

King's Field Class System Guide

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King's Field (JP) - Class System FAQ - Version 0.96

by MMDE

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[INT] - Introduction

I really liked playing this game, but I wanted to play around with it a bit more to figure out if there was some unused stuff and do various tests for stuff I wanted to know more about. There's really not that much information out there for this game. Most of it is spread out over a lot of old fan websites, which can be quite hard to navigate and make any sense of. One thing I never really found a good answer to was the class system, and that is where this guide comes into the picture.

I did various experiments by editing the memory of the game while playing it. While editing what I thought was the STR or MAG stat I all of a sudden changed class. My character's STR and MAG stats weren't affected. That's when I got the idea of writing this guide. From what I've read people wonder how to become the various classes, and especially the Swordmaster class. A common misconception as to how it works is there is a level requirement (level 20). I can safely say there is no level requirement. I can also safely say there is no requirement of becoming the Swordmaster class to enter the sealed door on the fifth floor, to upgrade the Dragon Sword to the Moonlight Sword or to beat the game.

[CLA] - Explanation of the Class system

The class system is determined by two values, more precisely your STR and MAG stats. The STR and MAG stats gets higher whenever you level up and when a secret counter reaches 100 for either STR or MAG. When the secret counter reaches 100 for either of the stats that stat will get one higher and the counter resets. Whenever you hit an enemy with a physical attack with your weapon, the secret STR counter gets increased by one. The secret MAG counter works much the same way, but how much it gets increased by depends on the spell used and how much damage it does. Sword magic also increase the secret MAG counter. You can also use a Verdite to increase your MAG stat. When the stats reach a certain number the class changes. The whole system works on an iteration of 20. Both stats start at 20, the first upgrades for each stat is at 40, and the last ones are at 60.

STR	MAG	Class
-1<x<40	-1<x<40	SOLDIER
39<x<60	-1<x<40	HIGHSOLDIER
-1<x<40	39<x<60	MAGE
39<x<60	39<x<60	MAGEFIGHTER
59<x	-1<x<60	SWORDSMAN
-1<x<60	59<x	WIZARD
59<x	59<x	SWORDMASTER

As you may see, the class is decided by the stat that is in it's highest iteration. If both are in the same iteration there is a special class for that.

[AFT] - How the class system affects the game

I only know for certain the class affect two things in the game.

1. A visual appearance of the class name in the main menu and on the status screen.
2. When you become the highest class, Swordmaster, you can start casting Sword Magic.

[SWM] - Swordmaster and Sword Magic

When you become the highest class, Swordmaster, you can start casting sword magic. This is done by doing a normal attack (pressing triangle) with a sword that has sword magic when your power meter is full while trying to cast a magic spell (pressing square) in the latter half of the sword's attack animation. If done successfully there will be some kind of magical attack coming from the sword and it will consume some of your MP. If you need to practice this you can always unequip your magic and go to the dragon fountain to quickly recover MP when needed. Just a little heads-up, sometimes I've personally sometimes had issues using one of the sword's sword magic. It's not always the same sword, and I think it's connected to which sword you try to use sword magic with first. I usually am able to use all sword magic again at some point though.

Sword	MP	Magic Effect
Colichemarde	2	Multiple Light Needles
Flame Sword	4	Multiple Fire Balls
Triple Fang	23	Homing Light Grenades
Moonlight Sword	32	Lightning Wave

[UPG] - How to quickly upgrade class

Obviously leveling up is the quickest way to improve your stats, at least up to a certain point. You can at the same time go for increasing the secret STR and MAG counters as well. Using a Verdite is a quick way to improve your MAG stat.

[STR] - Quickly increase secret STR counter

To increase the secret STR counter; just hit enemies with 100 attacks using a sword and the STR stat gets increased. You will naturally be hitting enemies

with your sword while progressing through the game, and you can easily use the grind spots described further down in this guide for this as well.

[MAG] - Quickly increase secret MAG counter

The secret MAG counter works much the same way as the secret STR counter in that you got to hit enemies to increase it. It differs from the secret STR counter in that how much it gets increased by is not always just one and it differs depending on what spell or sword magic you use and how much damage it does. It is also not as easy to just keep on using magic spells over and over, because magic consumes MP when used, and while there's 4 ways to restore MP they all have some negative aspect to them. You can read about them a bit further down. I highly recommend using the Colichemarde to quickly increase the secret MAG counter. It can increase it by quite a lot when used against strong enemies, it's fast to use and doesn't cost much to cast. If you want to grind using it, I recommend you use the rock giant grind spot on the fourth floor. It's a rather easily controllable room to grind in and they have more health, so your secret MAG counter will increase more by each hit. If you got a sword like the Moonlight Sword or Triple Fang, you can take small breaks to restore your MP again, or you can just go down to to the Dragon Fountain again to heal. There is a teleporter between the first and fourth floor, and on the fourth floor it's rather near the teleporter up to the fifth floor too. You can also go down to the third floor and heal there too, whatever fits you.

[SPL] - Magic spells and how they affect the secret MAG counter

You need to hit an enemy with a magic attack to increase the secret MAG counter, meaning defensive spells won't increase your secret MAG counter. How much a magic spell will affect your secret MAG counter depends on how much damage the magic spell does and the spell's max secret counter increase. All sword magic can increase the secret MAG counter as well and the same rules apply to this as with all the magic spells. The table under is the data I gathered from using all my spells and sword magic against the last boss.

Spell	MP	Type	Max secret MAG counter increase
Healing	4	Water	0 (defensive)
Dispoison	5	Water	0 (defensive)
Resist Fire	8	Light	0 (defensive)
Breath	12	Light	0 (defensive)
Lightning Bolt	24	Light	9 (offensive)
Fire Ball	4	Fire	1 (offensive)
Fire Wall	15	Fire	17 (offensive)
Wind Cutter	5	Wind	0 (offensive)
Light Needle	2	Light	2 (sword magic)
Colichemarde	2	Light	14 (sword magic)
Flame Sword	4	Fire	6 (sword magic)
Triple Fang	23	Light	6 (sword magic)
Moonlight Sword	32	Light	14 (sword magic)

[RES] - How and where to restore MP

There are only 4 ways to restore MP as far as I know.

1. Dragon Fountain

The Dragon Fountain fully restores your HP and MP for free, but there is only one in the game and it is located on the first floor. From where you start in the game, walk forward and the second path to the right should be a rather

long one. Inside this path take the second right and you should get to the fountain, but you can't use it before you've activated it. To activate it, you need to go pick up the Golden Chalice at the end of the long path you entered the fountain room from. This Golden Chalice must be placed/used at an altar in a special room on the first floor. Go back to the path you went up from where you started out in the game. Continue go upwards and take the next right after the right you took to get to the fountain. At the end of this path there should be a lot of snakes etc (at least the first time you're there). To the left of where the snakes are is there a path. Don't take the first left and not the first right, but do take the second right and then keep going forward until you get to a special room. Go to the very right of where you enter the room, and use the Golden Chalice near the altar. The fountain should now be active and can be able to use to fully restore your HP and MP for free.

2. Dragon Tree Fruit

This item can fully restore your HP and MP. Dragon Tree Fruit completely heals HP and MP too, but it's an item you can take with you anywhere. It does cost a lot of gill to purchase, and can only be purchased in the two stores on the first floor. You will also most likely find several of them throughout the game. To be able to afford them you will probably want to sell the items that is not used for anything but to be sold, namely Blood Stone and Moon Stone. Ghosts can drop Blood Stone at random in my experience, and they are nice to grind to upgrade your magic too.

3. Equipped Weapons

There are two/three weapons that restores MP while equipped, and two of them even restores HP while equipped too. They do so slowly, but steadily. The two/three weapons are called Triple Fang, Dragon Sword/Moonlight Sword. Why I say there are two/three when you read three names is because the Dragon Sword will be upgraded to Moonlight Sword at some point in the game. Up until that happens I recommend using the Triple Fang which can be found in a secret path on the third floor. The secret treasure chest containing the sword is hidden behind two hidden doors on the right side before the final staircases up to the Wind Seal after the path to the Water Seal. Behind the first hidden door there is a treasure chest with a Crescent Axe, and the Triple Fang will be in a treasure chest behind a hidden door in this room. The Dragon Sword that is required to obtain the Moonlight Sword is located on the fourth floor in the room named Saturn Shrine -Earth Star-. To get to the sword you first need to obtain the Magicians Key on the fourth floor. On the opposite side of the long room you obtain the Magicians Key there is a cross road where the path to the east is locked and requires you to use the Magicians Key to enter it. Inside there should be a gravestone with the sword in front of it. To upgrade it you need to get to the fifth floor and enter a certain sealed door. To find this sealed door, at the beginning of the fifth floor, go down the staircase, take the left then another left, followed by yet another left before a right, left again and finally just walking forward to you get to the sealed door. This sealed door will open if you got the Dragon Sword. Inside you will find a dragon, but also a fairy if you talked to it on the second floor standing in front of a treasure chest with the Dragon Rod near a save point in the south-western tunnel system. Talking to the fairy in the room behind the sealed door after having obtained the Dragon Sword will transform your Dragon Sword into the Moonlight Sword.

4. 3rd Floor Full Heal Location

On the third floor you are supposed to place a lot of Seal Stones to open up a path. After opening the path you will see the beginning of the path is a long staircase upwards and when you walk through the room at the top of the staircase you will learn a new magic spell and your HP and MP will be fully healed. Obviously you will only learn the magic spell once, but you can keep on using the room to fully heal your HP, MP and cures all status ailments.

[GSP] - Grind spots

If you've played the game a little bit you may have noticed some locations where the enemies respawn over and over. There are especially two spots that are useful for grinding.

1. Early in the game you got the location on the first floor where whenever you kill a spider a new one will come out from a little hole in the wall.
2. A good spot later in the game is a room on the fourth floor where there is a giant rock circling around with these giant rock enemies in it. When you kill one of the rock giants a new one will spawn in the middle of the room.
3. A lot of the enemies on the fifth floor respawns, and you can basically be walking around and find alive enemies all the time. Most of the enemies are rather strong, so this is not a good grind spot until you pretty much are ready to face off against the last boss, in which case it might seem rather pointless to grind for better stats. I would say it's almost required to have the Moonlight Sword equipped while grinding here, but you can spam enemies with Light Needle if you want.

[2DO] - To-do list

- * Add the location of the Colichemarde.
- * Fix typos and listen to feedback etc.

[CLG] - Change log

- * 0.96 - Fixed a small typo in one of the tables related to requirements of the class MAGEFIGHTER.
- * 0.95 - Small additions to the 4th grind spot.
- * 0.94 - Added another grind spot.
 - Added one more way to restore HP and MP.
 - Added a list of all spells in the game, their type, how much MP is required to cast them and how much they increase the secret MAG counter by.
 - Fixed some information about the secret STR and MAG upgrade counters.
 - Tested what affects the sealed door on the 5th floor.
 - Added the location of the Dragon Sword and how to upgrade it to the Moonlight Sword.
 - Added the location of the Triple Fang.
 - Corrected a couple of more typos and rewrote a sentence.
- * 0.81 - Corrected some typos and added a missing word.
- * 0.80 - The original version.

[CRD] - Credits

This guide was created by MMDE (mrmasterdevil (at) gmail.com) and it's content can be used by anyone as long as they credit MMDE for it. The guide is based on the game with English translation by John Osborne. Don't hesitate to send me an e-mail if you got any information you feel I've missed out on that you feel is important for the guide or you've spotted something wrong and want me to correct it. You will be credited in the guide for it.