

# Shining in the Darkness Item/Equipment Guide

by Atomicfurball

Updated to v1.0 on Aug 19, 2008

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Shining in the Darkness  
A complete Equipment list/locations/Monster drop list/secrets-misc  
by Moonlightnite

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Well i give thanks to the other people who wrote these other Shining In The Darkness FAQs, inspired me to finish off the extras that this game has to offer.

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1. Legal information  
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2. Revisions  
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1.0 I think this version I did a good job on. If there is another revision it will be on the questionably monsters in my opinion really dont matter since your fininshing the game anyway.

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 3. Monster Drop/Location  
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\*Note some of these monster will appear on other floors but listed the first time you should see them.

\*\*Note anyone knows what Handeater, Dark knight, i would say dark sol but your finishing the game no need. well lets get started they are listed in alphibetical order.

Monster	Location	Items dropped
Battle Ox	Level 3	Great Axe
Berserker	Level 2	Bronze Lance
Bild Blok	Level 5	Mithril Ore
Billow	Level 2	Holy Water
Black Bone	Level 3	Mithril Axe
Blood Rooster	Level 3	Steel Helm
Brikeye	Level 2	Mithril Ore
Brimstone	Level 5	Dream Blade
Bull Snout	Cave of Truth	Wooden Club
Cave Goblin	Cave of Strength	Bronze Knife
Cave Slug	Level 1	Wisdom Seed
Centariun	Level 5	Steal Armor
Cerberus	Level 4	Doomstaff
Chest beak	Cave of Strength	Fur Hood
Chimera	Level 5	Frost Armor
Clod Hopper	Cave of Courage	Wisdom Seed
Cokatoris	Cave of Wisdom	Smelling Salts
Collusus	Level 5	Mithril Ore
Crystal Ooze	Level 5	Mithril Ore
Cyblok	Cave of Courage	Firestaff
Dark Bat	Level 1	Herb
Dark Hermit	Cave of Strength	Smelling Salts
Dark Jelly	Level 1	Smelling Salts

Dark Knight	Level 4	????????????????
Dark Sol Form 1	Level 5	????????????????
Dark Sol Form 2	Level 5	????????????????
Dark Wing	Level 1	Wooden Club
Dark Wizard	Cave of Truth	Straw Robe
Dead Head	Level 2	Long Sword
Deathbringer	Level 4	Miracle Herb
Death Grin	Cave of Truth	Woven Robe
Death Guide	Cave of Strength	Wisdom Seed
Death Mask	Level 4	Doom Blade
Deathpaw	Level 5	Magic Mirror
Death rattler	Cave of Truth	Healer Fruit
Death Serpent	Level 2	Iron Armor
Demi Wight	Level 2	Worn Robe
Demonesk	Level 5	Herb Water
Demonika	Level 3	Ice Saber
Doppler	Cave of Truth	Dark Block
Dragonfyre	Level 5	Firesword
Dragonspawn	Level 4	Iron Lance
Dream Puff	Level 3	Leather Robe
Driffid	Cave of Wisdom	Smelling Salts
Fungoid	Cave of Wisdom	Beast plate
Gargoyle	Level 5	Dark Robe
Ghost	Cave of Truth	Magic Hood
Ghoul	Level 5	Dark Scimitar
Gollum	Level 4	Super Flail
Grave Roc	Level 5	Steel lance
Grim fowl	Cave of Courage	Smelling Salts
Grim Spector	Level 3	Magic Hood
Grim Wall	Level 1	Healer Fruit

Gryphon	Level 3	Steel Whip
Guardian	Level 4	Light robe
Hand eater	Level 5	???????????????
Head Hunter	Level 2	Dark Scimitar
Hellhound	Level 5	Holy Water
Hell Knight	Level 3	Holy Water
Hobgoblin	Level 4	Battle Hammer
Hydrax	Cave of Courage	Angel Feather
Jack'o'Butch	Cave of Truth	Wisdom Seed
Kiaser crab	Level 1	Royal Tiara/Healer Fruit
Kamil	Level 2	Steel Whip
Kamiliun	Level 5	Herb Water
Killer Bee	Level 1	Depoison
Killer Gnome	Level 1	Bronze Knife
Kill Wave	Cave of Strength	Madu
Krome ball	Level 2	Sword
Krusher	Cave of Wisdom	Dark Block
Lancerot	Level 4	Storm Sword
Living Armor	Level 4	Broad Sword
Living Dead	Level 3	Elven Hood
Lokjaw	Level 5	Magic Ring
Mad Gnome	Level 1	Bronze Knife
Mad Tut	Level 3	Enduro Staff
Maligator	Level 2	Steel Saber
Man Ape	Level 1	Angel Feather
Mandagora	Level 4	Barrier Ring
Mandrake	Level 2	Healer Fruit
Mantoro	Level 2	Double Axe
Maze Runner	Cave of Wisdom	Sword
Meat Zombie	Level 4	Demon Staff

Minotaur	Cave of Courage	Short Sword
Neanderthal	Cave of Strength	Angel Feather
Necromancer	Level 3	Mercy Staff
Night Stalker	Cave of Courage	Healer Fruit
Night Wraith	Cave of Wisdom	Woven Hood
Ostrik	Cave of Truth	Healer Fruit
Pit Worm	Level 1	Bronze Knife
Punkin Head	Cave of Strength	Herb
Ragnarock	Level 5	Magic Mail
Ramiun	Level 5	Sun Armor
Reaper	Level 2	Battle Axe
Salamander	Level 2	Breast Plate
Scavenger	Level 1	Wisdom Seed
Scizzar	Level 3	Mithril Hood
Sea Stallion	Cave of Truth	Madu
Sentinel	Level 2	Steel Helm
Serpi	Level 5	Forbidden Box
Shell Beast	Level 3	Mithril Rod
Skeletar	Cave of Strength	Depoison
Slimy Ooze	Level 1	Herb
Smoke	Cave of Wisdom	Short Axe
Sorcerer	Cave of Wisdom	Hemp Robe
Soul Thief	Level 3	Dark Scimitar
Syren	Level 5	Mithril Sword
Stinger	Level 1	Angel Feather
Tarantia	Cave of Wisdom	Fur Robe
Toadstool	Level 1	Leather Shield
Tombwalker	Cave of Truth	Smelling Salts
Tommy hawk	Level 3	Leather Robe
Tortelyde	Cave of Courage	Orb of Truth

Triklops	Cave of Strength	Herb
Troglodyte	Level 4	Steel Shield
Troll	Level 3	Great Flail
Vampyre	Cave of Strength	Smelling Salts
Vile Ooze	Cave of Strength	Angel Feather
Vyper	Level 4	Dark Block
War Bird	Level 4	Hex Whip
War Horse	Level 5	Magic Robe
War Lizard	Cave of Truth	Leather Armor
Widow Fang	Cave of Strength	Depoison
Wild Orc	Cave of Courage	Herb
Wing Blade	Level 2	Fur Hood

\*Note- If you need additional monster information rippercito has a great guide for those.

Equipment guide key

KEY

H=Hero

M=Milo

P=Pyra

\*Weapons that are new havent seen them in any gamefaq guide

\*\*Weapon equipped where the shield is

Note- some weapons you wont be able to buy till the game progresses

2nd note- sometimes when u choose you dont want that weapon he might say you might want this and offer some better items but they are costly at the begining

3rd note- there is other alternatives to getting items you dont want to pay forlook at the monster drop list. they can be easily obtained using the Muddle method. That method is listed in the secrets part of my guide.

#### 4. Weapon List

Name	Used by	Weapon Fact.	Abilities/Found
Bronze knife	H/M/P	+5	Bought
Wooden Club	H/M	+6	Bought
Main Gauche**	H/M	+8	+10 Arm. Fact./Bought

Short Sword	H/M/P	+10	Bought
~~~~~			
Flail	M	+12	2x Atk/Bought
~~~~~			
Bronze Saber	H/P	+15	Bought
~~~~~			
Bull Whip	P	+15	Akt a group of monsters/Bought
~~~~~			
Enduro Staff	P	+15	Cursed: 100% backlash against wearer Level 4 (rope)
~~~~~			
Fire Staff	P	+15	Cast Blaze 3/Level 2
~~~~~			
Short Axe	M	+15	Bought
~~~~~			
Madu**	H/M	+15	Adds 20 Armor Factor/Bought
~~~~~			
Morning Star	H/M	+18	Bought
~~~~~			
Demon Staff	P	+20	Cast Muddle 3/Cave of Courage (Cell)
~~~~~			
Sword	H/M	+20	Bought
~~~~~			
Woodstaff	M/P	+20	Bought
~~~~~			
Battle Axe	M	+23	Cave of Truth/Wisdom
~~~~~			
Ice Staff	P	+25	Cast Freeze 3/Level 3 (Orb of Truth)
~~~~~			
Short Spear	H/M/P	+25	Bought
~~~~~			
Steel Saber	H/P	+25	Cave of Wisdom
~~~~~			
Super Flail*	M	+25	3x Atk/Dropped by Gollum (Level 4)
~~~~~			
Thorn Whip	P	+25	Akt a group of monsters/Bought
~~~~~			
Great Flail	M	+28	2x Atk/Level 3 (rope)
~~~~~			
Double Axe	M	+30	Bought
~~~~~			
Long Sword	H	+30	Bought
~~~~~			
Bronze Lance	H	+35	Bought
~~~~~			
Long Spear	H/M/P	+35	Bought
~~~~~			
Steel whip	P	+35	Akt group of monsters/Level 4
~~~~~			
Battle Hammer	M	+38	Bought
~~~~~			
Great Axe	M	+45	Level 2
~~~~~			
Broad Sword	H	+50	Bought
~~~~~			
Fire Sword	H	+60	Cast Blaze 3/Cave of Wisdom
~~~~~			
Hex Whip	P	+60	Cursed gets entangled 40% of the time Atks Group of Monsters/Crafted
~~~~~			

Iron Lance	H	+75	Bought
Doom Blade*	H	+90	This item is NOT cursed Dropped by Deathmask (Level 4)
Mithril Rod	M/P	+100	Crafted from Mithril
Steel Lance	H	+100	Bought
Doom Staff	M/P	+105	Cursed cast blaze 4 on everything hits wielder 1/2 the damages it deals/Crafted with Dark Block
Storm Sword	H	+110	Cast Bolt 2/Level 3
Dark Scimitar	H	+120	Cursed wielder freezes 33% Crafted Dark Block
Mithril Axe	M	+120	Crafted from Mithril
Mithril Sword	H	+125	Crafted from Mithril
Light Blade	H	+150	Cast Bolt 3/Level 4 (Orb of Truth)
Dream Blade*	H	+175	Cursed effects are unknown Dropped from Brimstone (Level 5)

## 5. Armor

Name	Used by	Armor Fact.	Abilities/Found
Worn Robe	H/M/P	+2	Level 2
Cotton Robe	H/M/P	+4	Bought
Woven Robe	H/M	+8	Bought
Straw Robe	M/P	+8	Bought
Hemp Robe	M/P	+14	Bought
Fur Robe	H/M	+16	Bought
Leather Armor	M/P	+20	Bought
Leather Robe	M/P	+20	Bought
Chain Mail	H/M	+26	Bought
Breast Plate	H/M	+32	Bought



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~~~~~
Bronze Armor  H/M          +40      Bought
~~~~~
Magic Robe    M/P          +40      Increase Mag. Def./Level 5
~~~~~
Light Robe    M/P          +44      Increase Mag. Def.
                          Crafted from Mithril
~~~~~
Iron Armor    H            +48      Bought
~~~~~
Magic Mail    H/M/P        +50      Bought
~~~~~
Sun Armor     H            +52      Resistance from fire
                          Level 2
~~~~~
Steel Armor   H            +58      Bought
~~~~~
Frost Armor   H            +64      Resistance from Ice
                          Level 4
~~~~~
Mithril Armor H/M          +68      Crafted from Mithril
~~~~~
Dark Robe     M/P          +70      Cursed Akts party members,
                          heals foes
                          Crafted from Dark Block
~~~~~
Light Armor   H            +80      Increase Mag. Def./Level 5
~~~~~
Dark Armor    H            +100     Cursed 33% chance Hero
                          freezes (loses turn)
                          Crafted from Dark Block
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6. Helmets
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Name	Used by	Armor Fact.	Abilities/Found
Cloth Hood	M/P	+4	Bought
Leather Helmet	H	+8	Bought
Woven Hood	M/P	+8	Bought
Fur Hood	M/P	+12	Bought
Bronze Helmet	H	+14	Bought
Royal Tiara	H/M/P	+16	Kaiser Crab Level 1
Magic Hood	M/P	+18	Increase Mag. Def./Bought
Iron Helmet	H	+20	Bought
Elven Hood	M/P	+22	Increase Mag. Def.

Level 4 (rope)

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Steel Helmet      H           +25      Bought
~~~~~
Mithril Hood     M/P         +26      Resistance against Wind
              Crafted from Mithril
~~~~~
Mithril Helmet   H/M         +32      Crafted from Mithril
~~~~~
Dark Hood        M/P         +35      Cursed lowers Mag. Res.
              Crafted from Dark Block
~~~~~
Light Helmet     H           +40      Increase Mag. Def./Level 3
~~~~~
Dark Helmet      H           +50      Cursed 100% blindness
              Crafted from Dark Block
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7. Shields
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Name	Used by	Armor Fact.	Abilities/Found
Gauntlet	H	+6	Bought
Leather Shield	H/M	+12	Bought
Bronze Shield	H/M	+18	Bought
Wood Shield	H/M/P	+20	Bought
Iron Shield	H/M	+26	Bought
Steel Shield	H/M	+32	Bought
Magic Shield	H/M/P	+35	Bought
Mithril Shield	H/M/P	+40	Increase Mag. Def. Crafted from Mithril
Light Shield	H	+50	Increase Mag. Def. Level 3 (Cell)
Dark Shield	H/M/P	+60	Cursed 1/2 Atk. power Crafted from Dark Block

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8. Items and there abilites
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Name	Ability
Angel Feather	used to exit the maze
Barrier Ring	Cast Quick 3
Black Box	Instant Death to monsters
Cell Key	Opens Cell doors
Dark Block	Crafts Dark equipment
Depoison	Cures poison
Dwarf's Key	Opens Cave of Strength
Earth Hammer	Deals non-elemental damage
False Idol	Opens cell door in Cave of Truth
Forbidden Box	Has various effects
Healer Fruit	Heals 70-80 HP
Heal Ring	Casts Heal 3
Herb	Heals 20-30 HP
Herb Water	Revives killed allies
Holy Water	Lifts curses
Magic Mirror	Reflects magic spells
Magic Ring	Restores 20-30 MP per use
Map 1	Shows trap floors in Cave of Wisdom
Map 2	Shows more trap floors in Cave of Wisdom
Medallion	Used as a check point on gold fountains
Miracle Herb	Revive killed allie with full HP and MP
Mithril Ore	Crafts Mithril Equipment
Mystic Rope	Use to climb pits and holes in ceiling
Ogre Flute	Instant Death to monsters
Orb of Truth	Reavels grim walls or false alter
Rune Key	Opens stone door to the Cave of Wisdom
Smelling Salts	Cures paralysis
Shock Box	Instant Death to monsters.
Vial of Tears	Awakens the Water spirit

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9. Crafting

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You can start Crafting after you complete the last trial. Crafting is done from the Trader Hut give the person Mithril or the Dark Block. You can make a particular piece of equipment for a particular person. Heres the List.....

\*Note-you can always equip stuff made for person for another. example Milos best helmet in the game is the Mithril Helmet. Crafting for the hero's helmet and equipping it on Milo.

Top-Mithril Ore  
Bottom-Dark Block

Hero

Weapon	Armor	Helmet	Shield
Mithril Sword	Mithril Armor	Mithril Helmet	Mithril Shieled
Dark Scimitar	Dark Armor	Dark Helm	Dark Shield

Milo

Weapon	Armor	Helmet	Shield
Mithril Axe	Light Robe	Mithril Hood	Mithril Shield
Doom Staff	Dark Robe	Dark Hood	Dark Shield

Pyra

Weapon	Armor	Helmet	Shield
Mithril Rod	Light Robe	Mithril Hood	Mithril Shield
Hex Whip	Dark Robe	Dark Hood	Dark Shield

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10. Spells/when learned

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Heres a list of all the spells and what Level they are learned on

for a deeper explanation refer to other faq.

\*Note- ive noticed on my play through sometimes the spell might be Learned a level late. this happened a few times. if suppose to learn a spell and you dont reset and get the level again.

Milo

Name	Level Learned
Heal	1
Heal 2	7
Heal 3	23
Heal 4	30
Vision	3
Detox	5
Detox 2	16
Blast	9
Blast 2	18
Blast 3	24
Blast 4	33
Quick	12
Quick 2	20
Burst 1	14
Burst 2	22
Burst 3	28
Burst 4	38
Screen	16
Screen 2	26
Revive	20
Revive 2	35
Desoul	23
Desoul 2	34

Pyra

Name	Level Learned
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Slow 1  
~~~~~  
Slow 2 15  
~~~~~  
View 1  
~~~~~  
Blaze 1  
~~~~~  
Blaze 2 9  
~~~~~  
Blaze 3 18  
~~~~~  
Blaze 4 31  
~~~~~  
Sleep 4  
~~~~~  
Sleep 2 17  
~~~~~  
Freeze 6  
~~~~~  
Freeze 2 14  
~~~~~  
Freeze 3 23  
~~~~~  
Freeze 4 35  
~~~~~  
Heal 8  
~~~~~  
Heal 2 22  
~~~~~  
Egress 12  
~~~~~  
Bolt 15  
~~~~~  
Bolt 2 27  
~~~~~  
Bolt 3 36  
~~~~~  
Bolt 4 44  
~~~~~  
Muddle 17  
~~~~~  
Muddle 2 42  
~~~~~  
Peace 19  
~~~~~  
Boost 22  
~~~~~  
Boost 2 33  
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11. Secrets/Misc  
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## 11.1 Ultimate Equipment

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Hero

Weapon	Armor	Helmet	Shield
Light Blade	Light Armor	Light Helmet	Light Shield

Milo

Weapon	Armor	Helmet	Shield
Super Flail	Mithril Armor	Mithril Helmet	Mithril Shield

Pyra

Weapon	Armor	Helmet	Shield
Hex Whip	Light Robe	Mithril Hood	Mithril Shield

Im changin this one around abit cause mithril aint an issue plus there is a much better weapon for Milo the \*Super Flail\* hits more than the Hero at the end of the game.Ill explain why Super Flail allows you to Atk 3 times plus 3 chances of Awesome blow instead of 1. My experience with this is at Level 54 with Super flail Fighting Dark Sol Milos average attack with boost 1 was from 150-170.thats a minimum of 450. The Hero average attack with light blade boost 1 was around 280-320. Not couting Awesome blows. This is why i never get the Mithril Axe. I noticed people chose the Elven Hood as the ending helmet. I have no idea if this is cause of lack of Mithril or preference. Elven Hood vs Mithril Helm. i tested both. Magic damage from 1 to the other is very little or really couldnt tell a difference. but noticed a difference in defence, more than the difference in Magic def. I gave this battle to the Mithril Helmet.

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## 11.2 Easy monster Drops

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If you have played this game you must know that monsters rarely drop anything.There is 2 ways to force creatures to drop items. and thats through the muddlespell or demon staff. The Demon staff is 99% effective the reason I say that is it failed on 2 monsters for me and thats Syren and hand eater. Demon staff has effect of Muddle 3, but the problem with it is, it also muddles your own charaters. Here is the Effects muddle gives.

Monsters:

Monster will hit themselves or your party members  
Monster Forgets to attack  
HAND OVER THERE TREASURE. THIS IS WHAT YOU WANT THEM TO DO

Monster wonders off. Runs away this is kind of frustrating  
Monster is dazed.  
Rub up against Something.

Your Party:

Take off there clothes (this will unequiped your armor helms ect.)  
Hit themselves in the head usually cause a awesome blow  
Will throw the monster  
Attack the monster  
If weapon is equipped you might throw it at the monster leaving  
you weaponless.  
Take a Defensive stance.

Before I get started step by step Unequip everthing weapons  
armor I say armor causeyou will be taking off your clothes  
in battle alot anyway. dont worry once the enemy is muddled  
they dont cast spells. sometimes they will attack and hit you  
but just heal after battle. or u can always run if too low.  
Give the staff to Milo or Pyra so you can get the first attack.

- 1.Use Demon staff
- 2.Await the monster to say HANDED OVER ITS TREASURE.  
AFTER BATTLE IT WILL BE IN INVENTORY
- 3.Repeat process sometimes it happens first battle or 10th battle.  
just be patient. you willbe seeing alot of wondering off and even  
them killing themselves. You dont want a weaponequipped cause alot  
of times you will be attacking yourself and sometimes the monster.  
You want the monster around long enough from them to hand it over.

Muddle 2 can also be used by alot of time you will be casting it  
over and over for it to hit all monsters but the good thing is  
that ur memebers wont be. just have your hero usea useless item  
and defend with the rest. Any questions just email me and id be  
gladly to answer them.

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12. Credit  
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I want to give a special thanks to rippercito for the 1st  
half of the monster drop guide. He inspired me to finish  
the rest. Thanks to Marak and his indepth guidefor detailed  
information.

As a completionist i saw that there was missing equipment and  
enemy drops. decided to finish the work. hope this guide  
helps you. Any questions just email me. Thanks!!

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