost

Short Sword | 140
Middle Sword | 340
Bronze Lance | 260
Spear | 460
Short Axe | 120
Hand Axe | 340
Wooden Rod | 60
Short Rod | 130
Short Knife | 70
Dagger | 320
Wooden Arrow | 250

Time to leave town, head down past the cave, right along the side of the river and then up to go around the mountains. Head right onto the next screen and you will get into another battle.

Enemy Name | # of | HP | MP | ATT | DEF | AGI | MOV | SPELLS

Goblin | 3 | 18 | 0 | 22 | 13 | 13 | 6 | |
Hunter Goblin | 2 | 24 | 0 | 22 | 12 | 14 | 5 | |
Witch | 2 | 21 | 10 | 19 | 12 | 15 | 6 | Freeze
Vampire Bat | 3 | 20 | 8 | 26 | 16 | 16 | 6 | Blaze1-2
Dark Dwarf | 2 | 21 | 0 | 27 | 17 | 18 | 4 | |

Battle Tips:

I. The southern-most Witch is holding a power ring, which will be given to the character whom it is killed by. If that characters inventory is full, it will fall to the ground but you can buy it from the 'deals' section of any vendor.

II. This is a very large battlefield, make sure you spot all the Vampire Bats before you start so you do not accidentally walk into their range without knowing it.

After the battle, follow the river along and head up to the next screen. Keep following the river until you reach the first bridge, cross over it. Head up exactly seven steps, then run into the side of the mountain and search if for another Mithril. Backtrack over the bridge and head up until the next screen.

After a few steps on this screen there is a bridge to the left, take it and continue all the way left on to the next screen. Enter the cave and prepare for another battle!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Hunter Goblin	2	24	0	22	12	14	5	
Witch	2	21	10	19	12	15	6	Freeze
Vampire Bat	3	20	8	26	16	16	6	Blaze1-2
Dark Dwarf	2	21	0	27	17	18	4	
Hobgoblin	1	21	0	25	19	19	5	

Battle Tips:

I. This battle is fought in a cave, so your view is limited quite a bit. Use the map feature by clicking on any open terrain and selecting map to see the layout of the enemies.

II. You'll notice there is a chest in the upper right of this cave, but since you're playing the U.S. version of the game, you won't be able to get it until after the battle.

III. Kazin learns Dispel at level 13, it can be used to try to prevent enemy spell casters from casting. A spell caster who can not cast spells is fairly useless.

IV. Sarah learns Detox 2 at level 13. In addition to a better range, it can remove stun from someone too! This is not terribly useful, as about three enemies in the game have the ability to stun you.

So when the battle ends, open it for a Silver Tank. Exit the cave using the upper left exit. Take the lower of the two paths to your left and enter the towns of...

^07^ Polca / Bedoe

Items in this Area: Protect Milk, Quick Ring
Characters to Get: Peter [you can control him], Gerhalt, Luke, Oddler [tags along, doesn't fight]

Get the protect milk from a barrel located in the building which is etched into the side of a cliff. The local vendors sell:

Item		Cost
Medical Herb		10
Healing Seed		200
Healing Drop		300
Antidote		20
Fairy Powder		100
Angel Wing		40

Item		Cost
Middle Sword		340
Long Sword		620
Bronze Lance		260
Spear		460
Short Axe		120
Hand Axe		340
Short Rod		130
Bronze Rod		360
Short Knife		70
Dagger		320
Wooden Arrow		250

After shopping, there's really nothing to do. You can talk to the guy who fell over in the left hand side of the screen for an interesting bit or try to exit the screen to the town in the upper right corner. An event will happen. Once you can move again, exit the town in the upper right. You'll get into another battle.

Enemy Name		# of		HP		MP		ATT		DEF		AGI		MOV		SPELLS
Witch		2		21		10		19		12		15		6		Freeze
Hobgoblin		5		21		0		25		19		19		5		
Death Monk		3		23		13		27		14		18		6		Heal1-2, Blast
Evil Cloud		1		22		0		30		18		17		5		
Death Archer		1		27		0		28		19		20		5		

Battle Tips:

I. The Death Archer is the leader, kill him and they all die.

II. Death Monks bring a rare combination of power and spell casting. They are not as deadly as upcoming enemy monks, but learn how to deal with them now.

III. Evil Cloud packs a punch, it also starts in the middle of no where. Be cautious of where it is at all times.

When you're done, head to the town at the top of the cliff, Bedoe.

When you enter the town, there will be a confrontation at the gate, but Peter will get you in safely. Bedoe is comprised of four floors. There is nothing on the first floor of interest. The second floor has some shops. They sell:

Item		Cost
Medical Herb		10
Healing Seed		200
Healing Drop		300
Antidote		20
Fairy Powder		100

Angel Wing | 40

Item | Cost

Middle Sword | 340
Long Sword | 620
Spear | 460
Steel Lance | 810
Hand Axe | 340
Middle Axe | 610
Short Rod | 130
Bronze Rod | 360
Dagger | 320
Knife | 500
Wooden Arrow | 250
Iron Arrow | 600

The third floor has a Quick Ring inside of a vase located in the lower right. The fourth floor is where the King resides. Go here for some storyline. When you regain control of Bowie, head right and take the stairs up to the top of Mount Bedoe. Enter the Temple and speak with God Volcanon. After the chat, Peter will join you as a full member of the team, meaning you can move him around.

Leave the temple and head back to the throne room. Speak to King Bedoe, answer yes to his question. Some more events will occur. Walk down to the first floor and back outside. Go left and position yourself next to the shrubs which are closest to the bottom of the screen. An event will occur. This will be important later. When you can, leave Bedoe and head back to Polca.

As you re-enter Polca, you'll notice things are about to pick up. A battle will ensue, but before it does, Gerhalt the Wolfman will join your party.

Enemy Name | # of | HP | MP | ATT | DEF | AGI | MOV | SPELLS

Hobgoblin | 3 | 21 | 0 | 25 | 19 | 19 | 5 |
Evil Cloud | 2 | 22 | 0 | 30 | 18 | 17 | 5 |
Death Archer | 4 | 27 | 0 | 28 | 19 | 20 | 5 |
Zombie | 5 | 27 | 0 | 32 | 20 | 18 | 5 |
Black Monk | 1 | 30 | 19 | 33 | 18 | 21 | 6 |Heal1-2, Blast
Master Mage | 1 | 28 | 14 | 25 | 18 | 22 | 5 |Blaze1-2

Battle Tips:

I. Master Mage is the leader of the group, kill him and you win the battle. He does have Blaze 2 and the ability to cast it a couple of times though.

II. Black Monk's healing spells can be annoying to overpower.

III. Zombie's can poison you. 2HP per turn may not seem a lot, but it can kill characters.

After the battle Luke will come to his senses, go see the Mayor of this town. You will get a raft for your troubles. As you leave the blind boy will be shoved off by the mayor. You can choose whether or not to take him with, but even if you say no your party feels pity when he falls flat on his face so you get stuck with him regardless. Exit town and you'll see your first mode of transportation! After a bit of chatter you'll be able to enter it. Luke will join your party at this point.

Items in this Area: Steel Sword, Wooden Panel, Power Water, Achilles Sword
 Characters to get: None

You will notice you now have 11 members in your force. Your going to need a place to start subbing members out, so our next journey is for a way to do just that. While I'm sure the game intends for you to go to a port town now, it is rather pointless as the boss will kick your ass with ease. Instead, I'm going to direct you to the Achilles sword.

Get in the raft and head south on the river, you'll come out near Ribble. Keep heading south, when the river forks, head right. Follow the river onto the next screen. Continue following it until you see a large chunk of mountains to the right. Get off the raft at this point [south shore of the river] and begin to walk around the mountains. Before long you'll get into another battle.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Evil Cloud	2	22	0	30	18	17	5	
Death Archer	2	27	0	28	19	20	5	
Zombie	4	27	0	32	20	18	5	
Black Monk	2	30	19	33	18	21	6	Heal1-2, Blast
Master Mage	1	28	14	25	18	22	5	Blaze1-2
Golem	4	24	0	35	24	19	4	

Battle Tips:

I. Golems pack quite a punch and can take a beating, luckily they move extra slowly with only a range of four on mostly desert terrain.

II. This might be a rough battle since we skipped getting weapons, since it would have required us to fight a more difficult battle.

III. Desert Terrain is not friendly for walking.

IV. Sarah learns Blast 2 at level 16. It hits more targets with better range, though the damage is about the same.

After the battle, continue heading east and enter the cave. It's more of a home for two very odd fellows. They'll mistake you for someone else. When you get the chance, get the steel sword from the chest in the upper right corner of this place. Talk to the older man, when he walks away, talk to him again.

He'll tag along with you, head outside and cast egress [or walk back to your raft, sail it to the cave near Ribble, blah blah]. In case you didn't catch that, head to the cave which is just south of Ribble. The old man will be able to open the door which you would not have been able to earlier. Believe it or not, there are enemies guarding this place!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Black Monk	2	30	19	33	18	21	6	Heal1-2, Blast
Master Mage	2	28	14	25	18	22	5	Blaze1-2
Golem	5	24	0	35	24	19	4	
Gargoyle	4	29	0	38	23	21	6	
Arrow Launcher	2	35	0	35	24	23	4	

Battle Tips:

I. The northern-most Arrow Launcher is the leader. Kill him and they all die.

II. Gargoyle's are very strong and move without land effect. They can cause a great deal of damage if they get behind the main line to a spell caster.

III. Kazin learns Desoul at level 18. This spell tries to instantly kill an enemy. It does not work often, but if it does, quick kill.

After the battle, the old man will walk with you to the right side. Something sad will happen and you'll be left all alone. Good news though, there are two chests in the middle and left of this room which contain a Wooden Panel and a Power Water. Once you have gotten them both, exit and walk back/egress to Ribble.

When you get to Ribble, walk up to the Tree and use the Wooden Panel on it. Approach from the front-right side. Use the A button to bring up the menu, the C button will just search it endlessly. Enter the hole it makes, head up and then left at the split for a chest containing the Achilles Sword. Equip it on Bowie right away, as it is the best thing available to him now.

^09^ Hassan/Taros

Items in this Area: Mithril #7, Running Pimento, Mithril #8, Holy Water
Characters to get: Rohde [doesn't join], Rick

Now that you have the Achilles Sword, it is possible to advance the storyline. Head back to your raft [it will be parked just outside of Ribble. Head down the river again, this time however, head down when the river splits. After it winds around for a while, the screen will fade out. It's time for one of the harder battles of the game.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Kraken Leg	8	24	0	38	26	19	6	
Kraken Arm	2	30	0	42	28	22	6	
Kraken Head	1	35	0	50	29	25	5	Aqua

Battle Tips:

I. As you might suspect, the head is the leader of this fight. Once it is beaten the rest of the Kraken will be as well.

II. The head can cast Aqua, which will hit one target for around 15 damage. This spell has very high range and costs 0mp.

III. The arms have spear range. They are also quite powerful.

IV. Sarah learns slow at level 19.

Once he is beat head down at the fork, get out of the raft and enter the port city of Hassan. This town has a lot of things to do. First, head to the left fence. You will see an opening with a chest just beyond it. Search it for Mithril. The lower barrel in the building labeled "bar" contains a running pimento. Head down from here and go left when the dock splits. There are five barrels against each other. The one in he upper right corner contains another Mithril.

Now go to the large house at the south end of town [above the docks though].

Inside is Rohde, he will take interest to your newly acquired Achilles Sword and follow you around. The two shops are on the right side of town, you'll probably want to upgrade your weapons now. They sell:

Item	Cost
Medical Herb	10
Healing Seed	200
Healing Drop	300
Antidote	20
Fairy Powder	100
Angel Wing	40

Item	Cost
Long Sword	620
Steel Sword	1120
Spear	460
Steel Lance	810
Middle Axe	610
Power Axe	1100
Iron Rod	560
Power Stick	1050
Knife	500
Thieve's Dagger	940
Iron Arrow	600
Steel Arrow	1270

When you're done shopping, leave town the way you came in and begin walking to the left. You'll quickly be attacked by more enemies.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Black Monk	2	30	19	33	18	21	6	Heal1-2, Blast
Master Mage	2	28	14	25	18	22	5	Blaze1-2
Golem	2	24	0	35	24	19	4	
Gargoyle	4	29	0	38	23	21	6	
Arrow Launcher	2	35	0	35	24	23	4	
Soulsower	2	27	0	43	32	25	4	

Battle Tips:

I. Soulsowers can stun you. That plus their huge damage can be very bad. Other than that, this battle should be a breeze

When the battle is over, head left until you reach the next screen. There is a temple near the top of this screen. Enter it. If you didn't have the Achilles Sword, or Rohde, you would turn around now. Instead, you're fortunate enough to have a pending battle!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Black Monk	1	30	19	33	18	21	6	Heal1-2, Blast
Master Mage	2	28	14	25	18	22	5	Blaze1-2
Golem	3	24	0	35	24	19	4	
Gargoyle	3	29	0	38	23	21	6	
Arrow Launcher	2	35	0	35	24	23	4	
Soulsower	2	27	0	43	32	25	4	
Taros	1	49	0	43	32	23	0	Bolt [from Sword]

I. Taros can only be damaged by Bowie and only if Bowie uses the Achilles Sword to attack him. Taros can not move, but has the same range as a spear when attacking. His sword also gives him the ability to cast the bolt2 spell.

II. Keep Sarah nearby with some heal spells since Taros will get two turns for every one Bowie gets and you'll need three or four hits to kill him.

III. Bowie learns Bolt at level 22.

IV. Sarah learns Heal 3 at level 22, it has improved range and heals for 30 HP [37 if promoted].

V. Kazin learns Blaze 3 at level 22. It does improved damage.

After the battle you will get the Caravan. The Caravan can travel over many types of terrain. It can hold items which until now you'll been lugging around such as Mithril. This is also where you will put members of the force who are not in the active battle party.

When you regain control of Bowie, open the chest to your right for Healing Water. Leave the temple and cast egress or walk back to Hassan. Talk to the Knight near the entrance. He is Rick and he'll join you. You'll also see a new shopkeeper standing by the door. He sells:

Item		Cost
Broad Sword		1600
Battle Axe		1370
Power Spear		1270
Robin Arrow		1480
Flail		1490
Leather Glove		1300

When you're done shopping, leave town, it's time to find...

^10^

Creed

Items in this Area: Dry Stone, Mithril #9, Vigor Ball, Fairy Powder, Secret Book, Angel Wing, Brave Apple, Medical Herb, Mithril #10, Mithril #11, Healing Rain, Running Ring, Antidote, Medical Herb, Cannon
Characters to get: Elric, One of the following: Tyrin, Eric, Karna, Randolf

We're going to take the round about method of getting to where we're going so you don't have to spend the time fighting a previous battle again. Head back to Ribble on the boat, get off and walk left. Head up one screen, then left one screen. You should now see a river with some rocks floating in them. The caravan can travel on this. Follow the Rocks down until you reach a cave. Enter the cave. Examine what looks like an old camp fire for Dry Stone. This is all we need to do here right now. Exit the cave, head down until you hit a mountain [2 steps] then cross the rocky river to the left. You'll notice a discoloration of one of the forest grids. This is actually the secret Elven Village. Enter it.

This area is difficult to navigate because the trees are in the way. When you enter, take seven steps up, five steps left, five steps down, and then all the way right until you reach a hidden chest, which contains a Mithril. If you head up and try to exit to the right, you'll reach a special stage. There are hidden chests in this stage, but sadly, you own the US version of the game and can not open them, ever. This is a good place to level up if you would like.

If you wish to fight here, the enemies include Mist Demons, Orc Lords, Dark Soldiers, Lesser Demons Blue Shamans, Dark Madams and Master Monk. The great news is, if you maneuver yourself to the Master Monks position, it will spawn alone. Attack it, gain exp. It will heal. Repeat. You can get a good level before it even strikes back, then just kill it and repeat. Mist demons will probably own you hard at this point, so try not to spawn any if your intent is to level up.

Go back to the chest in which you found Mithril. Position yourself directly to its left and walk left until you no longer can. Walk up one step, then left until you reach the base of some staircase. Walk down one step, then left until you can not anymore. Walk up 12 steps when you will be stopped again. Right two steps and up until you hit the shrub two squares away from the building. Left one step and up until you see the chest, which contains a Vigor Ball.

Make your way back down and enter the largest building. Examine the vase for Fairy Powder. Head up the stairs. Examine the bookshelf for the Secret Book. When you've collected everything, leave the Elven Village. At this point you are supposed to fight another battle. If you wish to skip it though, walk right two steps, then run up to the mountains, and follow them until you reach the next area. If you wish to fight it, simply walk left a few steps.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Gargoyle	3	29	0	38	23	21	6	
Arrow Launcher	2	35	0	35	24	23	4	
Soulsower	4	27	0	43	32	25	4	
High Priest	2	30	29	40	31	23	5	Heal1-2-3, Blast1-2
Dark Madam	1	29	17	38	31	29	6	Freezel-2
Orc	3	30	0	43	37	27	5	

Battle Tips:

- I. The southern most high priest has a Shining ball.
- II. The Orc in the middle is the leader.
- III. Orcs have great defense, spells are the way to go.
- IV. Look out for all the spell casters here. High Priests have Heal 3, which can prolong the battle for a while.

When the battle is won, continue heading left on to the next screen. Approach the pond and Oddler will notice something. Follow Oddler in, here comes another Battle!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Arrow Launcher	1	35	0	35	24	23	4	
High Priest	2	30	29	40	31	23	5	Heal1-2-3, Blast1-2
Dark Madam	2	29	17	38	31	29	6	Freezel-2
Orc	2	30	0	43	37	27	5	
Harpy	5	32	10	48	38	29	7	Dispel

Battle Tips:

- I. As I can no longer guess which characters are in your party, I'll stop mentioning who learns spells when. In general, a spell caster is going to

learn something every three to five levels.

II. There is no leader for the enemies, so you'll have to kill them all.

III. The Harpy's are rather hard, especially if you're defense is low. They move well and deal huge amounts of damage.

When you win this battle, Elric will join you. Leave this area and head up a few squares, Elric will open the mountain revealing a passage! This passage is a great place, there is a hidden area, inside of the hidden area!

First, walk all the way to the left side of this passage [so you're next to the other exit]. Two square below the base of the stairs is the first secret passage. Turn right when you can. Open the three chests for Brave Apple, Medical Herb, and Angel Wing. Head back left. One step after you can no longer see yourself, walk down through another hidden passage. Open this chest for Mithril. Now head to the exit steps and walk outside. You'll get attacked yet again.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Arrow Launcher	1	35	0	35	24	23	4	
High Priest	2	30	29	40	31	23	5	Heal1-2-3, Blast1-2
Dark Madam	2	29	17	38	31	29	6	Freeze1-2
Orc	3	30	0	43	37	27	5	
Harpy	2	32	10	48	38	29	7	Dispel
Skeleton	2	30	0	54	40	30	6	

Battle Tips:

I. The furthest Skeleton is the leader.

II. The Dark Madam near him drops a Protect Ring when defeated.

III. The nearby Skeleton drops a Broad Sword.

IV. Skeletons take extra damage from fire. Other than this weakness, they are some of the toughest enemies in the game.

When you win the battle, you'll be placed outside of Creed's Mansion. Don't go in just yet. Follow the mountains above you to their highest point and search the middle of those three squares for a Mithril. Now enter Creeds Mansion.

Head left and take a hidden passage by the trees to a Healing Rain in the chest. Now enter the mansion itself, some story will occur, just play along. After all of these events happen you'll find yourself on Chessboard Kingdom. There's nothing to do here, so just go talk to the King and challenge his army to a match. A battle will of course follow.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Pawn	6	36	0	53	37	25	6	
Evil Bishop	2	33	36	47	37	25	5	Heal1-2-3, Blast1-2
Rook	2	40	0	48	31	27	4	
Knight	2	48	0	51	34	29	7	
Queen	3	30	26	46	36	35	6	Freeze1-2
King	1	55	28	55	40	33	6	Blaze1-2

Battle Tips:

I. The King is the boss [duh].

II. They don't move like normal chess pieces either so don't worry about playing unfairly.

III. They won't attack until you cross the half way point, which is a good thing as this is possibly the hardest battle in the entire game.

IV. Rooks have great range, Knights have spear range.

The chest you receive for winning the battle contains a Cotton Balloon. Walk to the lower right side of desktop kingdom, talk to the guard, and use the cotton balloon on the edge of the pen. You'll parachute down to floor world.

Now, this is very important in the US version. Walk LEFT after it pops. Soon enough you'll see a small guy trying to lift a ring. After you see this, enter the mouse hole ALL the way to the right side. You'll be able to get this ring when you grow up again. It's obvious where to go, so I won't bother to explain it. Before long, you'll get attacked inside of the mouse hole. You'll have to fight!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Bubbling Ooze	6	32	0	47	35	26	4	Aqua1-2
Rat	5	41	0	56	32	30	6	
Willard [haha]	1	50	0	62	36	37	6	

Battle Tips:

I. The Willard is the leader, it moves quite fast too.

II. The Bubbling Ooze can use Aqua 1 and Aqua 2, so be on the look out for that.

Once you have won the battle, work your way out of this 'maze' and you will be encountered by a hell of a lot of storyline. Play around and follow it around as instructed.

After consulting Evil Spirit, return to the main floor and talk to Fairy. She will follow you around until you make it to the sick dwarf. Now, you have the chance to get one of the four imprisoned heroes. You may only choose one at point. Each one of them is the best in their character class. I usually pick Karna or Tyrin, but feel free to choose whoever you like.

Now, go into the room which made you small before [it won't again]. Search the area near the desk while facing left, you'll get a running ring. You can search the garden outside for useless crap such as an antidote and medical herb.

As you attempt to leave, another event will occur. Oddler will be leaving you now. Your task now is to heal the ill dwarf, in the cave which you found the Dry Stone near the Elven Village. Egress will take you to Hassan.

Work your way to the cave, let Fairy do her thing and get a Canon from the Dwarfs. Make sure Bowie has an open slot of inventory to hold it with. Now that you've done all this, take the Caravan back up and return to Granseal!

Items in this Area: Dynamite, Fairy Tear, Bright Honey, Healing Water, Cheerful Bread, Mithril #12, Pegasus Wing

Characters to get: Sir Astral [non-fighter], Janet, Rohde [as a fighter], Higin

Granseal will have changed since you were last here. All the buildings are constructed now and the vendors have new items. I'll list them in a moment. First, head towards the castle for another long series of events. Sir Astral will join your team as an advisor, more of a chatterbox if you ask me.

When you can leave the castle, do so. Try to leave town, Janet will join your team. Now it's time to shop. The stores sell:

Item		Cost
Medical Herb		10
Healing Seed		200
Healing Drop		300
Antidote		20
Fairy Powder		100
Angel Wing		40

Item		Cost
Broad Sword		1600
Buster Sword		2600
Heavy Lance		1600
Large Axe		2250
Robin Arrow		1480
Assault Shell		2500
Flail		1490
Guardian Staff		2380
Leather Glove		1300
Power Glove		1800

When you're done getting weapons, talk to the man next to the weapon shop. If you have the Cannon on you, you'll be able to get dynamite. Make sure to keep BOTH items on someone in your active party [can be different people].

Now leave town, head up a ways and over to the right. You should recognize this next screen from earlier. You'll get in another battle here with many new enemies.

Enemy Name		# of		HP		MP		ATT		DEF		AGI		MOV		SPELLS
Skeleton		6		30		0		54		40		30		6		
Lesser Demon		5		40		21		61		37		32		6		Blaze1-2-3, Boost1-2
Dark Sniper		3		38		0		53		37		35		5		
Dark Bishop		2		39		38		54		38		27		5		Aura, Blast1-2-3

Battle Tips:

I. The lower Dark Bishop will drop a blizzard.

II. Lesser Demons are strong and have powerful spells. Be very careful around them and do not cluster up.

III. Dark Sniper's have very impressive range. However, they can not hit directly in front of them, pin them and they are toast.

After the battle go up to the blocked cave. Rohde will blast a hole through it with the Cannon and Dynamite. He'll like it so much he'll join your party. Go in the cave for another battle!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Skeleton	5	30	0	54	40	30	6	
Lesser Demon	3	40	21	61	37	32	6	Blaze1-2-3, Boost1-2
Dark Sniper	4	38	0	53	37	35	5	
Dark Bishop	2	39	38	54	38	27	5	Aura, Blast1-2-3
Dark Soldier	1	35	17	63	46	34	4	Attack

Battle Tips:

I. Inside of a cave means bad visibility, take extra time to move the small peephole around and see what is near.

After this battle, you can open the chest for a fairy tear. Exit the cave near the top and you will have reached North Parmecia. The first town you'll see is Ketto, enter it.

The first house on the left has Bright Honey. The item and weapon shop is closed at first. Sneak to the top of the map via the right side and work your way to the vendor standing there. He'll run into his shop. The barrel also contains a Healing Water. They sell:

Item	Cost
Medical Herb	10
Healing Seed	200
Healing Drop	300
Antidote	20
Fairy Powder	100
Angel Wing	40

Item	Cost
Broad Sword	1600
Buster Sword	2600
Heavy Lance	1600
Javelin	3400
Large Axe	2250
Robin Arrow	1480
Assault Shell	2500
Guardian Staff	2380
Indra Staff	3200
Power Glove	1800

When you're done here, leave the town and start walking right. You'll soon encounter an event and ultimately a battle.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Lesser Demon	4	40	21	61	37	32	6	Blaze1-2-3, Boost1-2
Dark Sniper	3	38	0	53	37	35	5	
Dark Bishop	2	39	38	54	38	27	5	Aura, Blast1-2-3
Dark Soldier	4	35	17	63	46	34	4	Attack
Wizard	1	37	37	59	40	44	5	Blaze1-2-3
Lizard Man	1	40	0	67	45	38	6	

Battle Tips:

I. The Dark Bishop holds a Black Ring.

II. The Lizardman is the Leader.

III. All of the Blaze 3 casters can be deadly. Remember, if Peter is promoted he takes reduced damage from fire.

After the battle some events will take place, you'll get Higin. Continue to the right onto the next screen. Continue right and work your way around the dried up river and enter the castle, Pacalon.

The vase in the L-shaped house on just right of center has Cheerful Bread. The shops here sell:

Item		Cost
Medical Herb		10
Healing Seed		200
Healing Drop		300
Antidote		20
Fairy Powder		100
Angel Wing		40

Item		Cost
Buster Sword		2600
Great Sword		5100
Heavy Lance		1600
Javelin		3400
Large Axe		2250
Assault Shell		2500
Great Shot		5000
Guardian Staff		2380
Indra Staff		3200
Power Glove		1800

Head upwards into the castle area when you're done shopping. Enter the left room. You'll see some stairs going down. Ignore them and continue until you see three small rocks on the ground next to a wall. The wall is actually broken, head outside and down this set of stairs. The Chest contains Mithril. Now head into the main part of the castle. Go right at the fork to reach the Throne room. See the long blue carpet? Get to the very right edge of it and walk straight down, search this wall for a Pegasus Wing. Talk to the King of this town to find out where to go next. It's time to rescue a Goddess!

It's time to go to...

^12^

Mitula

Items in this Area: Mithril #13, Protect Milk, Healing Seed, Healing Seed, Mithril #14, Critical Sword, Power Water, Healing Seed
Characters to Get: Taya, Skreech

Head up from Pacalon onto the next screen. You'll be greeted by enemies as usual.

Enemy Name | # of | HP | MP | ATT | DEF | AGI | MOV | SPELLS

Dark Sniper	4	38	0	53	37	35	5	
Dark Bishop	3	39	38	54	38	27	5	Aura, Blast1-2-3
Dark Soldier	3	35	17	63	46	34	4	Attack
Wizard	1	37	37	59	40	44	5	Blaze1-2-3
Lizard Man	3	40	0	67	45	38	6	
Wyvern	2	46	0	72	39	36	7	Flame

Battle Tips:

I. The northern Lizardman is the leader.

II. Wyverns can cast flame, which is just fire breath. They also have great movement range with incredible damage. Fortunately they are a bit low on defense. Still, they can be the end of low HP characters.

After the battle head up for a long while. You'll see the 'trail' split, go to the right with it. Follow the mountain around and search the top tip of the lower mountain chain, you'll get Mithril. Continue following the mountains to the right until you reach a bridge.

Enter the bridge. You will see a poor girl trapped by monsters. You'll need to battle them to save her.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Lesser Demon	4	40	21	61	37	32	6	Blaze1-2-3, Boost1-2
Dark Sniper	1	38	0	53	37	35	5	
Dark Soldier	1	35	17	63	46	34	4	Attack
Wizard	1	37	37	59	40	44	5	Blaze1-2-3
Lizard Man	1	40	0	67	45	38	6	
Wyvern	3	46	0	72	39	36	7	Flame
Worm	4	45	0	75	40	34	5	
Master Monk	1	47	39	66	45	31	6	Heal1-2-3-4, Dispel

Battle Tips:

I. Worms hurt, badly. They can also poison you.

II. Take advantage of the narrow space and worms poor movement range to defeat them. Do not let them bottle you up with ranged attackers leading the charge. With all of their aerial units to the sides, it means certain defeat.

III. The Wizard is the leader of this battle.

IV. Master Monk is a great healer.

Once you are victorious, some more events will take place. When you can, exit to the right side [bottom]. Head up into the town of Tristan.

First, the shops to your left sell:

Item	Cost
Medical Herb	10
Healing Seed	200
Healing Drop	300
Antidote	20
Fairy Powder	100
Angel Wing	40

Item	Cost
Buster Sword	2600
Great Sword	5100
Javelin	3400
Chrome Lance	6900
Large Axe	2250
Great Axe	4600
Assault Shell	2500
Great Shot	5000
Guardian Staff	2380
Indra Staff	3200
Power Glove	1800
Brass Knuckles	2900

Head up the stairs at the temple. Then up the stairs which go up to the left. The chest at the top of this room contains a Protect Milk. There are no chests on the third floor of this, on the second is a chest with a healing seed and on the first floor yet another healing seed. Exit this area and go back up the first set of stairs to the temple. Enter it and walk to the back exit. You'll now be in the Courtyard of Mitula's Shrine.

You'll be stopped, but it's a trap. More enemies!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Wizard	2	37	37	59	40	44	5	Blaze1-2-3
Wyvern	3	46	0	72	39	36	7	Flame
Worm	4	45	0	75	40	34	5	
Master Monk	3	47	39	66	45	31	6	Heal1-2-3-4, Dispel
Orc Lord	2	46	13	73	44	37	5	Dispel
Dark Knight	1	50	0	76	48	40	7	

Battle Tips:

I. The Dark Knight is the leader.

II. You may also notice a chest off in the distance but since you play the US version of the game you can't get it ;P.

III. Movement is hard here thanks to the 30% land effect.

When the battle is over, walk up to the temple. There will be some talking. When it is done, head inside for another battle, against a Greater Devil!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Gargoyle	1	29	0	38	23	21	6	
Wizard	2	37	37	59	40	44	5	Blaze1-2-3
Wyvern	1	46	0	72	39	36	7	Flame
Master Monk	1	47	39	66	45	31	6	Heal1-2-3-4, Dispel
Orc Lord	2	46	13	73	44	37	5	Dispel
Dark Knight	5	50	0	76	48	40	7	
Harpy Queen	2	53	20	81	39	43	7	Freeze1-2
Zalbard	1	80	65	91	50	52	5	Bolt1-2

Battle Tips:

I. Zalbard is a Greater Devil and the leader of this set of enemies. His Bolt

spells are highly destructive with enormous range. He also gets two turns for every one turn any one of your party members gets. Try not to get bottled up in the front half of this battle field.

II. Everything here does a lot of damage, the somewhat narrowness of the level makes it difficult. Use any ranged attackers you have to your advantage, as that is one aspect the enemy troops lack in this battle.

After the battle, the ground orb will fall to the ground and Mitula will be freed. There will be a somewhat long discussion. Once you are able, head to the room to the right [next to the chest, which holds a Mithril], to hear the tale of the story tellers. When you've heard it, go back to the big room and head left, getting the Critical Sword in the chest. Go in the room nearby on this side. See the stone statue? That is actually a character, go search it and you will get Taya. Keep heading left, then down, and open the two chests for Power Water and healing seed. Now exit the temple and courtyard back into the town. Leave this place. Before you can a bird will fly around, it's the one you saved in Bedoe, he'll join you, his name is Skreech. Now, go all the way back to Pacalon Castle for the next mission, which is...

^13^

Moun / Nazca

Items in this Area: Running Pimento, Sky Orb, Nazca Cannon

Characters to get: Frayja [follows], Jaro, Frayja [joins], Gyan, Zynk [follows]

First, you're going to need Frayja from Pacalon Castle. He's in the throne room wearing all white. He'll follow you so you can try to save the City of Moun. Once you have him, leave the castle. Sadly, instead of getting to Moun with relative ease, you'll have to fight your way there. You'll be attacked the instant you leave the castle into town.

Enemy Name | # of | HP | MP | ATT | DEF | AGI | MOV | SPELLS

Dark Bishop	1	39	38	54	38	27	5	Aura, Blast1-2-3
Master Monk	2	47	39	66	45	31	6	Heal1-2-3-4, Dispel
Orc Lord	3	46	13	73	44	37	5	Dispel
Dark Knight	3	50	0	76	48	40	7	
Harpy Queen	4	53	20	81	39	43	7	Freeze1-2
Necromancer	1	47	42	75	44	51	6	Freeze1-2-3
Devil Soldier	1	60	16	84	48	43	6	Boost1-2

Battle Tips:

I. The devil soldier is the leader.

II. Freeze 3 from the Necromancers has good range and does decent damage.

When you win, exit Pacalon and head north. You'll get into another fight almost immediately.

Enemy Name | # of | HP | MP | ATT | DEF | AGI | MOV | SPELLS

Master Monk	2	47	39	66	45	31	6	Heal1-2-3-4, Dispel
Necromancer	2	47	42	75	44	51	6	Freeze1-2-3
Devil Soldier	3	60	16	84	48	43	6	Boost1-2
Cerberus	3	51	0	87	44	45	6	Flame
Pegasus Knight	4	65	0	81	37	47	7	
Bow Master	1	46	0	87	53	40	5	
Jar	1	59	0	74	44	48	7	

Battle Tips:

I. Bow Master is the leader. He does good damage with impressive range, his defense is also a force to be feared.

II. Jar[o] will join you during the battle [or after in some cases].

III. Pegasus Knights range make them formidable opponents.

IV. Cerberus takes reduced fire damage and increased ice damage.

Once the talk has ended, head to the town in the upper left of this screen, it is Moun. Frayja will open the door exposing enemies. He'll join you out of guilt for killing everyone by sealing them in Moun. Of course you'll get to fight these enemies too.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Necromancer	2	47	42	75	44	51	6	Freeze1-2-3
Devil Soldier	3	60	16	84	48	43	6	Boost1-2
Cerberus	3	51	0	87	44	45	6	Flame
Pegasus Knight	2	65	0	81	37	47	7	
Bow Master	3	46	0	87	53	40	5	
Mud Man	2	55	0	95	51	41	4	
Shaman	1	56	46	82	42	40	5	Aural-2, Blast1-2-3

Battle Tips:

I. The Shaman is the leader.

II. The nearest Necromancer drops a Mage Staff.

III. Mud Men take reduced damage from Freeze spells.

IV. The Bow Masters can cause a lot of problems here.

V. Frayja will join your party whether you want him or not. He starts out really crappy, but, is probably the best healer late in the game.

VI. Cerberus takes reduced fire damage and increased ice damage.

After the battle your party will see Zynk peak up from under a rock. Follow him down to the hiding survivors. The only vase with anything in it is the lowest one in the main room. It contains a running pimento. Walk over to the right and you'll meet Gyan. He'll join you. Now go back up to the surface, Zynk will elect to tag along. You can now buy items from the stores, they sell:

Item	Cost
Medical Herb	10
Healing Seed	200
Healing Drop	300
Antidote	20
Fairy Powder	100
Angel Wing	40

Buster Sword		2600
Great Sword		5100
Javelin		3400
Chrome Lance		6900
Large Axe		2250
Great Axe		4600
Assault Shell		2500
Great Shot		5000
Guardian Staff		2380
Indra Staff		3200
Brass Knuckles		2900
Iron Knuckles		4800

Now head all the way to the left wall. Walk up the highest point, so you are next to a wall and a cliff on two other sides. An arm will appear. Pick it up. Now leave the town from the left side and continue to the bird in the sand. You'll get into a battle with another Greater Devil, Cameela.

Enemy Name		# of		HP		MP		ATT		DEF		AGI		MOV		SPELLS
Necromancer		1		47		42		75		44		51		6		Freeze1-2-3
Cerberus		2		51		0		87		44		45		6		Flame
Pegasus Knight		3		65		0		81		37		47		7		
Bow Master		2		46		0		87		53		40		5		
Mud Man		3		55		0		95		51		41		4		
Shaman		1		56		46		82		42		40		5		Aural-2, Blast1-2-3
Dragon Newt		4		60		0		87		42		46		6		
Cameela		1		99		0		96		52		58		6		

Battle Tips:

I. Cameela is the Leader. Sometimes she drops an Iron Ball. She gets two turns to your one and does a ton of damage.

II. One of the Dragon Newts will drop a heat axe.

III. Sometimes the Shaman drops a Wish Staff. Make sure to kill it before going after Cameela.

IV. Cerberus takes reduced fire damage and increased ice damage.

When you win the battle you'll receive the sky orb, to pilot the Nazca ship. Where is this ship!?! You're standing on it! Go inside the eye of the bird when you get the chance, open the chest for a Nazca cannon. Put the Sky Orb into the cockpit and watch a long series of events. We'll pick it up on...

^14^ Chasing Geshp

Items in this Area: Brave Apple, Mithril, Vigor Ball, Blizzard, Healing Drop, Healing Water, Demon Rod, White Ring, Evil Shot, Fairy Powder, Healing Water, Evil Lance

Characters to Get: Sheela, Zynk [as a fighter], Claude, The remaining three heroes from Creeds Mansion.

Once you get out of the Nazca Ship, head down a bit and way to the left. You will find a Monk town/monastery. If you go inside, one of the vases has a Brave apple. Back outside, walk to the right between the trees to get a chest containing a Mithril. Head back towards the middle, walk straight across to the left until you hit a tree. Down 1, left 1, down 1, left 3, up 5, left 1,

up 2, right 1, up 2, left 1, up 2, right 1, up 3, left 1, up 4, right 2, up 2, left 1, up 1, left 1, up 2, search the tree for a Vigor Ball. Right 1, up as far as you can go. You'll get Sheela now. Leave this town and exit the next screen to the upper left. Time for another battle.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Mud Man	9*	55	0	95	51	41	4	
Shaman	1	56	46	82	42	40	5	Aural-2, Blast1-2-3
Dragon Newt	3	60	0	87	42	46	6	
Griffin	2	60	0	96	45	48	7	
Purple Worm	3	58	0	97	46	43	5	
Mist Demon	2	68	28	100	41	51	6	Muddle1-2
Chaos Wizard	1	53	49	86	48	59	5	Blaze1-2-3-4
Bow Rider	1	61	0	95	55	44	7	

Battle Tips:

I. The Bow Rider is the leader.

II. Any enemy I list with over 100 to any stat will appear as ?? on the game screen.

III. Up to 9 Mud Men will appear as you get near the enemy starting position. It is possible you will not see any. As they will spawn around you, it would be a good idea to keep casters tight up against melee units, this way, you can quickly protect them from all sides.

IV. No matter how you think of it, Mist Demons are deadly. They are somewhat resistant to Freeze spells.

V. Purple worms can poison you.

VI. Many parts of this battle have hard to traverse terrains.

After the battle, head east and a bit down. You'll enter a town. The town is Roft. In the lower left corner, there is a chest containing a blizzard. Make sure to save at this priest so you don't egress into the middle of nowhere during out next little run. The weapon shop has nothing new to sell, except for perhaps some 'deals'. The basement of the weapons shop does have a chest holding a healing drop though. The house on the upper level of town furthest to the left has an important game event. When the event is over, Zynk will join you as a fighter. Leave Roft and head south, follow the only path around to the west. Eventually you'll come to a cave. Enter it.

Head up, go down there stairs and step on the panel. You'll be transported into a large room of ruins. To the right is Claude, a Golem. Use the arm of Golem on him and he'll join you. Head down more and a hair to the left, step on the panel there to create a path. Take the path and head up the stairs. You'll now be in the Cave/ruins which are near Ribble. Head to Creeds Mansion from here to pick up the three party members whom were left there before.

Once you have them, leave the Mansion, cast Egress and you'll be back in Roft. Leave Roft once again and head up and then to the left. It should be obvious where to go on this screen. You'll fall into another one of Geshp's little traps though. This is one of the tougher battles too.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Shaman	1	56	46	82	42	40	5	Aural-2, Blast1-2-3

Dragon Newt	1	60	0	87	42	46	6	
Griffin	1	60	0	96	45	48	7	
Purple Worm	1	58	0	97	46	43	5	
Mist Demon	2	68	28	100	41	51	6	Muddle1-2
Chaos Wizard	1	53	49	86	48	59	5	Blaze1-2-3-4
Bow Rider	4	61	0	95	55	44	7	
Prism Flower	8	62	0	20	55	44	0	Laser
Executioner	1	64	0	92	46	45	6	

Battle Tips:

I. Executioner is the leader. His attacks sometimes cause Muddle 2. He will drop a Battle Sword.

II. Prism Flower cast laser in any of the four cardinal directions from their position. It will hit all targets friend or foe and does about 18 damage. This gets very annoying. They are also a great source of experience points. They take extra fire damage but reduced freeze damage.

III. In addition to annoying Prism Flowers, there is no shortage of Bow Riders to hit you from afar in one of the many narrow areas of this field.

After the battle, Geshp will swear you'll pay for this ;_;. Head down from this screen and get into one of the hardest battles in the game.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Mist Demon	2	68	28	100	41	51	6	Muddle1-2
Chaos Wizard	2	53	49	86	48	59	5	Blaze1-2-3-4
Bow Rider	4	61	0	95	55	44	7	
Executioner	1	64	0	92	46	45	6	
Hell Hound	4	62	0	105	49	50	6	Flame1-2
Minotaur	2	58	0	98	51	44	5	
Evil Bishop	2	64	51	95	48	46	5	Aural-2, Blast1-2-3
Red Baron	1	150	0	102	54	62	6	

Battle Tips:

I. Red Baron is the leader. He gets two moves per one of yours. His sword can cast Desoul.

II. The Minotaurs can cast Blaze3 from their axe.

III. Movement is limited for most areas of the map.

IV. Hell Hounds have improved flame attacks. Remember, defense does not help you out against these types of attacks.

V. Hell Hound takes reduced fire damage and increased ice damage.

There will be a long discussion after the fight. You're supposed to go to Galam now, but don't. Instead, head up the coast of the river on the left side of the screen until you see a small area where the coasts are closer. Go there face left and use the dry stone. You'll be able to enter the Dwarven Village now.

Take the stairs to the right when you enter. The dwarf sitting at the table will sell you the standard items, no weapons though. You can, and will want to save at this priest as well. The stairs to the upper right lead to a

path which takes you out of town. The ones to the left of those lead to an upper floor which has a Healing Water inside of a chest. Go back down and back up the stairs you originally came in on. Go left and take those stairs down. Search the vase in the bottom right of this room for a Demon Rod. Head up the stairs nearest to this vase. The chest out here contains the White Ring which you ought to put on Bowie.

Now, head to the priest and save again, it's time to make some Mithril Weapons. Once you've saved, head near where you found the demon rod and go up the other set of stairs. Head up from here into the blacksmiths home. If you give him Mithril + 5000 gold, he'll make you a special item. Sadly, there is no way to choose which item you get. Here is a list of all the items you can get:

Name	What class may wear?	ATT	Cost	Other effects
Critical Sword	All promoted sword users	32	7200	Mithril, Critical %+
Battle Sword	HERO, BRN, RDBN, BDBT	35	9200	Mithril
Counter Sword	HERO, BRN, RDBN, BDBT	39	13000	Mithril, Counter %+
Katana	NINJ	34	9600	Special Mithril
Ninja Katana	NINJ	39	11500	Special Mithril
Gisarme	NINJ	42	15000	Special Mithril, KO%+
Levanter	HERO	42	14000	Special Mithril,Blaze3
Wish Staff	VICR	26	6100	Mithril, Boost
Mage Staff	WIZ, SORC	27	6300	Mithril, Blaze2
Great Rod	WIZ, SORC, VICR	28	7900	Mithril
Holy Staff	VICR	29	9000	Mithril, Hp+2 per Turn
Goddess Staff	VICR	31	9700	Mithril, Aura2
Supply Staff	WIZ, SORC	32	8500	Special Mithril, MPdrn
Freeze Staff	WIZ, SORC	37	9500	Special Mithril, Freeze3
Mystery Staff	WIZ, SORC, VICR	39	10000	Mithril, MP+2
Valkyrie	PLDN, PGNT	33	7700	R2 weapon, Special Mithril
Halberd	PLDN, PGNT	37	7300	Special Mithril, Bolt
Holy Lance	PLDN, PGNT	39	9300	Special Mithril, Def+5 10hp when used as item
Mist Javelin	PLDN, PGNT	43	9900	Special Mithril
Heat Axe	GLDT, BRN, RDBN	32	7200	Mithril, Blaze2
Atlas Axe	GLDT, BRN, RDBN	35	9600	Mithril, Blaze3
Ground Axe	GLDT, BRN, RDBN	39	10000	Special Mithril, Mov+1
Rune Axe	GLDT, BRN, RDBN	42	10000	Special Mithril, Detox
Buster Shot	BWNT, SNIP, BRGN	37	6800	Mithril
Hyper Cannon	BWNT, SNIP, BRGN	40	8700	Mithril
Grand Cannon	BWNT, SNIP, BRGN	43	9800	Special Mithril Muddle
Misty Knuckles	MMNK	48	5500	Special Mithril,MPdrn
Giant Knuckles	MMNK	55	7500	Special Mithril,Muddle

As you can see, that is a lot of items for your 15 Mithril, who should you have him make weapons for? Depending on your party of course makes all the difference, but, you should stick to getting only special Mithril weapons, which leaves you with:

Name	What class may wear?	ATT	Cost	Other effects
Katana	NINJ	34	9600	Special Mithril
Ninja Katana	NINJ	39	11500	Special Mithril
Gisarme	NINJ	42	15000	Special Mithril, KO%+
Levanter	HERO	42	14000	Special Mithril,Blaze3
Supply Staff	WIZ, SORC	32	8500	Special Mithril, MPdrn

Freeze Staff	WIZ, SORC	37	9500	Special Mithril, Freeze3
Valkyrie	PLDN, PGNT	33	7700	R2 weapon, Special Mithril
Halberd	PLDN, PGNT	37	7300	Special Mithril, Bolt
Holy Lance	PLDN, PGNT	39	9300	Special Mithril, Def+5 10hp when used as item
Mist Javelin	PLDN, PGNT	43	9900	Special Mithril
Ground Axe	GLDT, BRN, RDBN	39	10000	Special Mithril, Mov+1
Rune Axe	GLDT, BRN, RDBN	42	10000	Special Mythril, Detox
Grand Cannon	BWNT, SNIP, BRGN	43	9800	Special Mithril Muddle
Misty Knuckles	MMNK	48	5500	Special Mithril,MPdrn
Giant Knuckles	MMNK	55	7500	Special Mithril,Muddle

These fifteen items can not be dropped by any monster. All other items can at some point or another. If you need extra Mystery staves, try for some of those but 2mp per turn isn't going to make or break you and there is no sense in trying to attack with a magic user.

Now, of these 15 weapons, Slade will only be using one sword, the Gisarme. Bowie will soon get a better weapon so leave him out. Don't even bother with Mithril weapons for mages, you'll be able to get mystery staves later. Barons can use battle and counter swords, both of which can fall. Paladins and Pegasus knights will need weapons. Try to get Mist Javelins as they do the most damage and are ranged weapons, but Holy lances are good too. If you have axe users, the ground axe is great for more movement and the rune axe is just pure power. For your ranged users, you should be okay with the Nazca Cannon, Buster Shot and possibly a Hyper Cannon if one fell. The biggest thing here is the Giant Knuckles. Since Master Monks are great characters, you will want them to have the best gear.

So if you use all of these classes, try to get as many of all of these as you need. After you've selected up to four items, just leave town and come right back in and the weapon will be done.

Name	What class may wear?	ATT	Cost	Other effects
Gisarme	NINJ	42	15000	Special Mithril, KO%+
Holy Lance	PLDN, PGNT	39	9300	Special Mithril, Def+5 10hp when used as item
Mist Javelin	PLDN, PGNT	43	9900	Special Mithril
Ground Axe	GLDT, BRN, RDBN	39	10000	Special Mithril, Mov+1
Rune Axe	GLDT, BRN, RDBN	42	10000	Special Mythril, Detox
Giant Knuckles	MMNK	55	7500	Special Mithril,Muddle

Anyway, if you get really bad items, just reset the game and try again. The chances of getting good items are far lower than the chances of getting Mithril weapons which enemies can drop. When you're done, leave the Dwarven Village and head down into Galam. Search the bushes to the left side immediately upon entering town to get an Evil Shot.

The shops sell the same stuff as everything else on this continent does now. You can go into the treasure room now, it was locked earlier. Not much in it though. Just a Fairy Powder and a Healing Water. Leave Galam through the front gates and some more story will happen.

Continue walking down once it is completed and you will finally have your chance to battle the Greater Devil Geshp. Here's what else you'll be fighting against!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Mist Demon	1	68	28	100	41	51	6	Muddle1-2
Chaos Wizard	1	53	49	86	48	59	5	Blaze1-2-3-4
Hell Hound	1	62	0	105	49	50	6	Flame1-2
Minotaur	1	58	0	98	51	44	5	
Evil Bishop	1	64	51	95	48	46	5	Aura1-2, Blast1-2-3
White Dragon	2	66	0	105	50	53	6	Snow
Dark Gunner	2	60	0	97	56	45	4	
Cyclops	1	64	0	110	51	46	5	
Geshp	1	180	120	117	51	63	6	Freeze1-2-3-4

Battle Tips:

I. Geshp is the leader. He uses freeze, which is a hell of a lot of damage with great range of course. His physical attacks are stronger than most anything in the game as well. As always, he'll get extra turns.

II. Up to 9 burst rocks can appear during this fight as well. They like to blow up, damaging anything in a range 3 area, friend or foe. They can also blow up each other, causing massive chain reactions. Of course, they seem to be rather dumb, often blowing up when there are no enemies nearby. *shrug*

III. Cyclops does some hard core damage too.

IV. One of the Dark Gunners will drop its Buster Shot. This is a decent ranged weapon.

V. Hell Hound takes reduced fire damage and increased ice damage.

After the battle there will be another long talk. Head to the right around the hole in the ground and to the little square. The last dungeon is here, but you can't get in yet. Rather, go around behind the head and search for the Evil Lance. Now, it's time to head left to Yeel in search of...

^15^

The Holy Sword

Items in this Area: Evil Knuckles, Quick Chicken, Force Sword, Evil Axe
Characters to get: Chaz, Lemon [with the Dark Sword]

As you enter town, you'll see a short event. Remember that piano in the bar? It's time to go to it and play it. Now head for the church. An event will occur and you'll eventually meet Chaz. There will be a long talk next. When you regain control, head downstairs for another long talk! The talk will be about where to get the Holy Sword. In theory we could skip all of this non sense, but there are some nice items down here.

When the talking is done, head down a room and search the for Evil Knuckles. Now try to leave, Chaz will join you. There's another chest down here with a Quick Chicken in it.

Now go back up and leave town. Lemon will prevent you from doing so. He'll join the party. His stats aren't as good as they were before, but he's still decent. Head outside now and start walking to the cave/shrine which is in the middle of the mountains. You'll be attacked. This is the last set of enemies between you and the best non-cursed sword in the game!

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS

Chaos Wizard		1		53		49		86		48		59		5		Blaze1-2-3-4
Hell Hound		1		62		0		105		49		50		6		Flame1-2
Minotaur		2		58		0		98		51		44		5		
Evil Bishop		1		64		51		95		48		46		5		Aura1-2, Blast1-2-3
White Dragon		3		66		0		105		50		53		6		Snow
Dark Gunner		3		60		0		97		56		45		4		
Cyclops		2		64		0		110		51		46		5		
Hydra		1		70		0		120		62		50		4		

Battle Tips:

I. The Hydra is the leader.

II. The lower Minotaur will drop holy thunder.

III. The Evil Bishop will drop an Evil Ring. What a clumsy group eh?

IV. White things here do really badass damage. This is the final battle before the final dungeon.

V. Hell Hound takes reduced fire damage and increased ice damage.

Anyway, when they are defeated enter the cave. Head to the left and down into the next room. The Jewels will pull you against the wall crashing open a door. Go inside and search the sword [with the A button, not C] and you will receive it. Now, head back out to the main room here and you'll notice you can get to the previously blocked chest. It holds an Evil Axe. Once you've gotten that leave this area and head back towards the Granseal Tower.

Go up to the Devil's Head and use the Holy Sword. It will open the way to...

^16^

Zeon

Items in this Area: NONE

Characters to get: NONE

Not exactly a direct way... you'll notice by the maze. here's the correct way. Up to wall. Right up stairs, turn up at fork, turn right at fork. Walk down stairs and follow this path until it ends way up top. Go left up the stairs and immediately turn down [do not slide]. Follow this path until you get four choices. Take the path which heads up. Follow it around and underneath the three paths you didn't take. Go up the next set of stairs and turn down, do not go down the other set of stairs. When it dead ends, slide down the ramp to you left. At the intersection, go right up the stairs and turn up immediately before sliding. At the split, continue going up, slide down the ramp, climb the stairs, open the door. It's Greater Devil time!

Enemy Name | # of | HP | MP | ATT | DEF | AGI | MOV | SPELLS

Chaos Wizard		2		53		49		86		48		59		5		Blaze1-2-3-4
Evil Bishop		2		64		51		95		48		46		5		Aura1-2, Blast1-2-3
White Dragon		2		66		0		105		50		53		6		Snow
Dark Gunner		2		60		0		97		56		45		4		
Cyclops		3		64		0		110		51		46		5		
Hydra		2		70		0		120		62		50		4		
Chaos Warrior		3		76		23		115		50		54		5		Attack
Demon		2		75		38		112		50		55		6		Bolt1-2
Demon Master		1		73		68		99		50		65		6		Freeze1-2-3-4
Odd Eye		1		200		160		119		54		67		6		Odd-Eye

Battle Tips:

I. Odd Eye is obviously the boss. He gets the standard two turns. His magic attack is called Odd-eye. It hits at range 3, five adjacent targets.

II. As you fight, some of the squares will disappear making you take the long way around this place.

III. Chaos Warriors are VERY bad news as they can cast attack, greatly increasing an allies strength.

IV. Demon Masters have Freeze 4, it is the deadliest single target spell any enemy in the game can get. He will also recover MP after every turn thanks to his Mystery Staff.

V. Demons have Bolt 2, which covers a huge amount of territory to do some moderate, yet annoying damage to you.

When the battle is over, a very sad event will happen. Brush it off though! Head on up and go to the next screen. Climb the stairs and you'll see.. Creed! He'll be your portable church. Anyway, walk out of this room and you'll get into another battle.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Hydra	5	70	0	120	62	50	4	
Chaos Warrior	4	76	23	115	50	54	5	Attack
Demon	4	75	38	112	50	55	6	Bolt1-2
Demon Master	3	73	68	99	50	65	6	Freeze1-2-3-4
Chaos Dragon	2	83	0	115	48	57	6	Snow1-2
Blue Shaman	1	72	60	109	54	51	5	Aural-2-3, Blast1-2-3-4
Reaper	1	82	31	110	48	57	6	Muddle1-2

Battle Tips:

I. Reaper is the leader of this fight.

II. Watch out for the enemies hiding behind the pillars.

III. Blue Shaman is the best healer in the game. It can even be an effective attacker with Blast 4.

IV. Chaos Dragon's are even deadlier than White Dragons, thanks to an added level of Snow.

Once you've won, head into the tower and follow the path around until you reach the same chamber you fought in a long time ago. You'll be greeted by King Galam and a load of story line. He'll get mad after a while and attack you one hell of an army.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Chaos Warrior	2	76	23	115	50	54	5	Attack
Demon Master	2	73	68	99	50	65	6	Freeze1-2-3-4
Chaos Dragon	1	83	0	115	48	57	6	Snow1-2
Blue Shaman	1	72	60	109	54	51	5	Aural-2-3, Blast1-2-3-4
Reaper	3	82	31	110	48	57	6	Muddle1-2
Devil Griffin	1	89	0	120	47	59	7	Flame1-2
Evil Beast	2	84	0	120	51	60	6	

Horseman	2	67	0	110	57	55	7	
Galam	1	240	180	110	50	52	6	Demon Breath

Battle Tips:

I. Some enemies appear at random points for no apparent reason at all.

II. Galam gets two turns like other bosses. He has Level 1 Demon Breath, a range2 five target spell which can do around 40 damage to all of them. This is bad.

III. These monsters have about the highest attacks as they come. To make matters worse, there are Chaos Warriors to further boost their attack.

IV. Evil beasts can confuse, poison, or stun you with their regular attacks. None of these happen very often though.

Once you win, a long amount of story will happen and then, Zeon, King of the Devils will rise to fight you.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Demon Master	3	73	68	99	50	65	6	Freeze1-2-3-4
Blue Shaman	1	72	60	109	54	51	5	Aural1-2-3, Blast1-2-3-4
Devil Griffin	1	89	0	120	47	59	7	Flame1-2
Horseman	1	67	0	110	57	55	7	
Arch Demon	2	99	65	*>110	48	61	6	Bolt1-2-3
Pyrohydra	5	80	0	*>120	53	55	4	Flame1-2-3
Zeon Guard	2	130	150	*>105	54	64	5	Demon Breath, Laser
Zeon	1	500	180	*>110	50	72	0	Demon Breath1-2

Battle Tips:

I. Zeon can attack at range two with a physical attack and hit up to 13 targets with level two demon breath.

II. The Zeon guards have demon breath too, but NEVER use it. They use laser much like a prism flower. They can also move, but NEVER do that either.

III. The Blue Shaman will drop a healing rain, which you will more than likely need to use too. Make sure to kill him BEFORE going after Zeon.

IV. Arch Demons are very bad news. Bolt3 can tear you a new one.

V. Pyrohydra's are the strongest enemies in the game, fortunately, they are very weak to Freeze and move slowly. They take reduced damage from fire though. The same applies for Devil Griffin's.

Sorry for the inaccuracies in the attack power of these monsters, I had no way to cast attack on them to see the increase to figure out the base.

After this, it's all story. I'll leave you to navigate around, congrats!

But wait... there's more! After 'the end' if you let the game sit for a few minutes you'll get a hidden battle of all of the major bosses.

Enemy Name	# of	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Dark Smoke	1	18	20	22	13	13	6	Dispel
King	1	55	28	55	40	33	6	Blaze1-2

Willard [haha]	1	50	0	62	36	37	6	
Zalbard	1	80	65	91	50	52	5	Bolt1-2
Cameela	1	99	0	96	52	58	6	
Red Baron	1	150	0	102	54	62	6	
Geshp	1	180	120	117	51	63	6	Freezel-2-3-4
Odd Eye	1	200	160	119	54	67	6	Odd-Eye
Galam	1	240	180	110	50	52	6	Demon Breath
Zeon	1	500	180	*>110	50	72	0	Demon Breath1-2
Prism Flower	2	62	0	20	55	44	0	Laser

You've beaten all of these before. Aside from Zeon, Galam, Odd Eye, and Geshp, you should not have much trouble.

You've really won now.

iv) Characters

There are 30 characters in Shining Force II. At any time you may have up to 12 of them in your battle party. Many are similar in class to others. Try to keep a balanced party at all times.

1. Classes
2. Where to get the characters.
3. Detailed character information.
4. Character stating stats.
5. Non-Playable Characters

1. Classes

Classes:

ACHR	Archer
PHNX	Phoenix
BDBT	Bird Battler
PLDN	Paladin
BDMN	Birdman
PRST	Priest
BWNT	Bow Knight
RBT	Robot
BRGN	Brass Gunner
RDBN	Red Baron
BRN	Baron
RNGR	Ranger
GLDT	Gladiator
SDMN	Swordsman
GLM	Golem
SNIP	Sniper
HERO	Hero
SORC	Sorcerer
KNTE	Knight
THIF	Thief
MAGE	Mage
TORT	Tortoise
MMNK	Master Monk
VICR	Vicar
MNST	Monster

WARR	Warrior
NINJ	Ninja
WFBR	Wolf Baron
PGNT	Pegasus Knight
WFMN	Wolf Man
PHNK	Phoenix
WIZ	Wizard

Many characters are able to be promoted any time between level 20 and level 40. Characters may only be promoted once. Some characters join the party well after being promoted. Here's a list of what classes you can promote into.

ACHR	Archer	into	SNIP	Sniper
ACHR	Archer	into	BRGN	Brass Gunner with Silver Tank
BDMN	Birdman	into	BDBT	Bird Battler
KNTE	Knight	into	PLDN	Paladin
KNTE	Knight	into	PGNT	Pegasus Knight with Pegasus Wing
MAGE	Mage	into	WIZ	Wizard
MAGE	Mage	into	SORC	Sorcerer with Secret Book
PHNK	Phoenix	into	PHNX	Phoenix
PRST	Priest	into	VICR	Vicar
PRST	Priest	into	MMNK	Master Monk with Vigor Ball
RNGR	Ranger	into	BWNT	Bow Knight
SDMN	Swordsman	into	HERO	Hero
THIF	Thief	into	NINJ	Ninja
TORT	Tortoise	into	MNST	Monster
WARR	Warrior	into	GLDT	Gladiator
WARR	Warrior	into	BRN	Baron with Warrior Pride
WFMN	Wolf Man	into	WFBR	Wolf Baron

For classes with multiple promotions, which one should you choose?

ACHR Promotion

SNIP - Snipers are more mobile than brass gunners. They have about the same power as well.

BRGN - Brass Gunners are SLOW. The only real advantage is having maximum range even without a weapon, which means you can do one damage a mile away!

Decision: SNIP

KNTE Promotion

PLDN - There are no real advantages to this class.

PGNT - You can fly, meaning the crappy movement PLDN and KNTE suffer on 30% land effect terrains, such as sand, will no longer be an issue.

Decision: PGNT

MAGE Promotion

WIZ - Wizards will keep all of the spells they have previously learned.

SORC - Sorcerers lose EVERY spell they have learned when they become promoted. The SORC spells do laughable damage to groups, as all of the spells are divided in damage against all targets. HOWEVER, if you single a target out you can do large amounts of damage.

Decision: WIZ

PRST Promotion

VICR - There are no advantages to this class.

MMNK - Hmmm, let's think. You keep your spells, good. You get to use the best

weapons in the game, gloves. You'll do great damage.

Decision: MMNK

WARR Promotion

GLDT - Gladiators have less movement range than a Baron does. They do tend to get more defense, by maybe ten points every twenty five levels.

BRN - Barons get +1 movement when upgraded. They can use Axes OR Swords. This means crafting a good weapon can be difficult though. They also have slightly less defense, but slightly more agility.

Decision: BRN

Some other notes:

The monster can belch flames which do about 30 damage, it seems to be about the same as the monster only spell, Flame2.

The Phoenix [promoted] takes only half damage to fire.

Peter and Lemon can both revive themselves after a battle.

Robots have a hidden laser attack which can do more damage than a standard critical attack.

Master Monks have a super critical attack as well, but it often misses.

The spells of the Ninja all ignore enemy magic resistances.

Now that we have learned about classes, I'll explain...

2. Where to get the characters.

In order of getting [some variation exists].

*=optional character

1. Bowie - Start a new game and you'll have him.
2. Sarah - Go to school, say yes after Sir Astral leaves.
3. Chester - Joins with Sarah.
4. Jaha - After the first battle is won, if you try to leave town he will join you.
5. Kazin - Found in Yeel, joins after you visit Sir Hawel's house.
6. Slade - Joins after the first battle in Galam Castle
7. *Kiwi - After Granseal is attacked by Galam, Kiwi will hide in the lower right hand house. If you name him [you can even name him -----] he'll join you.
8. Peter - Joins you after New Granseal is built, he'll be controllable after you have visited God Volcanon.
9. *May - Found near the church in Ribble.
10. Gerhalt - He'll join when you return to Polca to get your raft.
11. Luke - Joins after you get the raft, in Polca.
12. Rohde - Will tag along after you've gotten the Achilles Sword and will join you after you clear the way to North Parmecia.
13. Luke - Joins you at Hassan at any time after you have gotten the Caravan.
14. Elric - Will join you after you save him from the Harpy's on the way to Creed's Mansion.
15. *Eric - One of the four characters you can choose at Creeds Mansion.
16. *Tyryn - One of the four characters you can choose at Creeds Mansion.
17. *Karna - One of the four characters you can choose at Creeds Mansion.

18. *Randolf - One of the four characters you can choose at Creeds Mansion.
19. Janet - Joins when you try to leave New Granseal with Elric in your party after speaking to the king.
20. Higin - Joins the battle after Ketto.
21. *Taya - Talk to the statue hidden in the back left room of Mitula Shrine.
22. *Skreech - Will join as you try to leave Tristan IF you have saved his life in Bedoe long before.
23. Frayja - Will follow you after defeating Zalbard and returning to Pacalon. He will join you at Moun.
24. Jaro - Will defect from the enemies into your party one battle before Moun.
25. Gyan - Joins you if you speak to him in the hidden underground area of Moun.
26. Zynk - Will follow you at Moun and join you after an event in Roft.
27. *Sheela - Will join you from the Monk Monastery found just west of where the Nazca ship crashes.
28. *Claude - Found in ancients Ruins Southwest of Roft. You'll need to put his arm back on him to join.
29. *Chaz - Joins in the underground area of Yeel. You'll need to play the Piano to get to him.
30. Lemon - Joins you after you Discuss getting the Holy Sword or when you open the doorway to Zeon's Lair.

3. Detailed character information.

The following section will describe the characters, as well as show their average level up for each level they get in the promoted and unpromoted class. In the detailed character information, the final stat off attack will likely look wrong, because it is the stat WITHOUT a weapon equipped. In a chart at the end of the section, I will list several tables with weapons equipped. Sample refers to how many different times I have data collected for the character in question. Remember, stat gains are random, thus, my one sample here may be well off of your characters. They are however, close, and do not vary too much from game to game.

At the end of each chart, there is an average per level and any combination of stats when promoted at level XXX, promoted stats, final stats if character was promoted at XXX, etc.

As for the spells list, it goes by "true level". A true level is your characters' level. When promoted, you are level 21, regardless of what level you promoted at. Thus, no spell over level 40 can be learned before being promoted.

Bowie

Bowie is your party leader. If he dies, the entire party is defeated and you are returned to the nearest church with only half of your gold.

Bowie has very high HP, high attack, high defense [very high as a hero], and good agility. His movement range is six so he can get around. His MP, however, will remain low for most of the game. Bowie is probably the best character in the game, and swords are generally found before they can be bought/made which can keep his attack power above the rest of the party. Bowie is best when equipped with the Force Sword and White Ring.

Egress: Starts with

Bolt: Level 22

Bolt 2: Level 31

Bolt 3: Level 42

Bolt 4: Level 51

Bowie	12	8	6	4	4	
Level	HP	MP	ATT	DEF	AGI	Samples
2	2	0	1	1	1.5	2
3	2	1	1	1	1.5	2
4	2	0	1	1	1.5	2
5	2	1	2	1	1	2
6	1.5	0.5	1	2	1	2
7	1	0.5	1	1	1	2
8	2	0	1	1	1.5	2
9	2	0.5	1	1	1	2
10	1.5	0.5	1	1	1	2
11	1.5	0	2	1	1	2
12	2	0.5	1	1	1	2
13	1	0	1	1	1	2
14	2	0	1	1	1	2
15	2	0.5	1	1	1	2
16	2	0.5	1.5	1.5	1	2
17	1.5	0	1	1	1	2
18	2	0	1	1	1	2
19	1.5	0	1	1	1	2
20	1.5	0.5	1	1	1	2
21	2	0	1	1	1	2
22	1.5	0	1.5	1	1	2
23	1.5	0.5	1.5	1	1	2
24	2	0.5	1	1	1	2
25	1	0.5	1	1	1	2
26	1	0	1.5	1.5	0.5	2
27	2	0	1	1	1	2
28	2	0.5	1	1	1	2
29	1	0	1	1	0.5	2
30	1	0	1	1	0.5	2
31	1.5	2	1	1	1.5	2
32	2	1.5	1	1.5	1	2
33	1	2	1.5	2	1.5	2
34	2	1.5	2	1.5	1.5	2
35	1	1.5	1.5	1.5	1	2
36	1	1.5	2	1.5	1	2
37	2	1.5	1	2	1	2
38	1.5	2	1	1.5	2	2
39	1.5	2	1.5	1.5	1.5	2
40	1	1.5	2	2	1.5	2
Avg	1.60	0.64	1.22	1.21	1.10	
Lv20	45	14	27.5	24.5	25	
Lv40	74.5	33	53.5	51	47	

Bowie Hero

Level	HP	MP	ATT	DEF	AGI	Samples
2	2	0.5	1	2	1.5	2
3	2	0	1	2	2	2
4	2	0.5	1	2	1	2
5	2	0.5	1	2	1.5	2
6	2	0.5	1	3	1	2
7	2	0	1	2	1	2

8	2	0	1	2.5	1	2
9	2	0	1	2.5	1	2
10	2	0.5	1	2.5	1	2
11	2	0	1	2.5	1	2
12	2	0	1	2.5	1	2
13	2	0	1	2	1	2
14	2	0	1	2.5	1	2
15	2	0.5	1	2	1	2
16	2.5	0	1	2	1	2
17	2	0.5	1	2.5	1	2
18	2	0.5	1	2.5	1	2
19	2	0.5	1	2	1	2
20	2	0	1	2.5	1	2
21	2	0	1	2	1	2
22	2	0	1	2	1	2
23	2	0	1	2	1	2
24	2	0	1	2.5	1	2
25	2	0	1	2	1	2
26	2	0	1	2.5	1	2
27	2	0	1	2.5	1	2
28	2	0	1	2.5	1.5	2
29	2	0	1	2.5	1.5	2
30	2	0	1	2	2	2
Avg	2.02	0.16	1.00	2.28	1.14	
PromoTot	58.5	4.5	29	66	33	
Lv20P	103.5	18.5	56.5	90.5	58	
Lv40P	133	37.5	82.5	117	80	

Sarah

Sarah is the first priest you will get. Her healing spells will be valuable since the second healer is over half a game away. As a Master Monk, Sarah can do a good deal of offensive damage as well. Sarah's slow spell can help characters do much improved damage by subtracting from the defense and agility of opponents. A leveling tip for Sarah, if it is nearly the end of the battle and she has some MP left, cast heal for no good reason on someone, it will net you 10 experience points.

Heal: Starts with

Heal 2: Level 7

Heal 3: Level 22

Heal 4: Level 40

Detox: Level 4

Detox 2: Level 13

Detox 3: Level 33

Detox 4: Level 45

Blast: Level 10

Blast 2: Level 16

Blast 3: Level 25

Blast 4: Level 36

Slow: Level 19

Slow 2: Level 29

Sarah	11	10	6	5	5	
Level	HP	MP	ATT	DEF	AGI	Samples

2	1	1	1	1	1	1

3	1	2	1	1	1	1
4	1	1	0	1	1	1
5	1	2	1	1	1	1
6	1	1	1	1	1	1
7	1	1	0	1	1	1
8	1	1	1	0	1	1
9	1	1	1	1	1	1
10	1	2	1	1	1	1
11	1	1	1	1	1	1
12	1	1	0	1	1	1
13	1	1	1	1	1	1
14	1	1	1	0	1	1
15	1	1	1	1	1	1
16	1	1	1	1	1	1
17	2	2	1	1	1	1
18	1	1	1	1	1	1
19	1	1	1	1	0	1
20	1	1	1	1	1	1
21	1	1	1	1	1	1
22	1	1	1	1	1	1
23	1	1	1	1	1	1
24	1	1	1	1	1	1
25	1	1	1	1	0	1
26	1	1	1	1	1	1
27	1	1	1	1	1	1
28	1	1	1	1	1	1
29	1	1	1	1	1	1
30	1	0	1	0	1	1
31	2	2	1	1	2	1
32	2	1	2	1	1	1
33	1	2	2	2	1	1
34	1	2	2	2	1	1
35	1	2	1	1	2	1
36	2	2	1	2	1	1
37	1	2	1	1	1	1
38	1	2	2	2	2	1
39	2	1	1	1	2	1
40	2	2	1	2	2	1
Avg	1.15	1.28	1.03	1.05	1.08	
Lv20	31	33	22	22	23	
Lv40	56	60	46	46	47	

Sarah Promoted

Level	HP	MP	ATT	DEF	AGI	Samples
2	2	1	1	1	1	1
3	2	1	1	1	1	1
4	2	2	1	1	1	1
5	2	2	1	1	2	1
6	2	1	1	2	1	1
7	1	1	1	1	1	1
8	2	1	1	2	1	1
9	2	1	1	2	1	1
10	2	1	1	1	1	1
11	2	1	1	2	1	1
12	2	1	1	1	2	1
13	2	1	1	2	1	1
14	2	1	1	2	2	1
15	2	1	1	2	2	1

16	2	1	1	1	2	1
17	2	2	1	2	2	1
18	2	1	1	2	2	1
19	2	1	1	2	1	1
20	2	1	1	2	1	1
21	2	1	1	2	1	1
22	2	1	1	2	1	1
23	2	1	1	2	1	1
24	2	1	1	2	1	1
25	2	1	1	2	1	1
26	2	1	1	2	1	1
27	2	1	1	2	1	1
28	2	2	1	3	1	1
29	2	1	1	2	1	1
30	2	2	1	2	1	1
Avg	1.97	1.17	1.00	1.76	1.24	
PromoTot	57	34	29	51	36	
Lv20P	88	67	51	73	59	
Lv40P	113	94	75	97	83	

Chester

Chester is your first knight. He is not stellar in any category other than HP. His HP stays constant with Bowie and Peter the entire game. His attacks are good as is his agility. He has great movement range too. His biggest fault is having a pitiful amount of defense. I would not recommend him being in your final party, nor would I suggest promoting him to a Pegasus Knight.

Chester	11	0	5	5	7	
Level	HP	MP	ATT	DEF	AGI	Samples

2	1	0	1	1	1	1
3	1	0	1	2	1	1
4	2	0	1	1	1	1
5	1	0	1	1	1	1
6	2	0	1	2	1	1
7	2	0	1	1	1	1
8	1	0	1	1	1	1
9	1	0	1	1	1	1
10	2	0	1	1	1	1
11	2	0	1	1	1	1
12	2	0	1	1	1	1
13	2	0	1	1	1	1
14	2	0	1	0	1	1
15	2	0	1	1	1	1
16	2	0	1	1	1	1
17	2	0	2	1	1	1
18	2	0	1	1	1	1
19	2	0	1	1	1	1
20	2	0	1	1	1	1
21	2	0	1	1	1	1
22	2	0	1	1	1	1
23	2	0	1	1	1	1
24	2	0	1	1	1	1
25	2	0	1	1	1	1
26	2	0	1	1	1	1
27	2	0	1	2	1	1
28	2	0	1	1	1	1

29	2	0	1	1	1	1
30	2	0	1	2	1	1
31	1	0	2	2	1	1
32	1	0	2	2	2	1
33	2	0	2	1	2	1
34	1	0	1	2	1	1
35	1	0	2	2	2	1
36	2	0	1	1	2	1
37	2	0	2	2	2	1
38	2	0	2	2	1	1
39	1	0	2	2	2	1
40	2	0	2	1	2	1
Avg	1.74	0.00	1.23	1.26	1.18	
Lv20	44	0	25	25	26	
Lv40	79	0	53	54	53	

Chester Promoted

Level	HP	MP	ATT	DEF	AGI	Samples
2	3	0	1	2	1	1
3	3	0	1	2	1	1
4	2	0	1	1	1	1
5	2	0	1	2	1	1
6	2	0	1	2	1	1
7	2	0	1	1	1	1
8	2	0	1	2	1	1
9	2	0	1	2	1	1
10	2	0	1	2	2	1
11	2	0	1	2	1	1
12	1	0	1	1	2	1
13	2	0	1	1	1	1
14	1	0	1	2	1	1
15	2	0	1	1	2	1
16	1	0	1	2	1	1
17	2	0	1	2	1	1
18	1	0	1	2	1	1
19	2	0	1	1	2	1
20	2	0	1	2	1	1
21	2	0	1	1	2	1
22	2	0	1	2	2	1
23	2	0	1	2	1	1
24	2	0	1	2	2	1
25	2	0	1	2	1	1
26	2	0	0	1	2	1
27	2	0	1	2	1	1
28	2	0	1	2	2	1
29	3	0	1	2	2	1
30	3	0	1	2	1	1
Avg	2.00	0.00	0.97	1.72	1.34	
PromoTot	58	0	28	50	39	
Lv20P	102	0	53	75	65	
Lv40P	137	0	81	104	92	

Jaha

Jaha is a warrior. His defense is great when you get him and he does good damage. As he is not the best warrior in the game, he should not be promoted to a baron. Jaha does however make a good Gladiator to fill one of the final

spots in the party. His defense remains very good throughout the game. His attack will remain high, with an average amount of HP.

Jaha	9	0	9	7	4	
Level	HP	MP	ATT	DEF	AGI	Samples

2	2	0	1	1	1	1
3	1	0	1	2	1	1
4	1	0	1	1	1	1
5	1	0	1	2	0	1
6	2	0	1	1	1	1
7	1	0	1	1	1	1
8	1	0	1	1	1	1
9	1	0	1	1	1	1
10	2	0	1	2	1	1
11	1	0	1	1	1	1
12	1	0	1	1	1	1
13	1	0	1	2	1	1
14	1	0	1	2	1	1
15	1	0	1	1	1	1
16	1	0	1	1	1	1
17	2	0	1	1	1	1
18	1	0	1	1	1	1
19	1	0	1	1	0	1
20	1	0	1	2	1	1
21	1	0	1	1	1	1
22	1	0	1	1	1	1
23	1	0	1	2	1	1
24	1	0	1	1	1	1
25	1	0	1	1	1	1
26	1	0	1	2	1	1
27	1	0	1	1	1	1
28	1	0	1	1	0	1
29	1	0	1	2	1	1
30	1	0	1	1	1	1
31	2	0	2	2	1	1
32	1	0	1	1	2	1
33	2	0	1	2	1	1
34	1	0	2	2	1	1
35	1	0	1	2	1	1
36	2	0	2	2	2	1
37	2	0	2	2	1	1
38	1	0	1	1	2	1
39	2	0	2	2	2	1
40	1	0	2	1	1	1
Avg	1.23	0.00	1.15	1.41	1.03	
Lv20	32	0	28	32	21	
Lv40	57	0	54	62	44	

Jaha Promoted

Level	HP	MP	ATT	DEF	AGI	Samples

2	2	0	1	2	2	1
3	1	0	1	2	2	1
4	2	0	1	2	1	1
5	2	0	1	2	1	1
6	2	0	1	2	2	1

7	1	0	1	2	1	1
8	2	0	1	2	2	1
9	2	0	1	2	2	1
10	2	0	1	2	1	1
11	2	0	1	2	2	1
12	2	0	1	2	2	1
13	2	0	1	2	1	1
14	2	0	1	2	2	1
15	2	0	1	3	2	1
16	2	0	1	2	1	1
17	2	0	1	2	1	1
18	2	0	1	3	1	1
19	2	0	1	2	1	1
20	2	0	1	2	1	1
21	2	0	1	2	1	1
22	2	0	1	2	1	1
23	2	0	1	2	1	1
24	2	0	1	3	1	1
25	1	0	1	2	1	1
26	2	0	2	2	2	1
27	2	0	1	2	1	1
28	2	0	1	3	1	1
29	2	0	1	3	1	1
30	2	0	1	2	1	1
Avg	1.90	0.00	1.03	2.17	1.34	
PromoTot	55	0	30	63	39	
Lv20P	87	0	58	95	60	
Lv40P	112	0	84	125	83	

Kazin

Kazin is another candidate for best character in the game. He is often overshadowed by Tyrin though. I'll briefly explain why Kazin is better. Note first of all, Kazin is a much better wizard than a sorcerer. This will probably get a lot of debate, but is none the less true.

What do I think makes him better than Tyrin? A few things. If you elect not to promote Kazin until level 40, he will have already learned all of his wizard spells, meaning, there isn't any conceivable reason, aside from holding a weapon better than a power stick, to promote him to a wizard at level 20 instead of 40.

Tyrin learns most of his good spells, including freeze4, before level 40 as well, but doesn't get the massive area effect spell, Bolt, up very high until level 33 of his promoted class. While he may never reach level 33, and the same argument of no valid reason to promote Tyrin may hold true ... I can think of two reasons to promote him early... Tyrin makes a MUCH better Sorcerer than Kazin. Thus, if you promote at 40, while he will have better physical stats than Kazin, he will lose all of his spells, the best one which you got only 2 levels ago...

Back to Kazin, you can still get the 20 "free" levels of stats, and lose nothing. In the end of the game, if you 40/30 Kazin, he'll have about 100 HP and 120MP with defense and agility in the mid to upper 80s. Not bad for a caster. Blaze may not pack the huge punch of Freeze, but Kazin does learn Desoul. At level2, it's probably going to kill one of every two targets it hits. With no shortage of MP, it can be cast religiously.

Blaze: Starts with

Blaze 2: Level 5
 Blaze 3: Level 22
 Blaze 4: Level 35
 Muddle: Level 9
 Muddle 2: Level 25
 Dispel: Level 13
 Desoul: Level 18
 Desoul 2: Level 29

As Sorcerer:

Dao: Has when promoted
 Dao 2: 12 promoted only
 Apollo: 4 promoted only
 Apollo 2: 17 promoted only
 Neptun: 7 promoted only
 Neptun 2: 26 promoted only
 Atlas: 21 promoted only
 Atlas 2: 32 promoted only

Kazin 12 13 5 7 10

Level	HP	MP	ATT	DEF	AGI	Samples
5	1	2	1	1	1	1
6	1	2	0	1	1	1
7	1	1	1	1	1	1
8	1	2	0	1	2	1
9	1	2	1	0	1	1
10	1	2	1	1	1	1
11	1	2	0	1	1	1
12	1	2	0	1	2	1
13	1	2	1	1	1	1
14	1	1	1	1	2	1
15	1	1	1	1	1	1
16	1	2	0	1	1	1
17	1	2	0	1	1	1
18	1	2	0	1	1	1
19	1	1	1	1	2	1
20	1	2	1	1	1	1
21	1	2	0	1	1	1
22	1	1	1	1	1	1
23	1	2	1	1	1	1
24	1	2	1	0	2	1
25	1	1	1	1	1	1
26	1	1	1	1	1	1
27	1	1	1	1	1	1
28	1	1	1	1	1	1
29	1	1	0	1	2	1
30	1	1	0	1	1	1
31	2	1	1	1	1	1
32	1	1	2	2	2	1
33	1	2	1	1	2	1
34	1	2	2	2	1	1
35	1	2	2	2	1	1
36	2	2	2	2	1	1
37	1	1	1	2	1	1
38	1	1	2	1	2	1
39	2	2	1	2	2	1
40	2	1	2	1	1	1
Avg	1.11	1.56	0.89	1.11	1.28	

Lv20	28	41	14	22	30
Lv40	52	69	37	47	56

Kazin Promoted

Level	HP	MP	ATT	DEF	AGI	Samples
2	2	1	1	1	3	1
3	2	2	0	1	3	1
4	1	2	0	1	2	1
5	1	1	0	1	2	1
6	1	1	1	1	2	1
7	1	1	0	1	2	1
8	2	1	1	2	2	1
9	2	2	1	1	2	1
10	2	2	0	2	2	1
11	1	1	0	1	2	1
12	1	2	1	1	2	1
13	2	2	1	1	2	1
14	2	2	1	1	1	1
15	2	2	1	2	1	1
16	2	2	0	1	1	1
17	2	2	1	2	1	1
18	2	2	1	1	1	1
19	2	1	0	1	2	1
20	2	1	1	1	2	1
21	2	2	0	2	2	1
22	2	1	0	2	2	1
23	2	1	0	1	1	1
24	2	2	0	1	2	1
25	2	1	0	1	1	1
26	2	2	1	1	2	1
27	2	1	0	1	2	1
28	2	1	0	2	2	1
29	2	1	0	1	3	1
30	2	1	1	1	3	1
Avg	1.79	1.48	0.45	1.24	1.90	
PromoTot	52	43	13	36	55	
Lv20P	80	84	27	58	85	
Lv40P	104	112	50	83	111	

Slade

Slade starts out barely being able to do four damage to a Galam Mage. Why would you ever use him!?! Just kidding. He'll eventually merge into another great character. He gets great movement, attack, HP, defense and agility. His best weapon is probably the best weapon in the game. He'll be able to learn up to three levels of Katon and Raijin when promoted.

While you might be tempted to immediately promote Slade to get him going into the Ninja class, I highly recommend not doing it until at least level 30, but as high as you possibly can before he becomes unable to hurt things. The extra stats will make him that much stronger as a ninja. As a ninja, his movement and frequent double attacks will ensure he levels quickly to "catch up" to everyone else on the team. As a Ninja, Slade gains a few spells. They are similar to Blaze and Bolt, but enemies do not have resistance to them. Make note of this as it is fairly useful.

Katon: Level 4 promoted only

Katon 2: Level 9 promoted only
 Katon 3: Level 25 promoted only
 Raijin: Level 14 promoted only
 Raijin 2: Level 19 promoted only
 Raijin 3: Level 32 promoted only

Slade 12 0 9 10 10

Level	HP	MP	ATT	DEF	AGI	Samples
6	1	0	2	1	1	1
7	1	0	1	1	1	1
8	1	0	1	1	1	1
9	1	0	1	1	1	1
10	1	0	1	1	1	1
11	1	0	2	1	1	1
12	1	0	1	1	1	1
13	1	0	1	1	1	1
14	1	0	1	1	1	1
15	1	0	2	1	2	1
16	2	0	2	1	1	1
17	2	0	2	1	1	1
18	1	0	1	1	1	1
19	2	0	1	1	1	1
20	1	0	1	1	1	1
21	1	0	2	1	1	1
22	1	0	2	2	1	1
23	1	0	2	1	1	1
24	1	0	1	1	1	1
25	1	0	1	1	1	1
26	1	0	2	2	2	1
27	2	0	2	1	1	1
28	1	0	2	2	2	1
29	1	0	1	1	1	1
30	2	0	2	2	2	1
31	2	0	1	2	2	1
32	1	0	2	1	1	1
33	1	0	2	2	2	1
34	1	0	2	1	2	1
35	1	0	2	2	1	1
36	2	0	2	1	1	1
37	1	0	2	1	1	1
38	1	0	1	1	1	1
39	1	0	1	1	1	1
40	1	0	2	1	2	1
Avg	1.20	0.00	1.54	1.20	1.23	
Lv20	30	0	29	25	26	
Lv40	54	0	63	52	53	

Slade Ninja

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

9	2	2	1	2	1	1
10	2	2	1	2	1	1
11	2	1	1	2	2	1
12	2	2	1	2	1	1
13	2	2	1	2	1	1
14	2	2	1	2	2	1
15	2	2	1	2	2	1
16	2	2	1	2	2	1
17	2	2	1	2	2	1
18	2	2	1	2	2	1
19	2	2	1	2	1	1
20	2	2	1	2	2	1
21	3	2	1	2	2	1
22	2	2	1	2	2	1
23	3	1	1	2	2	1
24	3	2	1	2	2	1
25	2	2	1	2	2	1
26	3	2	1	3	2	1
27	2	2	1	2	2	1
28	3	2	1	2	2	1
29	2	1	1	2	2	1
30	3	2	1	3	2	1
Avg	2.21	1.90	0.93	2.00	1.59	
PromoTot	64	55	27	58	46	
Lv20P	94	55	56	83	72	
Lv40P	118	55	90	110	99	

Kiwi

Sad damage, very sad HP with good defense. Kiwi is a great physical tank. It's a shame Freezel is likely to kill him from full health at level 19. Zombie deals one damage... HAHA! Kiwi is poisoned.. doh! You could always power level him... eight damage at a time.

As a monster, Kiwi isn't AS bad. He starts getting 1HP gains per level. Defense remains great, though not to the point which everything will do one damage. Kiwi gets some good movement range after promotion, along with a 25 to 35 damage flame attack. Of course, it always seems to happen when his normal attack would kill the enemy in question, but the flame would not *shrug*. All this having been said, Kiwi is terrible.

If he's not power leveled and given most of the stat boosting items in the game, he's not much of an asset. Giving him all of that special attention hurts the team more than he will be able to help it. Keep Kiwi out!

Kiwi	8	0	16	23	10	
Level	HP	MP	ATT	DEF	AGI	Samples

8	0	0	2	2	0	1
9	0	0	2	1	1	1
10	0	0	1	1	1	1
11	0	0	1	2	1	1
12	0	0	1	1	1	1
13	0	0	2	1	1	1
14	1	0	2	2	1	1
15	0	0	1	1	1	1
16	1	0	1	2	1	1
17	0	0	2	1	1	1

18	0	0	2	2	1	1
19	1	0	1	1	1	1
20	0	0	2	1	1	1
21	1	0	2	2	1	1
22	0	0	2	1	1	1
23	0	0	2	2	1	1
24	1	0	1	1	1	1
25	1	0	1	1	1	1
26	0	0	2	1	1	1
27	0	0	2	2	1	1
28	0	0	2	1	1	1
29	1	0	1	2	1	1
30	0	0	1	1	1	1
31	1	0	2	1	1	1
32	2	0	2	1	2	1
33	2	0	1	2	2	1
34	2	0	1	1	2	1
35	2	0	2	2	2	1
36	2	0	2	1	2	1
37	2	0	1	1	2	1
38	1	0	1	2	2	1
39	2	0	2	1	2	1
40	1	0	1	2	1	1
Avg	0.73	0.00	1.55	1.39	1.21	
Lv20	11	0	36	41	22	
Lv40	32	0	67	69	50	

Kiwi Monster

Level	HP	MP	ATT	DEF	AGI	Samples
2	1	0	2	2	1	1
3	1	0	2	2	1	1
4	1	0	3	2	1	1
5	1	0	2	2	1	1
6	1	0	2	2	1	1
7	1	0	2	2	1	1
8	1	0	2	2	1	1
9	1	0	2	2	1	1
10	1	0	2	2	1	1
11	1	0	2	2	1	1
12	1	0	2	2	1	1
13	1	0	2	2	1	1
14	1	0	2	2	1	1
15	1	0	2	2	1	1
16	1	0	2	2	2	1
17	1	0	2	2	1	1
18	1	0	2	2	2	1
19	1	0	2	2	1	1
20	1	0	2	2	1	1
21	1	0	2	2	1	1
22	1	0	2	2	1	1
23	1	0	2	2	2	1
24	1	0	2	2	1	1
25	1	0	2	2	1	1
26	1	0	2	2	1	1
27	1	0	2	2	1	1
28	1	0	3	2	1	1
29	1	0	2	2	1	1
30	1	0	2	2	2	1

Avg	1.00	0.00	2.07	2.00	1.14
PromoTot	29	0	60	58	33
Lv20P	40	0	96	99	55
Lv40P	61	0	127	127	83

Peter

There is not much to be said here, Peter is a wonderful selection for any team to have. Peter flies, which makes his movement much better than walking characters. When you get Peter, he will most likely have more attack than anyone else in your party. It will remain this way for the rest of the game. Peter also has very high HP, great agility and defense.

When promoted, Peter will begin taking only half damage from fire, making him ideal to charge at Chaos Wizard's if needed. Peter revives automatically after a battle if he is killed. The only downfall to Peter is that he is computer controlled for the first four battles he is in your party, and will often steal kills during that time. A small price to pay for a great character.

Peter	23	0	27	17	12
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Level	HP	MP	ATT	DEF	AGI	Samples
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10	1	0	2	1	1	1
11	2	0	2	1	1	1
12	1	0	2	1	1	1
13	1	0	2	1	1	1
14	1	0	2	1	1	1
15	1	0	2	1	1	1
16	1	0	2	1	1	1
17	1	0	2	1	1	1
18	1	0	2	1	1	1
19	1	0	2	1	1	1
20	1	0	2	1	1	1
21	2	0	2	1	1	1
22	1	0	2	1	1	1
23	1	0	2	1	1	1
24	2	0	2	2	1	1
25	1	0	2	1	1	1
26	1	0	2	1	1	1
27	1	0	2	1	1	1
28	1	0	2	1	1	1
29	2	0	2	1	1	1
30	1	0	2	1	1	1
31	2	0	2	1	1	1
32	2	0	2	1	1	1
33	2	0	2	2	2	1
34	1	0	2	2	1	1
35	2	0	1	1	2	1
36	2	0	2	1	1	1
37	2	0	1	2	1	1
38	2	0	2	1	2	1
39	2	0	2	2	2	1
40	2	0	1	1	1	1
Avg	1.42	0.00	1.90	1.16	1.13	
Lv20	35	0	49	28	23	
Lv40	67	0	86	53	47	

Peter Phoenix

Level	HP	MP	ATT	DEF	AGI	Samples
2	2	0	2	2	1	1
3	3	0	2	2	1	1
4	3	0	2	2	1	1
5	3	0	2	2	1	1
6	3	0	2	2	1	1
7	2	0	2	2	1	1
8	2	0	2	2	2	1
9	3	0	2	2	1	1
10	3	0	3	2	1	1
11	3	0	3	2	2	1
12	2	0	2	2	1	1
13	2	0	2	2	1	1
14	2	0	2	2	1	1
15	3	0	3	2	1	1
16	2	0	2	2	2	1
17	3	0	2	2	1	1
18	3	0	3	2	1	1
19	2	0	2	2	1	1
20	3	0	3	2	1	1
21	2	0	3	2	1	1
22	2	0	3	2	1	1
23	3	0	3	2	1	1
24	2	0	2	2	1	1
25	2	0	2	2	1	1
26	3	0	3	2	1	1
27	2	0	3	2	1	1
28	2	0	3	2	1	1
29	2	0	3	3	1	1
30	3	0	3	3	2	1
Avg	2.48	0.00	2.45	2.07	1.14	
PromoTot	72	0	71	60	33	
Lv20P	107	0	120	88	56	
Lv40P	139	0	157	113	80	

May

I used to think May was the greatest ranged character. Turns out she is not. Her attack will be at the top or very close to it, compared to other ranged characters. Her weakness is a low amount of HP and agility. May starts out with better movement than other archer units which can help her early. She makes a good second ranged attacker, but if you are only going to take one, make it be Elric.

May	18	0	17	13	14	
Level	HP	MP	ATT	DEF	AGI	Samples
11	1	0	1	1	0	1
12	1	0	1	1	1	1
13	1	0	1	1	1	1
14	1	0	1	1	1	1
15	1	0	1	1	1	1
16	1	0	1	1	1	1
17	2	0	2	1	1	1
18	1	0	1	1	1	1
19	1	0	1	1	1	1

20	1	0	1	1	1	1
21	2	0	1	1	1	1
22	1	0	1	1	1	1
23	1	0	1	1	1	1
24	1	0	1	1	1	1
25	1	0	1	1	1	1
26	1	0	1	1	1	1
27	1	0	1	1	1	1
28	1	0	1	1	1	1
29	1	0	1	1	1	1
30	1	0	1	1	1	1
31	1	0	2	1	1	1
32	2	0	2	1	1	1
33	1	0	1	2	2	1
34	1	0	2	2	2	1
35	1	0	2	1	1	1
36	1	0	1	1	1	1
37	2	0	2	2	1	1
38	2	0	2	2	2	1
39	1	0	1	1	1	1
40	1	0	1	1	1	1
Avg	1.17	0.00	1.23	1.13	1.07	
Lv20	29	0	28	23	23	
Lv40	53	0	54	47	46	

May Bow Knight

Level	HP	MP	ATT	DEF	AGI	Samples
2	1	0	0	1	1	1
3	2	0	0	2	1	1
4	1	0	1	1	2	1
5	2	0	1	2	2	1
6	2	0	0	1	2	1
7	2	0	0	1	2	1
8	1	0	1	2	1	1
9	1	0	1	2	1	1
10	2	0	1	2	1	1
11	1	0	1	1	1	1
12	1	0	1	1	2	1
13	1	0	1	1	1	1
14	1	0	1	1	1	1
15	1	0	0	1	1	1
16	1	0	1	1	2	1
17	1	0	0	1	2	1
18	1	0	1	1	1	1
19	1	0	1	1	1	1
20	1	0	1	1	2	1
21	1	0	0	1	1	1
22	1	0	1	2	1	1
23	1	0	1	2	2	1
24	2	0	1	1	1	1
25	1	0	0	1	1	1
26	2	0	1	1	1	1
27	2	0	0	1	2	1
28	1	0	1	1	1	1
29	1	0	0	2	1	1
30	1	0	1	1	2	1
Avg	1.28	0.00	0.66	1.28	1.38	
PromoTot	37	0	19	37	40	
Lv20P	66	0	47	60	63	

Lv40P 90 0 73 84 86

Gerhalt

Gerhalt levels up similar to Peter. He'll gain a load of attack level. Gerhalt also gets pretty good defense and HP. His agility is a little bit low, but nothing to complain about. His movement is decent as well. All that having been said, I have personally never had a lot of luck with Gerhalt. However, he does have the second best attack in the game and can take some punishment as well, I would suggest using him.

Gerhalt 24 0 37 21 20

Level HP MP ATT DEF AGI Samples

14	1	0	1	2	1	1
15	1	0	1	1	1	1
16	1	0	2	1	2	1
17	1	0	1	1	1	1
18	1	0	1	1	1	1
19	1	0	2	1	1	1
20	1	0	1	1	2	1
21	1	0	1	1	1	1
22	1	0	1	2	1	1
23	1	0	2	1	1	1
24	1	0	1	1	1	1
25	1	0	1	1	1	1
26	1	0	1	1	1	1
27	1	0	2	1	1	1
28	1	0	1	2	1	1
29	2	0	2	1	1	1
30	2	0	1	1	1	1
31	2	0	2	1	2	1
32	1	0	1	2	1	1
33	1	0	2	1	1	1
34	1	0	2	1	2	1
35	2	0	2	2	2	1
36	1	0	2	1	2	1
37	1	0	2	2	1	1
38	2	0	2	1	2	1
39	2	0	2	1	1	1
40	1	0	2	2	2	1
Avg	1.22	0.00	1.52	1.26	1.30	
Lv20	31	0	46	29	29	
Lv40	57	0	78	55	55	

Gerhalt Wolf Baron

Level HP MP ATT DEF AGI Samples

2	2	0	2	2	1	1
3	2	0	2	2	1	1
4	2	0	2	2	1	1
5	2	0	2	2	1	1
6	2	0	2	2	1	1
7	2	0	2	2	1	1
8	2	0	2	2	1	1
9	2	0	3	1	2	1
10	2	0	2	2	1	1

11	3	0	2	2	1	1
12	2	0	2	2	1	1
13	2	0	2	2	2	1
14	2	0	2	2	1	1
15	2	0	2	2	1	1
16	2	0	3	2	1	1
17	2	0	2	2	1	1
18	2	0	2	2	1	1
19	2	0	2	2	1	1
20	2	0	2	2	1	1
21	2	0	2	2	1	1
22	2	0	3	2	2	1
23	2	0	2	2	1	1
24	2	0	3	2	2	1
25	2	0	2	1	1	1
26	3	0	2	2	1	1
27	2	0	2	2	1	1
28	2	0	2	2	1	1
29	2	0	2	2	1	1
30	2	0	2	2	2	1
Avg	2.07	0.00	2.14	1.93	1.17	
PromoTot	60	0	62	56	34	
Lv20P	91	0	108	85	63	
Lv40P	117	0	140	111	89	

Luke

Luke is a double edged sword. If you are unwilling to go the extra mile to level him up delicately, you may as well sit him in the caravan. He starts pretty awful, never gets a lot better in damage, but eventually gets a great balance of stats.

I like Luke for a lot of reasons. The first, he flies. Slap on a running ring, or give him one of the pimentos, and he's got range 8 flying which is the distance of a screen in all directions minus a corner diagonal. He can use swords, Critical swords and Counter swords being my favorites of which he can use. As Bowie moves up a sword, Luke gets the hand me down, throughout the entire game.

Luke	28	0	18	18	22	
Level	HP	MP	ATT	DEF	AGI	Samples
15	1	0	1	1	1	1
16	2	0	1	1	2	1
17	1	0	2	1	1	1
18	1	0	1	1	2	1
19	1	0	1	1	1	1
20	1	0	1	1	1	1
21	2	0	1	1	1	1
22	1	0	1	1	1	1
23	1	0	1	1	1	1
24	2	0	1	1	1	1
25	1	0	1	1	1	1
26	1	0	1	1	1	1
27	1	0	1	1	1	1
28	2	0	1	1	2	1
29	1	0	1	1	1	1
30	1	0	1	1	1	1
31	2	0	2	1	2	1

32	2	0	2	2	2	1
33	1	0	1	2	1	1
34	1	0	2	1	2	1
35	2	0	1	2	1	1
36	1	0	2	2	1	1
37	1	0	2	2	1	1
38	2	0	2	2	1	1
39	2	0	2	1	1	1
40	2	0	2	1	1	1
Avg	1.38	0.00	1.35	1.23	1.23	
Lv20	35	0	25	24	30	
Lv40	64	0	53	50	54	

Luke Bird Battler

Level	HP	MP	ATT	DEF	AGI	Samples
2	1	0	0	2	1	1
3	2	0	1	1	2	1
4	1	0	0	1	2	1
5	1	0	1	1	1	1
6	2	0	1	2	1	1
7	2	0	1	2	2	1
8	1	0	1	2	2	1
9	2	0	1	1	1	1
10	2	0	1	2	2	1
11	2	0	1	2	2	1
12	2	0	1	2	1	1
13	2	0	1	1	1	1
14	2	0	1	2	1	1
15	2	0	1	2	1	1
16	2	0	1	2	2	1
17	2	0	1	2	1	1
18	2	0	1	2	1	1
19	2	0	1	1	2	1
20	2	0	0	2	2	1
21	2	0	1	2	1	1
22	2	0	1	2	1	1
23	2	0	1	2	1	1
24	2	0	1	1	2	1
25	2	0	1	1	1	1
26	2	0	0	2	1	1
27	2	0	1	2	1	1
28	2	0	1	1	1	1
29	2	0	1	2	1	1
30	3	0	1	2	1	1
Avg	1.90	0.00	0.86	1.69	1.34	
PromoTot	55	0	25	49	39	
Lv20P	90	0	50	73	69	
Lv40P	119	0	78	99	93	

Rohde

Rohde is one of the worst characters in the game. He is the only long range character who comes promoted, meaning, he can not be power leveled like the other two. This itself is not a big deal. His complete lack of movement range and defense, on the other hand, are a big deal. Rohde dies too easily or trails behind the party unable to reach them.

Rohde 34 0 30 34 23

Level	HP	MP	ATT	DEF	AGI	Samples
5	3	0	1	2	1	1
6	2	0	0	2	1	1
7	2	0	1	2	2	1
8	2	0	0	2	1	1
9	2	0	0	2	1	1
10	2	0	1	2	1	1
11	2	0	0	2	1	1
12	2	0	1	2	2	1
13	1	0	0	2	1	1
14	2	0	1	2	1	1
15	2	0	0	2	1	1
16	2	0	1	2	1	1
17	2	0	0	2	1	1
18	2	0	1	2	1	1
19	1	0	1	1	1	1
20	2	0	1	2	1	1
21	2	0	1	2	1	1
22	2	0	0	2	1	1
23	2	0	1	2	1	1
24	1	0	1	2	1	1
25	2	0	1	2	1	1
26	2	0	0	2	1	1
27	2	0	1	2	1	1
28	1	0	1	2	1	1
29	2	0	1	2	1	1
30	1	0	1	2	1	1
Avg	1.85	0.00	0.65	1.96	1.08	
LvP	82	0	47	85	51	

Rick

I used to not like Rick, always using Chester instead. I have reversed my decision on this one. Rick has far, far superior defense. Although his HP is a bit lower than Chester's, he will often last longer unless being bombarded with high damage spells. Rick gets a decent amount of attack, but not as high as Eric. While Eric does make a better choice for a Pegasus Knight, I would suggest letting that honor go to Rick since you do not have to bypass a better character to get him.

Rick 34 0 24 28 29

Level	HP	MP	ATT	DEF	AGI	Samples
20	1	0	1	1	1	1
21	2	0	1	1	1	1
22	1	0	1	2	1	1
23	1	0	1	1	1	1
24	1	0	1	1	1	1
25	1	0	1	1	1	1
26	1	0	1	1	1	1
27	1	0	1	1	1	1
28	1	0	1	1	1	1
29	1	0	1	1	1	1
30	1	0	1	1	1	1
31	1	0	2	1	1	1

32	2	0	2	1	2	1
33	2	0	2	2	1	1
34	2	0	1	1	2	1
35	2	0	2	2	1	1
36	1	0	1	2	2	1
37	2	0	2	2	2	1
38	2	0	1	1	2	1
39	1	0	2	2	1	1
40	2	0	2	1	1	1
Avg	1.38	0.00	1.33	1.29	1.24	
Lv20	35	0	25	29	30	
Lv40	63	0	52	55	55	

Rick Promoted

Level	HP	MP	ATT	DEF	AGI	Samples
2	2	0	1	2	1	1
3	2	0	1	2	1	1
4	2	0	1	3	1	1
5	2	0	1	2	1	1
6	2	0	1	2	1	1
7	2	0	1	2	1	1
8	3	0	1	2	1	1
9	2	0	1	2	1	1
10	2	0	1	2	2	1
11	2	0	1	2	1	1
12	2	0	1	2	1	1
13	1	0	1	2	1	1
14	2	0	1	2	1	1
15	2	0	1	2	2	1
16	2	0	1	2	2	1
17	2	0	1	2	2	1
18	2	0	1	2	1	1
19	2	0	1	2	2	1
20	2	0	1	2	1	1
21	2	0	1	3	2	1
22	2	0	0	2	2	1
23	2	0	1	2	1	1
24	1	0	0	2	2	1
25	1	0	1	2	2	1
26	2	0	1	2	2	1
27	2	0	0	2	2	1
28	1	0	1	2	2	1
29	2	0	1	2	2	1
30	1	0	1	2	2	1
Avg	1.86	0.00	0.90	2.07	1.48	
PromoTot	54	0	26	60	43	
Lv20P	89	0	51	89	73	
Lv40P	117	0	78	115	98	

Elric

Elric is another ranged attacker. When you get him, do not be shocked if he does less than five damage to most enemies. To be brutally honest, it will not get better any time soon. I STRONGLY recommend not promoting him until he reaches level 40. If you do, you can slap on stronger weapons with better range, but, you will keep him from getting the levels he really needs to get in the unpromoted class.

Elric, when promoted, seldom gets a +2 to attack bonus, but these are common once you reach about level 30 of the unpromoted class. The extra 15 attack or so he will get from this will help him greatly once promoted. If he is promoted when you get him, he will be okay, but not the best.

A tip for leveling him as his damage is quite sad to start with, attack enemies which fly [or anything which has wings]. Arrow users do extra damage against flying creatures.

Elric	35	0	24	24	25	
Level	HP	MP	ATT	DEF	AGI	Samples

22	1	0	1	1	1	1
23	2	0	1	1	1	1
24	2	0	1	1	1	1
25	1	0	1	1	1	1
26	1	0	1	1	1	1
27	1	0	1	1	1	1
28	2	0	1	1	1	1
29	1	0	1	1	1	1
30	2	0	1	1	1	1
31	2	0	1	1	2	1
32	1	0	1	2	2	1
33	1	0	1	2	2	1
34	1	0	1	2	1	1
35	2	0	2	2	1	1
36	2	0	1	1	1	1
37	2	0	2	2	2	1
38	1	0	2	2	2	1
39	2	0	1	2	2	1
40	1	0	2	1	2	1
Avg	1.47	0.00	1.21	1.37	1.37	
Lv21	35	0	24	24	25	
Lv40	63	0	47	50	51	

Elric Promoted

Level	HP	MP	ATT	DEF	AGI	Samples

2	1	0	1	1	1	1
3	1	0	1	2	1	1
4	2	0	0	1	1	1
5	2	0	1	1	2	1
6	2	0	0	1	1	1
7	2	0	1	1	1	1
8	2	0	1	1	1	1
9	2	0	1	2	1	1
10	1	0	0	1	1	1
11	2	0	1	2	1	1
12	2	0	1	1	1	1
13	2	0	1	2	1	1
14	2	0	1	1	1	1
15	2	0	1	2	1	1
16	2	0	0	2	1	1
17	2	0	1	2	1	1
18	2	0	1	1	1	1
19	1	0	1	2	2	1
20	2	0	1	1	1	1

21	2	0	0	2	1	1
22	2	0	1	2	1	1
23	2	0	0	1	1	1
24	2	0	0	2	1	1
25	2	0	1	2	2	1
26	2	0	1	1	1	1
27	2	0	1	1	1	1
28	2	0	1	2	1	1
29	2	0	1	1	2	1
30	2	0	0	2	1	1
Avg	1.86	0.00	0.72	1.48	1.14	
PromoTot	54	0	21	43	33	
Lv21P	89	0	45	67	58	
Lv40P	117	0	68	93	84	

Randolf

Randolf is the best warrior in the game. He also makes the best Gladiator or Baron. However, since the other characters from Creeds are also the best in their respective classes, this makes Randolf a less appealing choice. If you take him, make him a Baron, you will not regret it. This will also allow you to use Jaha as a Gladiator. If you do not choose Randolf, use Jaha as a Baron instead. Randolf has awesome defense with high HP and a decent swing. He is the backbone of every physical attacking party.

Randolf 38 0 35 39 27

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

25	1	0	1	1	1	1
26	1	0	2	1	1	1
27	1	0	1	1	1	1
28	1	0	1	1	1	1
29	1	0	1	1	1	1
30	1	0	1	1	1	1
31	1	0	1	2	2	1
32	2	0	1	2	2	1
33	2	0	1	2	2	1
34	2	0	2	1	1	1
35	1	0	2	1	1	1
36	2	0	2	2	1	1
37	1	0	2	2	2	1
38	2	0	2	2	2	1
39	1	0	1	2	2	1
40	1	0	2	2	1	1
Avg	1.31	0.00	1.44	1.50	1.38	
Lv24	38	0	35	39	27	
Lv40	59	0	58	63	49	

Randolf Promoted

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

2	1	0	1	1	2	1
3	2	0	1	2	2	1
4	2	0	1	2	1	1
5	2	0	1	2	1	1
6	2	0	1	2	2	1
7	2	0	1	2	1	1

8	2	0	1	2	1	1
9	2	0	1	2	2	1
10	2	0	1	2	1	1
11	2	0	1	2	1	1
12	2	0	1	2	1	1
13	2	0	1	2	1	1
14	2	0	1	2	1	1
15	2	0	1	2	2	1
16	2	0	1	2	1	1
17	2	0	1	2	1	1
18	2	0	1	2	1	1
19	2	0	1	2	1	1
20	2	0	1	2	1	1
21	2	0	1	2	1	1
22	2	0	1	2	1	1
23	2	0	1	2	1	1
24	2	0	1	2	1	1
25	2	0	1	2	1	1
26	2	0	0	2	1	1
27	2	0	1	2	1	1
28	2	0	1	2	1	1
29	2	0	1	2	1	1
30	2	0	1	2	1	1
Avg	1.97	0.00	0.97	1.97	1.17	
PromoTot	57	0	28	57	34	
Lv24P	95	0	63	96	61	
Lv40P	116	0	86	120	83	

Eric

Eric is the best knight in the game. He has great attack and HP with good agility and defense. He makes wonderful Pegasus Knight as well. But, since you get him from Creeds you should probably pick someone else. Make Rick the Pegasus Knight if you elect not to get Eric.

Eric	53	0	32	28	29	
Level	HP	MP	ATT	DEF	AGI	Samples

25	1	0	1	1	1	1
26	2	0	1	1	2	1
27	2	0	1	1	1	1
28	2	0	1	1	1	1
29	1	0	1	1	1	1
30	2	0	0	1	1	1
31	1	0	2	1	1	1
32	1	0	2	2	1	1
33	1	0	1	1	1	1
34	1	0	2	2	1	1
35	1	0	1	2	1	1
36	2	0	1	1	2	1
37	1	0	1	2	1	1
38	1	0	2	2	2	1
39	2	0	1	2	2	1
40	2	0	1	1	1	1
Avg	1.44	0.00	1.19	1.38	1.25	
Lv24	53	0	32	28	29	
Lv40	76	0	51	50	49	

Eric Promoted

Level	HP	MP	ATT	DEF	AGI	Samples
2	1	0	1	2	1	1
3	1	0	1	2	1	1
4	2	0	1	2	1	1
5	2	0	0	1	1	1
6	2	0	1	2	1	1
7	1	0	1	2	2	1
8	1	0	1	2	1	1
9	2	0	1	2	1	1
10	2	0	1	2	1	1
11	2	0	1	2	2	1
12	2	0	1	2	1	1
13	2	0	1	2	1	1
14	2	0	1	2	2	1
15	2	0	1	2	1	1
16	2	0	1	2	2	1
17	2	0	1	2	2	1
18	2	0	1	2	2	1
19	2	0	1	2	2	1
20	2	0	1	2	2	1
21	2	0	1	2	2	1
22	2	0	1	3	2	1
23	2	0	1	2	2	1
24	2	0	1	2	2	1
25	2	0	1	2	1	1
26	2	0	1	3	2	1
27	2	0	1	2	2	1
28	2	0	1	2	2	1
29	2	0	1	3	2	1
30	3	0	1	3	2	1
Avg	1.90	0.00	0.97	2.10	1.59	
PromoTot	55	0	28	61	46	
Lv24P	108	0	60	89	75	
Lv40P	131	0	79	111	95	

Tyrin

Tyrin makes the best Sorcerer in the game. He also makes a damn good wizard. Most people will tell you to keep him a wizard. I'll list a few options. You read my long speech earlier about Kazin, the same applies to Tryin. If you want to make him a Wizard, do NOT promote him until level 40 of his mage class. He will still learn his most useful spell, Freeze4, at the same level [Sooner, actually, as he begins at 24 and promoting him would reduce him to 21], and he will gain 16 levels of extra stats to help him out.

If you make him a sorcerer, which is not a bad choice either, do it immediately or at least fairly soon. While the extra MP would be nice to have [Sorcerer spells generally cost more than Wizard spells], learning spells sooner is of the importance here. Promoting at 40 into a sorcerer means poor Tyrin will have only Dao to deal damage, which can cripple his ability to kill anything and level up for quite some time.

Tyrin is an excellent choice from Creed's, but, is probably not quite as appealing as Karna is. A quick couple of reasons why you might take Tryin over Karna though:

- 1) Karna is easier to level, which means, even if you get her again 25 levels from now, she will still be able to catch up
- 2) You are going to want to make Karna a Master Monk, right? Well, the Second Vigor Ball is a long ways off. Instead, make Sarah the first Master Monk and get Tyrin started.

Blaze: Starts with
 Blaze 2: Starts with
 Blaze 3: Level 51
 Blaze 4: Level 56
 Freeze: Starts with
 Freeze 2: Starts with
 Freeze 3: Level 31
 Freeze 4: Level 38
 Sleep: Level 25
 Bolt: Level 28
 Bolt 2: Level 35
 Bolt 3: Level 54
 Bolt 4: Level 60

As Sorcerer:

Dao: Has when promoted
 Dao 2: Level 12 promoted only
 Apollo: Level 3 promoted only
 Apollo 2: Level 16 promoted only
 Neptun: Level 8 promoted only
 Neptun 2: Level 25 promoted only
 Atlas: Level 20 promoted only
 Atlas 2: Level 29 promoted only

Tyrin 30 48 21 26 30

Level	HP	MP	ATT	DEF	AGI	Samples
25	1	1	1	1	1	1
26	1	1	1	1	1	1
27	1	1	1	1	1	1
28	1	1	1	1	1	1
29	1	1	0	1	1	1
30	1	1	1	1	1	1
31	1	1	1	2	2	1
32	2	1	1	1	1	1
33	1	2	1	2	2	1
34	1	2	1	2	2	1
35	2	2	1	2	1	1
36	2	1	1	2	1	1
37	2	2	2	2	1	1
38	2	1	2	1	1	1
39	2	2	2	1	2	1
40	1	1	1	1	2	1
Avg	1.38	1.31	1.13	1.38	1.31	
Lv24	30	48	21	26	30	
Lv40	52	69	39	48	51	

Tyrin Promoted

Level	HP	MP	ATT	DEF	AGI	Samples
2	2	1	1	2	1	1
3	1	2	1	2	1	1

4	2	2	0	1	2	1
5	2	2	0	2	2	1
6	1	2	0	1	1	1
7	1	1	1	1	1	1
8	2	1	1	1	2	1
9	1	1	0	1	1	1
10	2	1	0	1	1	1
11	1	1	0	2	2	1
12	2	1	0	2	1	1
13	1	1	0	1	1	1
14	2	1	1	1	2	1
15	1	2	0	1	2	1
16	2	2	0	1	1	1
17	2	1	0	2	1	1
18	2	1	1	1	2	1
19	2	1	1	1	1	1
20	2	1	0	1	1	1
21	2	1	0	1	2	1
22	2	1	1	1	2	1
23	2	1	0	1	1	1
24	2	2	1	1	1	1
25	1	1	1	1	2	1
26	2	1	0	1	1	1
27	2	1	0	1	1	1
28	1	1	1	1	2	1
29	2	1	1	1	1	1
30	2	1	1	1	2	1
Avg	1.69	1.24	0.45	1.21	1.41	
PromoTot	49	36	13	35	41	
Lv24P	79	84	34	61	71	
Lv40P	101	105	52	83	92	

Karna

Karna can be without any doubt the best character in the game. She can level up to 40/99 with no trouble at all thanks to the boost spell. As she and Sarah can both become Master Monks, there is no debate needed over who to make it and why. As a Master Monk, Karna can use the best weapon class in the game, knuckles. At any given level, Karna will have near or better stats than anyone else in your party in most categories. As it is not at all difficult to get her ten or more levels ahead of everyone else, it is likely to be more than that. Her ONLY downfall is a rather small movement range, but that is an easy problem to fix!

Back to the best character part, her stats at similar levels are never the best in any aspect, but, she can heal herself, boost her own defense, do a great deal of damage and has a lot of life. She is an ideal solo strike force.

Karna is easily a must have character, but, Tryin is also a great choice at Creed's Mansion. As I gave some reasons for Tyrin to be taken above, I will not give some for Karna;

- 1) If you pass her up, you will not get another healer for another ten battles.
- 2) Hello, boost? Defense wins championships... well, battles in this case.

Heal: Starts with
 Heal 2: Starts with
 Heal 3: Starts with
 Heal 4: Never!

Blast: Starts with
 Blast 2: Starts with
 Blast 3: Level 26
 Blast 4: Level 37
 Boost: Starts with
 Boost 2: Level 30
 Aura: Level 33
 Aura 2: Level 41
 Aura 3: Level 55
 Aura 4: Level 60

Karna 45 51 27 27 28

Level	HP	MP	ATT	DEF	AGI	Samples
25	1	2	1	1	1	1
26	2	2	0	1	1	1
27	2	2	1	1	1	1
28	1	2	1	1	1	1
29	2	2	1	0	1	1
30	2	2	1	1	0	1
31	2	2	2	1	2	1
32	2	1	1	0	2	1
33	1	1	2	1	2	1
34	2	1	1	2	2	1
35	2	1	1	1	2	1
36	2	2	1	2	2	1
37	2	1	2	2	1	1
38	2	1	2	2	2	1
39	2	2	2	2	2	1
40	1	2	1	1	2	1
Avg	1.75	1.63	1.25	1.19	1.50	
Lv24	45	51	27	27	28	
Lv40	73	77	47	46	52	

Karna Promoted

Level	HP	MP	ATT	DEF	AGI	Samples
2	1	1	1	1	1	1
3	1	1	0	1	1	1
4	2	1	1	1	2	1
5	2	1	1	1	1	1
6	2	1	1	1	1	1
7	2	1	1	1	1	1
8	2	1	1	1	2	1
9	2	1	1	1	2	1
10	2	1	1	1	1	1
11	2	1	1	1	1	1
12	2	1	1	1	2	1
13	2	1	1	1	1	1
14	2	2	1	2	2	1
15	2	2	1	2	1	1
16	2	2	1	1	1	1
17	2	2	1	1	1	1
18	2	1	1	1	1	1
19	2	1	1	1	1	1
20	2	1	1	1	1	1
21	2	1	1	1	1	1
22	2	1	1	1	2	1

23	2	1	1	1	1	1
24	2	1	1	1	2	1
25	2	1	1	2	1	1
26	2	1	1	2	2	1
27	2	1	0	1	1	1
28	3	1	1	1	2	1
29	3	1	1	2	2	1
30	3	1	1	1	2	1
Avg	2.03	1.14	0.93	1.17	1.38	
PromoTot	59	33	27	34	40	
Lv24P	104	84	54	61	68	
Lv40P	132	110	74	80	92	

Janet

 Pretty much the same as Elric... same description until the second paragraph.
 She is noticeably worse in most categories than Elric though.

Janet is another ranged attacker. When you get her, do not be shocked if she does less than five damage to most enemies. To be brutally honest, it will not get better any time soon. I STRONGLY recommend not promoting her until she reaches level 40. If you do, you can slap on stronger weapons with better range, but, you will keep her from getting the levels she really needs to get in the unpromoted class.

Janet, when promoted, seldom gets a +2 to attack bonus, but these are common once you reach about level 30 of the unpromoted class. The extra 15 attack or so she will get from this will help her greatly once promoted. If she is promoted when you get her, she will be okay, but not the best.

A tip for leveling her as her damage is quite sad to start with, attack enemies which fly [or anything which has wings]. Arrow users do extra damage against flying creatures.

Janet 35 0 26 26 28

Level HP MP ATT DEF AGI Samples

25	1	0	0	1	1	
26	2	0	0	1	1	
27	1	0	0	1	1	
28	1	0	1	1	1	
29	1	0	1	1	1	
30	1	0	1	1	1	
31	2	0	1	2	2	
32	2	0	1	1	2	
33	1	0	2	1	1	
34	2	0	2	1	2	
35	1	0	2	1	2	
36	1	0	2	1	2	
37	2	0	2	2	1	
38	1	0	1	2	2	
39	2	0	2	1	1	
40	2	0	2	1	2	
Avg	1.44	0.00	1.25	1.19	1.44	
Lv24	35	0	26	26	28	
Lv40	58	0	46	45	51	

Janet Promoted

Level	HP	MP	ATT	DEF	AGI	Samples
2	2	0	0	1	1	1
3	2	0	0	1	2	1
4	2	0	0	1	1	1
5	2	0	1	2	1	1
6	2	0	0	2	1	1
7	1	0	0	1	1	1
8	2	0	0	1	1	1
9	2	0	0	1	1	1
10	2	0	0	1	1	1
11	2	0	1	1	1	1
12	2	0	0	2	1	1
13	2	0	0	1	1	1
14	2	0	1	1	1	1
15	2	0	1	2	2	1
16	2	0	1	1	2	1
17	2	0	0	1	1	1
18	2	0	1	1	1	1
19	2	0	0	1	1	1
20	2	0	0	2	1	1
21	2	0	0	2	1	1
22	2	0	0	2	1	1
23	2	0	0	2	1	1
24	2	0	0	2	1	1
25	2	0	1	1	1	1
26	1	0	1	2	1	1
27	2	0	1	1	2	1
28	2	0	1	1	1	1
29	2	0	0	2	2	1
30	2	0	1	1	1	1
Avg	1.93	0.00	0.38	1.38	1.17	
PromoTot	56	0	11	40	34	
Lv24P	91	0	37	66	62	
Lv40P	114	0	57	85	85	

Higins

I still have nothing good to say about Higins. He is another of the already too common centaurs. He comes pre-promoted and has no glaring strengths. Some argue he is well balanced and has no glaring weakness either. If you promoted your entire team at level 20, than I would agree, Higins can be a fairly strong ally in those conditions. If you promoted at 30 or above, Higins has a seat in the caravan.

Higins 51 0 31 32 31

Level	HP	MP	ATT	DEF	AGI	Samples
8	2	0	0	2	1	1
9	2	0	1	2	2	1
10	2	0	1	2	1	1
11	2	0	1	2	1	1
12	2	0	1	2	1	1
13	2	0	1	1	2	1
14	2	0	1	1	2	1
15	2	0	1	1	1	1
16	2	0	1	2	2	1
17	2	0	1	2	1	1

18	2	0	1	2	1	1
19	2	0	1	2	1	1
20	2	0	1	2	1	1
21	2	0	1	2	2	1
22	2	0	1	2	1	1
23	2	0	1	2	1	1
24	2	0	1	2	2	1
25	2	0	1	2	1	1
26	2	0	1	2	1	1
27	2	0	1	2	2	1
28	2	0	1	2	1	1
29	2	0	1	2	1	1
30	2	0	1	2	2	1
Avg	2.00	0.00	0.96	1.87	1.35	
LvP	97	0	53	75	62	

Taya

Continuing the streak of characters to not use is Taya. When you get her she will know Dao level 1! Yes, the same spell you get just for promoting. Her stats are very low and she learns the rest of her spells far too slowly to be an useful character. I suggest not even wasting the thirty seconds it takes to recruit her into the party, unless you want the 2400 gold for selling her Indra Staff.

Dao: Starts with
 Dao 2: Level 15
 Apollo: Level 12
 Apollo 2: Level 19
 Neptun: Level 22
 Neptun 2: Level 29
 Atlas: Level 25
 Atlas 2: Level 34

Taya	43	60	19	30	41	
Level	HP	MP	ATT	DEF	AGI	Samples

12	2	1	1	1	1	1
13	1	1	0	1	2	1
14	2	1	0	1	1	1
15	2	2	1	1	1	1
16	2	2	0	2	2	1
17	2	1	1	1	1	1
18	2	1	1	1	2	1
19	1	1	0	1	2	1
20	1	1	0	1	2	1
21	2	1	0	2	2	1
22	2	2	1	1	1	1
23	2	2	0	1	2	1
24	2	2	0	2	2	1
25	2	1	1	1	1	1
26	1	1	0	1	2	1
27	2	2	0	1	2	1
28	2	2	0	2	1	1
29	1	2	1	1	2	1
30	2	2	0	1	2	1
Avg	1.74	1.47	0.37	1.21	1.63	
LvP	76	88	26	53	72	

Skreech

Skreech is like Luke, but far worse. He comes promoted, always a downfall. His damage is nothing great, nor are his HP or defense. He moves well, and flies, with good agility. These assets, however, should not earn him a place in anyone's party.

Skreech	52	0	34	37	38	
Level	HP	MP	ATT	DEF	AGI	Samples
12	2	0	1	2	2	1
13	2	0	1	2	2	1
14	2	0	1	2	1	1
15	2	0	1	2	1	1
16	2	0	1	2	1	1
17	2	0	1	2	1	1
18	2	0	1	1	1	1
19	2	0	0	1	2	1
20	2	0	1	1	1	1
21	2	0	1	2	2	1
22	2	0	1	2	2	1
23	2	0	1	2	1	1
24	2	0	1	2	1	1
25	2	0	1	2	1	1
26	2	0	1	2	1	1
27	2	0	1	1	2	1
28	2	0	1	2	1	1
29	2	0	1	2	2	1
30	2	0	2	1	2	1
Avg	2.00	0.00	1.00	1.74	1.42	
LvP	90	0	53	70	65	

Frayja

Frayja can be the best or worst character. He starts out quite poorly, with just limited spells and poor stats. His movement is not that great either. Does he ever get good? Yes. Hands down. He'll get Aura pretty quick. He learns Aura4, a spell which heals everyone for full HP, faster than Karna will. He is also the only character who can learn the attack spell, which has an effect identical to using a power ring as an item.

Heal: Starts with
Heal 2: Starts with
Heal 3: Level 36
Heal 4: Level 40
Detox: Starts with
Detox 2: Starts with
Detox 3: Level 17
Detox 4: Level 23
Aura: Level 14
Aura 2: Level 20
Aura 3: Level 26
Aura 4: Level 32
Attack: Level 29

Frayja	54	51	29	33	37	
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Level	HP	MP	ATT	DEF	AGI	Samples
14	2	2	1	1	1	1
15	2	2	1	1	2	1
16	2	2	1	2	1	1
17	2	2	1	2	1	1
18	2	1	1	1	1	1
19	1	1	1	1	1	1
20	2	1	1	2	1	1
21	2	2	1	2	2	1
22	1	1	1	2	1	1
23	2	1	1	1	2	1
24	2	1	1	2	1	1
25	1	1	1	1	1	1
26	2	1	1	2	1	1
27	2	1	1	1	1	1
28	2	1	1	2	1	1
29	2	2	1	2	2	1
30	2	1	1	2	1	1
Avg	1.82	1.35	1.00	1.59	1.24	
LvP	85	74	46	60	58	

Jaro

Another knight, except this one flies. Other than that, he is awful. In fact, I think Jaro has the worst stats of any knight at any level. Ouch...

Jaro 59 0 35 44 43

Level	HP	MP	ATT	DEF	AGI	Samples
13	2	0	1	1	2	1
14	2	0	1	2	2	1
15	2	0	1	2	2	1
16	2	0	1	1	2	1
17	2	0	1	2	2	1
18	2	0	1	2	2	1
19	2	0	1	2	1	1
20	2	0	1	1	2	1
21	2	0	1	1	2	1
22	2	0	1	1	1	1
23	2	0	1	2	2	1
24	2	0	0	1	2	1
25	2	0	1	2	1	1
26	2	0	1	2	1	1
27	2	0	1	1	1	1
28	2	0	0	1	2	1
29	2	0	1	1	1	1
30	2	0	1	1	1	1
Avg	2.00	0.00	0.89	1.44	1.61	
LvP	95	0	51	70	72	

Zynk

I'm sure this will anger some people, but I feel it true. Zynk does have a good attack stat with decent defense, not to mention two forms of critical attacks. The real problem here is movement range. One running pimento makes it increase

to the range of Bowie, fliers and your snipers, but they have ranged attacks, no land effect or spells to compensate. Zynk still doesn't. If you give Zynk two pimentos, or a ring + pimento, his range is now 8, or an essential flier 6. He might now be a real threat in battle, but you've wasted two very good items on him.

All that having been said, he does have GREAT stats, it's just the problem of getting him in range of anything.

Zynk	58	0	79	62	42	
Level	HP	MP	ATT	DEF	AGI	Samples

17	2	0	2	1	1	1
18	2	0	3	2	2	1
19	2	0	2	2	1	1
20	2	0	2	2	1	1
21	2	0	2	2	1	1
22	2	0	2	2	2	1
23	2	0	2	2	1	1
24	2	0	2	2	2	1
25	2	0	2	2	1	1
26	2	0	2	2	2	1
27	2	0	2	2	1	1
28	2	0	2	2	1	1
29	2	0	2	2	2	1
30	2	0	2	2	2	1
Avg	2.00	0.00	2.07	1.93	1.43	
LvP	86	0	108	89	62	

Gyan

Gyan, like Zynk, has poor movement range. He does have great defense though. If you promoted the bulk of your party at level 20, Gyan should be a shoe-in with great defense and a good attack. If you promoted at 40, Gyan will be a weaker member of your party, but might make a good final member.

Gyan	60	0	44	62	37	
Level	HP	MP	ATT	DEF	AGI	Samples

15	2	0	1	3	1	1
16	2	0	1	3	1	1
17	2	0	1	3	1	1
18	2	0	1	3	1	1
19	2	0	1	3	1	1
20	2	0	0	2	1	1
21	2	0	1	3	1	1
22	2	0	0	2	1	1
23	2	0	1	3	1	1
24	2	0	1	2	1	1
25	2	0	1	2	1	1
26	2	0	1	2	1	1
27	2	0	1	2	1	1
28	2	0	1	2	1	1
29	2	0	1	2	1	1
30	2	0	1	2	1	1
Avg	2.00	0.00	0.88	2.44	1.00	
LvP	92	0	58	101	53	

Sheela

Sheela is a Master Monk. Sheela is one of the few characters who does not suffer from being pre-promoted. This is entirely because of the boost spell. Like Karna, she can use it to explode into extra levels. This allows her to get good stats even if she starts a bit behind Sarah and Karna. Take note, she starts with only Brass Knuckles, you may wish to buy some Iron ones from Moun before crossing the sea.

Sheela is the weakest of the master monks though, but, hey, they're master monks, which makes them better than most classes already. IF you're using the other two, I wouldn't bother with her, though.

Heal: Starts with
Heal 2: Starts with
Heal 3: Starts with
Heal 4: Level 31
Blast: Starts with
Blast 2: Starts with
Blast 3: Level 18
Blast 4: Level 27
Muddle: Starts with
Muddle 2: Level 16
Boost: Starts with
Boost 2: Level 24

Sheela 56 47 30 39 41

Level	HP	MP	ATT	DEF	AGI	Samples
16	2	2	1	1	2	1
17	2	1	1	2	2	1
18	1	1	0	1	1	1
19	1	1	0	1	1	1
20	2	1	0	1	2	1
21	2	1	1	1	1	1
22	2	2	1	1	2	1
23	2	1	1	1	1	1
24	2	1	0	1	1	1
25	1	1	0	2	1	1
26	2	1	1	2	1	1
27	2	2	1	2	2	1
28	2	1	0	2	1	1
29	2	1	1	2	2	1
30	1	1	1	2	2	1
Avg	1.73	1.20	0.60	1.47	1.47	
LvP	82	65	39	61	63	

Claude

Poor Claude has somewhat low HP and very low movement range. He's got very good defense and a strong punch to back it. Due to his poor movement range and my apathy towards improving it, I tend to leave him out of my party, or just not get him. I think he has some spell resistance as well, but I have not bothered to test it.

If you promoted everyone at level 20, by all means use Claude, he will be one

of THE best characters in your party. If you promoted later, however, he stinks.

Claude 45 0 76 70 36

Level	HP	MP	ATT	DEF	AGI	Samples
15	1	0	2	3	1	1
16	2	0	2	2	1	1
17	1	0	3	2	1	1
18	2	0	2	3	1	1
19	2	0	2	3	1	1
20	2	0	2	2	1	1
21	2	0	2	3	1	1
22	2	0	2	3	1	1
23	2	0	2	2	1	1
24	2	0	2	3	1	1
25	2	0	2	2	1	1
26	2	0	2	3	1	1
27	2	0	2	3	1	1
28	1	0	2	3	1	1
29	2	0	2	2	1	1
30	1	0	3	3	0	1
Avg	1.75	0.00	2.13	2.63	0.94	
LvP	73	0	110	112	51	

Chaz

Chaz is the final magic user you will get. He is often deemed awful because he starts with some lame spells. Do not get me wrong, Chaz is by no means in the top ten choices for my party, but he can fill an 11 or 12 spot. Chaz starts out with blaze 12 and freeze 123. This isn't great, no damage dealer. He quickly learns bolt 1, dispel and bolt2. Granted, it's a long two levels until he gets freeze4, and another 3 until he gets Bolt3, [4 more levels for bolt4] At which point, probably the Galam or Zeon battle, Chaz is a legitimate threat in a multitude of ways. Bolt2/3 has huge area, and can finish off multiple wounded enemies. Freeze4 is probably the best single target spell in the game. Chaz gets both threats and gets bolt spells before Tyrin. He also starts with a respectable amount of MP. Because of this, I feel he can at least be a threat in a way which say, Taya, never can be, and shouldn't be considered an awful character just because he's gotten very late with limited spells.

Blaze: Starts with

Blaze 2: Starts with

Blaze 3: Level 36

Blaze 4: Level 40

Freeze: Starts with

Freeze 2: Starts with

Freeze 3: Starts with

Freeze 4: Level 26

Bolt: Level 20

Bolt 2: Level 24

Bolt 3: Level 29

Bolt 4: Level 33

Dispel: Level 21

Chaz 63 71 24 47 46

Level	HP	MP	ATT	DEF	AGI	Samples
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20	2	2	0	2	1	1
21	2	1	1	2	1	1
22	2	2	0	2	1	1
23	2	2	1	2	1	1
24	2	2	0	2	2	1
25	2	2	1	1	1	1
26	2	1	1	1	1	1
27	2	2	0	1	1	1
28	2	2	1	1	1	1
29	2	1	1	1	1	1
30	2	2	1	1	1	1
Avg	2.00	1.73	0.64	1.45	1.09	
LvP	85	90	31	63	58	

Lemon

The red baron. His stats are pretty good, though not nearly as good as they were when he was a boss. His sword won't be equipped when you get him and if you go ahead and equip it, you'll curse him! He's still a good final member to the party. Although, in recent play throughs, I have neglected using him and found my party is actually better without him. Odd. More on this soon, I hope.

Lemon	74	0	48	69	52	
Level	HP	MP	ATT	DEF	AGI	Samples
20	2	0	1	2	1	1
21	2	0	1	2	1	1
22	2	0	1	2	2	1
23	2	0	1	2	2	1
24	2	0	1	2	1	1
25	2	0	1	2	1	1
26	2	0	1	2	1	1
27	3	0	1	2	1	1
28	2	0	1	2	1	1
29	2	0	1	2	2	1
30	2	0	1	2	1	1
Avg	2.09	0.00	1.00	2.00	1.27	
LvP	97	0	59	91	66	

*note: If you play with an emulator, you may suffer from a glitch which allows you to not equip Lemon with any weapon.

Here are all their stats in constant tables. The header should say it all.

Unpromoted Average Level

	HP	MP	ATT	DEF	AGI
Bowie	1.6026	0.6410	1.2179	1.2051	1.1026
Sarah	1.1538	1.2821	1.0256	1.0513	1.0769
Chester	1.7436	0.0000	1.2308	1.2564	1.1795
Jaha	1.2308	0.0000	1.1538	1.4103	1.0256
Kazin	1.1111	1.5556	0.8889	1.1111	1.2778
Slade	1.2000	0.0000	1.5429	1.2000	1.2286

Kiwi	0.7273	0.0000	1.5455	1.3939	1.2121
Peter	1.4194	0.0000	1.9032	1.1613	1.1290
May	1.1667	0.0000	1.2333	1.1333	1.0667
Gerhalt	1.2222	0.0000	1.5185	1.2593	1.2963
Luke	1.3846	0.0000	1.3462	1.2308	1.2308
Rick	1.3810	0.0000	1.3333	1.2857	1.2381
Elric	1.4737	0.0000	1.2105	1.3684	1.3684
Eric	1.4375	0.0000	1.1875	1.3750	1.2500
Karna	1.7500	1.6250	1.2500	1.1875	1.5000
Tyrin	1.3750	1.3125	1.1250	1.3750	1.3125
Randolf	1.3125	0.0000	1.4375	1.5000	1.3750
Janet	1.4375	0.0000	1.2500	1.1875	1.4375

Level 20 Unpromoted Stats

	HP	MP	ATT	DEF	AGI
Bowie	45	14	27.5	24.5	25
Sarah	31	33	22	22	23
Chester	44	0	25	25	26
Jaha	32	0	28	32	21
Kazin	28	41	14	22	30
Slade	30	0	29	25	26
Kiwi	11	0	36	41	22
Peter	35	0	49	28	23
May	29	0	28	23	23
Gerhalt	31	0	46	29	29
Luke	35	0	25	24	30
Rick	35	0	25	29	30
Elric	35	0	24	24	25
Eric	53	0	32	28	29
Karna	45	51	27	27	28
Tyrin	30	48	21	26	30
Randolf	38	0	35	39	27
Janet	35	0	26	26	28

Level 40 Unpromoted Stats

	HP	MP	ATT	DEF	AGI
Bowie	74.5	33	53.5	51	47
Sarah	56	60	46	46	47
Chester	79	0	53	54	53
Jaha	57	0	54	62	44
Kazin	52	69	37	47	56
Slade	54	0	63	52	53
Kiwi	32	0	67	69	50
Peter	67	0	86	53	47
May	53	0	54	47	46
Gerhalt	57	0	78	55	55
Luke	64	0	53	50	54
Rick	63	0	52	55	55
Elric	63	0	47	50	51
Eric	76	0	51	50	49
Karna	73	77	47	46	52
Tyrin	52	69	39	48	51
Randolf	59	0	58	63	49
Janet	58	0	46	45	51

Level 20 Unpromoted Stats with best unpromoted weapon

	HP	MP	ATT	DEF	AGI
Bowie	45	14	46.5	24.5	25
Sarah	31	33	37	22	23
Chester	44	0	45	25	26
Jaha	32	0	49	32	21
Kazin	28	41	29	22	30
Slade	30	0	46	25	26
Kiwi	11	0	36	41	22
Peter	35	0	49	28	23
May	29	0	45	23	23
Gerhalt	31	0	46	29	29
Luke	35	0	41	24	30
Rick	35	0	45	29	30
Elric	35	0	41	24	25
Eric	53	0	52	28	29
Karna	45	51	42	27	28
Tyrin	30	48	36	26	30
Randolf	38	0	56	39	27
Janet	35	0	43	26	28

Level 40 Unpromoted Stats with best unpromoted weapon

	HP	MP	ATT	DEF	AGI
Bowie	74.5	33	72.5	51	47
Sarah	56	60	61	46	47
Chester	79	0	73	54	53
Jaha	57	0	75	62	44
Kazin	52	69	52	47	56
Slade	54	0	80	52	53
Kiwi	32	0	67	69	50
Peter	67	0	86	53	47
May	53	0	71	47	46
Gerhalt	57	0	78	55	55
Luke	64	0	69	50	54
Rick	63	0	72	55	55
Elric	63	0	64	50	51
Eric	76	0	71	50	49
Karna	73	77	62	46	52
Tyrin	52	69	54	48	51
Randolf	59	0	79	63	49
Janet	58	0	63	45	51

Promoted Average Level

	HP	MP	ATT	DEF	AGI
Bowie	2.0172	0.1552	1.0000	2.2759	1.1379
Sarah	1.9655	1.1724	1.0000	1.7586	1.2414
Chester	2.0000	0.0000	0.9655	1.7241	1.3448
Jaha	1.8966	0.0000	1.0345	2.1724	1.3448
Kazin	1.7931	1.4828	0.4483	1.2414	1.8966
Slade	2.2069	1.8966	0.9310	2.0000	1.5862
Kiwi	1.0000	0.0000	2.0690	2.0000	1.1379
Peter	2.4828	0.0000	2.4483	2.0690	1.1379
May	1.2759	0.0000	0.6552	1.2759	1.3793
Gerhalt	2.0690	0.0000	2.1379	1.9310	1.1724
Luke	1.8966	0.0000	0.8621	1.6897	1.3448

Rohde	1.8462	0.0000	0.6538	1.9615	1.0769
Rick	1.8621	0.0000	0.8966	2.0690	1.4828
Elric	1.8621	0.0000	0.7241	1.4828	1.1379
Eric	1.8966	0.0000	0.9655	2.1034	1.5862
Karna	2.0345	1.1379	0.9310	1.1724	1.3793
Tyrin	1.6897	1.2414	0.4483	1.2069	1.4138
Randolf	1.9655	0.0000	0.9655	1.9655	1.1724
Janet	1.9310	0.0000	0.3793	1.3793	1.1724
Higgins	2.0000	0.0000	0.9565	1.8696	1.3478
Taya	1.7368	1.4737	0.3684	1.2105	1.6316
Skreech	2.0000	0.0000	1.0000	1.7368	1.4211
Frayja	1.8235	1.3529	1.0000	1.5882	1.2353
Jaro	2.0000	0.0000	0.8889	1.4444	1.6111
Zynk	2.0000	0.0000	2.0714	1.9286	1.4286
Gyan	2.0000	0.0000	0.8750	2.4375	1.0000
Sheela	1.7333	1.2000	0.6000	1.4667	1.4667
Claude	1.7500	0.0000	2.1250	2.6250	0.9375
Chaz	2.0000	1.7273	0.6364	1.4545	1.0909
Lemon	2.0909	0.0000	1.0000	2.0000	1.2727

Final Stats - If promoted at 20

	HP	MP	ATT	DEF	AGI
Bowie	103.5	18.5	56.5	90.5	58
Sarah	88	67	51	73	59
Chester	102	0	53	75	65
Jaha	87	0	58	95	60
Kazin	80	84	27	58	85
Slade	94	55	56	83	72
Kiwi	40	0	96	99	55
Peter	107	0	120	88	56
May	66	0	47	60	63
Gerhalt	91	0	108	85	63
Luke	90	0	50	73	69
Rohde	82	0	47	85	51
Rick	89	0	51	89	73
Elric	89	0	45	67	58
Eric	108	0	60	89	75
Karna	104	84	54	61	68
Tyrin	79	84	34	61	71
Randolf	95	0	63	96	61
Janet	91	0	37	66	62
Higgins	97	0	53	75	62
Taya	76	88	26	53	72
Skreech	90	0	53	70	65
Frayja	85	74	46	60	58
Jaro	95	0	51	70	72
Zynk	86	0	108	89	62
Gyan	92	0	58	101	53
Sheela	82	65	39	61	63
Claude	73	0	110	112	51
Chaz	85	90	31	63	58
Lemon	97	0	59	91	66

Final Stats - If promoted at 40

	HP	MP	ATT	DEF	AGI
Bowie	133	37.5	82.5	117	80

Sarah	113	94	75	97	83
Chester	137	0	81	104	92
Jaha	112	0	84	125	83
Kazin	104	112	50	83	111
Slade	118	55	90	110	99
Kiwi	61	0	127	127	83
Peter	139	0	157	113	80
May	90	0	73	84	86
Gerhalt	117	0	140	111	89
Luke	119	0	78	99	93
Rohde	82	0	47	85	51
Rick	117	0	78	115	98
Elric	117	0	68	93	84
Eric	131	0	79	111	95
Karna	132	110	74	80	92
Tyrin	101	105	52	83	92
Randolf	116	0	86	120	83
Janet	114	0	57	85	85
Higgins	97	0	53	75	62
Taya	76	88	26	53	72
Skreech	90	0	53	70	65
Frayja	85	74	46	60	58
Jaro	95	0	51	70	72
Zynk	86	0	108	89	62
Gyan	92	0	58	101	53
Sheela	82	65	39	61	63
Claude	73	0	110	112	51
Chaz	85	90	31	63	58
Lemon	97	0	59	91	66

Final Stats - If promoted at 20 with best weapon for character

	HP	MP	ATT	DEF	AGI

Bowie	103.5	18.5	102.5	90.5	58
Sarah	88	67	106	73	59
Chester	102	0	0	75	65
Jaha	87	0	100	95	60
Kazin	80	84	66	58	85
Slade	94	55	98	83	72
Kiwi	40	0	96	99	55
Peter	107	0	120	88	56
May	66	0	90	60	63
Gerhalt	91	0	108	85	63
Luke	90	0	89	73	69
Rohde	82	0	90	85	51
Rick	89	0	94	89	73
Elric	89	0	88	67	58
Eric	108	0	103	89	75
Karna	104	84	109	61	68
Tyrin	79	84	73	61	71
Randolf	95	0	105	96	61
Janet	91	0	80	66	62
Higgins	97	0	96	75	62
Taya	76	88	65	53	72
Skreech	90	0	92	70	65
Frayja	85	74	85	60	58
Jaro	95	0	94	70	72
Zynk	86	0	108	89	62
Gyan	92	0	100	101	53

Sheela	82	65	94	61	63
Claude	73	0	110	112	51
Chaz	85	90	70	63	58
Lemon	97	0	101	91	66

Final Stats - If promoted at 40 with best weapon for character

	HP	MP	ATT	DEF	AGI

Bowie	133	37.5	128.5	117	80
Sarah	113	94	130	97	83
Chester	137	0	124	104	92
Jaha	112	0	126	125	83
Kazin	104	112	89	83	111
Slade	118	55	132	110	99
Kiwi	61	0	127	127	83
Peter	139	0	157	113	80
May	90	0	116	84	86
Gerhalt	117	0	140	111	89
Luke	119	0	117	99	93
Rohde	82	0	90	85	51
Rick	117	0	121	115	98
Elric	117	0	111	93	84
Eric	131	0	122	111	95
Karna	132	110	129	80	92
Tyrin	101	105	91	83	92
Randolf	116	0	128	120	83
Janet	114	0	100	85	85
Higgins	97	0	96	75	62
Taya	76	88	65	53	72
Skreech	90	0	92	70	65
Frayja	85	74	89	60	58
Jaro	95	0	94	70	72
Zynk	86	0	108	89	62
Gyan	92	0	100	101	53
Sheela	82	65	94	61	63
Claude	73	0	110	112	51
Chaz	85	90	70	63	58
Lemon	97	0	101	91	66

Some quick references. The top five of every category if promoted at level 20 [21-24 in Elric, Creed Character and Janet's cases] and using best possible weapons.

HP:

Eric	108
Peter	107
Karna	104
Bowie	103.5
Chester	102

MP:

Chaz	90
Taya	88
Karna	84
Kazin	84
Tyrin	84

ATT:

Peter	120
-------	-----

Claude	110
Karna	109
Gerhalt	108
Zynk	108

DEF:

Claude	112
Gyan	101
Kiwi	99
Randolf	96
Jaha	95

AGI:

Kazin	85
Eric	75
Rick	73
Slade	72
Jaro	72

The top five of every category if promoted at level 40 using their best possible weapons. This table is very unfair to characters who join the Shining Force already promoted.

HP:

Peter	139
Chester	137
Bowie	133
Karna	132
Eric	131

MP:

Kazin	112
Karna	110
Tyrin	105
Sarah	94
Chaz	90

ATT:

Peter	157
Gerhalt	140
Slade	132
Sarah	130
Karna	129

DEF:

Kiwi	127
Jaha	125
Randolf	120
Bowie	117
Rick	115

AGI:

Kazin	111
Slade	99
Rick	98
Eric	95
Luke	93

Anything beyond this just find for yourself in the above charts <_<!

4. Character starting stats.

These are the characters starting stats as they come, otherwise known as, equipped. Hence they look different from above.

Character	LVL	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Bowie	1	12	8	9	4	4	6	Egress
Sarah	1	11	10	9	5	5	5	Heal
Chester	1	11	0	8	5	7	7	
Jaha	1	9	0	14	7	4	5	
Kazin	4	13	13	9	7	10	5	Blaze
Slade	5	12	0	14	10	10	7	
Kiwi	7	7	0	18	24	9	5	
Peter	9	22	0	26	16	12	6	
May	10	18	0	24	13	14	6	
Gerhalt	13	24	0	37	21	20	5	
Luke	14	28	0	26	19	22	6	
Rohde	4p	34	0	55	34	23	5	
Rick	19	36	0	39	28	29	7	
Elric	21	36	0	42	24	25	5	
Eric	24	52	0	48	29	30	7	
Karna	24	40	48	40	24	25	5	Heal1,2,3 Blast1,2 Boost
Tyrin	24	26	48	38	26	30	5	Blaze1,2 Freezel,2
Randolf	24	37	0	52	38	26	5	
Janet	24	36	0	45	27	30	5	
Higgins	7p	51	0	57	33	31	7	
Taya	11p	42	59	43	29	41	5	Dao1
Skreech	11p	52	0	62	38	39	6	
Frayja	13p	54	50	55	32	37	5	Heal1,2 Detox1,2
Jaro	12p	60	0	66	45	43	7	
Gyan	14p	61	0	72	62	42	5	
Zynk	16p	59	0	79	62	42	4	
Sheela	15p	56	49	69	39	42	5	Heal1,2,3Blast1,2MuddleBoost
Claude	14p	46	0	76	73	36	4	
Chaz	19p	64	72	54	48	47	5	Blaze1,2 Freezel,2,3
Lemon	19p	74	0	48	69	52	6	comes unequipped

5. 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 greater devils. 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.

King Granseal

King Granseal is of course the king of Granseal. He might be best represented as the good king. He gets controlled by an evil Gizmo at the start of the game. Afterwards, he becomes a rather cowardly and inept ruler, able only to think of his daughter, held by the evil Zeon.

Minister

The minister of Granseal. He acts as an aide to the King. Once the king becomes ineffective at ruling, along with Sir Astral the Minister carries out many of the governing duties.

Sir Astral

Sir Astral is an advisor to the King. He has some powerful abilities as a mage. He along with the Minister helps keep Granseal a nation when the king goes into depression. Eventually Sir Astral becomes a consultant to the force and a big talker throughout the game.

Sir Hawel

Hawel is a historian, perhaps the most notable on Grans Island. Hawel is slain by Galam troops before he is able to reveal too much information about the ground seal of Granseal.

King Galam

King Galam rules over the powerful state of Galam on Grans Island. Upon being controlled by a Gizmo, Galam declares war on Granseal in an attempt to open Arc Valley and free the King of the Devils, Zeon. In his failed attempt he, along with Princess Elis are thrown through a gateway to evil.

Princess Elis

Daughter of King Granseal, Elis is a beautiful Princess whom is taken captive by King Galam to be a sacrifice for Zeon. She becomes a bargaining chip in an attempt by the devils to secure the Jewels of Light and Evil.

Ship Captain/Vendor

They share the same portrait, the captain pilots the ship used to leave Grans Island after it is partially destroyed by an earthquake. As a vendor he appears in almost every town selling items or weapons.

King Bedoe

Ruler of the bird kingdom, King Bedoe controls the powerful armies of the Birdmen. Above his city is the temple of Volcanon, the God of the Earth.

Volcanon

The God of the Earth. Volcanon tells Bowie and Peter he will not directly aide them in their fight against Zeon, as doing so would make it an easy game. He is seen as very powerful and equally as cruel hearted towards the people of the ground.

Oddler/Odd-Eye

Oddler is met in Roft. He is blind for some mysterious reason and has many gaps in his memory. As he journeys with Bowie he proves to be invaluable for

information, but the truth of his past is found later, in the field of battle.

Petro's Grandfather

This man shows ancient tunnels to Bowie, unfortunately none of them are of any use as Petro locked them. He also babbles a lot of an ancient ship.

Taros

Taros is the guardian of a shrine which maintains the caravan. He is made of solid metal and may only be damaged by the Achilles Sword.

Goliath

Servant to Creed, Goliath is protected by his magic. He mistakes Bowie and the party for mere kids and adds them to a chessboard collection. He knows much more about Zeon than he leads on.

Creed

Creed is a former Greater Devil. He is still quite powerful. He helps Bowie get some information about Zeon. Creed also takes care of Oddler, for reasons which would not be discovered until later. He can also do many things a priest can.

Fairy

A little flying sprite with a lot of power and a big heart. Fairy wishes the best to Bowie and heals a wounded dwarf.

Evil Spirit

A spirit owned by Creed which has the ability to find various forms of evil. While its powers are unknown for the most part, it does seem to be able to gain telepathic contact with its target. Evil Spirit was destroyed by Zeon as it attempted to gain information about him.

Geshp

A greater devil and advisor to Zeon, Geshp seems to know everything. Geshp is not one to stick around and fight, but is quite good at setting up many of traps for the force to work its way through. Do not underestimate him, he will have to stand up eventually.

Cameela

Another greater devil. Cameela doesn't follow orders nearly as well as Geshp does, giving the sign Zeon has little control over the devils. She holds the sky orb and has a solid army which Geshp uses from time to time.

Zalbard

 A greater devil. He holds the ground orb and more or less imprisons the Goddess Mitula. He mentions another devil army leader named Odd-Eye and talks about him a lot.

Mitula

 The Goddess of the Earth. She resides in Tristan, which is in North Parmecia. Her powers are strong, but substantially weaker than Volcanon's, though she does have a lot more interest in how the ground people will fulfill their destiny.

Petro

 A somewhat famous historian who had found the Nazca ship at one point, he also locked the ancient tunnels for an unknown reason. It is suspected he was killed by devils, which had a shocking effect on Zynk.

 v) Items

1. Weapons
2. Secondary Equipment
3. Stat Increasing Items
4. Healing Items
5. Promoting Items
6. Other Items
7. Key Items

Weapon and items ranges.

0 = character x = squares which
 can be targeted

```

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

 1. Weapons

>>>Swords

Name	What class may wear?	ATT	Cost	Other effects
Wooden Sword	All sword classes	3	N/A	
Short Sword	All sword classes	5	120	
Middle Sword	All sword classes	8	340	
Long Sword	All sword classes	12	620	
Steel Sword	All sword classes	16	1120	
Achilles Sword	SDMN, HERO	19	1250	Damages Taros
Broad Sword	All promoted sword users	22	1600	

Buster Sword	All promoted sword users	26	2600	
Great Sword	All promoted sword users	29	5100	
Critical Sword	All promoted sword users	32	7200	Mithril, Critical %+
Battle Sword	HERO, BRN, RDBN, BDBT	35	9200	Mithril
Counter Sword	HERO, BRN, RDBN, BDBT	39	13000	Mithril, Counter %+
Katana	NINJ	34	9600	Special Mithril
Ninja Katana	NINJ	39	11500	Special Mithril
Gisarme	NINJ	42	15000	Special Mithril, KO%+
Levanter	HERO	42	14000	Special Mithril,Blaze3
Force Sword	HERO	46	10000	Holy Weapon
Dark Sword	All promoted sword users	50	17000	Cursed, Def-5, Desoul

>>>Rods

Name	What class may wear?	ATT	Cost	Other effects
Wooden Rod	Mage classes, PRST, VICR	3	N/A	
Short Rod	Mage classes, PRST, VICR	5	130	
Bronze Rod	Mage classes, PRST, VICR	8	360	
Iron Rod	Mage classes, PRST, VICR	12	560	
Power Stick	Mage classes, PRST, VICR	15	1050	
Flail	WIZ, SORC, VICR	19	1490	
Guardian	WIZ, SORC, VICR	22	2380	Def+5
Indra Staff	WIZ, SORC, VICR	25	3200	Drain MP [use]
Wish Staff	VICR	26	6100	Mithril, Boost
Mage Staff	WIZ, SORC	27	6300	Mithril, Blaze2
Great Rod	WIZ, SORC, VICR	28	7900	Mithril
Holy Staff	VICR	29	9000	Mithril, Hp+2 per Turn
Goddess Staff	VICR	31	9700	Mithril, Aura2
Supply Staff	WIZ, SORC	32	8500	Special Mithril, MPdrn
Freeze Staff	WIZ, SORC	37	9500	Special Mithril, Freeze3
Mystery Staff	WIZ, SORC, VICR	39	10000	Mithril, MP+2
Demon Rod	WIZ, SORC, VICR	50	12500	Cursed, Def -10

>>>Spears/Lances

Name	What class may wear?	ATT	Cost	Other effects
Wooden Stick	KNTE, PLDN, PGNT	3	N/A	
Short Spear	KNTE, PLDN, PGNT	5	120	R2 weapon
Bronze Lance	KNTE, PLDN, PGNT	8	260	
Spear	KNTE, PLDN, PGNT	12	460	R2 weapon
Steel Lance	KNTE, PLDN, PGNT	16	810	
Power Spear	KNTE, PLDN, PGNT	20	1270	R2 weapon
Heavy Lance	PLDN, PGNT	23	1600	
Javelin	PLDN, PGNT	26	3400	R2 weapon
Chrome Lance	PLDN, PGNT	31	6900	
Valkyrie	PLDN, PGNT	33	7700	R2 weapon, Special Mithril
Halberd	PLDN, PGNT	37	7300	Special Mithril, Bolt
Holy Lance	PLDN, PGNT	39	9300	Special Mithril, Def+5 10hp when used as item
Mist Javelin	PLDN, PGNT	43	9900	Special Mithril
Evil Lance	PLDN, PGNT	48	11000	Cursed, Mov -2

>>>Axes

Name	What class may wear?	ATT	Cost	Other effects
Short Axe	WARR, GLDT, BRN, RDBN	5	120	
Hand Axe	WARR, GLDT, BRN, RDBN	9	340	
Middle Axe	WARR, GLDT, BRN, RDBN	13	610	
Power Axe	WARR, GLDT, BRN, RDBN	17	1100	
Battle Axe	WARR, GLDT, BRN, RDBN	21	1370	
Large Axe	GLDT, BRN, RDBN	25	2250	
Great Axe	GLDT, BRN, RDBN	28	4600	
Heat Axe	GLDT, BRN, RDBN	32	7200	Mithril, Blaze2
Atlas Axe	GLDT, BRN, RDBN	35	9600	Mithril, Blaze3
Ground Axe	GLDT, BRN, RDBN	39	10000	Special Mithril, Mov+1
Rune Axe	GLDT, BRN, RDBN	42	10000	Special Mythril, Detox
Evil Axe	GLDT, BRN, RDBN	50	15000	Cursed, Def -5

>>>Daggers

Name	What class may wear?	ATT	Cost	Other effects
Short Knife	THIF	5	70	
Dagger	THIF	8	320	
Knife	THIF	12	500	
Thieve's Dagger	THIF	17	940	

>>>Bows/Arrows

Name	What class may wear?	ATT	Cost	Other effects
Wooden Arrow	All ranged attackers	7	250	
Iron Arrow	All ranged attackers	12	600	
Steel Arrow	All ranged attackers	17	1270	
Robin Arrow	BWNT, SNIP, BRGN	21	1480	
Assault Shell	BWNT, SNIP, BRGN	25	2500	
Great Shot	BWNT, SNIP, BRGN	29	5000	
Nazca Cannon	BWNT, SNIP, BRGN	33	3000	
Buster Shot	BWNT, SNIP, BRGN	37	6800	Mithril
Hyper Cannon	BWNT, SNIP, BRGN	40	8700	Mithril
Grand Cannon	BWNT, SNIP, BRGN	43	9800	Special Mithril Muddle
Evil Shot	BWNT, SNIP, BRGN	51	13000	Cursed, Def -5

>>>Gloves/Knuckles

Name	What class may wear?	ATT	Cost	Other effects
Leather Glove	MMNK	26	1300	
Power Glove	MMNK	33	1800	
Brass Knuckles	MMNK	39	2900	
Iron Knuckles	MMNK	43	4800	
Misty Knuckles	MMNK	48	5500	Special Mithril,MPdrn
Giant Knuckles	MMNK	55	7500	Special Mithril,Muddle

Special Mithril Weapons may only be created by the Dwarven Blacksmith. The other Mithril weapons can be found in the following places:

Critical Sword - Mitula Shrine

Battle Sword - Dropped by Reaper in the Prism Flower fight

Counter Sword - Sometimes dropped by Odd Eye

Wish Staff - Sometimes dropped by Shaman

Mage Staff - Dropped by Necromancer in the Moun Battle

Great Rod - Evil Bishops hold these, they don't normally drop but if you control them they can

Holy Staff - Blue Shamans hold these, they don't normally drop but if you control them they can

Goddess Staff - Sometimes appears in the deals section for no apparent reason

Mystery Staff - Demon Masters hold these, they don't normally drop but if you control them they can

Heat Axe - Dropped by Dragon Newts

Atlas Axe - Minotaurs hold these, they don't normally drop but if you control them they can

Buster Shot - Dropped by Dark Gunner in the Geshp battle.

Hyper Cannon - Dark Snipers hold these, they don't normally drop but if you control them they can

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: Chirrup Sandals

Effect: They make you happy by squeaking! Some people claim they make you a more active target, I don't agree.

Cost: 5 [deals]

From: Table next to the stool Slade reveals to be a secret passage in the Galam Castle Prison.

Name: Power Ring

Effect: +5 attack when equipped, may also cast 'Attack' on a target.

Range: R3 on casting attack, one target.

Cost: 3000 [deals], 750 repair

From: Dropped by the Witch leader in the first fight beyond Ribble. If you want to be mean, just control the computer drop this, egress, drop, egress and repeat until you have plenty [Buy them via Deals]

Name: Quick Ring

Effect: +5 Agility. This is the most useless ring you can get, decent for someone with already high agility such as a mage.

Cost: 3000 [deals]

From: On the second floor of Bedoe it is in a vase.

Name: Protect Ring

Effect: +5 defense when equipped. Also casts boost level 1 with 'use'.

Range: R2 on boost, 5 targets [R1 shape]

Cost: 3000 [deals], 750 repair

From: Dropped by Dark Madam in the battle before Creeds Mansion. Much like the power ring, you can cause this one to be dropped many times as well.

Name: Running Ring

Effect: Movement Range increased by 2 while equipped.

Cost: 3000 [deals]

From: Creeds Mansion in the Chessboard room.

In the U.S. Version if you don't watch the one man attempt to lift the ring while small, you will not be able to get this when you 'grow up' again!

Name: Black Ring

Effect: +10 attack -5 defense. Casts blaze2 when used as an item. Cursed.

Sell this thing, if you're going to get cursed, make sure you get the extra attack from the evil ring.

Range: R2 for Blaze2 [R1 hit radius]

Cost: 5000 [deals], 1250 repair, 1250 uncurse

From: Dropped in the battle between Ketto and Pacalon. You can cause this one to drop multiple times as well. It is dropped by a Dark Bishop.

Name: Evil Ring

Effect: +15 attack -5 defense. Casts bolt2 when used as an item. Cursed.

Great Item to boost the hell out of your casters attack, for what good that will do you.

Range: R3 Bolt2 [R2 radius]

Cost: 5000 [deals], 1250 repair, 1250 uncurse

From: Dropped by an Evil Bishop during the Battle between Geshp and the Holy Sword cave.

Name: White Ring

Effect: +15 Defense. Casts Aura 2 when used as an item.

Range: R2 [R3 radius]

Cost: Not sure

From: Dwarven Village, in a chest.

Can only be worn by Hero and Vicar.

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.
Range: R1 - Menu
Cost: N/A
From: Ship in Granseal Docks, Underground Yeel

Name: Power Water
Effect: Increases attack by 2-4 points on one character.
Range: R1 - Menu
Cost: N/A
From: Cave south of Granseal, Cave south of Ribble, Mitula's Shrine

Name: Cheerful Bread
Effect: Increases HP by 2-4 points on one character.
Range: R1 - Menu
Cost: N/A
From: Granseal [south Parmecia], Pacalon

Name: Bright Honey
Effect: Increases MP by 2-4 points on one character.
Range: R1 - Menu
Cost: N/A
From: Ribble, Ketto

Name: Protect Milk
Effect: Increases defense by 2-4 points on one character.
Range: R1 - Menu
Cost: N/A
From: Polca Village, Tristan

Name: Running Pimento
Effect: Increases the movement range of one character by 2. DO NOT USE THIS ITEM UNTIL YOU HAVE PROMOTED OR ITS EFFECTS WILL BE FOREVER LOST
Range: R1 - Menu
Cost: N/A
From: Hassan, Moun

Name: Brave Apple
Effect: Character goes up one level. This can not be used to increase a non-promoted character to a promoted one or to break the level 40 / level 99 maximum.
Range: R1 - Menu
Cost: N/A
From: Hidden chest in the underground passage to Creeds Mansion, Monk Village where you get Sheela

4. Healing Items

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

Name: Medical Herb

Effect: Heals 10hp to a single target. While they are nice to recover some HP here and there, holding these eliminates way too much inventory room for the small gain in life.

Range: R1

Cost: 10

From: Almost all item shops, Monster Drops, Chests

Name: Healing Seed

Effect: Heals 20hp to a single target. Same as with a medical herb, they fill up your inventory AND they're expensive.

Range: R1

Cost: 200

From: Almost all item shops, Chests

Name: Healing Drop

Effect: Heals 30hp to a single target. Perhaps keep this on a non-healer character who doesn't use weapons. It's a good way to gain a large chunk of life back.

Range: R1

Cost: 300

From: Many item shops, Chests

Name: Healing Water

Effect: Heals a single target to maximum HP. I tend to sell these, but you can hold them on melee characters who tend to get in trouble for a quick one stop heal.

Range: R1

Cost: N/A

From: Taros Shrine, Barrel in Ketto Shop, Galam Castle, Dwarf Village

Name: Healing Rain

Effect: Heals all characters to maximum HP. Best item in the U.S. Version of the game, period.

Range: R0 [only the user, but it effects everyone]

Cost: N/A [10,000 on the deals menu]

From: Creeds Mansion, Dropped by Blue Shaman in Zeon Battle

Name: Fairy Tear

Effect: Restores 20mp to a single target. Why the hell don't stores sell these damn things? They are great, yet there are only two in the entire game.

Range: R1
Cost: N/A
From: Chest in cave to North Parmecia.

Name: Antidote
Effect: Un-poisons a single target. I'd rather be poisoned than lose 25% of my inventory on the off chance that I might be and have no healer.
Range: R1
Cost: 20
From: Almost all item shops, Chests

Name: Fairy Powder
Effect: Cures most ailments to a single target. I've used one of these once in my entire life. Don't even bother taking up space to hold it.
Range: R1
Cost: 100
From: Some item shops, Chests

Name: Angel Wing
Effect: Same as Egress, returns you to the last town you saved in.
Range: R0 [user]
Cost: 40
From: Most item shops, chests.

5. Promoting Items

At level twenty, characters are able to promote to another class. Most characters can only promote into one new class. Some, with the aid of an item can promote into a different, often more powerful class.

Name: Warrior Pride
Effect: Allows a Warrior to be promoted into a Baron.
Cost: 3000 [deals]
From: The emblem at the back of the 'Tactical Base' in the new Granseal.

Name: Silver Tank
Effect: Allows an archer to be promoted into a Brass Gunner.
Cost: 3000 [deals]
From: Hobgoblins cave, between Ribble and Polca.

Name: Secret Book
Effect: Allows a mage to be promoted into a Sorcerer.
Cost: 3000 [deals]
From: Bookshelf in the largest building in the Elven Village.

Name: Vigor Ball

Effect: Allows a priest to become a Master Monk. This is by FAR the best promotion item AND there are two of them!

Cost: 3000 [deals]

From: Elven Village - it is hidden in the NW corner of the screen under some trees. There is an additional one hidden in the trees by Sheela's Pool.

Name: Pegasus Wing

Effect: Allows a Knight to become a Pegasus Knight.

Cost: 3000 [deals]

From: In Pacalon Castle, it is against the south wall just beneath the throne room. Going from the throne room, line up on the right hand side of the carpet making sure you're in fact on the carpet. Go straight down and search the wall there.

6. Other Items

Other items are the most useless things in the world. Perhaps if they could be bought in some menu other than deals, did more damage, or something. All of these things are just horrible, sell them.

Name: Shining Ball

Effect: 20-25 damage to one target.

Range: R1

Cost: 1000 [deals]

From: Dropped on the battle between the Elven Village and the pool where Elric is struck. The southern most High Priest holds it. There is another outside of Mitula Shrine, but you can not get it in the US version.

Name: Blizzard

Effect: 30-35 damage to one target.

Range: R1

Cost: 1200 [deals]

From: Dropped by a Dark Bishop in the battle before blowing open the Cave to North Parmecia. Also one in a chest in Roft.

Name: Holy Thunder

Effect: 45-55 damage to one target.

Range: R1

Cost: 1500 [deals]

From: Dropped by a Minotaur in the battle between Geshp and the cave to the Holy Sword.

7. Key Items

These are items which are required at some point in the game to advance onward. Some of these items may be sold, some may just disappear, but most you're stuck to carry around for the rest of the game!

Name: Wooden Panel

Effect: Opens up the Tree in Ribble to expose the Achilles Sword,
From: Cave south of Ribble in a chest. Funny how close it was and these people have been searching their entire lives to find it.

Name: Achilles Sword

Effect: Only way to damage Taros, may only be equipped by Bowie.
From: The ruins exposed by opening the tree in Ribble [see wooden panel].

Name: Dry Stone

Effect: Creates a land bridge so you may enter the Dwarf Village from north of Galam.
From: The Cave the Dwarfs are trying to dig through, located near the Elven Village. It is in the remains of a campfire.

Name: Cotton Balloon

Effect: Allows you to fall from Desktop Kingdom into Floor Kingdom safely.
From: Winning the Chessboard battle.

Name: Canon

Effect: 1/2 of the steps to clear the rocks blocking the cave to North Parmecia
From: Given to you after fairy heals the sick dwarf!

Name: Dynamite

Effect: 1/2 of the steps to clear the rocks blocking the cave to North Parmecia
From: After you have Sir Astral as an Advisor and have the Canon, go to the weapons shop in the new Granseal and you will be given this.

Name: Arm of Golem

Effect: It's Claude's arm, give it back to him and he'll join you.
From: Stand near the NW corner of Moun, near the gate against the cliff. The Arm will pop up from the ground.

Name: Sky Orb

Effect: You need this to make the Nazca ship lift off.
From: Cameela drops it after your battle with her.

Name: Force Sword

R1 -	X XXX X	A2 -	X XXX X
R2	X XXX XXXXX XXX X	A3 -	X XXX XXXXX XXX X
R3	X XXX XXXXX XXXXXXXX XXXXX XXX X		

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

1. Damage Spells

Spell Name: Apollo 1
 Range/Area: R2/A2
 Effect: 25-30 TOTAL damage to all targets
 Cost: 10mp
 Who Can Cast: Kazin, Tyrin, Taya

Spell Name: Apollo 2
 Range/Area: R2/A2
 Effect: 45-55 TOTAL damage to all targets
 Cost: 17
 Who Can Cast: Kazin, Tyrin, Taya

Spell Name: Atlas 1
 Range/Area: R2/A2
 Effect: 35-40 TOTAL damage to all targets
 Cost: 14
 Who Can Cast: Kazin, Tyrin, Taya

Spell Name: Atlas 2
 Range/Area: R3/A2
 Effect: 55-75 TOTAL damage to all targets
 Cost: 23
 Who Can Cast: Kazin, Tyrin, Taya

Spell Name: Blast 1
 Range/Area: R1/A1

Effect: 5-7 damage to target
Cost: 2mp
Who Can Cast: Sarah, Karna, Sheela

Spell Name: Blast 2
Range/Area: R2/A2
Effect: 6-10 damage to targets
Cost: 5mp
Who Can Cast: Sarah, Karna, Sheela

Spell Name: Blast 3
Range/Area: R2/A2
Effect: 9-15 damage to targets
Cost: 8mp
Who Can Cast: Sarah, Karna, Sheela

Spell Name: Blast 4
Range/Area: R2/A1
Effect: 24-40 damage to target
Cost: 8mp
Who Can Cast: Sarah, Karna, Sheela

Spell Name: Blaze 1
Range/Area: R2/A1
Effect: 5-7 damage to target
Cost: 2mp
Who Can Cast: Kazin, Tyrin, Chaz

Spell Name: Blaze 2
Range/Area: R2/A2
Effect: 6-11 damage to targets
Cost: 6mp
Who Can Cast: Kazin, Tyrin, Chaz

Spell Name: Blaze 3
Range/Area: R2/A2
Effect: 13-20 damage to targets
Cost: 10mp
Who Can Cast: Kazin, Tyrin, Chaz

Spell Name: Blaze 4
Range/Area: R2/A1
Effect: 35-45 damage to target
Cost: 10mp
Who Can Cast: Kazin, Tyrin, Chaz

Spell Name: Bolt 1
Range/Area: R2/A2
Effect: 10-15 damage to all targets
Cost: 8mp
Who Can Cast: Bowie, Tyrin, Chaz

Spell Name: Bolt 2
Range/Area: R3/A3
Effect: 12-17 damage to all targets
Cost: 15mp

Who Can Cast: Bowie, Tyrin, Chaz

Spell Name: Bolt 3

Range/Area: R3/A3

Effect: 20-29 damage to all targets

Cost: 20mp

Who Can Cast: Bowie, Tyrin, Chaz

Spell Name: Bolt 4

Range/Area: R3/A1

Effect: 55-65 damage to target

Cost: 20mp

Who Can Cast: Bowie, Tyrin, Chaz

Spell Name: Dao 1

Range/Area: R2/A2

Effect: 20-25 TOTAL damage to all targets

Cost: 8mp

Who Can Cast: Kazin, Tyrin, Taya

Spell Name: Dao 2

Range/Area: R2/A2

Effect: 40-50 TOTAL damage to all targets

Cost: 15

Who Can Cast: Kazin, Tyrin, Taya

Spell Name: Freeze 1

Range/Area: R2/A1

Effect: 7-11 damage to target

Cost: 3mp

Who Can Cast: Tyrin, Chaz

Spell Name: Freeze 2

Range/Area: R2/A2

Effect: 10-18 damage to targets

Cost: 7mp

Who Can Cast: Tyrin, Chaz

Spell Name: Freeze 3

Range/Area: R3/A2

Effect: 17-23 damage to targets

Cost: 12mp

Who Can Cast: Tyrin, Chaz

Spell Name: Freeze 4

Range/Area: R3/A1

Effect: 45-65 damage to target

Cost: 12mp

Who Can Cast: Tyrin, Chaz

Spell Name: Katon 1

Range/Area: R2/A2

Effect: 11-14 damage to all targets. Ignores Fire reduction.

Cost: 6mp

Who Can Cast: Slade

Spell Name: Katon 2

Range/Area: R2/A2

Effect: 16-23 damage to all targets. Ignores Fire reduction.

Cost: 10mp

Who Can Cast: Slade

Spell Name: Katon 3

Range/Area: R2/A1

Effect: 40-50 damage to target. Ignores Fire reduction.

Cost: 10mp

Who Can Cast: Slade

Spell Name: Neptune 1

Range/Area: R2/A2

Effect: 30-35 TOTAL damage to all targets

Cost: 12

Who Can Cast: Kazin, Tyrin, Taya

Spell Name: Neptune 2

Range/Area: R2/A2

Effect: 50-60 TOTAL damage to all targets

Cost: 19

Who Can Cast: Kazin, Tyrin, Taya

Spell Name: Raijin 1

Range/Area: R2/A2

Effect: 11-17 damage to targets. Ignores Lightning reduction.

Cost: 12mp

Who Can Cast: Slade

Spell Name: Raijin 2

Range/Area: R3/A3

Effect: 15-23 damage to targets. Ignores Lightning reduction.

Cost: 18mp

Who Can Cast: Slade

Spell Name: Raijin 3

Range/Area: R3/A1

Effect: 50-70 damage to target. Ignores Lightning reduction.

Cost: 18mp

Who Can Cast: Slade

2. Status Changing Spells

Spell Name: Attack

Range/Area: R3/A1

Effect: Raises targets Attack power by 37.5% of the BASE number. Characters who use weapons and power rings will notice a lesser increase.

Cost: 7mp

Who Can Cast: Frayja

Spell Name: Boost 1
Range/Area: R1, A2
Effect: Increases defense and agility for all targets by 37.5%
Cost: 2mp
Who Can Cast: Karna, Sheela

Spell Name: Boost 2
Range/Area: R2, A3
Effect: Increases defense and agility for all targets by 37.5%
Cost: 5mp
Who Can Cast: Karna, Sheela

Spell Name: Desoul 1
Range/Area: R2/A1
Effect: Attempts to instantly kill target
Cost: 8mp
Who Can Cast: Kazin

Spell Name: Desoul 2
Range/Area: R2/A2
Effect: Attempts to instantly kill target
Cost: 13mp
Who Can Cast: Kazin

Spell Name: Dispel
Range/Area: R2/A2
Effect: If affected, target may not cast spells
Cost: 5mp
Who Can Cast: Kazin, Chaz

Spell Name: Egress
Range/Area: R0/A1
Effect: Escape from battle
Cost: 8mp
Who Can Cast: Bowie

Spell Name: Muddle 1
Range/Area: R2/A1
Effect: attempts to reduce the accuracy of enemies.
Cost: 6mp
Who Can Cast: Kazin, Sheela

Spell Name: Muddle 2
Range/Area: R3/A2
Effect: attempts to confuse enemy as well as reduce its accuracy.
Cost: 11mp
Who Can Cast: Kazin, Sheela

Spell Name: Sleep
Range/Area: R2/A2
Effect: Target can fall asleep for a few turns.
Cost: 4mp
Who Can Cast: Tyrin

Spell Name: Slow 1
Range/Area: R1/A2
Effect: Lowers enemy defense and agility
Cost: 3mp
Who Can Cast: Sarah

Spell Name: Slow 2
Range/Area: R2/A3
Effect: Lowers enemy defense and agility
Cost: 6mp
Who Can Cast: Sarah

3. Curative Spells

Spell Name: Aura 1
Range/Area: R3/A2
Effect: Heals all targets by 15 HP, 18 HP after promotion.
Cost: 7mp
Who Can Cast: Karna, Frayja

Spell Name: Aura 2
Range/Area: R3/A3
Effect: Heals all targets by 15 HP, 18 HP after promotion.
Cost: 11
Who Can Cast: Karna, Frayja

Spell Name: Aura 3
Range/Area: R3/A3
Effect: Heals all targets by 30 HP, 37 HP after promotion.
Cost: 15mp
Who Can Cast: Karna, Frayja

Spell Name: Aura 4
Range/Area: R0/A1
Effect: Fully heals the entire party.
Cost: 20mp
Who Can Cast: Karna, Frayja

Spell Name: Detox 1
Range/Area: R1/A1
Effect: Cures Poison
Cost: 3mp

Who Can Cast: Sarah, Frayja

Spell Name: Detox 2

Range/Area: R2/A1

Effect: Cures Poison/Stun

Cost: 6mp

Who Can Cast: Sarah, Frayja

Spell Name: Detox 3

Range/Area: R2/A1

Effect: Cures Poison/Stun/Curse

Cost: 10mp

Who Can Cast: Sarah, Frayja

Spell Name: Detox 4

Range/Area: R3/A1

Effect: Cures Poison/Stun/Curse

Cost: 16mp

Who Can Cast: Sarah, Frayja

Spell Name: Heal 1

Range/Area: R1/A1

Effect: Restores 15 HP to target. 18 HP after promotion.

Cost: 3mp

Who Can Cast: Sarah, Karna, Frayja, Sheela

Spell Name: Heal 2

Range/Area: R2/A1

Effect: Restores 15 HP to target. 18 HP after promotion.

Cost: 5mp

Who Can Cast: Sarah, Karna, Frayja, Sheela

Spell Name: Heal 3

Range/Area: R3/A1

Effect: Restores 30 HP to target. 37 HP after promotion.

Cost: 10mp

Who Can Cast: Sarah, Karna, Frayja, Sheela

Spell Name: Heal 4

Range/Area: R2/A1

Effect: Fully restores HP to target.

Cost: 20mp

Who Can Cast: Sarah, Frayja, Sheela

4. Who Learns Which Spells When?

Since spells can be learn promoted or not promoted for the most part, I will list then level a bit differently than most. Level 19 means exactly that, 19. Anything up to 40 can be achieved without a promotion. Anything above 40 can only be gotten when promoted. Now, this is where it gets confusing. Whether you promote at 20, 30, 37 or 40, once promoted you are considered level 21. Meaning, you will have to level 19 times just to make it "back" to forty. Once you reach level 21 of the promoted class, you can start learning spells which require level 41 and up.

Egress: Starts with

Bolt: Level 22

Bolt 2: Level 31

Bolt 3: Level 42

Bolt 4: Level 51

Sarah

Heal: Starts with

Heal 2: Level 7

Heal 3: Level 22

Heal 4: Level 40

Detox: Level 4

Detox 2: Level 13

Detox 3: Level 33

Detox 4: Level 45

Blast: Level 10

Blast 2: Level 16

Blast 3: Level 25

Blast 4: Level 36

Slow: Level 19

Slow 2: Level 29

Kazin

Blaze: Starts with

Blaze 2: Level 5

Blaze 3: Level 22

Blaze 4: Level 35

Muddle: Level 9

Muddle 2: Level 25

Dispel: Level 13

Desoul: Level 18

Desoul 2: Level 29

As Sorcerer:

Dao: Has when promoted

Dao 2: 12 promoted only

Apollo: 4 promoted only

Apollo 2: 17 promoted only

Neptun: 7 promoted only

Neptun 2: 26 promoted only

Atlas: 21 promoted only

Atlas 2: 32 promoted only

Slade

Katon: Level 4 promoted only

Katon 2: Level 9 promoted only

Katon 3: Level 25 promoted only

Raijin: Level 14 promoted only

Raijin 2: Level 19 promoted only

Raijin 3: Level 32 promoted only

Karna

Heal: Starts with

Heal 2: Starts with

Heal 3: Starts with

Heal 4: Never!
Blast: Starts with
Blast 2: Starts with
Blast 3: Level 26
Blast 4: Level 37
Boost: Starts with
Boost 2: Level 30
Aura: Level 33
Aura 2: Level 41
Aura 3: Level 55
Aura 4: Level 60

Tyrin

Blaze: Starts with
Blaze 2: Starts with
Blaze 3: Level 51
Blaze 4: Level 56
Freeze: Starts with
Freeze 2: Starts with
Freeze 3: Level 31
Freeze 4: Level 38
Sleep: Level 25
Bolt: Level 28
Bolt 2: Level 35
Bolt 3: Level 54
Bolt 4: Level 60

As Sorcerer:

Dao: Has when promoted
Dao 2: Level 12 promoted only
Apollo: Level 3 promoted only
Apollo 2: Level 16 promoted only
Neptun: Level 8 promoted only
Neptun 2: Level 25 promoted only
Atlas: Level 20 promoted only
Atlas 2: Level 29 promoted only

--- The following characters start in their promoted class. The level they need to be refers specifically to their level. 31=31. ---

Taya

Dao: Starts with
Dao 2: Level 15
Apollo: Level 12
Apollo 2: Level 19
Neptun: Level 22
Neptun 2: Level 29
Atlas: Level 25
Atlas 2: Level 34

Frayja

Heal: Starts with
Heal 2: Starts with
Heal 3: Level 36
Heal 4: Level 40
Detox: Starts with
Detox 2: Starts with

Detox 3: Level 17
 Detox 4: Level 23
 Aura: Level 14
 Aura 2: Level 20
 Aura 3: Level 26
 Aura 4: Level 32
 Attack: Level 29

Sheela

Heal: Starts with
 Heal 2: Starts with
 Heal 3: Starts with
 Heal 4: Level 31
 Blast: Starts with
 Blast 2: Starts with
 Blast 3: Level 18
 Blast 4: Level 27
 Muddle: Starts with
 Muddle 2: Level 16
 Boost: Starts with
 Boost 2: Level 24

Chaz

Blaze: Starts with
 Blaze 2: Starts with
 Blaze 3: Level 36
 Blaze 4: Level 40
 Freeze: Starts with
 Freeze 2: Starts with
 Freeze 3: Starts with
 Freeze 4: Level 26
 Bolt: Level 20
 Bolt 2: Level 24
 Bolt 3: Level 29
 Bolt 4: Level 33
 Dispel: Level 21

vii) Enemy Listing

Here are the monster stats for Normal, Hard, and Ouch difficulties. Super difficulty is listed below. This list is in alphabetical order. Since the monsters are listed in order of appearance in the main walkthrough. Information about gold dropped, what a monster is equipped with, and how long you can get experience from them is two charts down. It did not all fit >_<!

Enemy Name	HP	MP	ATT	DEF	AGI	MOV	SPELLS
Arch Demon	99	65	*>110	48	61	6	Bolt1-2-3
Arrow Launcher	35	0	35	24	23	4	
Black Monk	30	19	33	18	21	6	Heal1-2, Blast
Blue Shaman	72	60	109	54	51	5	Aural-2-3, Blast1-2-3-4
Bow Master	46	0	87	53	40	5	
Bow Rider	61	0	95	55	44	7	
Bubbling Ooze	32	0	47	35	26	4	Aqual-2
Burst Rock	45	0	0	60	43	4	
Cameela	99	0	96	52	58	6	

Cerberus	51	0	87	44	45	6	Flame
Chaos Dragon	83	0	115	48	57	6	Snow1-2
Chaos Warrior	76	23	115	50	54	5	Attack
Chaos Wizard	53	49	86	48	59	5	Blaze1-2-3-4
Cyclops	64	0	110	51	46	5	
Dark Bishop	39	38	54	38	27	5	Aura, Blast1-2-3
Dark Cleric	15	7	18	11	13	5	Heal
Dark Dwarf	21	0	27	17	18	4	
Dark Gunner	60	0	97	56	45	4	
Dark Knight	50	0	76	48	40	7	
Dark Madam	29	17	38	31	29	6	Freeze1-2
Dark Smoke	18	20	22	13	13	6	Dispel
Dark Sniper	38	0	53	37	35	5	
Dark Soldier	35	17	63	46	34	4	Attack
Death Archer	27	0	28	19	20	5	
Death Monk	23	13	27	14	18	6	Heal1-2, Blast
Demon	75	38	112	50	55	6	Bolt1-2
Demon Master	73	68	99	50	65	6	Freeze1-2-3-4
Devil Griffin	89	0	120	47	59	7	Flame1-2
Devil Soldier	60	16	84	48	43	6	Boost1-2
Dragon Newt	60	0	87	42	46	6	
Evil Beast	84	0	120	51	60	6	
Evil Bishop	64	51	95	48	46	5	Aura1-2, Blast1-2-3
Evil Bishop[chess]	33	36	47	37	25	5	Heal1-2-3, Blast1-2
Evil Cloud	22	0	30	18	17	5	
Executioner	64	0	92	46	45	6	
Galam	240	180	110	50	52	6	Demon Breath
Galam Archer	15	0	15	10	10	5	
Galam Knight	16	0	17	11	12	7	
Galam Mage	14	5	15	9	11	5	Blaze
Galam Soldier	11	0	15	10	8	6	
Gargoyle	29	0	38	23	21	6	
Geshp	180	120	117	51	63	6	Freeze1-2-3-4
Gizmo	5	0	8	5	5	5	
Goblin	18	0	22	13	13	6	
Golem	24	0	35	24	19	4	
Green Ooze	17	0	22	12	12	4	
Griffin	60	0	96	45	48	7	
Harpy	32	10	48	38	29	7	Dispel
Harpy Queen	53	20	81	39	43	7	Freeze1-2
Hell Hound	62	0	105	49	50	6	Flame1-2
High Priest	30	29	40	31	23	5	Heal1-2-3, Blast1-2
Hobgoblin	21	0	25	19	19	5	
Horseman	67	0	110	57	55	7	
Huge Bat	11	0	15	8	8	6	
Huge Rat	10	0	12	8	7	5	
Hunter Goblin	24	0	22	12	14	5	
Hydra	70	0	120	62	50	4	
Jar	59	0	74	44	48	7	
King	55	28	55	40	33	6	Blaze1-2
Knight	48	0	51	34	29	7	
Kraken Arm	30	0	42	28	22	6	
Kraken Head	35	0	50	29	25	5	Aqua
Kraken Leg	24	0	38	26	19	6	
Lesser Demon	40	21	61	37	32	6	Blaze1-2-3, Boost1-2
Lizard Man	40	0	67	45	38	6	
Master Mage	28	14	25	18	22	5	Blaze1-2
Master Monk	47	39	66	45	31	6	Heal1-2-3-4, Dispel
Minotaur	58	0	98	51	44	5	
Mist Demon	68	28	100	41	51	6	Muddle1-2

Mud Man	55	0	95	51	41	4	
Necromancer	47	42	75	44	51	6	Freeze1-2-3
Odd Eye	200	160	119	54	67	6	Odd-Eye
Ooze	9	0	11	6	5	4	
Orc	30	0	43	37	27	5	
Orc Lord	46	13	73	44	37	5	Dispel
Pawn	36	0	53	37	25	6	
Pegasus Knight	65	0	81	37	47	7	
Prism Flower	62	0	20	55	44	0	Laser
Purple Worm	58	0	97	46	43	5	
Pyrohydra	80	0	*>120	53	55	4	Flame1-2-3
Queen	30	26	46	36	35	6	Freeze1-2
Rat	41	0	56	32	30	6	
Reaper	82	31	110	48	57	6	Muddle1-2
Red Baron	150	0	102	54	62	6	
Rook	40	0	48	31	27	4	
Shaman	56	46	82	42	40	5	Aural-2, Blast1-2-3
Skeleton	30	0	54	40	30	6	
Soulsower	27	0	43	32	25	4	
Taros	49	0	43	32	23	0	Bolt [from Sword]
Vampire Bat	20	8	26	16	16	6	Blaze1-2
White Dragon	66	0	105	50	53	6	Snow
Willard	50	0	62	36	37	6	
Witch	21	10	19	12	15	6	Freeze
Wizard	37	37	59	40	44	5	Blaze1-2-3
Worm	45	0	75	40	34	5	
Wyvern	46	0	72	39	36	7	Flame
Zalbard	80	65	91	50	52	5	Bolt1-2
Zeon	500	180	*>110	50	72	0	Demon Breath1-2
Zeon Guard	130	150	*>105	54	64	5	Demon Breath, Laser
Zombie	27	0	32	20	18	5	

Monsters have different stats on Super mode. The stats are as follows in order of appearance. The only real difference is an increase in attack power. The formula is 125% the monsters BASE attack. Thus, the effect is HUGE on monsters who are strong and use no weapon. Monsters who use a weapon will experience this increase to a far lesser degree. Due to some weapons being cursed it is difficult to get exact readings on enemies. If you see X<*, the number is not precise, but very close.

Enemy Name	HP	MP	ATT	DEF	AGI	MOV
Gizmo	5	0	10	5	5	5
Ooze	9	0	13	6	5	4
Huge Rat	10	0	15	8	7	5
Huge Bat	11	0	18	8	8	6
Galam Archer	15	0	17	10	10	5
Galam Knight	16	0	19	11	12	7
Galam Mage	14	5	17	9	11	5
Galam Soldier	11	0	17	10	8	6
Dark Cleric	15	7	21	11	13	5
Dark Smoke	18	20	27	13	13	6
Green Ooze	17	0	27	12	12	4
Witch	21	10	21	12	15	6
Goblin	18	0	26	13	13	6
Hunter Goblin	24	0	24	12	14	5
Vampire Bat	20	8	32	16	16	6
Dark Dwarf	21	0	32	17	18	4
Hobgoblin	21	0	28	19	19	5
Evil Cloud	22	0	37	18	17	5

Death Monk	23	13	33	14	18	6
Death Archer	27	0	32	19	20	5
Zombie	27	0	40	20	18	5
Black Monk	30	19	41	18	21	6
Master Mage	28	14	28	18	22	5
Kraken Leg	24	0	47	26	19	6
Kraken Arm	30	0	52	28	22	6
Kraken Head	35	0	62	29	25	5
Golem	24	0	43	24	19	4
Gargoyle	29	0	47	23	21	6
Arrow Launcher	35	0	39	24	23	4
Soulsower	27	0	53	32	25	4
Taros	49	0	45	32	23	0
Dark Madam	29	17	43	31	29	6
High Priest	30	29	46	31	23	5
Orc	30	0	49	37	27	5
Harpy	32	10	60	38	29	7
Skeleton	30	0	62	40	30	6
Pawn	36	0	53	37	25	6
Knight	48	0	58	34	29	7
Rook	40	0	54	31	27	4
Evil Bishop[chess]	33	36	55	37	25	5
Queen	30	26	61	36	35	6
King	55	28	64	40	33	6
Bubbling Ooze	32	0	58	35	26	4
Rat	41	0	70	32	30	6
Willard	50	0	77	36	37	6
Dark Sniper	38	0	56	37	35	5
Lesser Demon	40	21	76	37	32	6
Dark Bishop	39	38	62	38	27	5
Dark Soldier	35	17	72	46	34	4
Wizard	37	37	69	40	44	5
Lizard Man	40	0	77	45	38	6
Wyvern	46	0	90	39	36	7
Master Monk	47	39	72	45	31	6
Worm	45	0	93	40	34	5
Orc Lord	46	13	85	44	37	5
Dark Knight	50	0	87	48	40	7
Harpy Queen	53	20	101	39	43	7
Zalbard	80	65	113	50	52	5
Necromancer	47	42	89	44	51	6
Devil Soldier	60	16	98	48	43	6
Cerberus	51	0	108	44	45	6
Pegasus Knight	65	0	93	37	47	7
Bow Master	46	0	102	53	40	5
Jar	59	0	84	44	48	7
Mud Man	55	0	118	51	41	4
Shaman	56	46	96	42	40	5
Dragon Newt	60	0	100	42	46	6
Cameela	99	0	*>105	52	58	6
Griffin	60	0	120	45	48	7
Purple Worm	58	0	121	46	43	5
Mist Demon	68	28	125	41	51	6
Chaos Wizard	53	49	100	48	59	5
Bow Rider	61	0	108	55	44	7
Executioner	64	0	106	46	45	6
Prism Flower	62	0	25	55	44	0
Hell Hound	62	0	131	49	50	6
Evil Bishop	64	51	111	48	46	5
Minotaur	58	0	113	51	44	5

Red Baron	150	0	115	54	62	6
Dark Gunner	60	0	112	56	45	4
White Dragon	66	0	131	50	53	6
Cyclops	64	0	137	51	46	5
Burst Rock	45	0	0	60	43	4
Geshp	180	120	141	51	63	6
Hydra	70	0	150	62	50	4
Demon	75	38	140	50	55	6
Demon Master	73	68	114	50	65	6
Chaos Warrior	76	23	143	50	54	5
Odd Eye	200	160	139	54	67	6
Chaos Dragon	83	0	143	48	57	6
Blue Shaman	72	60	129	54	51	5
Reaper	82	31	128	48	57	6
Horseman	67	0	128	57	55	7
Evil Beast	84	0	150	51	60	6
Devil Griffin	89	0	150	47	59	7
Galam	240	180	125	50	52	6
Arch Demon	99	65	*>137	48	61	6
Pyrohydra	80	0	*>150	53	55	4
Zeon Guard	130	150	*>131	54	64	5
Zeon	500	180	*>137	50	72	0

Some enemies take more or less damage to particular types of spells. In general, which means there will be some exceptions.

Enemies which breathe fire take 50% damage from fire, 150% from water, and 125% from freeze.

"Heavy" enemies such as Mud Men and Bow Knights take 75% damage from blast.

Enemies such as Mud Men, Mist/Clouds take 50% damage from cold, but seem to take slightly more damage from bolt.

Prism Flowers take 50% damage from cold.

Undead, such as skeletons, take 150% damage from fire, and 50% damage from freeze.

Bosses tend to take less damage from all non-ninja spells, ranging from 33% to 75% of normal damage.

The following list is how much Gold a monster gives when you kill it, and what, if any weapon it uses. I felt this was important as an after thought, so it is not in the same table as most of the other stats. Guess I can't fix it, too many different columns. I've also added the level at which a character will start getting 1 exp from killing an enemy at. These are listed in true level form, meaning 20 + level. When you promote, you are defaulted back to 21, no matter which level you promoted at. Huh, what? If the Exp Cap says level 37 and you already promoted, it means level 17 of your promoted class... k?

The bosses I'm sure have a cap, but I do not fell like playing long enough to find out what it is.

Enemy Name	Gold	Weapon	Exp Cap
Arch Demon	1150	None	51
Arrow Launcher	290	Steel Arrow	24
Black Monk	210	None	21
Blue Shaman	860	Holy Staff	49

Bow Master	550	Assault Shell	37
Bow Rider	610	Hyper Cannon	40
Bubbling Ooze	330	None	28
Burst Rock	0	None	50+
Cameela	900	Iron ball	Never
Cerberus	490	None	37
Chaos Dragon	980	None	48
Chaos Warrior	790	None	47
Chaos Wizard	580	Great Rod	43
Cyclops	700	None	43
Dark Bishop	320	Flail	30
Dark Cleric	100	Short Rod	10
Dark Dwarf	140	Short Axe	14
Dark Gunner	680	Buster Shot	45
Dark Knight	500	Chrome Lance	34
Dark Madam	310	Power Stick	34
Dark Smoke	130	None	14
Dark Sniper	380	Hyper Cannon	31
Dark Soldier	410	Large Axe	30
Death Archer	190	Iron Arrow	17
Death Monk	150	None	15
Demon	770	None	47
Demon Master	840	Mystery Staff	49
Devil Griffin	1120	None	49
Devil Soldier	510	Great Axe	36
Dragonewt	530	Heat Axe	39
Evil Beast	1050	None	49
Evil Bishop	640	Great Rod	45
Evil Bishop[Chess]	300	Power Stick	25
Evil Cloud	170	None	17
Executioner	620	Battle Sword	40
Galam Archer	60	Wooden Arrow	10
Galam Knight	80	Short Spear	10
Galam Mage	90	Short Rod	10
Galam Soldier	50	Short Axe	9
Gargoyle	250	None	22
Geshp	1600	Flail	never
Gizmo	60	None	7
Goblin	100	Short Axe	13
Golem	240	None	19
Green Ooze	90	None	12
Griffin	560	None	39
Harpy	340	None	24
Harpy Queen	510	None	34
Hell Hound	570	None	42
High Priest	280	Power Stick	24
Hobgoblin	160	Middle Axe	16
Horseman	880	Buster Shot	48
Huge Bat	30	None	7
Huge Rat	20	None	7
Hunter Goblin	90	Iron Arrow	14
Hydra	750	None	46
King	500	Flail	never
King Galam	3500	Demon Rod	never
Knight	340	Power Spear	27
Kraken Arm	240	None	23
Kraken Head	320	None	never
Kraken Leg	200	None	22
Lesser Demon	360	None	29
Lizardman	430	Large Axe	31

Master Mage	220	Iron Rod	21
Master Monk	460	Brass Knuckles	35
Minotaur	660	Atlas Axe	22
Mist Demon	590	None	23
Mud Man	570	None	18
Necromancer	520	Flail	17
Odd Eye	2000	Counter Sword	never
Ooze	100	None	7
Orc	330	Steel Lance	24
Orc Lord	480	Heavy Lance	34
Pawn	250	Battle Axe	26
Pegasus Knight	520	Chrome Lance	37
Prism Flower	800	None	47
Purple Worm	520	None	39
Pyrohydra	1100	None	51
Queen	390	Power Stick	26
Rat	300	None	29
Reaper	930	Battle Sword	48
Red Baron	1200	Dark Sword	never
Rook	320	Robin Arrow	25
Shaman	540	Wish Staff	39
Skeleton	350	Broad Sword	18
Soulsower	300	None	13
Taros	450	Taros Sword	never
Vampire Bat	120	None	34
White Dragon	720	None	45
Willard	550	None	never
Witch	110	Bronze Rod	14
Wizard	430	Flail	33
Worm	440	None	32
Wyvern	450	None	33
Zalbard	700	None	never
Zeon	0	None	never
Zeon Guard	1300	None	52
Zombie	180	None	18

viii) Other

1. Codes
2. Frequently Asked Questions

1. Codes

When the Sega logo bounces on, press, Up, down, up, down, left, right, left, right, up, right, down, left, up, B and then press and hold start. Continue holding start while you choose your game. You'll be given the following options.

Special Turbo - the game plays much faster with scrolling and reading text.

Control Opponent - You can move opponents, make the drop things.

Auto Battle - The game controls your team!

Game Completed - Allows you to name all characters.

If you want to name characters, do game completed yes, reset the game, enter

the code again and proceed to making a game. When you're done with Bowie's name you'll need to still be holding the start button.

2. Frequently Asked Questions

How many characters are there?

30

How many Mithrils are there?

15, one for every weapon which can be crafted but not found/dropped.

What is the Higin's spell?

It is a glitch spell when Bowie is equipped with Chirrup Sandals. It appears at times, costs 3mp, but does nothing.

Why are there two Vigor Balls but only one of the other promoting items?

Unsure, perhaps because MMNK's are FAR more useful than VICR's, where as other promotions have some benefit to both the super upgrade and the normal upgrade.

Is there really a hidden battle at the end of the game?

Yes, after you have watched the final sequence and the game says 'fin', just leave it sit for a few minutes and you'll get a hidden battle against bosses!

How do you open the chests in Mitula Shrine and the Prism Flower battle?

If you're using the US or UK version of the game, you can't. The search in battle option was removed. They contain a Life Ring and an item which works like healing rain, but fills MP instead of HP.

When should I promote?

It depends. You can promote at level 20 of your first class. You could also elect to level up to level 40 of that class. Here are some advantages and disadvantages to it:

Advantages of promoting at 20:

- 1) Increased game difficulty in the long run
- 2) You can use promotion only weapons sooner.
- 3) You won't get a "gap" of learning spells

Disadvantages of promoting at 20:

- 1) Game may get too hard very late
- 2) Too easy at the time of promotion
- 3) Lower stats

Advantages of promoting at 40:

- 1) Characters have much higher stats: HP, MP, ATT, DEF, AGI
- 2) Game will be very tough until you promote
- 3) Game will end on an easy note after you promote

Disadvantages of promoting at 40:

- 1) You can not use new weapons for a long time
- 2) You will have a spell gap from level 40 until level 21 of the promotion class
- 3) Game will be very difficult until you promote
- 4) Game will be very easy after you promote

What the hell does land effect do?

I'm glad someone finally emailed me asking this!

