

Breath of Fire II Secrets FAQ

by Lagunathemoron

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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 Secrets FAQ

Super Nintendo

By James Wardle/Lagunathemoron

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Introduction: Hi and welcome to Lagunamoron's Breath of Fire II secrets faq. The game is both old and popular, even more so thanks to the Gameboy Advance remake. Of the faqs, Shaman, Dragon, Township etc, there seems to be one missing, a secrets faq. Breath of Fire II has many secrets, thus one reason to play again.

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I) DISCLAIMER

Disclaimer : Ai! Lets get the boring bit over --. I wrote this F.A.Q / Walkthrough and I don't want anyone to rip off my hard work. If you want to have this on you're website, then please E mail me asking so, and if I give you permission, keep it updated often, I don't want people E mailing me with a question in the newer version of the walkthrough, and the F.A.Q/Walkthrough has to REMAIN THE SAME! That means no name swapping, changing in writing. If you do, make sure you have a good lawyer. I have listed some DO'S and Don'ts here.

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DO'S!
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Print this F.A.Q / Walkthrough, and use it for help.

E mail me if you have a question or tips which are NOT listed in here.

Direct friends to here for help.

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DON'TS
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Try and make any profit off this

Take credit for of this

E mail me with a question which has been answered someone here.

Put this on a website WITHOUT permission

If you E mail me with a question, please list the game you are talking about. (I write F.A.Q's for quite a few games you know) Also, please be specific with the questions / tips. Don't E mail me and say "How do you get past the thing near the thing"

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II) Secrets

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a) Bo & Karn

Bo and Karn, two characters from the first Breath of Fire game make an appearance in the game. Once you have obtained either Grampa the Whale or the bird, go to the island above the Monster hunters house. On that island is a house and in it are Karn and Bo. Neither of them will join your party or your town, but at least you can talk to them.

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b) Monster Island

Once you have obtained either Grampa the Whale or the bird, go to the island above the Monster hunters house. (See Bo and Karn). Walk around the island looking for random encounters, you will find HUGE versions of flies, goo's, Gongheads and many more. These monsters are often tough to defeat, some have large HP and some have low, but attacks do 1-3HP each. Ryu's dragon power can often help out on this island. Each of the monsters cough up a lot (and I mean a lot) of Experience points in the game, it is worth gaining levels for newer party members such as Spar and Jean. One monster in particular, the large goo uses an attack called Cure 4, heals it to the max but it has low AP, therefore after it has used it three times it can't cast cure on itself, easier victory. For the giant fly, I recommend a powerful quick attack such as Ryu's puppy (or Whelp) form.

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c) Secret character

You may have noticed a gap under Spars name on the paty select screen, this

space is for the secret character, a high levelled magic user. To get her you must have Grampa the whale or the bird and recommended is Jean at level 14 so that he can cast warp. Go to Highfort and go down the world map, you should see a temple called Thieves tomb. Ignore that for now and go south then east then north (I recommend using Rand's special to avoid encounters) until you see a strange bit of desert, enter it and you will be taken under-ground. Speak to the ghosts in this dungeon (and the north room) to hear that the character has gone to Hometown. Have Jean warp to Hometown and go to the Magic school (This is where we first saw Nina) and go upstairs to the left-most classroom. Talk to one of the girls and she will join your party? Her identity? Well it her name is...

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R (close your eyes for the next few lines if you don't want a nasty spoiler ;))

Bleu from Breath of Fire I. First Nina, Ryu, Bo, Karn and now Bleu. Neat or what? Bleu starts off with lots of spells and high HP, AP and level 35.

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d) Re-new and Cure 2

When you reach Captain you will have to go down in the well. After defeating the boss you will have to save all the villagers, save every single one of them by talking to them and attacking the monster on their faces rather than themselves, then talk to Ray. Back at your own town, Ray will give one of your characters the "Renew" spell if you saved them all, but if you failed in saving everybody he will only give you "Cure 2". I recommend saving them all, your characters could be dying a lot more than you think, plus the monsters do give a few experience points which isn't bad.

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e) Advance dragon

Nope, the fdragon is not in the Gameboy Advance only, but these dragon powers are the best spells in the game up to the near end. Once you have Jean, DO NOT head for Simafort straight away, you will have to wait an awful amount of time otherwise. Press Y and change in to the giant frog when Jean is at the front of your party, swim behind the waterfall and you will enter a cave, speak to the man as Ryu and you will get Fire, Thunder and Ice water powers. If you head straight for Simafort you will have to wait until the events are over.

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f) Chop Chop the Chop

There is another spell which you can learn similar to Ray. Before heading to Simafort, go past the lake and enter the mountain cave. Read the instructions on the wall and answer yes for each one, but answer "raw" for the final question. You may have already figured what is going to happen, but since you answered "raw" there is not much to worry about. Hit the chef with normal attacks and use Ryu's puppy attack (or even Dragon if you have it) and finish off the beast, he has about 500HP. Enter the next room and speak to the boss, Tell him you didn't care then tell him you are soft heartedm he will teach a character a spell called Chop Chop.

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h) Sparing life

When trying to obtain the grass man you have to find a monster to take its place. In the Urapu cave, try and capture the chief, defeat him but instead of getting him, let him go, you will get a prize.

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i) Secret shamans

There are many secret Shamans in Breath of Fire II, other than the ones which are forced to go with you as the story progresses. Here is how to get more shamans.

Seso the Water Shaman is in the witches tower which can be gotten to just after meeting Jean in his giant frog state. Defeat the boss in the tower and go to the far left areas of the castle, Seso will be there (has blue hair). Talk to her and she will join Granny at your town.

Solo the Earth Shaman is quite hard to get. First of all when you meet Daisy in Farmtown, she tells you to pray at the cave, do so by donating twenty times. When you have finished the church scenario go back to Daisy's house and go in her field, you will find Solo there, talk to her.

Seny the Holy Shaman is in the Bando church after the church scenario. Talk to her when she is in the room in the church.

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i) Secret shamans

Shin the Devil and final Shaman is found at the entrance to Infinity, talk to her and she will join Granny and the other shamans.

Sana and Spoo, the wind and fire shamans are obtained as the story goes on, there is no way of missing them. You get Sana when you get to Captain and Spoo in the sky tower.

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j) Flying town

One of the best secrets in Breath of Fire II is the ability for your town to fly. That is right, the town which Ryu and Bow come up to at the start of their journey. You can not make the town fly until later in the game, and the way to do it is during the church scenarios, you can not let the old man, Ganer die. When you recruit him for township, head to Guntz and enter the northern house, go behind the right hand side bookcases and go down the stairs, now talk to the woman. Talk to Ganer at the well and you will experience your flying town. The flight is quite slow compared to the bird, it is about the same speed as Grampa the whale.

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k) Ryu, Katt and Rand

Not exactly a secret or sidequest but it helps at the start of the game. When in Coursair, Ryu (or should I say Baba) will have to battle Katt. After the battle, press up and push Katt away from danger. If you succeed you will have both Katt and Rand for the next battle. If you didn't save her, you will just have Rand's help.

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l) Prequel cut-scenes

When you start up the game, you will be wanting to start straight away. Don't, let the "Press start" screen roll on for a bit, the playable characters will have a chance in the spotlight for a little while, starting with Bow. The cutscenes last a couple of seconds and often take place before the start of the game, once you have viewed one character it will take you to the "Press start" screen once again, but wait longer and you will get another scene. This is a description of all of them:

Bow and Ryu are asking their boss in Hometown for more work, Bow gets annoyed as the buissness is slow and goes off to kill a couple of monsters in the nearby mountains, he is getting beaten up straight away so casts a cure spell on himself. Katt hears that Baba will be her opponant and says he has a stupid name and that she may quit fighting, she does fight Baba though and "dares" him, he just attacks with his axe. Rand gets hit by his mother, Daisy and vows he will leave the house one day, he walks out and takes his anger on a tree stump (Anybody sensing a pattern?). Nina is enrolled at a magic school but admits that she does not know much magic, we then see her fighting some hoods, just like we do when we first meet her. Sten introduces his magic to Tunlan, but nobody has bothered to turn up to see him, frustrated he says he will go somewhere else and takes his anger out on a group of Seenates. We learn more about Jean when he chases the witch through her castle, she runs away while he battles three mummy monsters, He loses the fight. Spar leaves his favourite tree to start his journey, he sees a group of Widow Spiders and uses his nature command, a tree comes and destroys the Widows. "And so the journey begins..." comes up, We see Ryu on the world map alone heading past the carnival near Hometown heading towards the bridge, an Ifeleet demon attacks but Ryu (with most of his dragon spells) defeats it in one hit thanks to a Fire Dragon spell. And that is all there is...

Thanks to Gamewinners for telling me of this tip before

3) CONTACT

If you wish to contact me about this FAQ, please send an e mail with "Breath of Fire II Secrets" or something like it in the subject to james@planter.karoo.co.uk and I will try my best to answer E mails. If you send me spam or anything, you will be blocked