

# Shining Force II FAQ/Walkthrough

by kpboy777

Updated to vFinal on Feb 22, 2004

\*\*\*\*\*

Shining Force 2  
FAQ/Walkthrough FAQ  
Version Final  
Albert Cho  
FAQ started: 8/06/02  
Last Update: 2/21/04  
E-Mail Address: kpboy777@yahoo.com

\*\*\*\*\*

## Table of Contents:

1. Introduction
2. Disclaimer
3. Version History
4. Sites that can use this guide
5. Info about the game
6. Characters
7. Walkthrough
8. Best Party
9. Items
10. Weapons
11. Magic Spells
12. Recommended Equipment
13. Mithril Section
14. Monster List
15. Promotion list
16. Character Promotion
17. Character spells
18. Basic Strategies
19. Frequently Asked Questions
20. Credits
21. E-mail policy

\*\*\*\*\*

\*\*\*\*\*

### \*\*\*1. Introduction\*\*\*

\*\*\*\*\*

The other walkthroughs listed in the Shining Force 2 section was not very thorough, so I decided to make a guide of it myself. I've beaten this game already twice and I plan to do it once more to write my character/walkthrough guide. This guide is now officially complete. All my ratings are my own opinion.

\*\*\*\*\*

### \*\*\*2. Disclaimer\*\*\*

\*\*\*\*\*

This FAQ is copyright 2004-2005 Albert Cho and can not be used on your site unless you have my permission. If you want to post this FAQ on your website then send me an e-mail telling me specific information. (URL etc.) I will probably say yes 99% of the time if asked. This FAQ shall not be changed in anyway. If you decide to post on your site without my permission legal action will take place.

\*\*\*\*\*

### \*\*\*3. Version History\*\*\*

\*\*\*\*\*

Version Final 7 (2/21/04)- People kept asking for a mithril weapon list, so I added it into the mithril section. Another small update, nothing too big.

Version Final 6 (9/19/03)- Another very big update. Completely finished 3 sections. This walkthrough has become more and more indepth. I added in Moogies monster list and I give all credit to her great indepth list. This is probably the last version.

Version Final 5 (9/14/03)- Very, very big update. I completely finished my weapons list. It has every weapon that can be found in this game. Very in-depth so check it out. This might be one of the last updates.

Version Final 4 (9/13/03)- Updated best party section. Started on my weapons section and updated some other minor details.

Small Update (7/01/03)- Updated best party section. Wrote down information about the Pegasus Wing. Please don't email me about it anymore. I might add all the weapons in this game in another update. By it might be too much work. I will have to think about that.

Version Final 3 (1/24/03)- I have been getting many e-mail requests for information on the best party. There is really no "best" party, but in this update I will list my favorite party and why. I am also getting many emails regarding the mithril locations and now I am too busy to send more emails. If you need to know where to get the information then go to the FAQ section and find it!!!! Any emails regarding mithril locations will be blocked.

Version Final 2 (9/27/02)- Ok my mistake. I knew I forgot something and then it hit me. I forgot to put in the sections about all the magics and what they can do... How stupid of me. Well anyway this is the final, final version.

Version Final (9/24/02)- Huge Update. This FAQ is now officially done. Everything is done. The items, mithrils section etc. There might be little small updates in the future, but I highly doubt it. This is the final version.

Version 2.2 (9/23/02)- As I promised the walkthrough is now 100% done. I have to finish my Mithril section and add in an items section so this guide is still far from done. I will try to get in a lot of more updates quickly. Bear with me.

Version 2.1 (9/17/02)- Sorry for the slow update. The walkthrough is now 85% complete. I promise I will finish in the next update. I finished up to Battle 38 and I have yet so many things to do. Bear with me its school again and its hard to update with so much homework.

Version 2.0 (8/30/02)- Not a really big update. Finished up to Battle 33 and the walkthrough is almost complete.

Version 1.9 (8/22/02)- Finished up to Battle 30 and more updates will come.

Version 1.8 (8/19/02)- Another update. Finished up to Battle 26 and added another section. Updated my credits section and posted a question on my FAQ.

Version 1.7 (8/14/02)- Finished up my character section. Now I am up to Battle 19 on my walkthrough. More updates will come.

Version 1.6 (8/13/02)- Huge update. Totally redid my character section, because the previous one was confusing. It is very in-depth and complete. My

walkthrough is now up to Battle 17 and more will come.

Version 1.5 (8/12/02)- Finished up my character section and fixed some minor erros. Will finish walkthrough soon.

Version 1.4 (8/10/02)- Finished up to Battle 13 and fixed some minor mistakes.

Version 1.3 (8/09/02)- Not a huge update, but I finished up to Battle 9 and fixed some other minor details. More updates will come soon, I was just too busy today.

Version 1.2 (8/08/02)- Wrote up to Battle 8 for this guide. Updates will come quickly, but this guide is far from over. I finished my Recommended Equipment section, Credits section and E-mail Policy section. The walkthrough will be finished before my character's section.

Version 1.1 (8/07/02)- This guide is going slowly, but I promise to get it finished. I started on my walkthrough and finished up to Battle 3 and will do more tomorrow.

Version 1.0 (8/06/02)- Started my guide and also started to play Shining Force 2 for the third time. This guide wont be fully complete in a while so check back often for updates. I started my character and walkthrough section. I will probably finish my walkthrough first then work on my character section.

\*\*\*\*\*  
\*\*\*4. Sites that can use this guide\*\*\*  
\*\*\*\*\*

These are the only sites that have my permission to post this guide on their site

[www.gamefaqs.com](http://www.gamefaqs.com)  
[www.neoseekers.com](http://www.neoseekers.com)  
[www.cheats.de](http://www.cheats.de)

\*\*\*\*\*  
\*\*\*5. Info about the game\*\*\*  
\*\*\*\*\*

Shining Force 2 is different from other rpg games and you will soon see the difference once the first battle starts. There are no random battles. All the battles are planned and you have to fight them, you can't run. Each character is different in its own way, meaning that some characters will have more life then others while others are faster. The game play is simple and doesn't require much practice. Well that is all the basic info about the game, on to the walkthrough.

\*\*\*\*\*  
\*\*\*6. Characters\*\*\*  
\*\*\*\*\*

These are the ratings for the characters. They will not be numerical, but will be in words. They are my own opinion.

Bowie: The main character of this game and the hero of the game. He is mainly a melee fighter that has a good attack and defense later on in the game. He learns a couple of good spells and can be a spellcaster. His magic points are too low for him to be a spellcaster, however.

-----  
HP: Awesome  
MP: Bad

Attack: Awesome  
Defense: Awesome  
Agility: Average  
Movement Range: Good

---

Sarah: She is a healer and is mainly a defensive character. If you promote her into a monk, her attack will be extremely good, but her defense will always be below average. She will learn Heal level 4 and be an overall great healer/fighter.

---

HP: Average  
MP: Good  
Attack: Monk=High/Vicar=Bad  
Defense: Average  
Agility: Average  
Movement Range: Average

---

Chester: He is your first Knight and a pretty decent one. He is one of one of the better knights and a great person to have in your party. He will have the highest hit points out of any character in the game.

---

HP: Awesome  
MP: N/A  
Attack: Awesome  
Defense: Average  
Agility: Good  
Movement Range: Awesome

---

Jaha: Jaha is a character that will always have good defense throughout the game. His attack is not too bad and he is a great character that can soak up damage and dish them back.

---

HP: Average  
MP: N/A  
Attack: Awesome  
Defense: Awesome  
Agility: Average  
Movement Range: Gladiator=Average/Baron=Good

---

Kazin: Kazin can be deadly sorcerer or a not so great wizard. I never personally liked turning him into a wizard, because until he learns Blaze level 4 he is useless. If you turn him into a sorcerer he will have devastating spells. He is a great character to have.

---

HP: Bad  
MP: Awesome  
Attack: Bad  
Defense: Bad  
Agility: Average  
Movement Range: Average

---

Slade: Slade is not so good in the beginning, but he is worth the wait once you promote him. He will turn into a ninja and have very devastating spells at his disposal. His ultimate weapon can do one hit kills and this guy turns into a very good character.

-----  
HP: Average  
MP: Bad  
Attack: Awesome  
Defense: Good  
Agility: Good  
Movement Range: Awesome  
-----

Kiwi: Kiwi is an interesting character to train. He can be very challenging, so I wouldn't take him if you never played before. He can be very good if trained right, but he really has no defense against magic. His defense is the best in the game and his attack is not bad. His hit points, however, is the worst in the game...

-----  
HP: Pathetic  
MP: N/A  
Attack: Good  
Defense: Awesome  
Agility: Average  
Movement Range: Awesome  
-----

Peter: Peter is one the best characters in the game. He is all about fighting hand to hand combat kind of character. He starts out good and ends out even better. I would recommend training this guy.

-----  
HP: Awesome  
MP: N/A  
Attack: Awesome  
Defense: Awesome  
Agility: Awesome  
Movement Range: Awesome  
-----

May: May is the best archer in the game. She does very nice damage with her ultimate range and her range with it is unbelievable. Every party needs at least 1 ranged fighter and I would pick her.

-----  
HP: Average  
MP: N/A  
Attack: Awesome  
Defense: Bad  
Agility: Average  
Movement Range: Good  
-----

Gerhalt: Gerhalt is very good in the beginning, but he lacks in the later levels. He will always have a good attack, but his defense will go down. His hit points isn't all that bad either, just his defense needs help.

-----  
HP: Good  
MP: N/A  
Attack: Awesome  
Defense: Average  
Agility: Good  
Movement Range: Average  
-----

Luke: Luke is a flying character that uses a sword. The birdman lacks attack

and defense in the later levels and will fall behind. I do not suggest taking him. It's up to you.

-----  
HP: Average  
MP: N/A  
Attack: Average  
Defense: Average  
Agility: Awesome  
Movement Range: Awesome  
-----

Rohde: He is a terrible ranged fighter. He is too slow to do anything, and he will never keep up with your party. His attack is good, but everything else is below average.

-----  
HP: Average  
MP: N/A  
Attack: Good  
Defense: Bad  
Agility: Pathetic  
Movement Range: Bad  
-----

Rick: Rick is the one of the better Knights that can be a very solid character. He has the highest defense out of all the knights, and his attack is solid also. I recommend keeping this guy.

-----  
HP: Good  
MP: N/A  
Attack: Good  
Defense: Awesome  
Agility: Good  
Movement Range: Awesome  
-----

Elric: I need to change my opinion on this guy. He is the second best archer in the game. May is better, but Elric is just a little behind her. He has a good attack and once you level him up far enough he will have a great attack and help out your team. He does have a bit low hp however so you have to be careful not to get him killed.

-----  
HP: Average  
MP: N/A  
Attack: Good  
Defense: Average  
Agility: Great  
Movement Range: Good  
-----

Eric: He is the best knight in the game. He has high stats in every category and one of the choices between the 4 characters from Creed's Mansion.

-----  
HP: Awesome  
MP: N/A  
Attack: Awesome  
Defense: Good  
Agility: Good  
Movement Range: Awesome  
-----

Karna: She is the best healer in the game. She will learn heal spells and Aura spells. She is the top choice of many people out of the 4 choices at Creed's Mansion.

-----  
HP: Average  
MP: Good  
Attack: Vicar=Bad/Monk=Awesome  
Defense: Average  
Agility: Average  
Movement Range: Average  
-----

Randolf: He is the best in his class and will have high defense and a really good attack. His hit points are decent and overall he is a good character, especially if turned into a Baron.

-----  
HP: Good  
MP: N/A  
Attack: Awesome  
Defense: Awesome  
Agility: Average  
Movement Range: Gladiator=Average/Baron=Good  
-----

Tyrin: He is the best mage in the game. He will learn all the sorcerer spells quickly if promoted to that class. I would turn him into a wizard and wait for high level spells like Freeze level 4, Bolt level 3 and so on. This guy is a master of spells.

-----  
HP: Average  
MP: Awesome  
Attack: Bad  
Defense: Average  
Agility: Average  
Movement Range: Average  
-----

Janet: She is an overall decent archer. She will fall behind in the last stages and will suffer attack and defense losses compared to her teammates. I would stick with May and put her in the caravan.

-----  
HP: Bad  
MP: N/A  
Attack: Average  
Defense: Bad  
Agility: Good  
Movement Range: Average  
-----

Higgins: The worst knight in the game. His attack and defense are all way too low for a knight. His hit points are not that bad, but who cares. Stick with the other knights and leave this one behind.

-----  
HP: Good  
MP: N/A  
Attack: Average  
Defense: Average  
Agility: Good  
Movement Range: Awesome  
-----

Taya: She is the worst sorceress in the game. She won't even learn all the spells available and will take too long for her to learn them. If you really need magic ability take her or else put her in the caravan.

-----  
HP: Bad  
MP: Awesome  
Attack: Pathetic  
Defense: Bad  
Agility: Average  
Movement Range: Average  
-----

Skreech: Another birdman that is even worse than Luke. I do not suggest taking him along.

-----  
HP: Good  
MP: N/A  
Attack: Average  
Defense: Average  
Agility: Awesome  
Movement Range: Awesome  
-----

Frayja: Frayja is a healer in this game and can learn the most powerful heal spell in the game. He can learn Aura level 4. This can heal up to 5 people and completely fully heal them. However, he is a vicar and has pathetic attack and bad defense. If you want his ultimate aura then train him or else just put him in the caravan.

-----  
HP: Average  
MP: Awesome  
Attack: Pathetic  
Defense: Bad  
Agility: Average  
Movement Range: Average  
-----

Jaro: He is a flying Pegasus knight. This means that he is a knight that can fly. He has great movement range, but his attack and defense will always lack the other knights (besides Higin), but he can be worth training. Its up to you.

-----  
HP: Good  
MP: N/A  
Attack: Good  
Defense: Average  
Agility: Awesome  
Movement Range: Awesome  
-----

Gyan: He is a powerful gladiator that has a good attack. His movement range is what makes him a bad choice to pick. In that stage of the game, he will literally be crawling, while your other characters will be running. I would not pick him for the fact that you should plenty of fighters by then.

-----  
HP: Good  
MP: N/A  
Attack: Good  
Defense: Good  
-----



Agility: Bad  
Movement Range: Average  
-----

Sheela: The worst monk in the game. She learns bad heal spells and has a pathetic attack for a monk. Her defense is bad and I would not take and just stick with Sarah or Karna.  
-----

HP: Average  
MP: Good  
Attack: Average  
Defense: Bad  
Agility: Average  
Movement Range: Average  
-----

Zynk: Zynk is a robot that joins your side and he is awesome. He has a laser that he can use and has great attack and defense, but his movement range is pathetic. He has the worst range in the game. I suggest giving him the movement ring if you want to train him.  
-----

HP: Good  
MP: N/A  
Attack: Good  
Defense: Awesome  
Agility: Average  
Movement Range: Pathetic  
-----

Claude: This guy is just useless. He has good defense, but terrible attack and agility. He even looks ugly and is one of my least favorite characters.  
-----

HP: Good  
MP: N/A  
Attack: Average  
Defense: Awesome  
Agility: Pathetic  
Movement Range: Pathetic  
-----

Chaz: Another wizard and not too bad at all. He learns Freeze level 4, but in my opinion takes too long. You can take him if your in a desperate need for a wizard.  
-----

HP: Average  
MP: Awesome  
Attack: Pathetic  
Defense: Bad  
Agility: Average  
Movement Range: Average  
-----

Lemon: Lemon is a baron that has a good attack and defense. He is an overall great character, but you get him so late in the game that I just don't train him. (You get him 3 battles before the final boss.)  
-----

HP: Good  
MP: N/A  
Attack: Good  
Defense: Awesome

Agility: Average  
Movement Range: Good

-----  
\*\*\*\*\*  
\*\*\*7. Walkthrough\*\*\*  
\*\*\*\*\*

\*\*\*\*\*  
\*\*\*A. Granseal\*\*\*  
\*\*\*\*\*

\*Party Recommended Level: 1  
\*New weapons: No (Note the weapon store is not yet open)  
\*Mithril to obtain: (1) Behind the huge tower near the middle go down and press A.  
\*You wake up in your house in a town in Granseal and the first thing you do is go downstairs where your mom will ask you about yesterday night. Leave the house and go east until you see a building on top of a hill with stairs leading to the door. When you enter the building you notice a girl in blue robes and man/horse guy. Talk to the girl and she will tell you that the teacher is acting strange. Go downstairs and talk to the old guy that's there. Next come back upstairs and sit next to Chester. Sir Astral (old guy) will get called up to the castle and you must follow him against orders. When you arrive there will be some talking about the king. Follow Sir Astral to a huge tower. (Note: I suggest you get the mithril, because you will need it later, trust me you will thank me later.)

\*\*\*\*\*  
\*Battle 1\*  
\*\*\*\*\*  
\*Monsters: 6 Gizmos  
\*Boss: No  
\*Items: None  
\*Difficulty: 7/10  
\*Battle Strategy: Keep your units close by each other and if you ever need healing make sure Sarah heals them a.s.a.p. This battle is quite hard if your characters are level 1 but by the time they reach level 3 it should be easy. Use the heroes egress spell to redo the battle before you kill every Gizmo there.  
Recommended level after battle: 3-4

After you finish the battle head back up to the King's room and go up the stairs. Sir Astral and the King will fight and Astral will defeat him and cast out the demon. The king wants you to go find a historian and after you accept you can exit the town. I suggest you buy new weapons for your characters as that will boost their attack powers tremendously.

\*\*\*\*\*  
\*Battle 2\*  
\*\*\*\*\*  
\*Monsters: 4 Oozes, 2 Huge Rats  
\*Boss: No  
\*Items: None  
\*Difficulty: 2/10  
\*Battle Strategy: If you made your units level 3-4 then this battle will be extremely easy. If you plan on training Jaha, then I suggest you train him to at least level 3 by the end of this battle. Egress if you need more exp or gold.  
\*Recommended level after battle: 4-5

Mithril to Obtain: 1- Right after the second battle go straight south then you will see a cave like object. Don't go in yet, there is nothing in there. Instead go to the bottom strip and face north and press A and you should find mithril.

\*\*\*\*\*

\*B. Yeel\*

\*\*\*\*\*

\*Party Recommended level: 4-5

\*New Weapons: No

\*Mithrils to Obtain: No

\*There is really nothing to do in this town. There are no item/weapon shops. Just head north and talk to Kazin (mage) and he will tell you to follow him. Right after you step out of town a battle will start.

\*\*\*\*\*

\*Battle 3\*

\*\*\*\*\*

\*Monsters: 3 Oozes, 2 Huge Rats, 1 Huge Bat

\*Boss: No

\*Items: None

\*Difficulty: 3.5/10

\*Battle Strategy: This battle is even easier then the last one and the only reason I gave it a higher score is because the Huge Bat can put you to sleep. Besides that this battle is a piece of cake. Annihilate everyone.

\*Recommended level after battle: 5-6

\*\*\*\*\*

\*C. Hawel's House\*

\*\*\*\*\*

When you enter the house there are soldiers that are threatening the old man. They kill him and take the Ground Seal notes that you needed. He tells you that all is lost and then dies. Get the 2 treasure chests in his house and leave and go out.

\*\*\*\*\*

\*Battle 4\*

\*\*\*\*\*

\*Monsters: 3 Galam Soldier, 2 Galam Archer, 3 Huge Bats

\*Boss: No

\*Items: 2 Medical Herb

\*Difficulty: 5/10

\*Battle Strategy: There are new monsters here that can hurt you. If you are going to train Kazin, (highly recommend you do, he makes an awesome sorceress) then make sure to keep him safe at all cost. Try to get him to lvl 5, because he will learn Blaze lvl 2. This battle shouldn't be too hard if you're a decent level. Any damage taken by your fighters can be healed by Sarah.

\*Recommended level after battle: 6-7

\*\*\*\*\*

\*D. Galam Castle Prison\*

\*\*\*\*\*

\*Party Recommended level: 6-7

\*New Weapons: No

\*Mithrils to Obtain: Yes, Right when you go down where Slade told you to go, head straight up and press A when you are facing the wall and there is another mithril to keep.

\*After Battle 4, you get captured then thrown in prison. Stand next to Jaha then their conversation will resume. A mouse called Slade will help you

escape, but he is the one that took the jewels. He helps you escape in a secret way.

\*\*\*\*\*

\*Battle 5\*

\*\*\*\*\*

\*Monsters: 2 Galam Archers, 2 Galam Mages, 3 Galam Soldiers, 1 Galam Knight

\*Boss: No

\*Items: Short Rod

\*Difficulty: 6.5/10

\*Battle Strategy: This battle is a big leap up in difficulty from the previous battles. The mages with their magic can do massive damage. The Galam Knight packs a powerful punch with his spear. My best advice is to keep your units together and at the end just mass the Galam Knight to win. Blaze lvl2 comes in handy here.

\*Recommended level after battle: 7-8

\*\*\*\*\*

\*E. Galam Town\*

\*\*\*\*\*

\*Party Recommended level: 7-8

\*New Weapons: Yes

\*Mithrils: No

\*Not much to do in this town. Slade joins your party and after you buy new weapons, leave the town for the next battle.

\*\*\*\*\*

\*Battle 6\*

\*\*\*\*\*

\*Monsters: 1 Dark Cleric, 3 Galam Soldiers, 1 Galam Archer,  
2 Galam Knights, 2 Galam Mages

\*Boss: No

\*Items: None

\*Difficulty: 5/10

\*Battle Strategy: This battle is like the other one except a tiny bit harder. If you are level 7-8 (recommended) then this battle will be extremely easy. If you a lower level, then this battle is going to be hard. Just group your units together, healing when needed and don't be afraid to use Blaze level 2 against groups of enemies. You should be fine.

\*Recommended level after battle: 8

After this battle, enter Granseal and enter the castle. If you want a new character then go in one of the houses and you should find a weird green looking thing. Talk to it and name it and it will join the "Force". You will notice that many soldiers are lying dead. You will meet Lemon and Sir Astral arguing and after they finish talking follow them.

\*\*\*\*\*

\*Battle 7\*

\*\*\*\*\*

\*Monsters: 3 Galam Archers, 3 Galam Knights, 1 Dark Cleric,  
1 Galam Mage, 2 Dark Smoke

\*Boss: No

\*Items: None

\*Difficulty: 7.5/10

\*Battle Strategy: The Dark Smoke is hard and can do massive damage to your hero. When he starts to come toward, protect your hero with Jaha or anyone with high hp/def and prepare to surround him to beat him. Kazin's lvl2 blaze is very effective vs the Dark Smoke. This battle can be extremely hard, just keep your hero safe and you shouldn't have a problem.

\*Recommended level after battle: 8-9

Bowie tries to save the princess, but fails to rescue her. He does get the Jewel of Evil and falls down. You have to leave the island and go to the ship. Once you get on the ship they will set off for new place.

\*\*\*\*\*

\*Battle 8\*

\*\*\*\*\*

\*Monsters: 2 Witch, 2 Green Ooze, 4 Goblin, 3 Hunter Goblin

\*Boss: No

\*Items: No

\*Difficulty: 8/10

\*Battle Strategy: This is the hardest battle you fought so far. The monsters will have higher hp then a lot of your characters. They also hit hard. I was level 11 and they still hit Bowie for 8 hp of damage. This was the first time one of my characters died (Slade). My advice for you is to not split up. Move up as a group. United we stand, divided we fall. Try to surround them and you should win.

\*Recommended level after battle: 9-10

\*\*\*\*\*

\*F. New Granseal\*

\*\*\*\*\*

\*Party Recommended level- 9-10

\*New Weapons: Yes

\*Mithrils: No

\*This is the new town. Buy new weapons and you meet Peter the Pheonix for the first time. Make sure to get the warrior pride stone in your tactical base, go up to the eagle and search it.

\*\*\*\*\*

\*Battle 9\*

\*\*\*\*\*

\*Monsters: 3 Goblin, 2 Witch, 2 Vampire Bat, 2 Hunter Goblin,  
2 Green Ooze

\*Boss: No

\*Items: None

\*Difficulty: 7/10

\*Battle Strategy: This battle should be much easier then the last one, because of your new weapons. Watch out for the vampire bats and spread yourself out, because it has Blazelvl2 and uses it. This formation works the best. Using this formation will win you the battle.

X X X X

X X X

\*Recommended level after battle: 10-11

\*\*\*\*\*

\*G. Ribble\*

\*\*\*\*\*

\*Party Recommended level: 10-11

\*New Weapons: Yes

\*Mithrils: Yes, there is one in the sandpit

\*When you first enter the town, everyone is scared of you. Go up into the big house and talk to the old man and everything should turn out alright. After your talk with the major, go down and talk to the centaur and May will join you. She is an archer, your first one and pretty good.

\*\*\*\*\*

\*Battle 10\*

\*\*\*\*\*

\*Monsters: 2 Witch, 3 Goblin, 3 Vampire Bat, 2 Dark Dwarf, 2 Hunter Goblin

\*Boss: No

\*Items: Power Ring

\*Difficulty: 7/10

\*Battle Strategy: This battle has a new monster (Dark Dwarf). He can pack a decent punch with his attack and you have to be careful about the Bats Blaze and the Witch's Freeze so this battle can be hard. My suggestion is to use the formation like the last battle and surround the Dark Dwarf to beat him.

\*Recommended level after battle: 11-12

After the battle go east, then straight north until you find a bridge that goes west. Cross the bridge and go west and south direction. You will find a cave, enter it for your 11th battle.

\*\*\*\*\*

\*Battle 11\*

\*\*\*\*\*

\*Monsters: 1 Hobgoblin, 3 Vampire Bats, 2 Hunter Goblin, 2 Witch,  
2 Dark Dwarf

\*Boss: No

\*Items: None

\*Difficulty: 8/10

\*Battle Strategy: It is best to group your units in this battle, but if you do the Vampire Bats will Blaze will be lethal to your party. To add insult to injury, the area is black and it's hard to see where your opponents are. My strategy would be to travel in a group until you see a Vampire Bat, then start to spread out. The Hobgoblin once he is surrounded won't be much of a problem.

\*Recommended level after battle: 12

\*\*\*\*\*

\*H. Polca Village\*

\*\*\*\*\*

\*Party Recommended level: 12

\*New Weapons: Yes

\*Mithrils: No

\*Nothing much to do in this town, besides getting your weapons. After you are done shopping, head east (in the town) and some kind of earthquake will occur and a boy in white robes is going to fall down critically wounded. Continue on for your 12th battle.

\*\*\*\*\*

\*Battle 12\*

\*\*\*\*\*

\*Monsters: 1 Death Archer, 3 Death Monk, 5 Hobgoblin, 1 Evil Cloud,  
2 Witch

\*Boss: No

\*Items: None

\*Difficulty: 7/10

\*Battle Strategy: This battle has some new monsters that can be challenging. My strategy would be to group your units and when the enemy comes, beat them with force and overpowering them. Have your melee fighters in the front and your ranged and healer in the back. This way, you will always be healed while your ranged fighters can provide back-up support.

\*Recommended level after battle: 13

\*\*\*\*\*

\*I. Bedoe\*

\*\*\*\*\*

\*Party Recommended level: 13

\*New Weapons: Yes

\*Mithrils: No

\*Go talk to the King and Volcanon. Volcanon is in a mad mood and will blame everything on you. Before you leave make sure that you talk to the King once more to get a raft! Make sure you buy new weapons and if you want a flying character called Skreech later on in the game, then talk to one of the bird woman that has a baby then go down and stand in between the hedges.

\*\*\*\*\*

\*Battle 13\*

\*\*\*\*\*

\*Monsters: 2 Evil Cloud, 1 Master Mage, 1 Black Monk, 5 Zombie,  
3 Hobgoblin, 4 Death Archer

\*Boss: No

\*Items: None

\*Difficulty: 7.5/10

\*Battle Strategy: This battle is another hard battle. There are some new monsters that can deal lots of damage. The Zombies are plentiful and they can do enough damage to take half of your hit points with one hit. They can also poison you. The master mage knows Blaze lvl 2 so watch out for it. My advice is to heal when necessary and have Kazin use his Blaze lvl 2 on the Zombies. This battle shouldn't be too hard if you go as a group.

\*Recommended level after battle: 14

After the battle talk to the mayor of the time about 4 times, then he will lend you a raft. You will now get a raft that you can control. Oddler will follow you around now and your main goal is to do this. Head south and go through the cave. Keep heading south until you see a shrine. Pass the shrine and land on the right side below the shrine divided by a river. Then head in a southeast direction to another battle. (Note- Luke joins your party)

\*\*\*\*\*

\*Battle 14\*

\*\*\*\*\*

\*Monsters: 1 Master Mage, 2 Evil Cloud, 2 Black Monk, 4 Zombie,  
4 golem, 2 Death Archers

\*Boss: No

\*Items: None

\*Difficulty: 6.5/10

\*Battle Strategy: This battle should be much easier than the last one, because it has fewer monsters that are spread apart. The strategy is easy. Surround the enemy and beat the stuffing out of them 1 by 1. If you do this, they will fall quickly and easily.

\*Recommended level after battle: 15

You will arrive at a shrine where Petro's Grandpa will talk about the sky orb. Talk to him and he will take you to Grans Island. Make sure you take the steel sword from the chest. From here go all the way back east to where your raft was. You should see a shrine up above. Enter it and when the old man opens it up, another battle will take place.

\*\*\*\*\*

\*Battle 15\*

\*\*\*\*\*

\*Monsters: 2 Black Monk, 2 Master Mage, 4 Gargoyle, 5 Golem,  
2 Arrow Launcher

\*Boss: No

\*Items: None

\*Difficulty: 6/10

\*Battle Strategy: This battle would have a higher difficulty level because the gargoyles can do massive amounts of damage, but they have pathetic defense and can die in 2-3 hits so this battle is pretty easy. Just group your units together and go as one. This battle should be pretty easy.

\*Recommended level after battle: 16-17

(Note- Make sure you get the wooden panel from the chest in the shrine after the battle. You will need it later. You can also get a power water.)

\*\*\*\*\*

\*Ribble (again)\*

\*\*\*\*\*

Head back to Ribble to get the Achilles Sword. Go to the tree that is big and in the middle of the town. Then press c and go to your item list and click the wooden panel and there will be an opening in the tree. Go in and claim your prize, the Achilles Sword. Get back on the raft and head straight south for your first boss fight in the game.

\*\*\*\*\*

\*Battle 16\*

\*\*\*\*\*

\*Monsters: 2 Kraken Arms, 8 Kraken Legs, 1 Kraken Head

\*Boss: Yes

\*Items: None

\*Difficulty: 8.5/10

\*Battle Strategy: This battle is really hard. You're stuck on a raft with limited space. (Excluding Peter because he can fly). My strategy is to make the enemy come to you and when they do make a strong character attack it with ranged back-up. This battle gives lots of experience, so I suggest getting to level 19-20 and you can promote some of your characters. The head spits out bubbles that do around 13-14 damage and maybe more than half of your party will die.

\*Recommended level after battle: 19-20

\*\*\*\*\*

\*J. Hassan\*

\*\*\*\*\*

\*Party Recommended level: 19-20

\*New Weapons: Yes

\*Mithrils: Yes check all the barrels and look for a secret passage on the left side of the town.

\*Go to a big house near the bottom left and go upstairs and talk to Rhode. He will tell you to go get the caravan, so I suggest you follow his advice. Get new weapons and check all the barrels for some cool items. Step outside and head left and another battle is going to occur.

\*\*\*\*\*

\*Battle 17\*

\*\*\*\*\*

\*Monsters: 4 Gargoyle, 2 Arrow Launcher, 2 Soul Sower, 2 Golem, 2 Black Monk, 2 Master Mage,

\*Boss: No

\*Items: None

\*Difficulty: 5.5/10

\*Battle Strategy: You really don't need strategy for this battle. By now you should be around level 19-20 and nothing there can actually do good damage against you. The soul sower is your only threat and all you have to do is surround and pound him into dust.

\*Recommended level after battle: 1 promoted



Head west after the battle for another boss fight.

\*\*\*\*\*

\*Battle 18\*

\*\*\*\*\*

\*Monsters: 1 Taros, 2 Soul Sower, 3 Gargoyle, 2 Golem, 1 Master Mage,  
1 Black Monk, 2 Arrow Launchers

\*Boss: Yes

\*Items: (Taros Sword)-about 10% of the time Taros will drop his sword and you  
can pick it up. It is completely useless.

\*Difficulty: 7.5/10

\*Battle Strategy: This battle starts out easy. There are not many monsters  
and you can kill them quickly and it shouldn't take too long. After you kill  
everyone it is time to attack Taros. The reason this battle is so hard, is  
because Bowie can only damage him with this sword. Everyone else's attack,  
magic is useless. Bowie should have at least 40+ hp and it's still not enough.  
Taros can do up to 21 damage per round and he attacks twice. Here is a way to  
give you an easier time. The person that has the power ring should use the  
ring on Bowie so his attack goes up then have him attack and have Sarah heal  
him in the background. With this strategy, then you should win.

\*Recommended level after battle: 1-2 promoted

After the battle return to Hassan and near the entrance is Rick and if you  
talk to him he will join your party. There is also a man standing near the  
entrance and he has the best weapons available so far. After you are done  
buying your items then head north until you hit a clump of rocks. You can  
walk through now, because of the caravan. When you see a cave go in and search  
the fireplace for a dry stone. You will need it for later. Then near the left  
side you will see a lot of trees. A 3x3 square will look different than the  
rest and when you touch it you will enter a town.

\*\*\*\*\*

\*K. Tree Village\*

\*\*\*\*\*

\*New Weapons: No

\*Mithrils: Yes

\*There are some secret items in this game. The vigor ball is in the top left  
section. The secret book to turn a mage into a sorcerer is in the first house  
upstairs. Go search the bookcase and you should be able to find it. After you are  
done, go outside for yet another battle.

\*\*\*\*\*

\*Battle 19\*

\*\*\*\*\*

\*Monsters: 1 Dark Madam, 3 Orcs, 2 High Priest, 4 Soul Sower, 3 Gargoyle, 2  
Arrow Launcher

\*Boss: No

\*Items: Shining Ball

\*Difficulty: 6/10

\*Battle Strategy: This battle is easy. The only threat might come from the  
Dark Madam that knows Freeze level 2. After you kill her, just travel in a  
group and surround and destroy.

\*Recommended level after battle: Level 1-2 promoted

Keep going left and Oddler will say that someone is yelling for help. Go in  
and head north and you will find an elf stuck in the pond and to save his  
life you must battle.

\*\*\*\*\*

\*Battle 20\*

\*\*\*\*\*

\*Monsters: 5 Harpy, 2 Orc, 1 Arrow Launcher, 2 Dark Madam

\*Boss: No

\*Items: None

\*Difficulty: 7.5/10

\*Battle Strategy: This battle is pretty hard. Gone were the days when monsters did only 2 damage to you. Now they do about 14-15 damage and can easily kill you in 2 hits. The harpies are good, their attack is high and can poison you. My best strategy is to make harpies your first priority and travel as a group healing when necessary.

\*Recommended level after battle: Level 2 Promoted

Elric will join your party and after you are outside go on top of the place where you saved Elric and he will show you a secret passageway. Inside the passageway are good items all in secret places that you should try find for yourself. Outside is another battle.

\*\*\*\*\*

\*Battle 21\*

\*\*\*\*\*

\*Monsters: 2 High Priest, 2 Harpy, 2 Skeletons, 3 Orcs, 2 Dark Madam, 1 Arrow Launcher

\*Boss: No

\*Items: Protect Ring, Broad Sword

\*Difficulty: 6.5/10

\*Battle Strategy: This battle you have a lot more room to maneuver to it shouldn't be that hard. The skeletons have a really high attack and defense so watch out for them. If Kazin is a sorcerer and knows Dao use it to critically damage your enemies.

\*Recommended level after battle: Level 2-3 Promoted

Head into Creed's Mansion and you will be turned into a miniature size person and be put on a desk. Talk to the king on the top right and you will have to fight the chessboard. One of the hardest battles you will ever face...

\*\*\*\*\*

\*Battle 22\*

\*\*\*\*\*

\*Monsters: 1 King, 3 Queens, 2 Rook, 6 Pawns, 2 Knights, 2 Evil Bishop

\*Boss: King

\*Items: None

\*Difficulty: 9.5/10

\*Battle Strategy: Make the enemy come to you. If you rush the enemy then you will die miserably. Be cautious and try to lure the King out and surround and kill him to win the battle. If you want experience points then I suggest you level up here as the monsters give good exp.

\*Recommended level after battle: Level 3-4 Promoted

After the battle get the cotton balloon from the chest and go southeast to where a guard is standing on a pen and talk to him. He will tell you to be careful. Go to the tip of the pen and use the cotton balloon. You will then float down. Go to a crack in the wall and get ready for yet another battle.

\*\*\*\*\*

\*Battle 23\*

\*\*\*\*\*

\*Monsters: 1 Willard, 5 Rat, 6 Bubbling Ooze

\*Boss: None

\*Items: None

\*Difficulty: 6/10

\*Battle Strategy: This battle is a joke after your last battle. The monsters can pack a decent punch, but their defense is not very good and they die quickly. This is a great place to level up. The monsters give very good exp, I suggest using Egress a few times here. Just charge into them with your fighters with range and healing back-up and you should be fine.

\*Recommended level after battle: level 4-5 promoted

After the battle make your way up and then to the left and exit out. Mr. Creed will turn you back to your normal size and there a lot of talking will happen. You find out what their talking about yourself. After your done its time to choose one of the 4 warriors. Choose who you want and then exit out. Before you go make sure you search the chair for a running ring. It is a very useful ring. Head back to Granseal, but before you go make sure you go to where the dwarves are and heal the sick dwarf.

\*\*\*\*\*

\*L. New Granseal (again)\*

\*\*\*\*\*

\*Recommended level: Level 4-5 promoted

\*New Weapons: Yes

\*Mithrils: No

\*Go in the palace and you will talk to Astral and the King. Astral will join your party as an advisor. Make sure to get new weapons and talk to the guy next to the weapons store for dynamite. You will need the cannon and the dynamite soon. Before you exit an archer named Janet will join her. Exit out and go back to place where you fought the battle right after you got out of the ship. There another battle will happen.

\*\*\*\*\*

\*Battle 24\*

\*\*\*\*\*

\*Monsters: 5 Lesser Demon, 2 Dark Bishop, 3 Dark Sniper, 6 Skeleton

\*Boss: No

\*Items: Blizzard, 2 Medical Herb

\*Difficulty: 6.5/10

\*Battle Strategy: Do not group your units together. There are 5 monsters in this battle that can hit groups of your units for 15+ damage. Spread apart and make them come to you then surround them and kill them quickly. This is a great place to level up. The monsters are not too hard and I suggest gaining a few levels here as monsters will get harder later on. Its not too hard of a battle.

\*Recommended level after battle: Level 5-6 promoted

Rhode will blow up the rocks to the cave and will join your party as a brass gunner. Your choice whether you want to train him or not. If you need help deciding I suggest looking at my character section above. Once you enter the cave another battle will occur.

\*\*\*\*\*

\*Battle 25\*

\*\*\*\*\*

\*Monsters: 2 Dark Bishop, 1 Dark Soldier, 5 Skeletons, 2 Lesser Demon, 4 Dark Snipers

\*Boss: No

\*Items: 2 Medical Herb

\*Difficulty: 6/10

\*Battle Strategy: This battle is just like the last one except it has a Dark Soldier. This battle should be easy if you leveled up to at least level 6 in the last battle. Watch out for Blaze level 3 and near the end surround the Dark Soldier and pound him to win.

\*Recommended level after battle: Level 6-7 promoted

\*\*\*\*\*

\*M. Ketto\*

\*\*\*\*\*

\*Recommended level: Level 6-7 promoted

\*New Weapons: Yes

\*Mithrils: No

\*Nothing much to do here except find the hidden weapon shop. This is what you have to do. Right when you enter the town go straight east then north and enter a pretty big building. A woman is there and talk to her. Exit the building and go west of the building then from there go north then west to find a man. Talk to him and follow him back to the shop to buy weapons. Exit the town for another battle.

\*\*\*\*\*

\*Battle 26\*

\*\*\*\*\*

\*Monsters: 1 Wizard, 1 Lizardman, 2 Dark Bishop, 3 Dark Soldier, 3 Dark Snipers, 4 Lesser Demon

\*Boss: No

\*Items: Black Ring

\*Difficulty: 6.5/10

\*Battle Strategy: This battle is not that hard, because the enemy is so spread apart. The Dark Soldiers have a pretty decent attack, so again try to use magic to deal good damage to them. The dragonewt can easily be defeated by surrounding and pounding him or using magic. This battle is only a bit harder then the last one and you shouldn't have too much trouble.

\*Recommended level after battle: Level 7-8 promoted

\*\*\*\*\*

\*N. Pacalon\*

\*\*\*\*\*

\*Recommended level: Level 7-8 promoted

\*New Weapons: Yes

\*Mithrils: Yes

\*Make sure to get the Pegasus Wing see below in FAQ section to see where it is. Talk to the king and he will tell you to go save Mitula. After your done exit the town and head north for another battle.

\*\*\*\*\*

\*Battle 27\*

\*\*\*\*\*

\*Monsters: 3 Dark Soldier, 4 Dark Snipers, 3 Lizardman, 1 Wizard, 3 Dark Bishop, 2 Wyverns

\*Boss: No

\*Items: None

\*Difficulty: 7/10

\*Battle Strategy: This battle has monsters that you have seen before. You might think it would be easy and it can be if you take the necessary precaution. The new enemy you haven't seen before is the wyvern and it packs a very powerful punch. I suggest you make those your first priority. Don't worry about traveling in packs after you kill the wizard and watch out for those wyverns and this battle should be easy.

\*Recommended level after battle: Level 8-9 Promoted

Continue in a northeast direction and head for the bride and another battle will take place. The battles are going to get harder from now on. (Just giving a friendly warning ^\_^)

\*\*\*\*\*

\*Battle 28\*

\*\*\*\*\*

\*Monsters: 3 Lesser Demon, 3 Wyverns, 1 Lizardman, 1 Dark Sniper, 1 Wizard, 1 Dark Soldier, 4 Worms, 1 Master Monk

\*Boss: No

\*Items: None

\*Difficulty: 7.5/10

\*Battle Strategy: This battle can be very annoying. Those lesser demons with Blaze level 3 will be here and in this battle you have to group your forces so if you get caught in his blaze it can be deadly. Those wyverns have a really high attack and can easily take off more than half of you hit points. My best suggestion is to get rid of the wyverns and lesser demons first, then concentrate on those pesky worms. This battle is hard, so if you are losing bad then egress out and try again.

\*Recommended level after battle: Level 9-10 Promoted

\*\*\*\*\*

\*O. Tristan\*

\*\*\*\*\*

\*Recommended level: 9-10 promoted

\*New Weapons: Yes

\*Mithrils: No

\*After you buy your new weapons, head for the temple and enter it for yet another battle. I suggest exploring this town also as there are some really nice items.

\*\*\*\*\*

\*Battle 29\*

\*\*\*\*\*

\*Monsters: 4 Worms, 3 Wyverns, 3 Master Monk, 2 Wizard, 2 Orc Lord, 1 Dark Knight

\*Boss: No

\*Items: None

\*Difficulty: 7/10

\*Battle Strategy: This battle is not too difficult if you use the right strategy. From the start move all your flyers to the right, but don't attack the worms yet. Move the rest of your characters slowly to the left and the wyvern will attack you. Kill the wyvern and the worms with flyer support and then just charge into the battle. Not recklessly, but quickly and you should do fine. This battle is a great place to level up.

\*Recommended level after battle: Level 10-11 Promoted.

Enter the chapel for a very difficult boss battle.

\*\*\*\*\*

\*Battle 30\*

\*\*\*\*\*

\*Monsters: 2 Wizards, 5 Dark Knights, 2 Orc Lords, 2 Harpy Queen, 1 Wyvern, 1 Master Monk, 1 Gargoyle, Zalbard

\*Boss: Zalbard

\*Items: None

\*Difficulty: 9/10

\*Battle Strategy: First go out and destroy enemies until you hit about the middle of the map. Kill the units on both sides of the map and soon Zalbard will come out and attack you. This is where things start to fall apart. Zalbard has Bolt level 2 and he uses it frequently. He has high hit points and if you don't kill the monk next to him it will heal him. I suggest killing the monk first then gang up on Zalbard and waste him. This battle is not easy and may take more than once.

\*Recommended level after battle: Level 11-12 Promoted

After the battle if you search the statue on the left side Taya will join you. She is a sorceress and it is up to you whether she is worth the time to train. You can listen to the storytellers if you want to, but it is not necessary. After you finish return back to Pacalon.

Once you enter Pacalon go into the castle and talk to the King and Frayja. He is dressed in white and standing near the king and he tells you to come to Moun with him. Exit the castle for another battle.

\*\*\*\*\*

\*Battle 31\*

\*\*\*\*\*

\*Monsters: 3 Dark Knights, 3 Orc Lords, 2 Master Monk, 1 Necromancer, 4 Harpy Queen, 1 Dark Bishop, 1 Devil Soldier

\*Boss: None

\*Items: None

\*Difficulty: 7/10

\*Battle Strategy: This battle is not too hard if you know what your doing. There are many enemies here that can hit groups of enemies for lots of damage. The necromancer knows Freeze level 3 and uses it. I suggest spreading out your units a little and just rush straight to the Devil Soldier and kill him to end the battle. This battle should be a easy compared to the last boss fight.

\*Recommended level after battle: Level 12 Promoted

\*\*\*\*\*

\*Battle 32\*

\*\*\*\*\*

\*Monsters: 3 Devil Soldiers, 2 Necromancers, 2 Master Monk, 3 Cerberus, 4 Pegasus Knight, 1 Bow Master

\*Boss: None

\*Items: None

\*Difficulty: 8/10

\*Battle Strategy: There are lots of tough enemies in this battle. The necromancers know Freeze level 3 and the Cerberus and the Pegasus Knights have an extremely high attack. Group your units together and head up. When a necromancer comes near you, split up and try your best. During the battle Jaro will join your side and fight the enemy. This is the only battle in which you can 13 units on the battle field.

\*Recommended level after battle: Level 12-13 Promoted

Head to Moun which is on the north left road from the last battle. Enter and Frayja will join your party and another battle will occur.

\*\*\*\*\*

\*Battle 33\*

\*\*\*\*\*

\*Monsters: 1 Shaman, 3 Devil Soldier, 2 Pegasus Knights, 3 Cerberus, 3 Bow Master, 2 Mud Man

\*Boss: None

\*Items: Mage Staff

\*Difficulty: 7.5/10

\*Battle Strategy: Right from the start of this battle split your forces up. The necromancer will devastate your group if you don't. This battle is not too hard, but can be very challenging if your not using the right strategy. Work your way into a north west direction and beat enemies by using sheer number. Kill the shaman to finish off the battle.

\*Recommended level after battle: Level 13-14 Promoted

After the battle you will meet Zynk who will take you to an underground hideout where the survivors are staying. Gyan will join you here and after you leave on the top left side is an arm. Pick it up for the ability to get Claude later on in the game. Head out of town going west and go into Nazca.

\*\*\*\*\*

\*Battle 34\*

\*\*\*\*\*

\*Monsters: 1 Cameela, 2 Bow Master, 4 Dragonewt, 3 Mudman, 1 Shaman, 3

Pegasus Knights, 2 Cerberus

\*Boss: Cameela

\*Items: Wish Staff, Sky Orb

\*Difficulty: 8/10

\*Battle Strategy: This boss battle is easier than the last one with Zalbard. The enemy is in a line formation so head in one direction and slowly kill the divided army. Cameela is pretty easy, just surround her and hit her with ranged units and she will fall easily.

\*Recommended level after battle: 14-15 Promoted

If you want the rest of Mr. Creed's characters then head back there now and you will find the place in chaos. The people you did not get will join you now and after you are done with this head back to Nazca. You will see a bird like shape on the ground. Walk into a circle to get inside the ship. When you are ready head to Grans Island.

Your plane will get shot down by Prism Flowers and after you leave the ship head south west to get to a shrine. Inside the shrine is a monk that is training. You can find Sheela here, and she will join you. (Top left) There is also a Vigor Ball, Mithril, and a Brave Apple.

\*\*\*\*\*

\*Battle 35\*

\*\*\*\*\*

\*Monsters: 3 Dragonewt, 5 Mudman, 3 Purple Worm, 1 Shaman, 1 Bow Rider, 2

Mist Demon, 2 Griffin, 1 Chaos Wizard

\*Boss: None

\*Items: Heat Axe

\*Difficulty: 8/10

\*Battle Strategy: The enemy starts out at one side and you at the other. Start slowly to their side kill any stray units. This battle is very challenging. Their wizard knows Blaze level 4 which can do around 40-50 damage. 5 Mudman will appear during the battle and that adds more the confusion. Kill the Bow rider to end the battle. This battle may take more than one try, just remember that. My advice is to go as a group and make killing the wizard your first priority.

\*Recommended level after battle: 15 Promoted

Head southwest to get to a town called Roft

\*\*\*\*\*

\*P. Roft\*

\*\*\*\*\*

\*Recommended level after battle: 15 Promoted

\*New Weapons: Yes

\*Mithrils: None

\*Head into a town in the northern section and after witnessing the death Zynk will join your party. Nothing else to do, so head out and go North then west for another battle.

\*\*\*\*\*

\*Battle 36\*

\*\*\*\*\*

\*Monsters: 1 Griffin, 4 Bow Rider, 1 Dragonewt, 1 Executioner, 8 Prism Flowers, 1 Purple Worm, 1 Shaman, 2 Mist Demon, 1 Chaos Wizard

\*Boss: None

\*Items: None

\*Difficulty: 8.5/10

\*Battle Strategy: This battle is pretty hard. The Prism Flowers hit everyone in a vertical or horizontal line. Watch out where you put your characters or else they might all get hit. The Bow Riders are annoying and have nice range with good range. You flyers are your friends in this map. My suggestion is to ignore most of the Prism Flowers and kill the Executioners to end the battle.

\*Recommended level after battle: 15-16 Promoted

If any characters died then go back to a shrine to revive them because you are going to have another boss fight pretty soon. After you are done head past the Prism Flower battle and continue to a boss fight.

\*\*\*\*\*

\*Battle 37\*

\*\*\*\*\*

\*Monsters: 1 Red Baron, 1 Executioner, 2 Evil Bishop, 4 Bow Rider, 4 Hellhound, 2 Chaos Wizard, 2 Mist Demon, 2 Minotaur

\*Boss: Yes

\*Items: None

\*Difficulty: 7/10

\*Battle Strategy: This battle may look intimidating, but it is actually pretty easy for a boss fight. The enemy is spread out so you don't have to be scared of them massing against you. Watch out in the beginning for those pesky Bow Riders and slowly advance on the Red Baron. After you kill the remaining units, all you have to do is surround the Red Baron and beat the living crap out of him. (Excuse the pun)

Recommended level after battle: 16-17 Promoted

Now is the time to get your ultimate weapons. Head to a part of a river where it has a peculiar edge. It seems bent or dented and if you use the Dry Stone then there will be a pathway leading to the Dwarf Village. Talk to the blacksmith to make your ultimate weapons. (For more information look at my mithril section)

\*\*\*\*\*

\*Q. Galam\*

\*\*\*\*\*

\*Recommended level: 16-17 Promoted

\*New Weapons: No

\*Mithrils: None

\*Nothing much to do here just head south and head out the gate for another boss fight.

\*\*\*\*\*

\*Battle 38\*

\*\*\*\*\*

\*Monsters: 1 Hellhound, 1 Mist Demon, 1 Minotaur, 1 Cyclops, 2 White Dragon, 2 Dark Gunner, 1 Chaos Wizard, 1 Evil Bishop, 9 Burst Rock (come during the battle), Geshp

\*Boss: Yes

\*Items: Buster Shot, Fairy Tear

\*Difficulty: 7.5/10

\*Battle Strategy: This battle won't be too easy, but its not the hardest



battle you have faced so far. I would first kill all the Dragons and every unit in the game. Watch out for the Burst Rock as they explode and hit people in a radius. Just ignore them and head for Geshp. Make sure you kill everything, before you start attacking him. Surround him and kill him. He falls pretty quickly. Beware of his Freeze level 4 as it does tons of damage.  
\*Recommended level after battle: 17-18 Promoted

\*\*\*\*\*

\*R. Yeel\*

\*\*\*\*\*

\*Recommended level: 17-18 Promoted

\*New Weapons: No

\*Mithrils: None

\*Go to the bar and search the piano. Bowie will start to play it. Then head out and go in the church and after you head inside, the wizard Chaz will join your party. Then head out of the town and head south from where you fought Geshp for another battle.

\*\*\*\*\*

\*Battle 39\*

\*\*\*\*\*

\*Monsters: 3 White Dragon, 1 Evil Bishop, 3 Dark Gunner, 2 Minotaur, 2 Cyclops, 1 Hellhound, 1 Chaos Wizard, 1 Hydra

\*Boss: No

\*Items: Holy Thunder, Evil Ring

\*Difficulty: 7/10

\*Battle Strategy: Lead your party as a group and your strategy is to surround and destroy the enemy. This battle is great for experience points and I suggest you level to at least 20 here. This battle has lots of tough monsters, so watch out and always heal when necessary.

\*Recommended level after battle: 20 Promoted

\*\*\*\*\*

\*S. Holy Shrine\*

\*\*\*\*\*

\*Just head in the shrine and get the power water. Go to the sword and search it. Bowie will pull out the sword and that will be his ultimate weapon. Head out of the shrine and go to the ugly face. It is south east of Galam. When you get there use the sword on the face. It will open up and head in.

When you get in there will be a maze that you have to finish in order to continue. I really can't tell you step-by-step directions so just keep trying and you will eventually finish.

\*\*\*\*\*

\*Battle 40\*

\*\*\*\*\*

\*Monsters: 2 Chaos Wizard, 1 Demon Master, 2 Demon, 2 White Dragon, 2 Evil Bishop, 2 Dark Gunner, 3 Cyclops, 2 Hydra, 3 Chaos Warrior, Odd Eye

\*Boss: Yes

\*Items: Fairy Tear, Counter Sword

\*Difficulty: 8/10

\*Battle Strategy: This battle is not too hard. Speed is the key to victory. Immediately head in a northeast direction and remember to kill monsters with efficiently. When you get to Odd Eye, kill the units nearby him and surround and kill him. Odd Eye is not too hard, as long as he is surrounded.

\*Recommended level after battle: 20-21 Promoted

\*\*\*\*\*

\*Battle 41\*

\*\*\*\*\*

\*Monsters: 1 Blue Shaman, 3 Demon Master, 4 Demon, 5 Hydra, 2 Chaos Dragon, 1 Reaper, 4 Chaos Warrior

\*Boss: No

\*Items: Holy Staff

\*Difficulty: 8/10

\*Battle Strategy: This battle is sneaky. Let me explain. You have to head up the tower and there are enemy units guarding it. Watch out on the pillars, because there might be an enemy unit hidden there. This battle is not all that hard, but watch out for the Demon Master and their Freeze level 4. This battle is great place to get experience. I suggest getting lots of levels here.

\*Recommended level after battle: 23 Promoted

After the battle head in and when you go up you will meet Creed. He will act as a priest so don't worry about going back to save your lost comrades. Continue on for your second to last battle and its pretty hard.

\*\*\*\*\*

\*Battle 42\*

\*\*\*\*\*

\*Monsters: 1 Chaos Dragon, 2 Chaos Warrior, 2 Demon Master, 3 Reaper, 2 Evil Beast, 2 Horseman, 1 Devil Griffin, 1 Blue Shaman, 2 Chaos Warrior, King Galam

\*Items: None

\*Difficulty: 9/10

\*Battle Strategy: This battle is extremely difficulty. Head to your right side first and dispose of your enemies. Then go back south to where you started from and then go west. After those enemies are taken care of rush King Galam and kill the Blue Shaman and then surround and kill him. If he rushes at you first then surround and kill him. This battle is only hard if he rushes at you first.

\*Recommended level after battle: 25 Promoted

Now you must fight the King of Demons, ZEON!! Good luck as I will try my best to guide you.

\*\*\*\*\*

\*Last Battle\*

\*\*\*\*\*

\*Monsters: 2 Arch Demon, 5 Pyrohydra, 2 Zeon Guard, 1 Blue Shaman, 3 Demon Master, 1 Devil Griffin, 1 Horseman, Zeon

\*Boss: Yes

\*Items: Healing Rain

\*Difficulty: 8.5/10

\*Battle Strategy: This battle may seem hard, but it isn't as hard as you would think for a last boss fight. Zeon can not move so kill all his support units before you attack him. You will get a healing rain in this battle and that is basically an all unit heal item. It will heal every unit you have for full hit points. After you kill all his support units engage Zeon by sending your flyers to hit his sides and attack Zeon with a good fighter in his front. Have your magic characters attack him from a far and heal when necessary. With all your combined efforts, Zeon will fall really fast.

GOOD JOB! YOU HAVE BEATEN SHINING FORCE 2!

I won't ruin the ending for you so sit back and enjoy the ending.

\*\*\*\*\*

\*\*\*8. Best Party\*\*\*

\*\*\*\*\*

In Shining Force 2 there are 30 characters, but you can only deploy 12 characters in the battle field. There are obviously more powerful characters and this section will represent MY favorite team. This is my opinion only, so don't send me emails telling me how bad my team is...

1. Bowie- Bowie is a very powerful character. After promotion he will gain very high defense and his offense is one of the most powerful in the game. He has the spell Bolt and that can come into use all throughout the game. Overall he is a great fighter to have in your group.

2. Sarah- You may think that Karna is a better choice, but I like to have 2 healers in my group. Promote Sarah to Master Monk and not only will she be a powerful attacker, she will know spells such as Heal Level 4 to keep your party's hit points up. Overall a fighter/healer.

3. Jaha- Jaha is promoted to Baron has high attack and defense and has decent move. He is another great fighter to have in the front lines.

4. Kazin- This powerful character should be promoted to Sorcerer and then you shall see the true power of his magic. Kazin has high magic power and magic points and will devastate enemies with his powerful summons.

5. Slade- Slade is trained correctly will be a very powerful addition to your force. He has high attack and decent defense. His ultimate weapon can dispatch enemies with one hit. He also has powerful magic and this means that he is a great front/support character.

6. Kiwi- You may think that this little turtle is weak. You should promote him and then tell me that. This little guy once promoted is a powerhouse. His defense is incredible and can take hits like nothing else. However, training him to become good is a bit of a hard task.

7. Peter- This phoenix has the highest attack power in the game. Its incredible. He has high hp, attack and defense. No one can devastate the front lines with their attacks like Peter can. He is a must in your party.

8. May- This archer is the best in my opinion. Very high attack and has great range so is a great range fighter. She can start sniping enemies with her bow.

9. Rick- Rick is a very good knight. He has a great attack and defense and once promoted to Pegasus Knight he becomes a flying force. He is another great front liner to have in your group as he can dish out damage and take damage as well.

10. Karna- This healer once promoted to Master Monk is a lot like Sarah but with much better spells. She will have spells such as aura and heal and this will keep your party up and going. She is a very good support unit.

11. Tyrin- This character once promoted Wizard learns very devastating spells. Such as Freeze level 4, Bolt level 4, and Blaze level 4. He can dish out damage and with his long range with spells he is a must have in your party.

12. Elric- This archer may not seem strong at first, but with a bit of training he can become just as good as May. With his bow he will be a great support unit for your force.

There you have it, this is my favorite people and they are in my party. I

would like to think that they are good and I have beaten this game 3 times with this group.

(This was submitted by ReKenner. Thanks)

Bowie-

Well, can't leave him out. Good thing he's one of the better characters. His attack and HP are excellent, and his other stats aren't too shabby. Once he gets enough MP to use them, his Bolt spell is a good backup for his attack. I give him both power waters.

Sarah (Promoted to MMNK)-

She doesn't get Aura, but she is still a great healer, and once you promote her, she becomes a melee attacker on top of that. I find that she often has great attack, and gains levels very quickly, due to being able to gain 10 EXP a round by healing herself. I give her the running ring, and a Quick Chicken.

Chester (Promoted to PLDN)-

He has superb HP, good MOV, good AGI, and after promotion his defense picks up a bit. I prefer to promote to PLDN for the extra defense, personally, but it's up to the individual. Give him a spear and a lance, or just a spear if that's more powerful, and you have a versatile fighter that stands up to spells incredibly well.

Jaha (Promoted to BRN)-

Before he gets promoted to BRN, Jaha is a bit slow, and he lacks a bit of MOV, but he is still a tank that will be taking paltry amounts of damage. Once you promote him his AGI will pick up a bit, and his MOV will get a boost of 1. I prefer BRN, as his attack and defense will still be great, compared to a lower AGI and MOV that will keep him away from the action.

Kazin (Promoted to SORC)-

This guy gets superb MP numbers, and always has the highest of anyone in my group. Once he gets promoted to Sorcerer he has great spells that can do a moderate amount to a group, or destroy a single monster. His only flaws are his low MOV, and low defense.

Slade-

At first Slade is a below average character, and will probably do paltry damage and die a lot, making some leave him early. But once you promote him to a ninja, and his level ups become a lot better, he will soon become great. Also, his ninja spells are the best backup any melee fighter will get, and can do incredible amounts of damage. He does lack a bit in HP and defense, so give him both Cheerful breads and both protect milks.

Peter-

Does this guy need any explanation? He is simply incredible! The only flaw I can think of in him is his average defense... And that he looks dorky before promotion. 7 MOV, and being able to fly means he will cover a lot of map really quick, and he can destroy the enemies.

May-

She's got great Attack, but only decent HP and low defense. She has good Mov, but sucks at going through anything but plains. Once she gets promoted, her 3 square attack range is great.

Gerhalt-

This guy is just as insane as Peter is. At times he is a bit stronger than Peter, and others a bit weaker, but overall their attack tends to be about the same. He has less HP than Peter but more defense, so it works out well. His only flaw is his low MOV, so I give him the first running pimento.

Karna (Promoted to MMNK)-

The best healer in the game, overall. She gets the best spell selection in the game. Aura4, Heal4, Blast4, and Boost2. She is very easily leveled, as Boost2 on your entire group gives her 49 EXP, not to mention how beneficial the spell is for your party. Aura4 is the best healing spell in the game, and Blast3 and 4 give her magical attacking power. Although, once you upgrade her to MMNK, you won't need Blast as her ATT is as good or better than Sarah's. I give her a quick chicken, both Bright Honeys (for her Aura4), and the second Running pimento

Janet-

She is just as good as May, but she can go through rough terrain a lot easier. Besides, why not have someone else with good attack that can hit from 3 squares away?

Frayja-

Now, you may think 3 healers is a bit of overkill, but healers are the easiest class to level up, with Aura and boosting spells. He gets Aura4, Detox, Heal, and is the only person to cast the attack boosting spell. He is worth it as an alternate casting of Aura4, and the attack boosting spell.

(This "best party" was handed in by Superpyro) Thanks for contributing.

Bowie: have to have him but thats not a bad thing because the kid rocks like no other. Right near the end he usually ends up with ?? Hp for me so he's always useful and though you lose if he dies i usually use him as a frontline fighter because with the White ring in the end of the game his Def is also ??.

Jaha: I've never played through the game with out this guy because he has great attack and fairly good defense which keeps him from being good all around. His movement does suck a bit but a running pemento does the trick.

Kazin: I'll damit that i never used him all the way throguh the game until recently when i changed him into a sorcerer. after that he killed anything he came close to. his finally spells do some much needed damage to zeon in the end of the game.

Slade: He has got to be one of the best killers in the game. He moves so far and does so much damage it makes me wanna cry. his best weapon is a pain in the ass to get though do to the fact that you have about a 25% chance of getting it (about 4 mithrils). but the 4 mithrils is worth it (or you could just try and try again with reseting.)

Peter: Probably my favorite character overall because he's almost unstoppable. his defense could be a tad better but any other way he's great. He kills just about and lesser devil if he gets a second attacks (including Zeon gaurds, they have about 125 Hp.) Don't be afriad to throw him into a couple of enemies because his Hp is unreal, not to mention he revives himself.

May: She not all that great but every party needs a ranger and since she better then the rest of the crappy archers they throw at you i jsut stick with her.

Karna: This is the most unstoppable character in the game... They give her the capablility or getting to lvl 99 with a little time. She has a spell called boost that once it gets to lvl 2 she can get lvl 99. the trick is to get 10 people for a whapping 49 exp everytime and then wait for it to wear off and then do it again. i seen her do 200 damage to Zeon at lvl 99 as a master monk. the better way to lvl her is that 3 battles before the end of the game (where you fight a reaper or something like that) talk to creed just before you go out have her boost then you egress and repeat this for mad lvls.

Randolf: He's a great overall fighter though his Hp leaves him at the mercy of magic later on but he's still great for some good old hand to hand combat.

Frayja: He's only good for his aura spell and thats about it.

Sheela: She is that same as Karna with the whole lvl 99 trick which leaves her to be pretty much unstoppable also... the only problem is that she has poor defense and doesn't learn boost lvl 2 until lvl 22 promoted. She is another god to have the team but her and Karna just make the game just too easy.

Chaz: takes a bit of training but freeze lvl 4 is worth it because it causes around 60 damage but thats all that he is really good for but other than that keep him in the back row.

Lemon: One of the better characters in the game and he comes with the dark sword which gives him a mad edge and he revives himself like Peter so feel free to throw him into a battle at will.

(This was contributed by TerrestrialRage . Thanks)

1. Bowie - Obviously, he is the leader, and you have to have him. Even though you are forced to use him, he is still quite the powerhouse when it comes to attack and HP. He learns Bolt 3, making him both a great fighter, but also a support character when used in the right situation.

2. Sarah - You get her early, so she keeps up with your party. Her final spells are not all too impressive except for Heal 4, but her attack is devastating, although she is lacking in the defense department. Definitely a keeper.

3. Slade - Oh....my...god... there is nothing more to say about this rat. He is a POWERHOUSE of attack, killing most things in one hit late game. The fact that he gains pretty powerful attacks mid-game makes him all that much better. He starts off weak, because most of your party is around 9, and he is like 5, but when leveled, he becomes INSANE.

4. May - As the other guy said, insane attack power + the ability to shoot 4 squares away = great character. You get her pretty early, so you can level up to your standards, and she makes a great support character for people like Slade and Peter.

5. Peter - .....yeah, it is kind of like that. He gains +3 attack

almost every level when promoted, his defense breaks 100, his HP is HIGH, he has a huge movement radius, and he flies.... nothing more can be said....

6. Gerhalt - My personally favorite character. His attack gets up there with Peter's, and his agility allows him to hit practically every time. His HP is a little low, his defense is average, and his move radius is pretty small. Just slap a Running Pimento on him after promotion and that solves that. He is definitely a front liner.

7. Kazin - When promoted to a SOR, this guy is wicked deadly. His magic makes him more than substantial for the final party, becoming invaluable around level 10 promoted. He is unstoppable, and has the magic to back it up.

8. Karna - Beat healer in the game. She learns Aura, Heal, AND Boost. Boost level 2 is vital for any party. Being able to hit the entire party with 1 shot of Boost makes them a wall. She is great for support, although she won't be seeing the front lines too much.

9. Eric - IMO, the best knight in the game. Some say Rick, although i think Eric pulls through more. He is beastly in Attack and HP. I like him in the front, with Slade and Peter.

10. Jaha - His defense is great early game, and late game his Attack gets up there with the other front liners. He is the one taking 8 damage from the Kraken arms when everyone else dies in one hit. He is a monster, both early and late game.

11. Zynk - Not many people like him because of the fact that he can only move 2 squares per turn (even when land effect = 0%). If you give him a Running Pimento and/or (I give him both) Running Ring, he is a MONSTER, up at the front with the other front liners. His lazer attack makes him just that much better.

12. Rick - I like him because that is my name (hehe) and he is an overall well-rounded character. Promoting him to Pegasus Knight makes for a second flying powerhouse. I choose him over Kiwi because IMO, Kiwi just doesn't meet my standards, and late game, when most enemies have magic, he can't stand up to them.

Have fun. No matter how the game goes, this party will whoop it's ass all over the place. Healers + Support+ a tough front line make for an easy game.

(If you would like to send in your favorite group then please email me them and state reasons why. I might post them here and give you credit for it.) See below for email policy. Note that I do not change the context in anyway. I give full credit to the people who contributed and I do not alter what they wrote.)

\*\*\*\*\*  
\*\*\*9. Items\*\*\*  
\*\*\*\*\*

These are all the items that I could find in the game.

\*\*\*\*\*  
\*Regular Items \*  
\*\*\*\*\*  
\*Medical Herb- Heals 10 HP on a character \*  
\*\*\*\*\*

```

*Healing Seed- Heals 20 HP on a character *
*****
*Antidote- Cures poison *
*****
*Healing Drop- Heals 30 HP on a character *
*****
*Healing Water- Heals all HP on a character *
*****
*Fairy Powder- Cures a status effect on a character *
*****
*Healing Rain- Heals all HP on your whole party *
*****
*Fairy Tear- Restores 20 MP on a character *
*****
*Blizzard- Deals 33 damage to an enemy unit *
*****
*Shining Ball- Deals 20 damage to an enemy unit *
*****
*Angel Wing- Same effect as Egress *
*****
*Holy Thunder- Deals 50 damage to an enemy unit *
*****

*****
*Boosting Items *
*****
*Power Water- Uppers your attack by 2-4 (random) *
*****
*Quick Chicken- Uppers your agility by 2-4 (random) *
*****
*Protect Milk- Uppers your defense by 2-4 (random) *
*****
*Cheerful Bread- Uppers your HP by 2-4 (random) *
*****
*Running Pimento- Uppers your movement range by 2 *
*Bright Honey- Uppers your MP by 2-4 (random) *
*****
*Brave Apple- Uppers a character's level by 1 *
*****

*****
*Rings *
*****
*Quick Ring- Equip for a +5 agility bonus *
*****
*Power Ring- Equip for a +5 attack bonus *
*****
*Protect Ring- Equip for a +5 defense bonus *
*****
*White Ring- Equip for a +10 defense bonus *
*****
*Running Ring- Equip for a +2 movement range bonus *
*****
*Evil Ring- Equip for a +15 attack bonus//cursed item *
*****
*Black Ring- Equip for a +10 attack bonus//cursed item*
*****

*****
*Promotion Items *

```



```

*****
*Vigor Ball- Promotes a Priest to a Master Monk      *
*****
*Warrior Pride- Promotes a Warrior to a Baron       *
*****
*Secret Book- Promoted a Mage to a Sorcerer         *
*****
*Pegasus Knight- Promotes a Knight to a Pegasus Knight*
*****
*Silver Tank- Promotes an Archer to a Brass Gunner  *
*****

```

Where you can find these items above

```

*****
*Promotion Items:*
*****

```

Vigor Ball: There are 2 vigor balls in the game. The first one can be found in the secret elven town. Head to the top left corner and you should find a treasure chest with this item inside.

The second vigor ball can be found in the dojo after you crash from the aircraft. Its at the place where Sheela is.

Warrior Pride: This item can be found in New Granseal. Its in the base where the characters sit around. Search the eagle shield/banner to find it.

Secret Book: This item is in the Secret elven town also. Head into the house that is north of the entrance and head upstairs. (Note the priest is also here) Then search the bookcase to find it.

Pegasus Knight: This item is found in Pacalon Castle. Head to the throne room where the king is. Then go to the right edge of the red carpet and head straight down and search the wall.

Silver Tank: This item is found in the cave of darkness.

```

*****
*Rings:*
*****

```

Quick Ring: This ring can be found in a vase in the second floor of Bedoe.

Power Ring: In battle 10 one of the witches will drop it if you have an empty slot.

Protect Ring: In battle 21 one of the monsters will drop it.

White ring: Its in the dwarven town that is located in Grans.

Running Ring: This ring can be found in Creed's place, you have to search the chair after you become big again.

Evil Ring: Battle 39 someone will drop it.

Black Ring: Battle 26.

```

*****
*Important Items*
*****

```

These items are important to the game, because the game can not progress

without them.

Jewel of Light- This jewel is needed to get the Force Sword later in the game.

\*Found after Battle 5 when Slade takes it from the knight.

-----  
Jewel of Evil- This jewel is needed to get the Force Sword later in the game.

\*Fuses onto Bowie's neck after your encounter with the possessed King.

-----  
Wooden Panel- This item is needed to get the Achilles Sword, so you beat Taros. Without this item the game will not progress.

\*Found in the tree in Ribble

-----  
Raft- Your way of traveling in the river. Very important item.

\*You receive this item when the mayor of Polca gives it to you.

-----  
Dry Stone- Not necessarily important, but without this you can't get the ultimate weapons later on in the game.

\*Found in the cave with the sick dwarf.

-----  
Caravan- Very useful "vehicle". You can store items, characters and go over rocks with this.

\*You get this useful "vehicle" after beating Taros.

-----  
Cotton Balloon- You have to use this to fly down from the Desktop Kingdom.

\*Found after beating the Chess battle.

-----  
Cannon/Dynamite- You need these 2 items to blast the rocks so you can enter the new continent.

\*The cannon is given by the dwarfs after you heal the sick one. The dynamite is found after talking to the guy next to the weapon shop in New Ganseal.

-----  
Sky Orb- A much needed item that can start up the Nazca Ship.

\*Found after beating Cameela.

-----  
Force Sword- Needed to open up the ugly head so you can continue with the game.

\*Found after putting in the 2 jewels in the shrine.

\*\*\*\*\*  
\*\*\*10. Weapons\*\*\*  
\*\*\*\*\*

\*\*\*\*\*  
\*Swords\*  
\*\*\*\*\*

Swords play a big part in this game as the hero and several other character types can equip them. This section will list all the swords available in this game. It will start with the weaker attack swords first and go up numerically.

Taros Sword:

Attack Value: I don't know

Equip: No one but Taros

Special Ability: No one on the force can use

Cost: Random chance of getting after killing Taros

Promote to use: No one can use

Wooden Sword

Attack Value: 3

Equip: Anyone who can use a sword  
Special Ability: None  
Cost: Bowie starts with this sword  
Promote to use: No

#### Short Sword

Attack Value: 5  
Equip: Anyone who can use a sword  
Special Ability: None  
Cost: 140  
Promote to use: No

#### Middle Sword

Attack Value: 9  
Equip: Anyone who can use a sword  
Special Ability: None  
Cost: 340  
Promote to use: No

#### Long Sword

Attack Value: 12  
Equip: Anyone who can use a sword  
Special Ability: None  
Cost: 620  
Promote to use: No

#### Steel Sword

Attack Value: 16  
Equip: Anyone who can use a sword  
Special Ability: None  
Cost: 1120  
Promote to use: No

#### Achilles Sword

Attack Value: 19  
Equip: Bowie only  
Special Ability: Only weapon that can hurt Taros  
Cost: Get from Ribble  
Promote to use: No

#### Broad Sword

Attack Value: 22  
Equip: Anyone who can use a sword  
Special Ability: None  
Cost: 1600  
Promote to use: Yes

#### Buster Sword

Attack Value: 26  
Equip: Anyone who can use a sword  
Special Ability: None  
Cost: 2600  
Promote to use: Yes

#### Great Sword

Attack Value: 29  
Equip: Anyone who can use a sword  
Special Ability: None  
Cost: 5100  
Promote to use: Yes

Critical Sword

Attack Value: 32

Equip: Anyone who can use a sword

Special Ability: Increases chance of a critical hit

Cost: 5000 (Mithril)

Promote to use: Yes

Katana

Attack Value: 34

Equip: Ninja

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Battle Sword

Attack Value: 35

Equip: Anyone who can use a sword (except Ninja)

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Counter Sword

Attack Value: 39

Equip: Anyone who can use a sword (except Ninja)

Special Ability: Increases chance of a counter attack

Cost: 5000 (Mithril)

Promote to use: Yes

Ninja Katana

Attack Value: 39

Equip: Slade

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Gisarme

Attack Value: 42

Equip: Slade

Special Ability: Chance of 1 hit K.O.

Cost: 5000 (Mithril)

Promote to use: Yes

Levantar

Attack Value: 42

Equip: Bowie

Special Ability: When used can cast Blaze 3

Cost: 5000 (Mithril)

Promote to use: Yes

Force Sword

Attack Value: 46

Equip: Bowie

Special Ability: None

Cost: Find it in the shrine

Promote to use: Yes

Dark Sword

Attack Value: 50

Equip: Anyone who can use a sword

Special Ability: -5 defense, Cursed weapon, Desoul level 1

Cost: Red Baron comes with this equipped

Promote to use: Yes

\*\*\*\*\*

\*Axes\*

\*\*\*\*\*

Axes can be used by warriors, gladiators, barons, and red barons. So they are important.

Short Axe

Attack Value: 5

Equip: Anyone who can use an axe

Special Ability: None

Cost: 120

Promote to use: No

Hand Axe

Attack Value: 9

Equip: Anyone who can use an axe

Special Ability: None

Cost: 340

Promote to use: No

Middle Axe

Attack Value: 13

Equip: Anyone who can use an axe

Special Ability: None

Cost: 610

Promote to use: No

Power Axe

Attack Value: 17

Equip: Anyone who can use an axe

Special Ability: None

Cost: 1100

Promote to use: No

Battle Axe

Attack Value: 21

Equip: Anyone who can use an axe

Special Ability: None

Cost: 1370

Promote to use: Yes

Large Axe

Attack Value: 25

Equip: Anyone who can use an axe

Special Ability: None

Cost: 2250

Promote to use: Yes

Great Axe

Attack Value: 28

Equip: Anyone who can use an axe

Special Ability: None

Cost: 4600

Promote to use: Yes

Heat Axe

Attack Value: 32  
Equip: Anyone who can use an axe  
Special Ability: Blaze level 2  
Cost: 5000 (Mithril)  
Promote to use: Yes

Atlas Axe  
Attack Value: 35  
Equip: Anyone who can use an axe  
Special Ability: Blaze level 3  
Cost: 5000 (Mithril)  
Promote to use: Yes

Ground Axe  
Attack Value: 39  
Equip: Anyone who can use an axe  
Special Ability: Movement +1  
Cost: 5000 (Mithril)  
Promote to use: Yes

Rune Axe  
Attack Value: 42  
Equip: Anyone who can use an axe  
Special Ability: Detox level 1  
Cost: 5000 (Mithril)  
Promote to use: Yes

Evil Axe  
Attack Value: 50  
Equip: Anyone who can use an axe  
Special Ability: -5 defense, cursed weapon  
Cost: Find in the shrine of the Force Sword  
Promote to use: Yes

\*\*\*\*\*  
\*Arrows/Cannons\*  
\*\*\*\*\*

The classes that can use these weapons are archers, brass gunners, snipers, rangers, bow knights. Very useful weapons as each team should have at least 1 ranged unit.

Wooden Arrow  
Attack Value: 5  
Equip: Anyone who can use an arrow  
Special Ability: None  
Cost: 250  
Promote to use: None

Iron Arrow  
Attack Value: 7  
Equip: Anyone who can use an arrow  
Special Ability: None  
Cost: 600  
Promote to use: No

Steel Arrow  
Attack Value: 12  
Equip: Anyone who can use an arrow  
Special Ability: None  
Cost: 1270

Promote to use: No

Robin Arrow

Attack Value: 17

Equip: Anyone who can use an arrow

Special Ability: None

Cost: 1480

Promote to use: Yes

Assault Shell

Attack Value: 25

Equip: Anyone who can use an arrow

Special Ability: None

Cost: 2500

Promote to use: Yes

Great Shot

Attack Value: 29

Equip: Anyone who can use an arrow

Special Ability: None

Cost: 5000

Promote to use: Yes

Nazca Cannon

Attack Value: 33

Equip: Anyone who can use an arrow

Special Ability: None

Cost: Find in the flying ship

Promote to use: Yes

Buster Shot

Attack Value: 37

Equip: Anyone who can use an arrow

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Hyper Cannon

Attack Value: 40

Equip: Anyone who can use an arrow

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Grand Cannon

Attack Value: 43

Equip: Anyone who can use an arrow

Special Ability: Muddle level 1 when used

Cost: 5000 (Mithril)

Promote to use: Yes

Evil Shot

Attack Value: 51

Equip: Anyone who can use an arrow

Special Ability: -5 defense, cursed weapon

Cost: Enter Galam and search bush on the bottom left

Promote to use: Yes

\*\*\*\*\*

\*Gloves/Knuckles\*

\*\*\*\*\*

These weapons can only be used by one class. That class are the mastermonks and these weapons will be very useful to you.

Leather Glove

Attack Value: 26

Equip: Master Monks

Special Ability: None

Cost: 1300

Promote to use: Yes

Power Glove

Attack Value: 33

Equip: Master Monks

Special Ability: None

Cost: 1800

Promote to use: Yes

Brass Knuckles

Attack Value: 39

Equip: Master Monks

Special Ability: None

Cost: 2900

Promote to use: Yes

Iron Knuckles

Attack Value: 43

Equip: Master Monks

Special Ability: None

Cost: 4800

Promote to use: Yes

Misty Knuckles

Attack Value: 48

Equip: Master Monks

Special Ability: Remove opponents MP when used

Cost: 5000 (Mithril)

Promote to use: Yes

Giant Knuckles

Attack Value: 55

Equip: Master Monks

Special Ability: Muddle level 1

Cost: 5000 (Mithril)

Promote to use: Yes

Evil Knuckles

Attack Value: 63

Equip: Master Monks

Special Ability: -5 defense, cursed weapon

Cost: Find it in tunnel under Yeel.

Promote to use: Yes

\*\*\*\*\*

\*Spears/Lances\*

\*\*\*\*\*

Very important weapon class and can be used by centaurs and knights.

Wooden Stick

Attack Value: 3



Equip: Anyone who can use a spear/lance  
Special Ability: None  
Cost: Chester starts with this weapon  
Promote to use: No

#### Short Spear

Attack Value: 6  
Equip: Anyone who can use a spear/lance  
Special Ability: None  
Cost: 120  
Promote to use: No

#### Bronze Lance

Attack Value: 9  
Equip: Anyone who can use a spear/lance  
Special Ability: None  
Cost: 260  
Promote to use: No

#### Spear

Attack Value: 12  
Equip: Anyone who can use a spear/lance  
Special Ability: None  
Cost: 460  
Promote to use: No

#### Steel Lance

Attack Value: 16  
Equip: Anyone who can use a spear/lance  
Special Ability: None  
Cost: 810  
Promote to use: No

#### Power Spear

Attack Value: 20  
Equip: Anyone who can use a spear/lance  
Special Ability: None  
Cost: 1270  
Promote to use: No

#### Heavy Lance

Attack Value: 23  
Equip: Anyone who can use a spear/lance  
Special Ability: None  
Cost: 1600  
Promote to use: Yes

#### Javelin

Attack Value: 26  
Equip: Anyone who can use a spear/lance  
Special Ability: None  
Cost: 3400  
Promote to use: Yes

#### Chrome Lance

Attack Value: 31  
Equip: Anyone who can use a spear/lance  
Special Ability: None  
Cost: 6900  
Promote to use: Yes

Valkyrie

Attack Value: 33

Equip: Anyone who can use a spear/lance

Special Ability: Boost when used

Cost: 5000 (Mithril)

Promote to use: Yes

Halberd

Attack Value: 37

Equip: Anyone who can use a spear/lance

Special Ability: Bolt level 1 when used

Cost: 5000 (Mithril)

Promote to use: Yes

Holy Lance

Attack Value: 39

Equip: Anyone who can use a spear/lance

Special Ability: +5 defense, restore hp

Cost: 5000 (Mithril)

Promote to use: Yes

Mist Javelin

Attack Value: 42

Equip: Anyone who can use a spear/lance

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Evil Lance

Attack Value: 48

Equip: Anyone who can use a spear/lance

Special Ability: -2 movement range, cursed weapon

Cost: Find behind the devil's mouth

Promote to use: Yes

\*\*\*\*\*

\*Staves/Rods\*

\*\*\*\*\*

This class of weapons are mostly used by the Vicar and priest class. Wizard class and mage classes and sorceress classes use it also.

Wooden Rod

Attack Value: 3

Equip: Mage, Priest, Vicar, Wizard, Sorceress

Special Ability: None

Cost: Sarah starts with this

Promote to use: No

Short Rod

Attack Value: 5

Equip: Mage, Priest, Vicar, Wizard, Sorceress

Special Ability: None

Cost: 130

Promote to use: No

Bronze Rod

Attack Value: 8

Equip: Mage, Priest, Vicar, Wizard, Sorceress

Special Ability: None

Cost: 360  
Promote to use: No

Iron Rod  
Attack Value: 12  
Equip: Mage, Priest, Vicar, Wizard, Sorceress  
Special Ability: None  
Cost: 560  
Promote to use: No

Power Stick  
Attack Value: 15  
Equip: Mage, Priest, Vicar, Wizard, Sorceress  
Special Ability: None  
Cost: 1050  
Promote to use: No

Flail  
Attack Value: 19  
Equip: Vicar, Wizard, Sorceress  
Special Ability: None  
Cost: 1490  
Promote to use: Yes

Guardian Staff  
Attack Value: 22  
Equip: Vicar, Wizard, Sorceress  
Special Ability: +5 defense  
Cost: 2380  
Promote to use: Yes

Indra Staff  
Attack Value: 25  
Equip: Vicar, Wizard, Sorceress  
Special Ability: Steals MP  
Cost: 3200  
Promote to use: Yes

Wish Staff  
Attack Value: 26  
Equip: Vicar  
Special Ability: Boost when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Mage Staff  
Attack Value: 27  
Equip: Wizard, Sorceress  
Special Ability: Blaze level 2 when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Great Rod  
Attack Value: 28  
Equip: Vicar, Wizard, Sorceress  
Special Ability: None  
Cost: 5000 (Mithril)  
Promote to use: Yes

Holy Staff

Attack Value: 29  
Equip: Vicar  
Special Ability: Recovers 2 hp per turn  
Cost: 5000 (Mithril)  
Promote to use: Yes

Goddess Staff  
Attack Value: 31  
Equip: Vicar  
Special Ability: Aura level 2 when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Supply Staff  
Attack Value: 32  
Equip: Wizard, Sorceress  
Special Ability: Remove opponents MP when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Freeze Staff  
Attack Value: 37  
Equip: Wizard, Sorceress  
Special Ability: Freeze level 3 when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Mystery Staff  
Attack Value: 39  
Equip: Vicar, Wizard, Sorceress  
Special Ability: Recover 2 MP per turn  
Cost: 5000 (Mithril)  
Promote to use: Yes

Demon Rod  
Attack Value: 50  
Equip: Vicar, Wizard, Sorceress  
Special Ability: -10 defense, cursed weapon, steals MP when used  
Cost: Vase in the Dwarven Town and King Galam rarely drops this  
Promote to use: Yes

\*\*\*\*\*  
\*Daggers/Knives\*  
\*\*\*\*\*

This class shouldn't really be listed, but since Slade does use them for quite a few battles I decided to put them in.

Short Knife  
Attack Value: 5  
Equip: Slade  
Special Ability: None  
Cost: 70  
Promote to use: No

Dagger  
Attack Value: 8  
Equip: Slade  
Special Ability: None  
Cost: 320  
Promote to use: No

Knife  
Attack Value: 12  
Equip: Slade  
Special Ability: None  
Cost: 500  
Promote to use: No

Thieves Dagger  
Attack Value: 18  
Equip: Slade  
Special Ability: +5 agility  
Cost: 940  
Promote to use: No

\*\*\*\*\*

\*Character Equips\*

\*\*\*\*\*

Instead of just listing all the weapons, I'll list a character and below them write the weapons they can equip. I think this will be more useful. For more information about the weapons personally like their attack power and such see above for the in-depth weapon data. This list will not be in alphabetical order, but in the order that I think is worst to best. Characters who can't equip weapons in the first place will be skipped.

\*\*\*\*\*

\*Bowie\*

\*\*\*\*\*

Swordman:  
Wooden Sword  
Short Sword  
Middle Sword  
Long Sword  
Steel Long  
Achilles Sword

Hero:  
Broad Sword  
Buster Sword  
Great Sword  
Critical Sword  
Battle Sword  
Counter Sword  
Levantar Sword  
Dark Sword  
Force Sword-Best Weapon

\*\*\*\*\*

\*Sarah\*

\*\*\*\*\*

Priest:  
Wooden Rod  
Short Rod  
Bronze Rod  
Iron Rod  
Power Stick

Master Monk:  
Leather Glove  
Power Glove

Brass Knuckle  
Iron Knuckle  
Misty Knuckle  
Evil Knuckle  
Giant Knuckle-Best Weapon

Vicar:

Flail  
Guardian Staff  
Indra Staff  
Wish Staff  
Great Rod  
Holy Staff  
Goddess Staff  
Demon Rod  
Mystery Staff-Best Weapon

\*\*\*\*\*

\*Chester\*

\*\*\*\*\*

Knight:

Wooden Stick  
Short Spear  
Bronze Lance  
Spear  
Steel Lance  
Power Spear

Paladin/Pegasus Knight:

Heavy Lance  
Javelin  
Chrome Lance  
Valkryie  
Halberd  
Holy Lance  
Evil Lance  
Mist Javelin-Best Weapon

\*\*\*\*\*

\*Jaha\*

\*\*\*\*\*

Warrior:

Short Axe  
Hand Axe  
Middle Axe  
Power Axe

Gladiator/Baron:

Battle Axe  
Large Axe  
Great Axe  
Heat Axe  
Atlas Axe  
Ground Axe  
Evil Axe  
Rune Axe-Best Weapon

Baron only:

Broad Sword  
Buster Sword

Great Sword  
Critical Sword  
Battle Sword  
Counter Sword  
Dark Sword

\*\*\*\*\*

\*Kazin\*

\*\*\*\*\*

Mage:

Wooden Rod  
Short Rod  
Bronze Rod  
Iron Rod  
Power Stick

Wizard/Sorceress:

Flail  
Guardian Staff  
Indra Staff  
Mage Staff  
Great Rod  
Supply Staff  
Freeze Staff  
Demon Rod  
Mystery Staff-Best Weapon

\*\*\*\*\*

\*Slade\*

\*\*\*\*\*

Thief:

Short Knife  
Dagger  
Knife  
Thieves Dagger

Ninja:

Broad Sword  
Buster Sword  
Great Sword  
Critical Sword  
Katana  
Battle Sword  
Ninja Katana  
Dark Sword  
Gisarme-Best Weapon

\*\*\*\*\*

\*May\*

\*\*\*\*\*

Ranger:

Wooden Arrow  
Iron Arrow  
Steel Arrow

Bow Knight:

Robin Arrow  
Assault Shell  
Great Shot  
Nazca Cannon

Buster Shot  
Hyper Cannon  
Evil Shot  
Grand Cannon-Best Weapon

\*\*\*\*\*

\*Luke\*

\*\*\*\*\*

Birdman:

Wooden Sword  
Short Sword  
Middle Sword  
Long Sword  
Steel Sword

Bird Battler:

Broad Sword  
Buster Sword  
Great Sword  
Critical Sword  
Battle Sword  
Dark Sword  
Counter Sword-Best Weapon

\*\*\*\*\*

\*Rhode\*

\*\*\*\*\*

Robin Arrow  
Assault Shell  
Great Shot  
Nazca Cannon  
Buster Shot  
Hyper Cannon  
Evil Shot  
Grand Cannon-Best Weapon

\*\*\*\*\*

\*Rick\*

\*\*\*\*\*

Knight:

Wooden Stick  
Short Spear  
Bronze Lance  
Spear  
Steel Lance  
Power Spear

Paladin/Pegasus Knight:

Heavy Lance  
Javelin  
Chrome Lance  
Valkryie  
Halberd  
Holy Lance  
Evil Lance  
Mist Javelin-Best Weapon

\*\*\*\*\*

\*Elric\*

\*\*\*\*\*



Archer:

Wooden Arrow  
Iron Arrow  
Steel Arrow

Sniper:

Robin Arrow  
Assault Shell  
Great Shot  
Nazca Cannon  
Buster Shot  
Hyper Cannon  
Evil Shot  
Grand Cannon-Best Weapon

\*\*\*\*\*

\*Eric\*

\*\*\*\*\*

Knight:

Wooden Stick  
Short Spear  
Bronze Lance  
Spear  
Steel Lance  
Power Spear

Paladin/Pegasus Knight:

Heavy Lance  
Javelin  
Chrome Lance  
Valkryie  
Halberd  
Holy Lance  
Evil Lance  
Mist Javelin-Best Weapon

\*\*\*\*\*

\*Randolf\*

\*\*\*\*\*

Warrior:

Short Axe  
Hand Axe  
Middle Axe  
Power Axe

Gladiator/Baron:

Battle Axe  
Large Axe  
Great Axe  
Heat Axe  
Atlas Axe  
Ground Axe  
Evil Axe  
Rune Axe-Best Weapon

Baron only:

Broad Sword  
Buster Sword  
Great Sword  
Critical Sword

Battle Sword  
Counter Sword  
Dark Sword

\*\*\*\*\*

\*Karna\*

\*\*\*\*\*

Priest:

Wooden Rod  
Short Rod  
Bronze Rod  
Iron Rod  
Power Stick

Master Monk:

Leather Glove  
Power Glove  
Brass Knuckle  
Iron Knuckle  
Misty Knuckle  
Evil Knuckle  
Giant Knuckle-Best Weapon

Vicar:

Flail  
Guardian Staff  
Indra Staff  
Wish Staff  
Great Rod  
Holy Staff  
Goddess Staff  
Demon Rod  
Mystery Staff-Best Weapon

\*\*\*\*\*

\*Tyrin\*

\*\*\*\*\*

Mage:

Wooden Rod  
Short Rod  
Bronze Rod  
Iron Rod  
Power Stick

Wizard/Sorceress:

Flail  
Guardian Staff  
Indra Staff  
Mage Staff  
Great Rod  
Supply Staff  
Freeze Staff  
Demon Rod  
Mystery Staff-Best Weapon

\*\*\*\*\*

\*Janet\*

\*\*\*\*\*

Archer:

Wooden Arrow

Iron Arrow  
Steel Arrow

Sniper:

Robin Arrow  
Assault Shell  
Great Shot  
Nazca Cannon  
Buster Shot  
Hyper Cannon  
Evil Shot  
Grand Cannon-Best Weapon

\*\*\*\*\*

\*Higgins\*

\*\*\*\*\*

Paladin:

Heavy Lance  
Javelin  
Chrome Lance  
Valkryie  
Halberd  
Holy Lance  
Evil Lance  
Mist Javelin-Best Weapon

\*\*\*\*\*

\*Taya\*

\*\*\*\*\*

Mage:

Wooden Rod  
Short Rod  
Bronze Rod  
Iron Rod  
Power Stick

Sorceress:

Flail  
Guardian Staff  
Indra Staff  
Mage Staff  
Great Rod  
Supply Staff  
Freeze Staff  
Demon Rod  
Mystery Staff-Best Weapon

\*\*\*\*\*

\*Skreech\*

\*\*\*\*\*

Birdman:

Wooden Sword  
Short Sword  
Middle Sword  
Long Sword  
Steel Sword

Bird Battler:

Broad Sword  
Buster Sword

Great Sword  
Critical Sword  
Battle Sword  
Dark Sword  
Counter Sword-Best Weapon

\*\*\*\*\*

\*Frayja\*

\*\*\*\*\*

Vicar:

Flail

Guardian Staff

Indra Staff

Wish Staff

Great Rod

Holy Staff

Goddess Staff

Demon Rod

Mystery Staff-Best Weapon

\*\*\*\*\*

\*Jaro\*

\*\*\*\*\*

Pegasus Knight:

Heavy Lance

Javelin

Chrome Lance

Valkryie

Halberd

Holy Lance

Evil Lance

Mist Javelin-Best Weapon

\*\*\*\*\*

\*Gyan\*

\*\*\*\*\*

Gladiator:

Battle Axe

Large Axe

Great Axe

Heat Axe

Atlas Axe

Ground Axe

Evil Axe

Rune Axe-Best Weapon

\*\*\*\*\*

\*Sheela\*

\*\*\*\*\*

Master Monk:

Leather Glove

Power Glove

Brass Knuckle

Iron Knuckle

Misty Knuckle

Evil Knuckle

Giant Knuckle-Best Weapon

\*\*\*\*\*

\*Chaz\*

\*\*\*\*\*

Wizard:

Flail

Guardian Staff

Indra Staff

Mage Staff

Great Rod

Supply Staff

Freeze Staff

Demon Rod

Mystery Staff-Best Weapon

\*\*\*\*\*

\*Lemon\*

\*\*\*\*\*

Red Baron:

Baron only:

Broad Sword

Buster Sword

Great Sword

Critical Sword

Battle Sword

Dark Sword

Counter Sword

Battle Axe

Large Axe

Great Axe

Heat Axe

Atlas Axe

Ground Axe

Evil Axe

Rune Axe-Best Weapon

\*\*\*\*\*

\*\*\*11. Spells\*\*\*

\*\*\*\*\*

Mage/Wizard Spells

Name	MP Cost	Level	Damage
-----			
Blaze	2	1	6-7
Blaze	6	2	9-10
Blaze	10	3	14-15
Blaze	10	4	35-40
-----			
Freeze	3	1	8-10
Freeze	7	2	11-12
Freeze	12	3	18-19
Freeze	12	4	45-50
-----			
Bolt	8	1	13-14
Bolt	15	2	16-17
Bolt	20	3	24-25
Bolt	20	4	55-60
-----			
Desoul	8	1	Chance to do 1 hit KO
Desoul	13	2	Chance to do 1 hit KO
-----			
Muddle	6	1	Confuse enemy

Muddle	11	2	Confuse enemy
Dispel	5	1	Enemy can not use magic
Sleep	4	1	Puts enemy to sleep

Priest/Master Monk/Vicar Spells

Name	MP Cost	Level	Heal amount/Damage
Heal	3	1	15 HP/18 HP
Heal	5	2	15 HP/18 HP
Heal	10	3	30 HP/37 HP
Heal	20	4	Full HP
Aura	7	1	15 HP
Aura	11	2	15 HP
Aura	15	3	37 HP
Aura	20	4	Full HP
Detox	3	1	Cures Poison
Detox	6	2	Cures Poison/Stun
Detox	10	3	Cures Poison/Stun/Curse
Detox	16	4	Cures Poison/Stun/Curse
Boost	2	1	35-40% boosted speed/defense
Boost	5	2	35-40% boosted speed/defense
Attack	7	1	35-40% attack bonus
Egress	8	1	Teleport out of battle (Special only hero can use)

Sorcerer/Sorceress Spells

Name	MP Cost	Level	Damage
Dao	8	1	19-20
Dao	15	2	40-42
Apollo	10	1	23-25
Apollo	17	2	48-50
Neptune	12	1	30-33
Neptune	19	2	65-70
Atlas	14	1	35-37
Atlas	23	2	70-75

\*\*\*\*\*  
 \*\*\*12. Recommended Equipment\*\*\*  
 \*\*\*\*\*

These are the weapons that I recommend you get for your characters.

Bowie: Force Sword

Sarah: Monk-Giant Knuckles/Vicar-Mystery Staff

Chester: Mist Javelin

Jaha: Rune Axe

Kazin: Mystery Staff

Slade: Gisarme

Kiwi: N/A

Peter: N/A

May: Grand Cannon

Gerhalt: N/A

Luke: Counter Sword

Rohde: Grand Cannon

Rick: Mist Javelin

Elric: Grand Cannon

Eric: Mist Javelin

Karna: Monk-Giant Knuckles/Vicar-Mystery Staff

Randolf: Rune Axe

Tyrin: Mystery Staff

Janet: Grand Cannon

Higgins: Mist Javelin

Taya: Mystery Staff

Skreech: Counter Sword

Frayja: Mystery Staff

Jaro: Mist Javelin

Gyan: Rune Axe

Sheela: Monk-Giant Knuckles/Vicar-Mystery Staff

Zynk: N/A

Claude: N/A

Chaz: Mystery Staff

Lemon: Rune Axe

\*\*\*\*\*

\*\*\*13. Mithril Section\*\*\*

\*\*\*\*\*

Mithrils are special types of metals that you find throughout the game. You can give the mithrils to a special blacksmith and he will make "ultimate" weapons for you. There are many mithril weapons you can receive, but the best ones are very hard to get. The chance of getting the best weapon available for a character is approximately 4-5% of the time. I would save before you give the mithril to the blacksmith and try your luck out. This can get very frustrating and bothersome and sometimes it will take you about more than 10 hours to get all the weapons for your characters. The weapons will help you greatly in the future battles and it is worth it to try to get every aspect of the game. The section above talks about the ultimate weapons for all the characters. My strategy is to save with the priest before you give the mithril to the blacksmith and then try out your luck. Only do 1 at a time, unless you get so frustrated you can't take it anymore. This is all the advice I can give. Good luck getting your weapons.

These are the mithril weapons list:

Critical Sword

Attack Value: 32

Equip: Anyone who can use a sword

Special Ability: Increases chance of a critical hit

Cost: 5000 (Mithril)

Promote to use: Yes

Katana

Attack Value: 34

Equip: Ninja

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Battle Sword

Attack Value: 35

Equip: Anyone who can use a sword (except Ninja)

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Counter Sword

Attack Value: 39

Equip: Anyone who can use a sword (except Ninja)

Special Ability: Increases chance of a counter attack

Cost: 5000 (Mithril)

Promote to use: Yes

Ninja Katana

Attack Value: 39

Equip: Slade

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Gisarme

Attack Value: 42

Equip: Slade

Special Ability: Chance of 1 hit K.O.

Cost: 5000 (Mithril)

Promote to use: Yes



Levantar

Attack Value: 42

Equip: Bowie

Special Ability: When used can cast Blaze 3

Cost: 5000 (Mithril)

Promote to use: Yes

Heat Axe

Attack Value: 32

Equip: Anyone who can use an axe

Special Ability: Blaze level 2

Cost: 5000 (Mithril)

Promote to use: Yes

Atlas Axe

Attack Value: 35

Equip: Anyone who can use an axe

Special Ability: Blaze level 3

Cost: 5000 (Mithril)

Promote to use: Yes

Ground Axe

Attack Value: 39

Equip: Anyone who can use an axe

Special Ability: Movement +1

Cost: 5000 (Mithril)

Promote to use: Yes

Rune Axe

Attack Value: 42

Equip: Anyone who can use an axe

Special Ability: Detox level 1

Cost: 5000 (Mithril)

Promote to use: Yes

Buster Shot

Attack Value: 37

Equip: Anyone who can use an arrow

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Hyper Cannon

Attack Value: 40

Equip: Anyone who can use an arrow

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Grand Cannon

Attack Value: 43

Equip: Anyone who can use an arrow

Special Ability: Muddle level 1 when used

Cost: 5000 (Mithril)

Promote to use: Yes

Misty Knuckles

Attack Value: 48

Equip: Master Monks

Special Ability: Remove opponents MP when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Giant Knuckles  
Attack Value: 55  
Equip: Master Monks  
Special Ability: Muddle level 1  
Cost: 5000 (Mithril)  
Promote to use: Yes

Valkyrie  
Attack Value: 33  
Equip: Anyone who can use a spear/lance  
Special Ability: Boost when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Halberd  
Attack Value: 37  
Equip: Anyone who can use a spear/lance  
Special Ability: Bolt level 1 when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Holy Lance  
Attack Value: 39  
Equip: Anyone who can use a spear/lance  
Special Ability: +5 defense, restore hp  
Cost: 5000 (Mithril)  
Promote to use: Yes

Mist Javelin  
Attack Value: 42  
Equip: Anyone who can use a spear/lance  
Special Ability: None  
Cost: 5000 (Mithril)  
Promote to use: Yes

Wish Staff  
Attack Value: 26  
Equip: Vicar  
Special Ability: Boost when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Mage Staff  
Attack Value: 27  
Equip: Wizard, Sorceress  
Special Ability: Blaze level 2 when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Great Rod  
Attack Value: 28  
Equip: Vicar, Wizard, Sorceress  
Special Ability: None  
Cost: 5000 (Mithril)  
Promote to use: Yes

Holy Staff  
Attack Value: 29  
Equip: Vicar  
Special Ability: Recovers 2 hp per turn  
Cost: 5000 (Mithril)  
Promote to use: Yes

Goddess Staff  
Attack Value: 31  
Equip: Vicar  
Special Ability: Aura level 2 when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Supply Staff  
Attack Value: 32  
Equip: Wizard, Sorceress  
Special Ability: Remove opponents MP when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Freeze Staff  
Attack Value: 37  
Equip: Wizard, Sorceress  
Special Ability: Freeze level 3 when used  
Cost: 5000 (Mithril)  
Promote to use: Yes

Mystery Staff  
Attack Value: 39  
Equip: Vicar, Wizard, Sorceress  
Special Ability: Recover 2 MP per turn  
Cost: 5000 (Mithril)  
Promote to use: Yes

\*\*\*\*\*  
\*\*\*14. Monster List\*\*\*  
\*\*\*\*\*

THIS SECTION IS MADE 100% BY MOOGIE. All credit goes to her and her excellent monster list. (If you have a problem with me posting then email me and I will take it off.) I just don't have the capabilities of making a monster list.

Note: Some spells listed may be due to a weapon, soem may be a special attack.

Monster	Gold	HP	MP	AT	DF	AG	MV	Weapon	Spells, etc.
Arch Demon	1150	99	65	??	46	61	6	None	Bolt 3, Slow attack
Arrow Launcher	290	33	0	35	24	23	4	Steel Arrow	None
Black Monk	210	30	19	33	18	21	6	None	Heal 2, Blast 1
Blue Shaman	860	72	60	??	54	51	5	Holy Staff	Aura 3, Blast 4, Dispell
Bow Master	550	46	0	87	53	40	5	Assault Shell	None
Bow Rider	610	61	0	95	55	44	7	Hyper Cannon	None
Bubbling Ooze	330	32	0	47	35	26	4	None	Blows Bubbles
Burst Rock	0	45	0	0	60	43	4	None	None
Cameela	900	99	0	96	52	58	6	Iron ball	Blaze 3
Cerberus	490	51	0	87	44	45	6	None	Breathes fire
Chaos Dragon	980	83	0	??	48	57	6	None	Chaos Storm breath
Chaos Warrior	790	76	23	??	50	54	5	None	Magic Attack
Chaos Wizard	580	53	49	86	48	59	5	Great Rod	Blaze 4
Cyclops	700	64	0	??	51	46	5	None	None

Dark Bishop	320	39	38	54	38	27	5	Flail	Aura 1, Blast 3
Dark Cleric	100	15	7	18	11	13	5	Short Rod	Heal 1
Dark Dwarf	140	21	0	27	17	18	4	Short Axe	None
Dark Gunner	680	60	0	97	56	45	4	Buster Shot	None
Dark Knight	500	50	0	76	48	40	7	Chrome Lance	None
Dark Madam	310	29	17	38	31	29	6	Power Stick	Freeze 2
Dark Smoke	130	18	20	22	13	13	6	None	Dispel 1
Dark Sniper	380	39	0	53	37	35	5	Hyper Cannon	None
Dark Soldier	410	35	17	63	46	34	4	Large Axe	Attack 1
Death Archer	190	27	0	28	19	20	5	Iron Arrow	None
Death Monk	150	23	13	27	14	18	6	None	Heal 2, Blast 1
Demon	770	75	38	??	50	55	6	None	Bolt 3
Demon Master	840	73	68	99	50	65	6	Mystery Staff	Freeze 4,regains 2MP/turn
Devil Griffin	1120	89	0	??	47	59	7	None	Breathes fire
Devil Soldier	510	60	16	84	48	43	6	Great Axe	Boost 2
Dragonewt	530	60	0	87	42	46	6	Heat Axe	Blaze 2
Evil Beast	1050	84	0	??	51	60	6	None	Sleep attack
Evil Bishop*	300	33	36	47	37	25	5	Power Stick	Heal 3, Blast 2
Evil Bishop	640	64	51	95	48	46	5	Great Rod	Aura 2, Blast 3
Evil Cloud	170	22	0	30	18	17	5	None	None
Executioner	620	64	0	94	46	45	6	Battle Sword	Muddle attack
Galam Archer	60	15	0	15	10	10	5	Wooden Arrow	None
Galam Knight	80	16	0	17	11	12	7	Short Spear	None
Galam Mage	90	14	5	15	9	11	5	Short Rod	Blaze 1
Galam Soldier	50	11	0	15	0	8	6	Short Axe	None
Gargoyle	250	29	0	38	23	21	6	None	None
Geshp	1600	??	??	??	51	63	6	Flail	Freeze 4
Gizmo	60	5	0	8	5	5	5	None	None
Goblin	100	18	0	22	13	13	5	Short Axe	None
Golem	240	24	0	35	24	19	4	None	None
Green Ooze	90	17	0	22	12	12	4	None	None
Griffin	560	60	0	96	45	48	7	None	None
Harpy	340	32	10	48	38	29	7	None	Dispel, Poison
Harpy Queen	510	53	20	81	39	43	7	None	Freeze 2
Hell Hound	570	62	0	??	49	50	6	None	Breathes fire
High Priest	280	30	29	40	31	23	5	Power Stick	Heal 3, Blast 2
Hobgoblin	160	21	0	25	19	19	5	Middle Axe	None
Horseman	880	67	0	??	57	55	7	Buster Shot	None
Huge Bat	30	11	0	15	8	6	6	None	Sleep attack
Huge Rat	20	10	0	12	8	7	6	None	None
Hunter Goblin	90	24	0	22	12	14	5	Iron Arrow	None
Hydra	750	70	0	??	62	50	4	None	None
Jar (joins)	---	59	0	74	44	46	7	Chrome Lance	None
King	500	55	28	55	40	33	6	Flail	Blaze 2
King Galam	3500	??	??	??	50	62	6	Demon rod	None
Knight	340	48	0	51	34	29	7	Power Spear	None
Kraken Arm	240	30	0	42	28	22	6	None	None
Kraken Head	320	35	0	50	29	25	5	None	Blows Bubbles!
Kraken Leg	200	24	0	38	26	19	6	None	Poison
Lesser Demon	360	40	21	61	37	32	6	None	Blaze 3, Boost 2
Lizardman	430	40	0	67	45	38	6	Large Axe	None
Master Mage	220	28	14	25	18	22	5	Iron Rod	Blaze 2
Master Monk	460	47	39	66	45	31	6	Brass Knuckles	Heal 4, Dispel
Minotaur	660	58	0	98	51	44	5	Atlas Axe	Blaze 3
Mist Demon	590	68	28	??	41	51	6	None	Muddle 2,Dispel attack
Mud Man	570	55	0	95	51	41	4	None	None
Necromancer	520	47	42	75	44	51	6	Flail	Freeze 3
Odd Eye	2000	??	??	54	67	67	6	Counter Sword	Sleep, Odd Eye Laser
Ooze	10	9	0	11	6	5	4	None	None

Orc	330	30	0	43	37	27	5	Steel Lance	None
Orc Lord	480	46	13	73	44	37	5	Heavy Lance	Dispel
Pawn	250	36	0	53	37	25	6	Battle Axe	None
Pegasus Knight	520	65	0	81	37	47	7	Chrome Lance	None
Prism Flower	800	62	0	20	55	44	0	None	Laser
Purple Worm	520	58	0	97	46	43	5	None	Poison
Pyrohydra	1100	80	0	??	53	55	4	None	None
Queen	390	30	26	46	36	35	6	Power Stick	Freeze 2
Rat	300	41	0	56	32	30	6	None	None
Reaper	930	82	31	??	49	57	6	Battle Sword	Muddle 2, Dispel attack
Red Baron	1200	??	0	??	64	62	6	Dark Sword	Desoul
Rook	320	40	0	48	31	27	4	Robin Arrow	None
Shaman	540	56	46	82	42	40	5	Wish Staff	Aura2, Blast3, Steals MP
Skeleton	350	30	0	54	40	30	6	Broad Sword	Poison
Soulower	300	27	0	43	32	25	4	None	Paralyse
Taros	450	49	0	43	32	23	0	Taros Sword	Bolt
Vampire Bat	120	20	8	26	16	16	6	None	Blaze 2, Poison
White Dragon	720	66	0	??	50	53	6	None	Breathes ice
Willard	550	50	0	62	36	37	6	None	None
Witch	110	21	10	19	12	16	6	Bronze Rod	Freeze 1
Wizard	430	37	37	59	40	44	5	Flail	Blaze 3
Worm	440	45	0	75	40	34	5	None	Poison
Wyvern	450	46	0	72	39	36	7	None	Poison, Breathes Fire
Zalbard	700	80	65	91	50	52	5	None	Bolt 2
Zeon	0	??	??	??	50	72	0	None	Demon Breath
Zeon Guard	1300	??	??	??	54	64	5	None	Laser
Zombie	180	27	0	32	20	18	5	None	Poisons

Author: Moogie taken off of her excellent Shining Force 2 Strategy guide.

\*\*\*\*\*

\*\*\*15. Promotion List\*\*\*

\*\*\*\*\*

This section will cover all the promotions available and a basic description about them. Hmrrrrrr I'll also add in a little rating and give my own personal opinion about each job class. My own opinions so if you don't agree then don't send me emails.

\*\*\*\*\*

\*\*Hero\*\*

\*\*\*\*\*

Only one character in Shining Force 2 can have can be promoted to this class. Obviously it is the main character Bowie. This class doesn't have much weaknesses physically. Massive defense bonuses and decent attack bonuses are great. HP grows rapidly and movement range is above average. Agility is normal and one of the best job classes available in this game.

Rating: 10/10

\*\*\*\*\*

\*\*Vicar\*\*

\*\*\*\*\*

Vicar's are not worth the time in my opinion. The only vicar you might even consider is Frayja and that is only for his Aura level 4. The other 2 priests available you should turn to Master Monks. Vicars have terrible attack and defense. HP is not ever too high, but MP is obviously high. Vicar's movement range is average and so will not be able to get to critical places fast enough. This class is overrated and you should avoid it.

Rating: 5/10

\*\*\*\*\*

**\*\*Master Monk\*\***

\*\*\*\*\*

Master Monks are very good in this game. For healers they have an amazing attack and on top of that they can heal at critical times. It's like having a fighter and a healer in one. The only downside is the low defense and HP, so unless they have backup they fall relatively quickly in battle. However they are worth it, just because of their high attack. MP is obviously high, but movement range is only average so giving them a running pimento or running ring is advised.

Rating: 9/10

\*\*\*\*\*

**\*\*Paladin\*\***

\*\*\*\*\*

A basic fighting class. Decent attack and decent defense bonuses. Nice movement range on anything but deserts and forests. In forests they literally crawl, because they are centaurs. However this class gets a very, very high HP bonus. They will more then likely have the highest HP in the game. However I prefer Pegasus Knights, but if you like Paladins they won't let you down.

Rating: 7/10

\*\*\*\*\*

**\*\*Pegasus Knights\*\***

\*\*\*\*\*

This class is everything you want in a fighter. It has mobility, nice attack and defense bonuses, and to top it off high HP bonuses. Since they fly they have a very high movement range along with not having any movement losses. The only downside is that they suffer a little defensively, but it is worth it. This is definitely a good class.

Rating 8.5/10

\*\*\*\*\*

**\*\*Gladiator\*\***

\*\*\*\*\*

Hmm gladiators are a very interesting class. They have very good defense and attack capabilities. HP is a bit lacking, but its high enough for them to stay alive in battle for a while under attack. The only downside is that bad movement range. Unless you give them a precious running pimento or a running ring they will fall behind. I suggest going with Barons, because the bad movement range is very unappealing for a fighter.

Rating: 6/10

\*\*\*\*\*

**\*\*Barons\*\***

\*\*\*\*\*

Barons are one of the best classes in the game. Very good attack and insane defense capabilities. On top of that they have decent HP and their movement range is nice. Much better then gladiators and you definitely should have at least one baron in your party as they are hard to kill. The only downside I can think of is that they attack a little funny -- but that can be cast aside.

Rating: 9.5/10

\*\*\*\*\*

**\*\*Sorceress\*\***

\*\*\*\*\*

Sorceresses are one of the highest damaging classes in this game. Atlas 2 can deal tremendous amounts of damage to enemies. The only thing that is bad about this class is that whenever you are hitting more than 1 enemy the damage gets cut in half. So if you hit 4 then the damage becomes very, very low. However 1 on 1 they can deal huge amounts of damage. Like any magic class they have low defense, attack and HP. High MP and magic capabilities compensate for this. The spells are also somewhat expensive...

Rating: 8.5/10

\*\*\*\*\*

**\*\*Wizard\*\***

\*\*\*\*\*

The other offensive magic type in this game, they have great magic capabilities. Wizards can do tremendous amounts of damage with their Level 4 spells. Bolt level 4 can deal over 70 damage to one enemy. Their costs are relatively cheap, but before you get to level 4 status their magic is quite weak on enemies at that time... They are well worth the time to train and once you see the power of their spells you won't regret it. Also some spells have the range of an upgraded bow user. That is huge. Like any magic class they have low defense, attack and HP. High MP and magic capabilities compensate for this.

Rating: 9/10

\*\*\*\*\*

**\*\*Ninja\*\***

\*\*\*\*\*

One of the most unique class in this game. Is it worth to get. Of course it is. Only one character in this game can turn into a Ninja. That character is Slade. Ninja's have a very high attack and decent defense. For fighters their defense is kind of low though... They have great mobility and to top it off they learn magic. Ninja's can learn 2 types of magic spells similar to bolt and blaze, but they are much more damaging. This class is a must-get. The ability to wield one of the best swords in this game along with great attack and even great magic. The only flaw is the below average defense for a fighter.

Rating: 9.5/10

\*\*\*\*\*

**\*\*Monster\*\***

\*\*\*\*\*

Another very unique class that utilizes great fighting capabilities. Only one character can turn into this class and it's Kiwi. This class has the best defense capabilities in the game. In some parts you might even double other characters defenses. They also have great attack and movement range is high. They can even fly. The big downside is that they also have the lowest HP in this game out of any other characters. They can withstand physical attacks very well, but magic attacks will devastate them. However, I usually use this class for the challenge. If you're a beginner I suggest not training this class.

Rating: 8.5/10

\*\*\*\*\*

**\*\*Phoenix\*\***

\*\*\*\*\*

This class is one of the most elite available in this game. A very unique class that has one of the best attacks in this game. To top it off they have very good defense and very high HP. Movement range is insane and they can fly obviously. You should have in your party always. A very dominant class indeed.

Rating: 10/10

\*\*\*\*\*

\*\*Bow Knight\*\*

\*\*\*\*\*

A typical archer class, but a bit superior. Not bad mobility except in forests. Nice attack and range. However they suffer defense wise and HP isn't too high. Their range makes up for it, so I would always have one in the party for sniping enemies from afar.

Rating: 8.5/10

\*\*\*\*\*

\*\*Wolf Baron\*\*

\*\*\*\*\*

Wolf Baron is a very unique class. Kind of a werewolf looking character that can tear down enemies swiftly and effectively. This class has very high attack capabilities and defense capabilities are also very good. Movement range is a bit low but a running pimento fixes that up. Later on in the game I noticed that they fall behind a little, but they are still worth it. Very nice HP and one of the stronger front fighters.

Rating: 8.5/10

\*\*\*\*\*

\*\*Bird Battler\*\*

\*\*\*\*\*

Very average class that I barely ever bothered with. Their ultimate weapons are weak and they can't match up to the power of the characters in terms of defense and attack. Their agility and mobility are quite good because they are flyers, but everything else is all average. I wouldn't bother with them, because there are much better front fighters.

Rating: 3/10

\*\*\*\*\*

\*\*Brass Gunner\*\*

\*\*\*\*\*

Brass gunner is the worst range unit in this game. In my opinion that is. They have very bad mobility and although they have good range it doesn't make up for it. To top it off they have terrible defense, but they do have a very high attack. HP is pretty bad so I suggest getting a different ranged unit.

Rating: 3/10

\*\*\*\*\*

\*\*Sniper\*\*

\*\*\*\*\*

Snipers are also another typical ranged unit. They have decent mobility and their attack is pretty good. Their defense is terrible as well as having average HP. They have very good range and can tear up enemies from far away. I would pick up one sniper for the range as they provide good backup. However they are very fragile so even a few hits can kill them.



Rating: 8.5/10

\*\*\*\*\*

\*\*Robot\*\*

\*\*\*\*\*

Robots are another type of front fighter. They have very good attack and defense capabilities as well as having a laser that ignores defense. HP is very nice, but their mobility is below average. A running pimento can easily fix this up, but they come so late in the game most people just don't bother training. However as a front fighter he is very powerful indeed.

Rating: 8/10

\*\*\*\*\*

\*\*Golem\*\*

\*\*\*\*\*

This is the worst class in the game. It's even worse then the brass gunner. They have a very high defense and an average attack and HP. Their mobility is terrible and their agility shouldn't even be talked about. I don't have much to say about this class as I never bothered much with them.

Rating: 2/10

\*\*\*\*\*

\*\*\*16. Character Promotions\*\*\*

\*\*\*\*\*

This is just a mini section covering what characters can promote into what.

- Bowie: Hero
- Sarah: Master Monk/Vicar
- Chester: Paladin/Pegasus Knight
- Jaha: Baron/Gladiator
- Kazin: Sorceress/Wizard
- Slade: Ninja
- Kiwi: Monster
- Peter: Phoenix
- May: Bow Knight
- Gerhalt: Wolf Baron
- Luke: Bird Battler
- Rohde: Brass Gunner
- Rick: Paldin/Pegaus Knight
- Elric: Sniper
- Eric: Paladin/Pegasus Knight
- Karna: Master Monk/Vicar
- Tyrin: Sorceress/Wizard
- Randolf: Baron/Gladiator
- Janet: Sniper
- Higgins: Paladin (already promoted)
- Taya: Sorceress (already promoted)
- Skreech: Bird Battler (already promoted)
- Frayja: Vicar (already promoted)
- Jaro: Pegasus Knight (already promoted)
- Gyan: Gladiator (already promoted)
- Sheela: Master Monk (already promoted)
- Zynk: Robot (already promoted)
- Claude: Golem (already promoted)
- Chaz: Wizard (already promoted)
- Lemon: Red Baron (already promoted)

\*\*\*\*\*

\*\*\*17. Character Spells\*\*\*

\*\*\*\*\*

This section will cover what spells characters will learn at what level.

\*\*\*\*\*

\*\*Bowie\*\*

\*\*\*\*\*

Egress: Starts with

Bolt 1: 22

Bolt 2: 31

Bolt 3: 42

Bolt 4: 51

\*\*\*\*\*

\*\*Slade\*\*

\*\*\*\*\*

Katon 1: 4

Katon 2: 9

Katon 3: 25

Raijin 1: 14

Raijin 2: 19

Raijin 3: 32

\*\*\*\*\*

\*\*Tyrin\*\*

\*\*\*\*\*

Wizard only:

Blaze 1: Starts with

Blaze 2: 11

Blaze 3: 51

Blaze 4: 56

Freeze 1: Starts with

Freeze 2: 22

Freeze 3: 31

Freeze 4: 38

Bolt 1: 28

Bolt 2: 35

Bolt 3: 54

Bolt 4: 60

Sleep: 25

Sorceress only:

Dao 1: Starts with

Dao 2: 12

Apollo 1: 3

Apollo 2: 16

Neptune 1: 8

Neptune 2: 25

Atlas 1: 20

Atlas 2: 29

\*\*\*\*\*

**\*\*Kazin\*\***

\*\*\*\*\*

Wizard only:

Blaze 1: Starts with

Blaze 2: 5

Blaze 3: 22

Blaze 4: 35

Muddle 1: 9

Muddle 2: 25

Dispel: 13

Desoul 1: 18

Desoul 2: 29

Sorceress only:

Dao 1: Starts with

Dao 2: 12

Apollo 1: 4

Apollo 2: 17

Neptune 1: 7

Neptune 2: 26

Atlas 1: 21

Atlas 2: 32

\*\*\*\*\*

**\*\*Chaz\*\***

\*\*\*\*\*

Freeze 1: Starts with

Freeze 2: Starts with

Freeze 3: 25

Freeze 4: 46

Bolt 1: 40

Bolt 2: 44

Bolt 3: 49

Bolt 4: 53

Dispel 1: 41

\*\*\*\*\*

**\*\*Taya\*\***

\*\*\*\*\*

Dao 1: Starts with

Dao 2: 15

Apollo 1: 12

Apollo 2: 19

Neptune 1: 22

Neptune 2: 29

Atlas 1: 25

Atlas 2: 34

\*\*\*\*\*

**\*\*Sarah\*\***

\*\*\*\*\*

Heal 1: Starts with

Heal 2: 7

Heal 3: 22

Heal 4: 40

Detox 1: 4

Detox 2: 13

Detox 3: 33

Detox 4: 45

Blast 1: 10

Blast 2: 16

Blast 3: 25

Blast 4: 36

Slow 1: 19

Slow 2: 29

\*\*\*\*\*

**\*\*Karna\*\***

\*\*\*\*\*

Heal 1: Starts with

Heal 2: Starts with

Heal 3: 22

Boost: Starts with

Boost 2: 30

Aura 1: 33

Aura 2: 41

Aura 3: 55

Aura 4: 60

Blast 1: 8

Blast 2: 16

Blast 3: 26

Blast 4: 37

\*\*\*\*\*

**\*\*Frayja\*\***

\*\*\*\*\*

Heal 1: Starts with

Heal 2: Starts with

Heal 3: 56

Heal 4: 60

Aura 1: 34

Aura 2: 40

Aura 3: 46

Aura 4: 52

Detox 1: Starts with

Detox 2: 17

Detox 3: 37

Detox 4: 43

Attack 1: 49

\*\*\*\*\*

\*\*Sheela\*\*

\*\*\*\*\*

Heal 1: Starts with

Heal 2: Starts with

Heal 3: 41

Heal 4: 51

Muddle 1: Starts with

Muddle 2: 36

Boost 1: 20

Boost 2: 44

Blast 1: Starts with

Blast 2: 18

Blast 3: 38

Blast 4: 47

\*\*\*\*\*

\*\*\*18. Basic Strategies\*\*\*

\*\*\*\*\*

Here are a few basic strategies that you can use to effectively use in a battle.

1. Don't be afraid to heal, because the exp your healer gets for healing adds up quickly and levels them up.
2. Try to keep your melee units in the front line to take the damage, while your ranged units snipe from behind them. It's an effective strategy, because most ranged units are weak defense wise.
3. If you want more exp then egress out of the battle and fight it over again. You can do egress as many times as you want as long as you have the MP.
4. Remember that against bosses the best strategy is to surround and destroy.
5. Undead monsters are weak against fire attacks.
6. You should use similar strategies each game to complete the mission as you will begin to get a pattern and become more of an efficient leader.
7. Ranged units are weak defense wise so make sure they are protected by melee units.
8. The enemy will usually be just as strong as you, so you need to use your brains to win. Brute force won't get you anywhere.
9. Don't just rush into a battle without thinking. Think things through and anticipate the enemies attack.
10. If you are being hit hard and your force is falling apart then egress out and try it again.
11. Before you attack the boss kill off its supporting units and then surround and destroy. This is a must use technique if you want to survive.
12. (This was sent in by Ulasem, thanks for the tip)

For knights, paladins and pegasus knights you should carry both the spear and the lance into battle if your lance is stronger than your spear, e.g if the best lance/spear available is the bronze lance, you should still keep the short spear. As you can change equipment during the battle without wasting you action, you can switch between the weapons to have long range attacks when needed, as well as maximizing your short range damage.

(If you have any basic strategies you want to send in, then e-mail me. Check below for e-mail policy)

\*\*\*\*\*

\*\*\*19. Frequently Asked Questions\*\*\*

\*\*\*\*\*

Q: WHERE IS THE PEGASUS WING?

A: I have been getting this question so many times that I can't email back everyone that asked. This is how you get it. FIRST HEAD TO PACALON AND ENTER THE KINGS THRONE. HEAD TO THE RIGHT EDGE OF THE RED CARPET AND THEN HEAD STRAIGHT DOWN AND SEARCH THE WALL. ( Don't email me about this anymore... please.

Q: How do you get the treasure chest in the battle in Tristam that is surrounded by water?

A: You can't in the American version, because you can't search in battle. In the Japanese version you can, but only while searching in during the battle.

Q. Why can't I fight Taros?

A. First you need to get the Achilles Sword. Check my walkthrough for more information.

Q. What level can I promote my characters?

A. You can promote them at level 20

Q. What happens if it says that I am cursed because of a weapon?

A. Everytime you attack with a cursed weapon it deals damage to you also. Cursed items are generally avoided because of this.

Q. Is there any way to get those "Ultimate" Weapons fast?

A. Unless you use cheats you can't. Sorry you are just going to have to earn it.

Q. Where do I get the Wooden Plank?

A. In Battle 15 there is a chest and its in there.

Q. Who is the best character in the game?

A. As long as you train your characters right, then all of them are good. There really is no "best" character although arguably people say it's Peter.

Q. What is Bowie's best sword in the game?

A. His best sword is the Force Sword.

Q. How can I get all the characters at Creed's Mansion?

A. After you get the sky orb go back to the mansion and you can now recruit all of them.

Q. What number is the last battle?

A. Battle number 43 is the last battle.

Q. Does Oddler really die?

A. Yes he does

Q. Is Red Baron really Lemon?

A. Lemon is Red Baron

Q. Is Lemon really a vampire?

A. Yes he is

Q. Whats the point of promoting?

A. They can equip better weapons and they look and attack cooler.

Q. Where are all the mithrils?

A. GO HERE!

[http://sf2.shiningforcecentral.com/pages/items\\_mithril.html](http://sf2.shiningforcecentral.com/pages/items_mithril.html)

Q. How many mithrils are in this game?

A. There are 15 mithrils in this game.

\*\*\*\*\*

\*\*\*20. Credits\*\*\*

\*\*\*\*\*

1. I credit myself for making this guide.
2. I credit Sega for making such a great game.
3. I credit gamefaqs for hosting this guide
4. I credit neoseekers for hosting this guide
5. I credit Moogie for making the monster guide.

\*\*\*\*\*

\*\*\*21. E-mail Policy\*\*\*

\*\*\*\*\*

If you want to e-mail me and give me feedback or a tip about my site then please free to go ahead. People that are rude while criticizing me will have their e-mail address blocked. If you have questions about the game then feel free to go ahead and e-mail as long as this guide doesn't cover it.

E-mail Address- [kpboy777@yahoo.com](mailto:kpboy777@yahoo.com)

Copyright 2004-2005 Albert Cho