

Breath of Fire II FAQ/Walkthrough

by kuhchung

Updated to v1.3 on Feb 7, 2012

This walkthrough was originally written for Breath of Fire II on the SNES, but the walkthrough is still applicable to the GBA version of the game.

Breath of Fire II Retranslation walkthrough

by kuhchung

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I. Introduction

Before we even begin, the retranslation patch is here:
<http://theyrusui.110mb.com/index.php/category/breath-of-fire-2/>

This is NOT a link to a ROM. Got it working? Good.

The BoFII retranslation is a tremendous undertaking that demonstrates why this game is actually good. Ever wonder what "BoyDR" or "HelpBL" is? Well, they're not called that any longer.

You can also run in the game now by holding down B!

The first reason I wanted to write this guide is because I wanted a walkthrough that lined up with the retranslation. The second reason is because I felt that the other guide writers (who did great work) actually had some very poor boss strategies.

I am very terse in my writing style, which lends itself to RPG guides. You don't want to read paragraphs to know what to do. You also don't want me to explain the story to you. If I don't tell you what dialog option to choose, then either it's obvious what the "correct" answer is, or it just doesn't matter.

I'm not going to tell you to talk to everyone. That's your job!

----- II. Controls -----

I will keep this short. Skip this if you know what's going on.

A is confirm. B is cancel. Hold B to run. SELECT brings up the world map.

X brings up the menu. Y uses a character's special ability, either on the world map, or in hunting grounds.

R and L rotate the leading member of your party. It does not change your combat order, just who is marching first. If you want to use someone's special ability, that someone has to be leading.

In combat, R and L bring up separate commands.

----- III. Characters -----

A guide to characters and their special abilities. Skip this if you've played this game before.

The first combat special presented is always the default. To get the other combat specials, you have to fuse characters with specific shamans.

[Ryu]

Field special: fishing

Look for fish spots on the world map.

Combat special: Guts

The less hp he has (percentage), the more he heals. Fails 1/8 of the time.

[Bosch]

Field special: hunting

Press Y to fire when you enter a hunting ground. Look for wobbly bushes on the world map.

Combat special: Snipe

Has a chance to instant kill an enemy. When it fails, deals 1 damage.

Combat special: Shotgun

Fuse with Saynie and Synne.

Hits all enemies with no damage penalty. Does not carry weapon effects.

[Lin]

Field special: staff attack

Can break down some barriers throughout the game. She can also hunt.

Combat special: Taunt

Attempt to cause enemies to attack her.

Combat special: Charge

Fuse with Synne and Sanamo, Synne and Sesso, or Synne.

Waits one round, then unleashes a powerful attack the next round. Deals at LEAST double damage.

[Rand]

Field special: roll

On the world map, avoid all enemy encounters while rolling. Can also break down some barriers throughout the game.

Combat special: Rouse

Attempt to revive a dead character or wake a sleeping character.

[Nina]

Field special: fly

When Nina falls down some holes, she can float her way back to the ledge.

On the world map, she can summon flying transportation if you're far enough in the story.

Combat special: Spirit

Attempts to restore AP.

Combat special: Banish

Fuse with Spoona and Saynie.

Causes all enemies to flee.

[Sten]

Field special: reach

Can cross poles.

Combat special: Pretend

A normal attack, but Sten plays dead. He is less likely to be hit, but will receive extra damage if he is targeted.

Combat special: Switch

Fuse with Sanamo and Spoona.

Changes current enemy encounter for a new one.

[Tapeta]

Field special: frog

Turn into a frog. Can cross rivers and streams and leap over small gaps and ledges on the world map.

Combat special: Pierce

Hit all enemies, weaker than normal attack. Does not carry weapon effects.

Combat special: Cleave

Fuse with Sesso and Saynie, Spoona and Saynie, or Saynie.

Wait one round, then attempt to OHKO all enemies.

[Aspara]

Field special: forestwalk

Can walk through forests.

Combat special: Nature

Uses an attack based on the terrain where combat is taking place.

Combat special: Spore

Fuse with Sesso.

Attempts to put all enemies to sleep. May backfire and sleep your party.

Combat special: Blossom

Fuse with Sollo, Sollo and Saynie, or Sollo and Sesso.

Waits a round, then unleashes 2x physical damage attacks the next 4 rounds.

It carries the weapon's special effects.

[Deis]

Field special: nuke

Turns all animals in hunting ground into charcoal.

Combat special: shed

Restores all hp, but lowers defense for this fight.

IV. Walkthrough

Before we begin, I want to talk about combat. Like most RPGs, this game's enemies have elemental affinities, which make them susceptible to certain spells and resistant to others. Here are BoF2's classifications:

Icy: Weak against Fire, resistant to Ice

Fiery: Weak against Ice, resistant to Fire

Aquatic: Weak against Lightning, resistant to Fire

Flying: Weak against Wind

Undead: Weak against Fire, weak against Holy

Spirit: Resistant to all magic, resistant to physical attacks, vulnerable to physical attacks with holy weapon

Some enemies have full immunity to magic, while others have partial immunity. Partial immunity means that sometimes they will take 0 damage, even if they are weak against a certain spell.

Be sure to take advantage of these.

[a] The Beginning

Pick up the WOODEN ROD from the bookcase. Go outside, talk to the woman to the northeast who mentions where your sister is. Also check inside the bookcases in both houses to find 2 HEALING HERBS.

Examine the wobbly bush to the north, then find your sister.

Go back to town and return to church. Let the game lead you from there.

[b] Ten Years Later

Newhaven

Pick up the AMMONIA from the bookcase in your current room. There's an ANTIDOTE on the second floor of the Inn.

You'll want to gain some levels and money here. Hunting is a great source of money, but fishing is also great and easier; buy some earthworms from the shop if you wish to do so. You can return to town and sleep in your room if you need to heal.

At the minimum, you'll want to grab the Copper Sword and Tanned Armor from the shop. Head for the mountains to the south.

Mt. Futabi

There's a healing spring in the first room of the mountains, so you can level there if you want. Follow the path, and you'll reach your first boss fight.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
Parreaux, Pijo, and Putti
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Have Ryu defend on the first round, and nail Pijo with Bosch. On the second round, have them both target Pijo.

The remaining two harpies will only ever hit Ryu, so plan accordingly. Take out Putti before Parreaux. If you want to risk it, you can use Ryu's Guts skill to heal. It should be pretty predictable when you have to use it, but beware of its failure rate.

This fight should be easy. You could even resist more damage on Ryu by putting him in the back row. It's useful if you showed up here at like, level 2.
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Follow the path until you reach a fork with a door to the south and a path to the right. Take the right path to get a HEADBAND, then go back to the door.

Take the left path for a FIRECRACKER, then take the right path and fall down a hole. Exit the mountain, then go to the ruins.

Ruins

Heal up before the cockroaches.

!!!!!!!
Cockroach
!!!!!!!

Um, beat it. It has a chance to revive when you kill it. Just keep hitting.
!!!!!!!

Return to the Ranger's Guild at Newhaven. Sleep in your room.

When you wake up, talk to the guard at the entrance. Talk to Kilgore at the upper left corner of town, then return to your room.

Take garbage can Bosch back through the mountains to the Ruins.

At this point, you'll have to travel to Colossea by yourself. Make sure Ryu has the best gear money can buy, and stock some herbs. The trip can be tough. If you want to save your herbs, you could try using Guts every time your HP is low, and hope to counterattack when they hit you.

To get to Colossea, you'll have to cross the bridge east, then cross a bridge going north. Ignore the bandit cave northwest of the moochers sign.

[c] Rand and Lin

Colossea

Grab a SMOKE BOMB at the second floor of the Pub. Pick up the HEALING HERB and CLOTHING at the second floor of the Inn. Finally, get the HEALING HERB at the second floor of the Church.

You're going to want to buy the best gear this shop has to offer as well. This game is hard!

Visit the Pub at night and talk to Rand (the bull at the bar) to continue the story. If it isn't night, you can use your Rest skill on the world map.

You'll probably want a level 7 Ryu so he can cast heal. Go north to Tagzi Woods.

Tagzi Woods

Go to the left and grab the chest for a HEALING HERB. Go north and grab a chest for 100 ZENNY, then north again for another HEALING HERB. Head left and ride the bucket (how does it move?) to a new area.

There's one chest to the lower left of this area with a COIN. Take the other bucket ride.

Grab the SMOKE BOMB to your left. Go all the way south for 100 ZENNY.

Take the west path, and now it's time to fight!

!!!!!!

Bunyan

!!!!!!

This is just a pure slugfest. Stay healed and hit him. He DOES counterattack, so be sure to take that into account.

!!!!!!

Return to Colossea.

Colossea

Talk to Rand at night. Heal up. Deposit all your money in the bank right now! Go to the colosseum at the north end of town.

Go to the door on the right side and beat up the HR Director. Talk to Argus.

Go to the left side now, but DO NOT open the chest! Talk to the guard, examine the door, then Rand should show up. Answer "Sure!" to Rand, pick up the chest, and head for the stage.

!!!

Lin

!!!

Another slugfest. She'll taunt you, which will do 0 damage but cause you to do no damage as well. Most of the time though, it fails, and you can get a free hit or a Guts.

!!!

After the battle, make sure to walk forward all the way.

Buy gear for Lin. The priority is armor. Now, return to the colosseum and find Argus.

!!!!!!

Argus

!!!!!!

This fight is pretty tough, since you can't predict when Argus will decide to use his hard attack. Just try to stay healed; use Rand to preemptively cure Ryu, since Argus will be focusing him mostly. Lin will be fast enough to act before Argus, so have her use an herb if you need.

!!!!!!

Withdraw your money from the bank, and head back to Ruins! By the way, Lin is a much better hunter than Bosch. You can avoid random battles with Rand by using his ability.

Ruins and Newhaven

Just follow the story. By the way, walking into the house at Ruins is a free heal. Go to Newhaven.

Grab the HEALING HERB at the Church, buy some antidotes, then go to Magic School. Watch the story, then go to the bandit hideout. It's southwest of Colossea, northwest of the "Watch out for moochers!" sign.

Mt. Rocco

Beat up the bandit guarding the entrance. You can talk to the other bandits freely.

Take the northeastern door, and answer "Payne." Make sure you're relatively healed before reaching into the obvious trap. Don't worry about poison during battle, just fix it with antidotes afterward.

Grab the LUCKY CHARM and SILVER KNIFE on the next floor before going through the door.

Grab 100 ZENNY and take the stairs.

Beat up the thug, then beat up four thugs. There's no finesse to this fight, just try to take them out before they start calling their buddies. Hopefully they target Ryu, who has good defense. A boss fight starts immediately after this one, so be ready.

!!!!!!

Joker

!!!!!!

Have Nina use Frost. Lin should heal if necessary.

!!!!!!

Pick up 1000 ZENNY in the very first room as you leave Mt. Rocco.

[d] Sten

Take the long journey northwest to Wyndia.

Monster rundown:

Dragonfly: flying
L'il Devil: full immunity

Wyndia

Navigate the maze, and you'll be in Wyndia. Get the 100 ZENNY and the WOODEN STAFF from the inn (rightmost building).

Shop for some gear, make sure you still have some antidotes, and go west. Move the two highest defense characters to the front row (probably Ryu and Sten.)

Monster rundown:
Lizardman: Aquatic
Handy Fungus: Icy

Lodge

On the path west, you'll find a lone building. You can get a VITAMIN here.

Capitan

Get the GUTS PILL from the upper right house. The Inn has a TOKEN and a TANNED ARMOR. The adjacent house has a WISDOM SEED (closed at night.) If Sten isn't level 10 yet, go level a tiny bit. Buy Healing Herbs until you have 18. When you're ready, hop into the well.

Grab the VITALIZER and the AMULET, then prepare for a difficult boss fight as you talk to the child.

!!!!!!!
Goncharo
!!!!!!!

He has two mass damage attacks, both of which hurt a lot.

Three of my characters were faster than Goncharo (10 Ryu, 10 Sten, 11 Lin), so healing should be okay. I was wearing the heaviest armor as well. Attack with Ryu and Lin, Simoon and Cyclone with Sten and Nina.

I might as well tell you this now. Don't ever expect a debuff to work on a boss in this game, ever.
!!!!!!!

After the battle, find and talk to six villagers. If you have to fight, target Tyrol, not the villager. Talk to Ray when you're finished.

Township and Capitan

Head all the way back to Ruins, now known as Township. Use Sten's ability to cross between the two poles on the world map so you can make your way back.

Choose someone to learn the Raise Dead spell if you rescued all six villagers. Otherwise, Ray teaches you Rejuvenate. The choice is yours, but the correct answer is Nina.

Form any party you want including Sten, then go back to Capitan.

Talk to the samurai looking girl near the entrance. Ryu must be leading the party. Grab an AMMONIA in the cabin, then enter the circle. Return to Capitan after the scene, then talk to the guy who took her place.

Ryu's dragon powers deal damage based on Ryu's current AP divided by max AP. Try to avoid using Ryu's AP for healing so he can inflict maximum damage with his spells.

Sigh, go back to Capitan (yay Rand). Choose a carpenter. I recommend reading Representative's FAQ to understand what's going on here. If you want what is clearly the best choice for having powerful characters, choose the carpenter in the eastern house.

Restock on herbs and buy some Sacred Dew. Take the north exit out of Capitan and cross the continent.

[e] Tapeta

You can heal at campsite south of the lake. Here are some monster weaknesses:

Androecium: Icy
Beelzebub: Flying
Stone Face: Icy
Bottom Feeder: Aquatic
Bomb Seed: Icy

Stone Faces may drop Stone Armor, a great armor for Rand.

Go to Tower north of the campsite.

Tower

Monster rundown:
Magician Mummy: Undead
Fachen: Fiery

Step on the square with Ryu in the lead until it opens. Don't open the chest in plain sight. Go left to get a chest with PANACEA, then go back and right.

Follow the path. Take the fourth platform (counting from the left) to find a lot of chests. Open them, then go back and take the first platform.

After going upstairs, head south for a HEALING HERB. Go left from here.

This room has a lot of switches that flip gates. You can get a SILK GLOVE, a WARLOCK RING, and a SAGE'S ROBE. If you get stuck after getting the latter two because you used up all the switches, you'll have to fall down the hole. Don't run in this section... I'm not sure if the gates work properly if you run. Also, one of the switches in the upper half of the room is dead, so take that into account.

If you're having trouble figuring it out, check Representative's guide. He has great diagrams.

Follow the path to find a WISDOM BRACE and a WISDOM FRUIT. You can fall off the right edge of the screen here if you want to heal, otherwise press forward.

!!!!!!

Nympho

!!!!!!

I just beat her to death. Cast anything with Nina, Simoon with Sten, use Ryu's dragon power once, and just win.

!!!!!!

Go back to the platform room by falling in the switches room. Take platform 5 to meet Sesso.

Go to Sharon Woods to get Tapeta.

[f] Dragon Slicing Vendors

Go back to the main continent and use Tapeta's ability to hop your way above the waterfall on the western side. Enter the waterfall from above to get a CIRCLET, a VOID SPHERE, and more powers for Ryu.

Exit the waterfall and enter the cave nearby. Follow all instructions, and order your meal to be cooked "Rare!"

Just spam your strongest spells against the cook and he'll go down.

Follow him, and if you choose the nicest options, he'll teach you Slice, a pure damage attack for no AP. Otherwise, he increases your maximum HP. Most people agree that Slice is best; you just have to choose which character to put it on. There are many enemies in the game who have extremely low hp, but you can only hit them for single digit damage. Slice was custom made to kill these.

You can now get tenants for your new houses in Township. If you want a detailed list, visit

<http://shrines.rpgclassics.com/snes/bof2/township.shtml>

Otherwise, I am just going to tell you what to get.

Get Beretta in Wyndia's weapon store and Heckler in Newhaven. He lives next door to Ryu and Bosch.

Once you've done that, go shop at Heckler's store. It's very expensive, so only buy for characters that you plan on using. Tapeta will not be usable for a while. Tapeta also isn't very good. When buying the fire weapons, make sure not to sell off your old weapons. An upcoming boss is resistant to fire, so these weapons will actually be a detriment.

While you're here, you might want to fuse Sanamo with Sten. If you don't use Sten, then never mind.

Check out <http://shrines.rpgclassics.com/snes/bof2/shamans.shtml> for a quick guide on shamans.

[g] Tapeta!?

Go to Fort Nageur in the middle of the pond on the western continent.

Fort Nageur

Enter. Leave. Pick up the DELUXE ROD from the bookcase. Go outside, underwater, and into the northern opening to explore the fort more. Go north in every room until you reach the jail cell. Leave Fort Nageur, add a 4th member to your party, and go to the Wild Cat Cafe (cave next to the waterfall.)

Go to the bathroom, follow the game's lead, and get the Royal Signet.

Back to Fort Nageur, talk to Tapeta. You can go shopping in the Fort now. You can purchase Wisdom Seeds from the Item Shop if you want to spam Ryu's dragon spells against bosses.

Head north out of the kitchen and go up the stairs. From the central area, go north to the throne room, then through the door on the right. Pull the very conspicuous lever, then help Tata on the roof.

Go back and talk to Fiolina. She's standing in front of a pond in the central area of the castle.

Go back to Tata and answer "Enlighten me!" Take the left door for 1000 ZENNY. Take the other door and examine the spots on the wall directly in front of you for 3 groups of 1000 ZENNY. Take the buckets down.

Just defend against the Greenbottle until he goes away. Take the left path.

Nina's magic is pretty useless here against the normal enemies. Go all the way to the end to fight a boss.

!!!!!!!!!!!!!!

Giant Worm

!!!!!!!!!!!!!!

No magic is particularly effective against him, and he can't be debuffed. This fight will just be a pure beatdown. Summon a dragon with Ryu; you can go back and heal after this.

!!!!!!!!!!!!!!

Backtrack and take the right path now. Grab a VITAMIN and a GUTS BELT on the left.

Take the left door in the cockroach room for a STAMINA UP. Go back to the cockroach room and follow the path.

!!!!!!!!!!!!!!

Giant Cockroach

!!!!!!!!!!!!!!

Fire weapons and fire spells destroy him. He doesn't even do anything special.

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!!!!!!!!!!!!!!

Greenbottle

!!!!!!!!!!!!!!

Just unleash your biggest attacks and spells.

!!!!!!!!!!!!!!

Heal up and go back to the kitchen. Talk to Tapeta, talk to the dining room guard.

Take the WC door north of the kitchen, pull the lever, then walk off the right edge of the screen where the lever is. Prepare for a boss fight.

!!!!!!!

Quadra

!!!!!!

He's weak to Frost if you brought Nina. This also means you shouldn't use any fire weapons that you purchased from Heckler.

Sometimes Quadra decides to hit a single target really hard and kill him in one shot. It's pretty annoying. I like to go into Defense formation, let Rand (or whoever you want to tank) take first position and permanently defend. Put your two best damage dealers in the 3rd and 4th position (a Slicer and Nina come to mind.)

Attack with the rest of your party, but don't use Ryu's dragon power yet.

At half hp (825), Quadra will immediately end the combat round, which is a big handicap to us, since he's faster than us. We essentially lose a round. Summon a dragon now to deal 512 damage, and he'll be almost done.

When he announces "Come on!" he'll be dead soon. Defend on your front two characters and finish him off in one or two rounds. This strategy isn't guaranteed to keep all your members alive, but the odds are on your side.

!!!!!!

Grab the SOLBLADE from the pedestal after the fight. NEVER EVER sell this weapon.

In the castle, go to the room before the jail cell, and talk to the frog watching over the pit to get Patty. Take the staircase on the right to get a ROYAL CROWN, IRON SHIELD, and BREATH ARMOR.

[h] Return to Newhaven and Whale Cape

Newhaven and Township

Talk to the guard at the northeastern house of Newhaven. Grab the ANTIDOTE from the bookcase and the BUNWHALE from the chest in the upper left room. Check downstairs, then come back up.

Add Bosch to your party using the dragon statue in town. Talk to Kilgore (northwestern house) with Bosch leading. Depending on what you answer, you can have Bosch go alone or have Ryu tag along.

Go downstairs and come back up again. Go down the new stairs and prepare for a boss fight.

!!!!!!

Trout

!!!!!!

Summon a dragon, win. If you didn't bring Ryu, why didn't you bring Ryu?

!!!!!!

After that, talk to the girl blocking your way.

Equip Bosch with gear if you plan on using him. You can also try to fuse with the shamans. Go all the way back to the western continent and use Tapeta's power to go to the southeastern tip.

Monster rundown:

Scissor Hermit: Aquatic

Sea Jelly: Aquatic

Cape House and Whale Cave

Put Lin in the lead. Go into the cave and talk.

Monster rundown:

Earth Shaker: Icy

Go north until a large room. Go up the right wall to get an IRON BAND. Go up the center, then to the upper left for 100 ZENNY. Go to the next room.

Go through the upper right exit and follow the path for a POWER FOOD.

Backtrack and go up the center now.

Continue up the center two more rooms. In the upper left corner, there will be a closed door. Knock it open with Lin and get a GOLDEN ARMOR. Keep going through the center and prepare for a boss fight.

!!!!!!

Munmar

!!!!!!

Nina isn't much use here, but there isn't much to this guy. Just unload the normal attacks on him and summon a dragon.

Equip the Solblade for an easier time.

!!!!!!

Go back to the entrance and give the uvula, or dongly thing, a whack.

When you land at the beach, go in the cave and talk to the old man. Grab the HEALING HERB from the bookcase.

At this point, you can find Deis (Bleu) if you want. Most likely you'll have found her landing beach if you're just traveling the map. If you want to get her, just go southeast, sticking to the the eastern continent. When you're on the eastern side, you should see a beach that leads to desert and mountains. Deis' secret home is the faint circular spot in the desert, north of the landing spot.

Go there, pick up a TOKEN and a TURBOCHARGE, talk to all three spirits, then go to Newhaven's magic school and talk to all the students until you find Deis.

[i] Aspara

From whale cape, go south until you hit land, then go east. You'll find the traveling circus and Melodia here. Enter Melodia and shop if you want. You can pick up a SACRED DEW and TOKEN from the third floor houses. Go to the circus.

Buy a ticket, walk to the final room, then say "Hold on a sec..." and "Stop the show!"

While you're here, visit Guntz, south of Melodia. They sell expensive items. You might as well open up this location on your warp list. There's a TOKEN in the northern house in town.

Go to Township to heal up, then head to the cave in the ocean southwest of

Colossea. If Tapeta is level 14, you can warp to Township.

Upa Cave

Monster rundown:
Stinger: Icy
Fallen Elf: Icy
Siren: Flying

Fire weapons strike again.

Go straight north, up the ramp onto land and into the room for a QUARTERSTAFF.

Head right from there to grab a COIN on dry land.

Continue right and enter the room. Take the south exit out of this room to get an OCEAN ROBE.

In the final room, buy some Uparupa bait. Go north to the Uparupa hiding room. Go straight up to a hole, place the bait, stand back, wait for it to come out, and then run to it to start a fight. If it retreats back into the hole before eating, you're advancing too early. However, it's better to be early than late! If you're too late, you'll lose your bait entirely.

!!!!!!!
Uparupa
!!!!!!!

It counters physical attacks, otherwise it does nothing. Summon a dragon and throw some spells at it.

!!!!!!!

Oops, I just caused you to fail to catch an Uparupa. Time to get more bait. Get to Wyndia anyway you want, then head west to the Hunt Lodge.

If Tapeta isn't level 12, train him in the Upa Cave. The area is quite easy with the fire weapons you can buy from Heckler. You might want to get him to 14 so he can Warp.

Hunt Lodge and Alger Woods

Go through Hunt Lodge into Alger Woods. Head north for a boss fight.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!
Algernon, Lienda, and Eskey
!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Lienda casts Rejuvenate on her allies to heal for 100 hp. Eskey constantly casts Jolt, dealing 20ish damage to the entire party. Algernon attacks and can also use Cold Breath, dealing more damage to the entire party.

Eskey and Lienda are basically revived and ready to go by the next round if you decide to try to destroy them, so don't.

Use Tapeta to cast Silence on Eskey, then pound down Algernon. It's possible to get Silence on Lienda, but it's not consistent, and it doesn't matter. Lienda has only a 1/3 chance of healing the right thing.

Algernon has 1549 hp, so after about 1000 damage, bring out a dragon to finish it. It becomes a bit scary if Eskey's Silence wears off and you can't land it

quickly again.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Pick up 5 ALGERFRUITS when you're done. Go back to the Uparupa hiding room.

Upa Cave

Go back to the Uparupa hiding room, take a left at the fork, then head up the first ramp. Catch this Uparupa (second from the left), then set him free. Pick up a BUSTER SWORD. Leave the room, come back, and get a DEFENDER from the same chest.

Go back to the circus at Melodia. Sell off your excess Algerfruits.

Circus

Go see the Ringmaster. You know what to do.

!!!!!!!!!!!!

Ringmaster

!!!!!!!!!!!!

Weak against Flare. Equip your fire weapons.

He can use Attack or Rage. I've had him use Rage three rounds in a row, which really wrecks you, but it's very unlikely.

Try to deal about 1000 damage before you use a dragon. Bosch and Rand come in handy here with Rejuvenate at levels 16 and 17.

!!!!!!!!!!!!

Aspara joins the party. Fuse him with Sesso for uh... yeah, just do it.

[j] Highland

Put Sten in your party.

Land near Whale Cape, have Aspara lead the party, and walk through the forest. Talk to the Elder Tree, Gandharve. At this point, Aspara for some reason loses his/her/its fusion, so go back and fix that.

Travel to Melodia. Talk to the man near the stairs. You can buy a new weapon for Aspara here as well.

Save your game, and keep one out here! Do not save inside Highland if your Sten is low level (Sten around 18 is probably okay.) You may regret it.

To get to Highland, go to Township, go south, and land at the nearby beach. Highland is to the east, atop some mountains.

Highland

Just keep going north for a scene.

Go down the stairs and pick up a RESTORATIVE, PAPILLON, and SPEED SUIT. These are likely to be good upgrades for Sten. Go back upstairs, make sure you're healed up, and go north for a boss fight. Bring some vitamins with you.

In fact, healing herbs are probably obsolete now.

!!!!!!

Turvoe

!!!!!!

Part 1:

Defend two rounds, use a vitamin on round 3, defend on round 4.

Part 2:

Hit him with Fireblast if you have it, Simoon if not. You need to deal 110 damage to beat him. It's entirely possible that Truvoe will wipe you all over the floor. If you're having too much trouble because you haven't been using Sten, you can load the game and gain some levels.

Make sure Sten is equipped with the best armor you can buy. Guntz has an Alloy Band for Sten.

!!!!!!

Enter the door for a healing spring and a save point. Go back out and go left.

I recommend running from all Deathbringer encounters when you're solo Sten.

Follow the path until it forks. Take the middle path up for a TOKEN, the right path up for a DREAM JEWEL, then go to the bottom right for stairs.

At the next fork, go left for 1000 ZENNY, then go right.

At the next fork, take the third stairway, the one directly to the right of your wandering party members.

In the wire grating pathways room, you'll want to head south at the fork. Take the middle door in the room and step on the teleporter.

Follow the path until you get to a fork. Take the left fork all the way for an ASSASSIN. Go back and take the right fork for a HAWK CLAW.

Go up the center, then take the left path first for 1000 ZENNY. Enter the room on your right to be reunited with your party.

Monster rundown:

Soul Flicker: Spirit

Deathbringer: Undead

Pharaoh Mage: Undead

If you want to micromanage Ryu, equip him with the Solblade vs Pharaoh Mages, Deathbringers, and Soul Flickers for one hit kills. You can change your gear in the item menu during combat for no penalty. Larva Crawlers can drop a Skull Brace, which are extremely rare. Equip them on your offensive casters.

In the wire grating room, from YOUR point of view, not the character, go left, left, down all the way, first fork up, and up the stairs.

In the next grating room, stick to the outside path, going clockwise around the room. You'll find a healing spring in the next room. Take the teleporter for a MOON MASK.

Back in the grating room, make your way to the staircase up. It shouldn't be difficult to figure out.

Left teleporter takes you back to the healing spring, where you'll have to

navigate the wire mesh back to this room. Take the northern teleporter.

Examine the gate for a boss fight. Remember to deequip the Solblade.

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Magic Gate

!!!!!!!!!!!!

Magic spells will heal it, so don't do that. Ryu's dragon spell still works, but you might want to save his AP for the next fight. Of course, if you're stocked up on wisdom seeds, you won't care. You can also teleport back for the healing spring after this fight.

He spends a lot of time attacking, so Protect helps on your front line. I just hit him to death.

!!!!!!!!!!!!

Follow the path until you come to a room with a teleporter and a stairs. Take the stairs, then the left path for a BELL TORQUE and a TOKEN. Take the right staircase now.

You have a boss fight as soon as you climb the stairs in this room, so be prepared.

!!!!!!

Spuke

!!!!!!

It is difficult, but possible, to Silence Spuke. It's worth a try if you brought someone who can cast it. Solblade is powerful here.

She has the potential to deal a lot of damage with Lightning, but her hp is so low that you should be able to defeat her quickly. Dragon spamming is a real option here, as she only has 980 hp.

She also has the Death spell, but there's nothing you can do about that. Thankfully, Spuke spends most of her time doing worthless things.

!!!!!!

Finish up, then go back to Melodia with the Master's Flute.

[k] Fight against Cellulite!

Melodia

Shop if you want, talk to the queen's aides. Your next stop is the island northeast of Melodia. It's directly northwest of Newhaven. You may have found it already while just wandering the seas.

Mt. Maori

Monster rundown:

Dionaea: Icy

Myconid: Icy

Beckonshroom: Icy

Heckler's weapons have been really strong ever since they've been available.

Just go inside and pick up Gedd. Go back to Melodia, see the queen again, then come back here. Make sure Sten is in your party. Talk to the apprentice.

Cross all the poles, skipping the first cave entrance. Get the MOON DROP from the second cave entrance, then go back to the first one.

Grab the THORN WHIP and PANACEA before moving on. Go under the waterfall into the next room. Grab the FLAME SWORD, and take the left path outside under the waterfall again. Head as far left as you can, and go down to get a BLACK RING.

Fall down again, enter the room again and pick up a FLAME SHIELD. Enter the first door to your left and get a MAGMA ARMOR. Take the right exit to reach the top of the mountain.

At the mountaintop, use Sten to get to the little island and take the rightmost mushroom.

Grab the MAGIC MIRROR and go back to Melodia.

Melodia

Talk to Gedd to enter the queen's body.

Pepsin: Icy

Bring some physical hitters and you'll be fine. Do focus on the Pepsin enemies first, since they can cast Fire Breath.

Just go through the rooms one at a time, winning random battles. You'll know that you've cleared a room when the green monster at the top of the menu screen is asleep. To make it easier, clear one chamber of the heart at a time. Gedd will tell you when a section is clear. Check the menu screen to see what chamber you're in.

Talk to the woman at the treasure vault room to receive the THERAPY PILLOW.

[1] The Last Memory of the Ents

If you haven't found tenants for all three houses yet, do so now, then talk to your carpenter to expand your town. Just wander around outside fighting random battles and check if your town has grown after each one.

Return to the elder tree and enter.

Dream World

Go to all three towns and talk to everyone. Burroughs is available in the third town to occupy your fourth house. Once you finish this scenario, you can never come back to get him, so decide now if you want him.

Go back to the first town after you've visited all three.

Memory Tower

Talk to the guy at the top and pay him 100 Zenny twice. Open the chests for an EARTH ARMOR and an AUTO BOW. Talk to him again, then reenter.

On the second floor, take the stairs and ignore the old man.

On the third floor, go all the way left to get MISO STEW.

On the fifth floor, the bottom left corner has 1000 ZENNY. The upper left corner has a COURAGE BELT. The bottom right corner has an ALLOY BAND. Head to the upper right corner to get out of here.

Keep wandering the maze until you come to the final room with a boss fight.

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Alzheimer

!!!!!!!!!!

He spends a lot of time trying to silence you. Just kill him.

!!!!!!!!!!

Go back to the second town for healing, then go to the third town and leave Gandharve's mind via the bank teller.

Talk to Gandharve.

[m] Heaven Tower

After you finish talking to Gandharve, go south through the forest, across a bridge, and into Mist Valley. Talk to the guy. Now you have to go to Heaven Tower.

Heaven Tower

Again, you may have found this place already. It's to the north of Whale Cape, in the middle of the ocean. There's a fish blocking the entrance, but he'll let you in now.

Monster rundown:

Tidalius: Aquatic

Needle Puffer: Icy

Ammonium Squid: full immunity

Cloud Eater: Icy

If you're using elemental weapons (Flame Sword, Burn Knuckle, Thunderchild), you won't be able to hurt Ammonium Squids. You'll want at least one person wielding a non-elemental weapon. Bosch can still try Snipe even if he has an elemental weapon. Tapeta can Pierce to avoid the elemental damage.

From the entrance, go right against the current and enter the first door for a shop. He sells good things. You can follow the path against the currents to reach a DEMON SWORD and a SPIRIT ROBE. There are no airlockers on this path, so be careful.

Back at the entrance, go left and enter the southern door for 1000 ZENNY. Go back, follow the path to reach a GUTS PILL. You'll get to a room with 4 currents and a staircase in the middle. Go counterclockwise along the room, then go up, against the current, to reach the stairs.

Grab an ICE SHIELD, ICE ARMOR, and a NORSE DAGGER. Follow the path, and you'll find Spoons.

[n] Farma

Go back to Township if you want. You have a new shaman to play with. Put Aspara and Rand in your party, then go back to (not so) Mist Valley.

Mist Valley

Monster rundown:
Burner Orc: Fiery

Keep going south to pass through the valley.

Farma

Come during the day. There's a VITAMIN in the 2nd floor of the inn. Get a COIN from the upper left house and a PLATE from the center house. You should get a scene if you have Rand in your party.

Beat up all the rocks, stumps, and weeds in the field. This is my favorite part of the game. The second rock is a boss fight.

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Marl

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He's weak against Frost. Sten Sanamo/Spoona and a Norse Dagger is pretty good.

He's a hard physical hitter, so put Protect on your front two members. He's also able to cast Inferno for big damage, but you can't Silence him out of it.

Thankfully, he spends a lot of time defending, so you can just pick away at his 1600 hp.

!!!!

After the fight, talk to Ma, wake up, go back to the field and talk to her again. Leave for the Earth Temple.

Monster rundown:
Ayyiyi: Icy

The Earth Temple is the stone pyramid you see on raised land west of Farma.

Earth Temple

Grab a COIN from the first house you see.

Enter the temple, head to the end to reach the donation box, and donate 20 times (2000 Zenny). In fact, donate a couple more times just to be sure. It's not a lot of money.

Return to Farma, save, go back to your field, and talk with the church dude. Rand has to be in the lead.

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Messenger

!!!!!!!!!!

This is a pure slugfest. The problem is that he slugs much harder than you.

I had a level 21 Rand with a Hawk Claw, Bronze Helm, Alloy Band, and Stone Armor equipped. He hit me for ~80 hp, which means that I had to Rejuvenate the following two rounds. If he gets a deathblow, forget it. I managed to beat him without using items. I finished the fight with 16 hp and 4 ap. Pure luck.

If you're having a lot of trouble, you can either level up, or go fish up Manillo and buy better equipment or combat consumables (Shaved Ice). You can go to Guntz for Shaved Ice. The Roasts you get from hunting are also useful.

If you're buying Shaved Ice, get 5.

If this STILL isn't working, you can go hunting Grizzlies. Get 4 Sirloins, go to Township and cook up a Pancake (?). Use this on the Messenger (?).
!!!!!!!!!!!!

Talk to all the townspeople after the fight.

[n] The Great Bird

Before you continue, you can try to learn a new spell. This can be hard.

Return to the Earth Temple, enter the room with the bells, and play the song. The man will teach you Earth Chant if you do it correctly. Use Representative's second line in the "Prayer Song Solution" to figure out what to do. Count "1234" out loud with the music as it's being played.

The timing is very strict. It will likely take you multiple tries. If you can't get it, it's not a big deal.

Beretta in your third house at Township will have upgraded wares now.

Go to Wyndia with Nina in the lead and talk to the guard at the castle.

Wyndia

From the entrance of the castle, take the left door next to the staircase, the central door up, then the right door. Pick up a TOKEN and a VITAMIN.

Get the MOON DROP in the king's bedroom. Get the CLOTHING from the queen's bedroom.

Talk to the king with Nina in the lead.

Take the door to the far right of the castle entrance to your next dungeon.

Sky Cavern

Monster rundown:

Gargoyle: Flying

Valkyrie: Flying

Take the first fork north, then follow the path until a room with many corridors. Go north, then take the second right. At the next fork, take the left path. At the end, you'll find a STORM RING.

Go all the way back, and take the stairs down at the western fork this time.

Examine the statue at the end with Nina in the lead. Time for a Nina solo.

Get a WIND BRACE from the upper right chest and a WIND ROBE from the upper left chest. The ability to run should actually make this room a lot easier.

Enter the final door.

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Guardian

!!!!!!!

Just hit her with your strongest spell until she dies. It only took me two rounds with Iceblast. Typhoon will work fine too.

!!!!!!!

Go back to the center statue and talk to it to return to your party. Exit the dungeon.

Wyndia

Talk to the king again. When you wake up, examine the bookcase. Exit the room, go all the way left past the gate that used to be up. Watch the scene.

Reenter Wyndia castle and take the door next to the western stairs. Get a SILVER TIARA, VITALIZER, and a MOON DROP.

With Nina is leading, you can summon the Great Bird with the Y button.

Go to the middle southern portion of the world map. You'll find an inn and a big fortress here.

[p] Sister Act

Enter Pilgrim Inn to get an ANGLER ROD. This is the best fishing pole in the game. Fly now to the east of Township with your fishing rod and some bait equipped, and find this fish spot.

<https://www.youtube.com/watch?v=F7EGRlxscCY>

Get the Emperor Edge for Ryu.

You can also buy Death Rings. They're a weapon for Nina, but they can be used in combat as items by anyone to cast Death. Find the small island in between Melodia and Guntz. That's where the fish spot is. However, to get the fish spot to appear, you'll have to fight on an island away from it. Use the Great Bird to check the spot after every fight.

Go back to the southern continent and enter the Megachurch.

Evrai

You can grab a TOKEN from the first house on your right. This also happens to have an item merchant. In the house behind this one, you can grab a WISDOM FRUIT. Talk to the woman in this house.

Try to leave town, then talk to the woman again.

Go into the toilet, go right into the first entrance, fall down the hole, then

go north all the way. If you bought the Death Rings, abuse them. Massively.

When you get out, examine the bookcase for a TOKEN.

Put Lin in your party, then go south of Farma to Kotto.

Kotto

Break the rocks, talk to the guard, then enter the first house.

Now, fly to the southeastern continent to enter the Thief's Tomb. This is near where Deis is.

Thief's Tomb

Monster rundown:

Anubis Mummy: Undead

Zombie Thief: Undead

Death Wurm: Death them

The Solblade strikes again.

Anubis Mummies drop Soul Shields, which are pretty good.

Go down the stairs to a room with moving holes. Pick up a CRIMSON DIRK, a DOUBLE WHIP, BOLT GLOVES, and a SUN MASK.

Go downstairs (or fall in a hole) to get to a room with a ROMERO BRACE. Go around the outer left wall and head north into the next room.

Free Patty, then follow her. Examine the open chest, then get the THIEF'S EMBLEM.

Return to Kotto, talk to Tiga, get a 4th party member, then follow the land south until you reach Rhode Chapel.

Rhode Chapel

Talk to Lin and Tiga. Make sure you come with Wisdom Seeds. The enemies here have an annoying habit of using Leech Power. Also bring some Holy Tears.

Monster rundown:

Mind Blaster: Spirit

Living Armor: Spirit

Demon Spirit: Spirit

Go north and beat up a soldier. Keep going and head downstairs.

Step on the right arrow switch once, then enter the room for a SNAKE STAFF. Then, go back and step on it until the wall won't slide right anymore. Enter the door.

Take the south path to get to a staircase leading to 1000 ZENNY. Go back and take the north path, and prepare for a boss fight. Make sure to deequip the Solblade and equip your party with fire weapons. Crimson Dirk counts.

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Necromancer

!!!!!!!!!!!!

Manson will first send three zombies at you. Use Fireblast and attacks to finish them off quickly.

Now you fight Necromancer. Purify and Holy Tear should get rid of the zombie status. Equipping a Romero Brace also works. Otherwise, just stick to fire attacks. He can cast Death, but you can't do anything about that.

Consider yourself quite lucky if he drops a Hell Brace.

!!!!!!!!!!!!

Pick up the ROAD TO EVRAI after the battle. Remember to equip your normal weapons again.

Answer "Of course I do!" if you want to make Lin happy. I still don't know what effect this has.

[q] Evrai

At this point, you can donate 2000 Zenny to a church for a Key Item, or you can just go ahead with the game. There's a church at Newhaven and a church at Colossea.

Fly to Evrai.

Evrai

Go into the center house of town and talk to Tiga.

Approach the door. Answer "Evanth" when prompted.

Climb up the staircase and enter.

After the scene, bring your highest hp characters, approach the altar, then follow Habalk to the right.

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Ray

!!!

Just keep hitting Ray with the Emperor Edge and stay healed. Defend with all your characters if they're not healing.

Cast Kaiser Dragon when it becomes available.

!!!

Heal up, bring Rand, then continue.

Monster rundown:

Dark Crusader: Death

Royal Slug: Death

Follow the path, flip the switch, then break down the wall with Rand.

Pick up a GALE BAND and 1000 ZENNY. Break down another wall, then pick up a BLAST FIST.

Follow the path, fend off Habalk's archers, then fall off the spot where the

southern archer was standing. Enter the room for an elusive SKULL BRACE.

Return to the top, then fall down with Habalk.

Enter both nearby doors for a JEWEL BRACE and a RAINBOW ROBE. Take the stairs up in the room with the rainbow robe.

Take the arrow platform (right, up, right, right, down, up, down) to get a CRIMSON CAPE. Start over in this room (right, up, right, right, down, up) to get to the stairs.

Walk through the guard lasers, heal up, then examine the pedestal. Make sure the rainbow robe is equipped on someone.

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Old Man, Guardeye, Guardeye, and Guardeye

!!

Do not kill the old man!

Focus on the first Guardeye. Hit him with Iceblast and Frost Whelp, and he should go down.

Target the second Guardeye next with fire or plain attacks. Fireblast should be okay to use, since the other Guardeye will heal for 120 every round.

Kill the third one and win.

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[r] Preparing for endgame

Go back to Farma to the field and pick up Sollo.

Go back to Rhode Chapel and enter the secret passageway. Remember to equip the Solblade since the monsters are back. Go in the first door to find Saynie.

If you want to level up to prepare for the endgame, now's the time. See the section on [mc] Power Leveling.

If you really really really can't live without getting Rand's best armor, go south of Kotto, south of two islands (one of which is a fish spot). Fight Mammoths there to try and drop a Mammoth Pelt. It is very rare. The Mammoths are Icy type... or just Death them.

To get the best ending, you're also going to have to make Township fly. I recommend copying your game to another slot so you can see both endings.

Enter the well at the right side of Township. Enter the room, then go to Guntz with Aspara in your party. Enter the tree to the east of Guntz and talk to it.

Go to Guntz and enter the house in the back. There are hidden stairs behind the bookcases. Talk to Gigi Kupp, and say "Machine trouble."

Go back to the Township well. Township should be flying now. Return to Gate any way you like.

[s] Gate

There's a fishing spot near Gate where you can get a LIFE ARMOR from a chest.

Gate

Go to the back, where the dragon is. Talk to the old man, Halk. With the entrances open, enter the west door to find Synne.

Go back to Township and fuse Lin with Sanamo/Synne or just Synne if you're using her.

Warp to Kotto and talk to the lone guard.

Warp to Ft. Nageur and go to the Wildcat Cafe. Talk to the chef, then go back to Thief's Tomb. You're going to have to travel by whale.

Talk to people in the tomb, then warp back to Township.

Patty's in one of the rooms on the second floor of your house. Talk to her.

At this point, you may want to go and gain a few levels.

Warp back to Gate. Watch the scene, then talk to begin a boss fight.

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Habalk

!!!!!!

He casts some damaging multitarget spells. Honestly, I don't feel like Barrier has ever reduced any spell damage.

Equip any partial immunity armors, like Rainbow Robe, Silver Tiara, and Hell Brace, if you were lucky enough to get it.

Habalk wastes a lot of his time using Leech Power. Just pound him down with your most powerful attacks. You can kill him in two or three rounds without being terribly overpowered. Lin and Aspara are actually two of your hardest physical hitters in fused form.

If Bosch or Rand know Vitalize, they will be very useful.

!!!!!!

You can answer "Wait for him." for the worst ending.

Go back to Township and check Beretta's store for new wares. Get your characters fused again as well.

[t] Abyss Tower

Stock up on all the items you'll want to bring! You can cook some pretty overpowered stuff. See [mb] Cooking Recipes.

Enter the dungeon the dragon was guarding. You'll need a non transformed Sten to pick up some of the treasures.

Abyss Tower

Monster rundown:

Bighand: Icy (just use Death)

Calvarider: Undead
Hypnos: Spirit
Wraith Guard: Spirit
Ganymede: Use Slice
Ifrit: Fiery (Death works okay)
Evil Dragon: Flying (Death works okay)

If Tapeta has a Balmung, bring him, by all means! You worked hard to get the Balmung, and it pays off here. Keep that Solblade and those Death Rings near the top of your inventory for easy access.

Go around the first room to get a LIGHT BRACE, then go to the next floor.

Go east, cross the poles with Sten, and pick up a BUSTER BOW. If you don't want to use Sten, or you want him fused, you can leave and come back.

Cross the poles again, go south, and all the way left to get a BENADANTI. Return to the doorway you passed, get a SHINING HELM, then go downstairs.

Go around the outside of the room counterclockwise to get a STAMINA UP. Ignore the staircase up, go back to the beginning of this room and take the inner path to find a POWER FOOD and a staircase down.

On this floor, stay on the raised ground and follow the path to get the TYRANT ARMOR and MOTHER ROBE in plain view. Staying on the raised ground, go left all the way around the room to get a SCIMITAR. Make your way to the next lower floor.

Down down down...

When the repetition stops, take the south fork first. Grab the SOUL SHIELD, then go up the left steps to get a SUN MASK. Go all the way back to the start and take the east fork.

Grab the UNDYING RING, SHADOWSTITCH, and a HELL BRACE. Take the east path after the Hell Brace, then take the west path for a FINAL BLOW. Keep going south and you'll finally find the stairs.

Go south in the final room.

[u] The Fated Child

Dragnier

Talk to the old man after the scene is over.

Talk to everyone, then return to the first house.

Talk to everyone. Let the game lead you.

The bottommost house has an inn and an item shop. Heal up, save, and enter the central structure.

Abyss Tower

Monster rundown:

Dragoon: Fiery (use Death)

Charon: Spirit
Skeleton Warrior: Immune to magic
Hellion: Death sorta works

Keep Solblading those undeads. Charon can drop a Kitty Staff, Lin's best weapon. Too bad it's not holy elemental.

Enter the first room you see. Talk to everyone. Enter each individual room to speak to your friends, then walk to the end to speak to them again.

Answer "I do." when prompted. Speak to the man in red, then enter your own room. Refuse to choose.

Sigh, all shaman fusions reset. It's your choice if you want to Exit out and fuse again.

Exit the room, take the west path for a DIANA'S GOWN. Backtrack and go down the stairs.

Go left and enter the room, then go left for a RIOT STAFF. Go right until you come to a fork. Take the south path first.

You'll immediately come to another fork. Go all the way east for a DRAGON HELM. Be careful not to stand one square below and to the left of the chest; there's a hidden hole there. Backtrack to the first fork and take the ladder down.

Pick up a SOUL SHIELD, then go down another ladder.

At the first fork, the room immediately to your right is a healing spring. Go down to the next floor.

Step on the teleporter. Don't enter the room above it unless you want to finish the game right now.

Go north from the teleport destination to find a DRAGON ARMOR. Go all the way south, enter the ladder, and get a DRAGON SWORD.

Return to the teleport destination, and go east to go up a ladder. Take the upper right path, which leads to a chest with a DRACO SHIELD. Go back, and take the bottom left path.

At the next fork, go south for a HOLY RAPIER. Return to the previous room, and take the northeast path. You'll be back in the room with the Riot Staff, where the very first fork was.

Take the south path again, this time ignoring all chests. Just go down the first ladders you see. When you get to the fork, use the healing spring, and then keep going.

When you reach the room with the teleporter, teleport and go to the south end of the room for a save point. Take the teleporter back, then go north through the door.

!!!!!!!

Barbaroi

!!!!!!!

I'm going to assume you're not stocked up on Wisdom Fruits and tons of healing items. If you are, just keep using Kaiser Dragon.

Deal 1250 damage to him, and he'll challenge you to fight alone, or as a party. Take him on as a party.

Barbaroi uses many mass damage spells. Have Rand or Bosch constantly casting Vitalize, and you should be okay. When his hp gets under 1000, his damage increases. You'll probably need both Rand and Bosch to start Vitalizing at this point.

Equip any characters you can with the Silver Tiara. You have a chance of dodging his Valhalla spell with this.

Don't attack him with a weak character for no reason. He can counterattack and do a bunch of damage to you.

He has 5000 hp. If you choose to fight him as a party, the damage you did the first round is healed. Use Kaiser Dragon when he's getting low.
!!!!!!!!!!

Go north to a healing spring and save point when you win.

You can change party members now to include Sten and Lin. They have to be able to use their special skills though (no transformation fusions.)

Go back into the dark room where you fought Barbaroi, take three steps south, face east with Lin and smash the point. Go all east, south, east, then reach with Sten. Pick up a LIFE BRACE. It prevents the Death spell from working on you. Equip it!

Go back to the healing spring room and take the teleporter. In the new, wide open room, go southwest for a SACRED CROWN. If you want to try to get Aspara's best weapon, go east, then south into a small room with a teleporter. Try to find a Zodiac and get it to drop. Good luck.

When you're ready, go north from the teleporter. After the scene, mash the d-pad and go north.

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Deathevan

!!!!!!!!!!

Start by casting Infinity.

Deathevan is a more long lived, softer hitting Barbaroi. If you defeated Barbaroi, you should have no problems here. Just make sure you have enough healing items to last the fight. He has the ability to suck the AP out of your casters, which is really annoying. For once, use your dragon spell at the beginning.

If you managed to bring a Synne fused Lin down here, good work.

In all honesty, this fight is pretty boring. Just Kaiser Dragon spam him.

!!!!!!!!!!

If you made Township fly, you will receive the good ending. If not, you will get a bad ending.

V. Miscellaneous bits

[ma] Manillo

Manillo is a merchant you can find at fishing spots. He tends to sell rare or difficult to get items, or otherwise items that are just slightly more advanced than what you can get currently. He appears at a few specific fishing spots, and you have to have a Coin as bait to fish him up.

Coins can be found throughout the game. The easiest monster that drops them are the L'il Devils around Colossea. Killer Goblins around Wyndia also provide Coins. Your first Coin can be found in Tagzi Woods. Really, if you plan well enough, you won't have to try and drop any.

North of Colossea

Silver Knife	1200
Iron Plate	1400
Knight Helm	790
Silk Glove	1200
Iron Shield	1200

Next to Wild Cat Cafe

Buster Sword	2200
Sage's Robe	3000
Black Helm	1800

Northwest of Whale Cape

Turbocharge	1000
Fire Spice	100
Shaved Ice	100
Thunder Rod	100
Ginseng	500
Firecracker	800
Void Sphere	800
Icicle	800

West of Gandharve's forest

Speed Shoes	10000
Holy Scarf	5000
Courage Belt	2000
Romero Brace	2000

Near Melodia

Amulet	1000
Iron Brace	1000
Dream Jewel	1000
Widsom Brace	1000
Guts Belt	1000

Island northwest of Guntz* (Great Bird required)

Damascene	12000
Penetrator	12000
Death Ring	9500
Slicer	20000

*You need to fight around Guntz, then fly to the island. The fishspot will not activate if you fight on the island.

West of Thief's Tomb

Alloy Staff	8200
Thunderchild	8400
Headhunter	2000

Mystery Helm 3100
Slash Gloves 4100

Southwest of Kotto*
Brave Armor 10000
Spirit Robe 7500
Ares Shield 50000
Bolt Gloves 9000

*You need to fight to the east of the island, on the main continent. When the fishspot appears, fly over, or use Tapeta to hop over. It's quite difficult with Tapeta.

[mb] Cooking Recipes

This requires Hanz in house 5, Daiye in house 6, and the cooking carpenter. All recipes have a chance to fail. There are more, but I'm listing what are probably the most useful ones.

Gold Brick: 3 Turbocharges (3000 zenny profit)

Stamina Up: Fire Spice + 2 Tuna

Wisdom Fruit: Stamina Up + 2 Tuna

Power Food: 2 Ginseng

Miso Stew: 2 Fire Spice

Lucky Charm: Fire Spice + Shaved Ice

Guts Pill: 2 Shaved Ice

Fast Food: 2 Thunder Rod

Hardtack: 2 Fast Food

[mc] Power Leveling

----- Monster Island -----

Monster Island is available as soon as you get Grandpa the whale. Sail south all the way until you end up at the northern end of the world. Monster Island is dead center.

You'll need Bosch for his Snipe ability. You'll also need either consumable items (Fire Spice, Shaved Ice) or the Slice ability. Put your party in the defensive formation. Defend unless your character is trying to perform the kill.

Monster rundown:

Atomic Goo: Snipe/Death Ring

Tyorking: Use a consumable or Slice it

Gatlinghead: Snipe

Goo King: Kaiser Dragon/you're dead

Ragnarider Island

This is a small island on the southeast portion of the map. There's an armory here that sells some really good gear. You can only access this when you have the ability to fly.

There's an enemy here called Ragnarider, who has 1000 hp and is really tough. You can get Tapeta's best weapon, the Balmung, from them. Summon Kaiser Dragon with Ryu and hope that he lives long enough to cast it.

Bring Township here so you can heal after each fight.

VI. Armory

If you've looked at other weapon listings on GameFAQs, you may notice that some of their numbers differ from mine. There are three possibilities here:

1. I've made a mistake
2. They've made a mistake
3. The retranslation changed something

Email me if you find any inaccuracies.

If it says that a piece of equipment can cast something, that means you can use it as an item in combat. It can be used an infinite number of times. If an item is equipped, the person wearing it can still use it as an item. Press up on the item screen to access equipped gear during combat.

A note on elemental defenses: guarding against elemental attacks is as useless as exploiting enemy elemental weaknesses is good. You have to stack the elemental resistances to truly make a difference. Even then, a lot of seemingly elemental attacks (fire breath, cold breath) actually aren't! I don't recall any enemies ever using a holy elemental attack.

Partial immunity is great though.

Swords (Ryu)

Name	Power	Found	Notes
Copper Sword	8		
Longsword	16		
Tyrant Sword	28	Remington	ice elemental
Flame Sword	37	Heckler	fire elemental
Buster Sword	50	Upa Cave	
Vigor Sword	63	Valkyrie drop (Sky Cavern) (Earth Temple)	casts Rejuvenate
Newbie Sword	66	Burner Orc drop (Mist Valley)	Lin can equip
Starbringer	68	Thief's Tomb (blue panel fight)	holy elemental
Alloy Sword	72	Guntz	
Demon Sword	78	Heaven Tower	
Damascene	82	Ragna island shop	
Scimitar	84	Abyss Tower	Tapeta can equip
Armorbreaker	91	Beretta	
Dragon Blade	125	Abyss Tower	fire elemental

Emperor Edge | 160 | fish near Township | thunder elemental, casts Lightning

Bows (Bosch)

Name	Power	Found	Notes
Shortbow	3		
Bowgun	6		
Crossbow	22		
Twinbow	30	Melodia	hits twice
Auto Bow	38	Memory Tower	hits all enemies
Firebow	42	Heckler	fire elemental
Ice Barrel	70	Heaven Tower	ice elemental
Buster Bow	86	Abyss tower	casts Simoon
Dreadnought	90	Beretta	

Staves (Lin)

Name	Power	Found	Notes
Wooden Staff	4		
Hexa Staff	8		
Copper Baton	25		
Quarterstaff	33		
Heat Staff	43	Heckler	fire elemental
Alloy Staff	56	Manillo	casts Heal
Birch Staff	58	Kalashnikov	ice elemental
Bolt Tonfa	62	Beretta	thunder elemental, casts Lightning
		(after Farma)	
Snake Staff	75	Rhode Chapel	
Riot Staff	90	Abyss Tower	
Kitty Staff	145	Charon drops	
		(Abyss Tower)	

Daggers (Sten)

Name	Power	Found	Notes
Bowie Knife	4		
Dagger	10		
Silver Knife	14	Mt. Rocco	holy elemental, Ryu can equip
Papillon	32	Highland, Melodia	Ryu can equip
Assassin	42	Highland	
Royal Dagger	56	Kalashnikov	casts Protect, Ryu can equip
Gladius	58	Kalashnikov	Ryu can equip
Norse Dagger	63	Heaven Tower	ice elemental
Chakram	66	Heartland (before	
		Memory Tower)	
Crimson Dirk	70	Thief's Tomb	fire elemental
Shadowstitch	86	Abyss Tower	casts Paralyze
Slicer	90	Manillo	
Diablo Knife	110	Zombie Thief drop	
		(Thief's Tomb)	

Rapiers (Tapeta)

Name	Power	Found	Notes
Short Rapier	16		
Saber	26		
Solblade	28	Ft. Nageur	holy elemental, Ryu can equip may cause OHKO
Fearless	32	Remington	holy elemental
Estoc	38	Melodia	
Piercer	50	Beretta	
		(after Farma)	
Elmore Sword	52	Zombie Thief drop (Thief's Tomb)	holy elemental, Ryu can equip
Thunderchild	65	Heaven Tower shop	thunder elemental
Penetrator	79	Ragna island shop	
Holy Rapier	95	Abyss Tower	holy elemental
Balmung	122	Ragnarider drop	holy elemental, casts Kyrie

Rings (Nina, Deis)

Name	Power	Found	Notes
Ring	5		
Mage's Ring	17		
Warlock Ring	26		
Fire Ring	35	Heckler	fire elemental, casts Flare
Black Ring	43	Mt. Maori	casts Silence
Death Ring	52	Manillo	casts Death
Storm Ring	68	Sky Cavern	casts Jolt
Amber Ring	74	Ragna Island shop	
Undying Ring	83	Abyss Tower	casts Raise Dead

Gloves (Rand)

Name	Power	Found	Notes
Bare Knuckle	5		
Rivet Fist	10		
Iron Knuckle	18		
Burn Knuckle	18	Heckler	fire elemental
Hawk Claw	25	Highland	
Blast Fist	32	Evrai	casts Simoon
Final Blow	48	Abyss Tower	may cause OHKO
Kaiser Fist	56	Beretta	

Whips (Aspara)

Name	Power	Found	Notes
Whip	10		
Headhunter	10	Manillo	may cause OHKO
Ivy Whip	30	Melodia	
Thorn Whip	41	Mt. Maori	
Double Whip	61	Thief's Tomb	
Benadanti	76	Abyss Tower	
Cat 'o Nine	81	Zodiac drop (Abyss Tower)	may cause OHKO

Armor

Name	Def	Found	Notes
Clothing	2		
Tanned Armor	6		
Catsuit	6		
Ranger Suit	8		
Mage's Robe	8	Wyndia	resists holy
Chain Mail	12		
Spirit Robe	12	Heaven Tower	resists fire, ice, lightning
Scale Armor	17	fishspot northeast of Tagzi Woods	resists fire
Sage's Robe	18	Witch Tower	resists lightning
Iron Plate	20		
Iron Armor	22		
Breath Armor	25	Melodia	resists holy
Ocean Robe	27	Upa Cave	resists ice
Speed Suit	27	Highland	
Stone Armor	28	Stone Face drop (outside Ft. Nageur)	
Unbreakable	30	Remington	
Golden Armor	31	Whale Cave	
Magma Armor	35	Heckler	resists fire
Silver Armor	40	Kalashnikov	
Wisdom Gown	42	Ragna island shop	resists holy
Ice Armor	43	Heaven Tower	resists ice
Earth Armor	44	Memory Tower	resists lightning
Wind Robe	47	Sky Cavern	resists lightning
Alloy Armor	52	Guntz	
Brave Armor	60	Ragna island shop	+5 attack
Rainbow Robe	61	Evrai Cathedral	resists fire, ice
Crimson Cape	64	Evrai Cathedral	resists fire, casts Drain
Mother Robe	66	Ragna island shop	resists holy
Mammoth Pelt	69	Mammoth drop (south of Kotto)	resists ice, Rand's best armor
Diana's Gown	70	Abyss Tower	resists fire, holy
Tyrant Armor	71	Beretta	+5 attack
Holy Plate	74	Goo King drop	resists holy, partial immunity
Dragon Armor	78	Abyss Tower	resists fire
Life Armor	80	fishspot near Gate	resists holy, heal while walking

Shields

Name	Def	Found	Notes
Plate	1		
Wristband	1		
Gale Band	1	Evrai Cathedral	resists fire, ice, lightning
Iron Band	3		
Escutcheon	6		
Silk Glove	7		
Buckler	9		
Iron Shield	10		
Demon Shield	10	Remington	resists holy, casts Leech Power
Defender	14	Melodia	
Slash Gloves	15	Kalashnikov,	+5 attack

		Beretta	
Flame Shield	18	Heckler	resists fire
Guardian	26	Heaven Tower shop	
Shine Shield	26	Kalashnikov	
Ice Shield	26	Heaven Tower	resists ice
Bolt Gloves	27	Thief's Tomb	resists lightning
Alloy Band	28	Guntz	
Giant Shield	28	Othello carpenter	Rand only
Alloy Shield	33	Guntz	
Star Shield	36	Cyclops drop	
		(Mist Valley)	
Soul Shield	43	Ragna island shop	casts Barrier
Tyr's Gloves	44	Goo King drop	+8 attack
		(Monster Island)	
Draco Shield	52	Abyss Tower	resists fire
Ares Shield	55	Manillo	casts Might

Helms

Name	Def	Found	Notes
Bandana	1		
Headband	2		
Glass Helm	4		
Bronze Helm	5		
Knight Helm	8	Ft. Nageur	
Red Scarf	10	Melodia	
Royal Crown	12	Ft. Nageur	resists holy
Black Helm	15	Manillo	resists fire
Circlet	16	Heaven Tower shop	
Moon Mask	18	Highland	resists ice, fire
Mystery Helm	20	Manillo	
Silver Tiara	22	Sky Cavern	resists lightning, partial immunity
Sun Mask	25	Ragna island shop	resist fire
Sacred Crown	30	Abyss Tower	
Shining Helm	30	Abyss Tower	resists holy
		Othello carpenter	
Dragon Helm	32	Abyss Tower	resists fire

VII. Todo List

Hunting and fishing descriptions and items.

VIII. Copyright and credits

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This guide can be found on GameFAQs and Neoseeker.

If you're looking for in depth information on the game, use BSiron/Sabin 2002's guide here:

<http://www.gamefaqs.com/console/snes/file/563530/5436>

The walkthrough that I recommend most is Representative's. Here it is:

<http://www.gamefaqs.com/console/snes/file/563530/56316>

Here is a beautiful world map:

<http://www.gamefaqs.com/console/snes/file/563530/53026>

The rpgclassics BoF2 shrine can be useful for pictures and easier on the eyes shaman/Township information.

<http://shrines.rpgclassics.com/snes/bof2/>

Contact me with suggestions or criticisms here: [kuhchung at hotmail dot com](mailto:kuhchung@hotmail.com)

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