

Shining Force Spell Guide

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Updated on May 16, 2005

A Spell Guide for: SHINING FORCE (GBA)

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This is a really simple guide on spells, mostly a quick reference for those wondering when their characters will learn their next spell, and what it is.

I. Firstly, here's a brief description of each spell, who learns 'em, and a few other little tidbits I'll add in. Going in alphabetical order...

Attack Lv. 1: Costs 10 MP - raises one ally's attack by 8.

Distance: 3

Who learns it: Narsha, Tao, Domingo, Hanzou

Notes: Pretty useful, since it NEVER wears off the entire battle!

Attack Lv. 2: Costs 15 MP - raises up to 5 allies' attack by 5.

Distance: 3

Who learns it: Narsha

Notes: Get this for all its worth. 5 points may not be that much, but on 5 characters, it's quite a bit!

Attack Lv. 3: Costs 40 MP - raises up to 5 allies' attack by 10.

Distance: 3

Who learns it: Narsha

Notes: This really isn't worth it. You get 3 other characters that learn Attack Lv. 1, which boosts almost as much and costs the same amount, but it will save Narsha some MP for some other more useful spells.

Aura Lv. 1: Costs 7 MP - heals up to 5 allies by 15.

Distance: 3

Who learns it: Narsha, Gong, Khris, Torasu

Notes: Really useful, especially for leveling up. You'll get a minimum of 20 EXP per usage.

Aura Lv. 2: Costs 11 MP - heals up to 12 allies by 20?.

Distance: 3

Who learns it: Narsha, Khris, Torasu

Notes: A lot more useful than in the original. This one heals slightly more and there's even another character that has it.

Aura Lv. 3: Costs 15 MP - heals up to 12 allies by 40?.

Distance: 3

Who learns it: Narsha, Torasu

Notes: Really useful for a while. It's too bad Torasu learns this

only levels before he learns Aura Lv. 4. Make sure you get Narsha up to level 20 before promotion so she has this useful spell early on!

Aura Lv. 4: Costs 18 MP - heals all allies 100%!

Distance: All

Who learns it: Narsha, Torasu

Notes: Really beefed up since the original. This spell is the greatest healing spell in the game, and you actually may need it quite a bit.

I suggest taking both Narsha and Torasu to learn this. This is way better than the Shower Cures.

Blaze Lv. 1: Costs 2 MP - hurts an enemy with fire magic.

Distance: 2

Who learns it: Tao, Anri, Alef, Arthur

Notes: This spell is your basic attack for a little while, at least for Tao and when you get her, Anri. Fire magic is effective against Undead, Worms, Golems and Blue Dragons. Fire magic is useless against most magic using enemies, fire type enemies and most bosses. Usually does about 6 damage.

Blaze Lv. 2: Costs 8 MP - hurts up to 5 enemies.

Distance: 2

Who learns it: Tao, Anri, Alef

Notes: This does a little more than the last spell...Probably about 8-9 damage. It costs a heck of a lot more in this game, so use this spell sparingly.

Blaze Lv. 3: Costs 8 MP - hurts one enemy.

Distance: 2

Who learns it: Tao

Notes: Unlike in the original, this only hurts one enemy - so it's more like Blaze Lv. 4 in the original. It's pretty weak, only doing around 20 some damage. With a good Boost, it's more like Blaze Lv. 4 in the original. Tao's best attack. Sadly, it's not that great against many foes, and doesn't even hurt others. This will probably be Tao's best source of attacking, too.

Blaze Lv. 4: Costs 10 MP - hurts up to 5 enemies.

Distance: 2

Who learns it: Tao

Notes: This is more like Blaze Lv. 3 from the original. It does a fair amount of damage 5 enemies. But as the enemies rarely group together, you'll likely find yourself using Blaze Lv. 3 over this one.

Bolt Lv. 1: Costs 8 MP - hurts up to 5 enemies.

Distance: 2

Who learns it: Anri, Alef, Arthur

Notes: Like most magics, it won't effect the more Magic Resistent enemies, nor Jet's. (No magic seems to effect any Jets, period...) But it's clearly the most useful of the level 1 spells. Does about 12 damage, I think.

Bolt Lv. 2: Costs 15 MP - hurts up to 12 enemies.

Distance: 3

Who learns it: Anri, Alef

Notes: This is especially great for Alef, since it's really all she'll have for oh so many levels. It's like the one above, only on more enemies and maybe slightly stronger.

Bolt Lv. 3: Costs 20 MP - hurts one enemy.

Distance: 3

Who learns it: Alef

Notes: This is sort of like Bolt Lv. 4 from the original...Except much much weaker. A good Boost will bring this to about par with the original's Bolt Lv. 4. It doesn't really have any strengths or weaknesses over enemies, except for those strong against magic, period...But all magic does, then.

Bolt Lv. 4: Costs 25 MP - hurts up to 12 enemies.

Distance: 3

Who learns it: Alef

Notes: Basically Bolt Lv. 3 from the original, but a little worse. Boosting Alef and then using this spell can prove mighty powerful. Too bad Alef can really only use it twice.

Boost Lv. 1: Costs 8 MP - boosts one ally's MP power.

Distance: 2

Who learns it: Narsha

Notes: Boosts an ally's MP power by 20%. This counts for healing and damaging spells, though I'm not sure if it counts for spells like Dispel, Desoul and the like. I know it does not effect Quick, Slow, Attack, etc.

Boost Lv. 2: Costs 20 MP - boosts up to 5 ally's MP power.

Distance: 2

Who learns it: Narsha

Notes: Boosts up to 5 ally's MP power by 50%. Much better than the last one.

Boost Lv. 3: Costs 40 MP - boosts up to 5 ally's MP power.

Distance: 2

Who learns it: Narsha

Notes: Boosts up to 5 ally's MP power by 80%. I don't know if this is worth it, since it costs 20 more MP, so you can only use it half as much. But, with this, the spells are as useful as they were in the original.

Desoul Lv. 1: Costs 8 MP - can steal an enemy's soul.

Distance: 2

Who learns it: Domingo, Alef, Hanzou

Notes: This doesn't work well on wizard type enemies, robots, nor bosses. Everything else seems to be fair game, though... Even undead!

Desoul Lv. 2: Costs 15 MP - steals up to 5 enemies' souls.

Distance: 2

Who learns it: Hanzou

Notes: This was not in the original, even though it said Hanzou learned Desoul...Again. It was a glitch, I guess. This is actually really useful, considering it goes on 4 more enemies for only 7 more MP. Often works, too!

Detox Lv. 1: Costs 3 MP - cures an ally of poison.

Distance: 1

Who learns it: Lowe, Torasu

Notes: Simple enough, it cures poison. Poison isn't a big deal in this game, as beating the battle makes you not poisoned anymore...And Antidotes were never hard to get. Torasu wastes a spell spot with this, since you get him when enemies can't even

poison your team, anyway! Not very useful, but can be a life saver at times early on.

Dispel Lv. 1: Costs 5 MP - seals an enemy's magic.

Distance: 2

Who learns it: Tao

Notes: Quite a bit more useful in this one than in the original, you can make those pesky Master Mages and Demonmasters practically useless with this! It won't work on bosses, though... So Mishaela will still be a pain in the butt.

Egress Lv. 1: Costs 8 MP - escapes from battle.

Distance: Caster

Who learns it: Max

Notes: Escapes from battle. You'll probably find yourself using this quite a bit, and that's okay. Some battles even require that you can only escape using Egress Lv. 1 or an Angel Wing. You may want to make sure Max has at least 8 MP so he can use this.

Elude Lv. 1: Costs 6 MP - lowers enemy's accuracy.

Distance: 2

Who learns it: Anri, Domingo

Notes: Far superior to its predecessor, Muddle, from the original...Which did absolutely nothing. (Though I imagine it was intended to do SOMETHING.) This is especially useful against enemies like Blue Dragons, Chimeras and such with high attack. This CAN and often WILL work on many bosses.

Freeze Lv. 1: Costs 3 MP - hurts one enemy.

Distance: 2

Who learns it: Anri, Arthur, Domingo, Alef

Notes: Really dumbed down, particularly in the earlier areas. Freeze magic is useless/horrible against Undead type monsters (Except the Skullforce) and the Blue Dragons. Freeze isn't nearly as useful as it was in the original, but it's still okay.

Freeze Lv. 2: Costs 9 MP - hurts up to 5 enemies.

Distance: 2

Who learns it: Anri, Domingo, Alef

Notes: Like with Blaze Lv. 2, you'll want to use this sparingly. Of course, it doesn't cost that much more than in the original...But it costs enough to cut your magic down really quick when you get it. Anri and Alef also learn Bolt Lv. 1, which costs less MP and is more effective.

Freeze Lv. 3: Costs 10 MP - hurts one enemy.

Distance: 3

Who learns it: Anri, Domingo

Notes: Much like the original's Freeze Lv. 4, this costs 10 MP and hurts one enemy. But this spell is MUCH weaker than in the original. Even with a good 80% Boost it won't match up to the original's Freeze Lv. 4...But it still is the most cost efficient attack spell in the game, so that's gotta be worth something. Definitely Anri and Domingo's best method of attack.

Freeze Lv. 4: Costs 12 MP - hurts up to 5 enemies.

Distance: 3

Who learns it: Anri, Domingo

Notes: This is basically just a beefed up version of Freeze Lv. 2, only with a further reach, as well. It's nothing special, dealing

roughly Bolt Lv. 2's damage, and the range isn't as good - and it only costs 3 MP less. Unless you have a really good opportunity to use this spell on a group of enemies, use Freeze Lv. 3 instead.

Heal Lv. 1: Costs 3 MP - heals an ally up to 15.

Distance: 1

Who learns it: Lowe, Gong, Khris, Torasu

Notes: Your basic healing spell. This is a great way to level up your healers, since most spells in this game give a minimum of 10 EXP when used. The Heal spells, however, can give you up to 48 EXP! (Usually won't see quite that much, but it's possible!) Maximum healing is 15, and it's not so random in this Shining Force game, so you'll always get the most for your healing.

Heal Lv. 2: Costs 5 MP - heals an ally up to 20?

Distance: 3

Who learns it: Lowe, Gong, Khris, Torasu

Notes: This is one beefed up Heal Lv. 2! Not only can it now heal more than Heal Lv. 1, but it has an even better distance than before! Plus, it still only costs 5 MP. This spell heals 10 less HP than the next level spell of Heal and costs half as much, so see if you can use this one more frequently.

Heal Lv. 3: Costs 10 MP - heals an ally up to 30?

Distance: 3

Who learns it: Lowe, Gong, Khris

Notes: Just like in the original, except not so randomized now. This spell is pretty useful, especially if you just suffer a lot of damage and you can't quite reach your ally for Heal Lv. 4.

Heal Lv. 4: Costs 20 MP - heals an ally 100%!

Distance: 1

Who learns it: Lowe, Gong, Khris

Notes: Exactly like the original's. This isn't so useful this time around, since Aura Lv. 4 also heals 100%. So Torasu is truly and clearly the best healer in this one if you spend time on him. If you plan on using this spell a lot, though - you may want to have Narsha cast Step on the healer, so they can keep up with the action.

Quick Lv. 1: Costs 5 MP - boosts an ally's speed by 10.

Distance: 1

Who learns it: Lowe, Khris

Notes: This is horrible and practically useless. Now instead of raising both Defense and Speed, this spell only boosts Speed/Agility. Not really useful at all, unless the character is lagging behind. How would that help, you ask? Well...Let's say you got Bleu, and he's slow. Bleu's the last person to go on the turn. So, you use Quick Lv. 1 on Bleu with Lowe or Khris...And so Bleu goes a lot sooner the next turn, so he ALMOST goes twice, theoretically. Of course, if Mawlock used Move on Bleu's card, that would be far more effective and Bleu WOULD go twice.

Quick Lv. 2: Costs 16 MP - boosts up 5 allies' speed by 10.

Distance: 2

Who learns it: Lowe

Notes: Waste of MP. If this boosted Defense, too, it'd be worth it. But since it doesn't...It's simply horrible. Don't waste your time with it. Takes Lowe forever to learn it, anyway.

Shield Lv. 1: Costs 5 MP - protects one ally from enemy magic.

Distance: 2

Who learns it: Torasu, Hanzou

Notes: This spell is even better than before. In the original, you couldn't heal your characters with Healing magic if you cast this on them. Now, the character will only be immune to enemy magic, and you can still cast all those useful boosting and healing magics on them!

Sleep Lv. 1: Costs 6 MP - puts an enemy to sleep.

Distance: 2

Who learns it: Tao, Hanzou

Notes: Very useful spell, this is much better than in the original. This works almost every time on many enemies. This isn't very effective against magic using enemies, however. I HAVE put bosses to sleep like Kane, though on rare occasions. Obviously, this spell is also useless against robots...Though I think it does actually work on undead. A huge improvement in this spell.

Slow Lv. 1: Costs 5 MP - lowers an enemy's speed by 10.

Distance: 2

Who learns it: Lowe, Khris

Notes: Okay...Did I say Quick was bad? Because Slow is just HORRIBLE! Why would you ever really need to lower the enemy's Speed/Agility? What a waste...Against enemies you'd even WANT to lower their Speed, this spell is useless.

Slow Lv. 2: Costs 20 MP - lowers up to 5 enemies' speed by 10.

Distance: 2

Who learns it: Lowe, Khris

Notes: Forget this spell exists...Unless you wanna laugh or something, you're not going to use it. It was bad enough in the original, but now this is officially the worst spell in the game. Not only does it cost 20 MP, which is an awful lot mind you, but all it does is slow down the enemy's Speed/Agility - NOT lower their Defense. So what's the point? Enemies tend to be slower than your characters, anyway...

Step Lv. 1: Costs 8 MP - ups an ally's movement by 2.

Distance: 2

Who learns it: Narsha

Notes: Kind of useful if you only want to use it on one character - especially since boosting spells last the entire battle in this game. If you want to use Step on a lot of characters, though, don't waste your time with this unless you have MP left over and you REALLY need a fast moving force.

Step Lv. 2: Costs 20 MP - ups 5 allies' movement by 3.

Distance: 2

Who learns it: Narsha

Notes: This is much better than Step Lv. 1, and goes on 4 more characters. It costs 12 more MP, but it's definitely worth it. Not only does it effect more characters, but it also boosts the movement by 1 more...3. :)

Step Lv. 3: Costs 40 MP - ups 5 allies' movement by 4.

Distance: 2

Who learns it: Narsha

Notes: This spell really isn't worth it, IMO. Step Lv. 2 boosts your allies' movement by 3. That should be enough...And it costs half as many MP. Even if this spell cost 30 MP, I would still lean towards

Step Lv. 2. But if you really need that extra movement...Then I guess you'll want this spell.

Supernova Lv. 1: Costs 16 MP - hurts one foe.

Distance: 3

Who learns it: Max

Notes: I was quite surprised to see Max learn a spell in this remake...Much less a NEW spell entirely. Usually heroes learn Bolt, but I guess this makes Max a little more special. Supernova is a pretty good spell, but you won't be using it for a little while if you plan to Egress. Max usually can use it once or twice, and it proves to be like Bolt and doesn't favor any enemy over the other. Still, it'll be useless against Jets and the weaker Supernova's won't do much if any damage against certain magic enemies. Each Supernova only attacks one foe, and each level basically increases the attack power of the spell by 10 points!...And that's BEFORE boosting the magic!

Supernova Lv. 2: Costs 18 MP - hurts one foe.

Distance: 3

Who learns it: Max

Notes: Just a stronger version of the first, only it takes 2 more MP. It's worth it, though, if you can get it in...Because it does 10 HP more damage than the first!

Supernova Lv. 3: Costs 20 MP - hurts one foe.

Distance: 3

Who learns it: Max

Notes: Stronger than the second level, it hurts for 10 HP more damage than the second. Definitely worth the 2 extra MP cost.

Supernova Lv. 4: Costs 24 MP - hurts one foe.

Distance: 3

Who learns it: Max

Notes: Still only improves by 10 HP, even though this time it costs 4 more MP. Well worth it with a good boost in magic, though. By the time you get this, you may not need to Egress (or may not be able to) anyway. This is the strongest single attack magic in the game, replacing Bolt in that field...Though Bolt still owns in area damage. You'll want to try and get Max's MP high so he can use this one twice.

II. Below are specific people and when they specifically learn their spells. (Keep in mind they were all given level 20 promotions. If they aren't, they'll learn their spells within the latter 10 levels after promotion. Also note I did not list the spells they start with.)

MAGE/WIZD:

Tao learns Blaze Lv. 2 on level 4 unpromoted!

Tao learns Sleep Lv. 1 on level 8 unpromoted!

Tao learns Blaze Lv. 3 on level 12!

Tao learns Dispel Lv. 1 on level 16!

Tao learns Blaze Lv. 4 on level 20!

Tao learns Attack Lv. 1 on level 27!

Anri learns Freeze Lv. 1 on level 5 unpromoted!

Anri learns Blaze Lv. 2 on level 8 unpromoted!

Anri learns Elude Lv. 1 on level 10 unpromoted!

Anri learns Freeze Lv. 2 on level 13!

Anri learns Freeze Lv. 3 on level 16!

Anri learns Bolt Lv. 1 on level 19!
Anri learns Freeze Lv. 4 on level 23!
Anri learns Bolt Lv. 2 on level 26!

Alef learns Bolt Lv. 2 on level 17!
Alef learns Bolt Lv. 3 on level 22!
Alef learns Desoul Lv. 1 on level 26!
Alef learns Bolt Lv. 4 on level 30!

HEAL/VICR:

Lowe learns Detox Lv. 1 on level 4 unpromoted!
Lowe learns Heal Lv. 2 on level 7 unpromoted!
Lowe learns Slow Lv. 1 on level 10 unpromoted!
Lowe learns Quick Lv. 1 on level 13!
Lowe learns Heal Lv. 3 on level 16!
Lowe learns Slow Lv. 2 on level 19!
Lowe learns Heal Lv. 4 on level 22!
Lowe learns Quick Lv. 2 on level 25!

Khris learns Heal Lv. 2 on level 5 unpromoted!
Khris learns Slow Lv. 1 on level 8 unpromoted!
Khris learns Quick Lv. 1 on level 12!
Khris learns Heal Lv. 3 on level 16!
Khris learns Aura Lv. 1 on level 20!
Khris learns Heal Lv. 4 on level 21!
Khris learns Aura Lv. 2 on level 28!

Torasu learns Aura Lv. 2 on level 20!
Torasu learns Aura Lv. 3 on level 24!
Torasu learns Aura Lv. 4 on level 28!

OTHER:

Max learns Supernova Lv. 1 on level 12!
Max learns Supernova Lv. 2 on level 16!
Max learns Supernova Lv. 3 on level 20!
Max learns Supernova Lv. 4 on level 26!

Gong learns Heal Lv. 2 on level 8 unpromoted!
Gong learns Heal Lv. 3 on level 16!
Gong learns Heal Lv. 4 on level 24!
Gong learns Aura Lv. 1 on level 30!

Narsha learns Attack Lv. 2 on level 2 unpromoted!
Narsha learns Aura Lv. 1 on level 3 unpromoted!
Narsha learns Boost Lv. 1 on level 4 unpromoted!
Narsha learns Step Lv. 1 on level 7 unpromoted!
Narsha learns Boost Lv. 2 on level 10 unpromoted!
Narsha learns Step Lv. 2 on level 12!
Narsha learns Aura Lv. 2 on level 14!
Narsha learns Attack Lv. 3 on level 16!
Narsha learns Step Lv. 3 on level 18!
Narsha learns Aura Lv. 3 on level 20!
Narsha learns Boost Lv. 3 on level 22!
Narsha learns Aura Lv. 4 on level 25!

Arthur learns Blaze Lv. 1 on level 15!
Arthur learns Freeze Lv. 1 on level 20!
Arthur learns Bolt Lv. 1 on level 25!

Domingo learns Freeze Lv. 2 on level 4!
Domingo learns Elude Lv. 1 on level 7!
Domingo learns Freeze Lv. 3 on level 13!
Domingo learns Desoul Lv. 1 on level 17!
Domingo learns Attack Lv. 1 on level 20!
Domingo learns Freeze Lv. 4 on level 26!

Hanzou learns Attack Lv. 1 on level 4 unpromoted!
Hanzou learns Desoul Lv. 1 on level 7 unpromoted!
Hanzou learns Shield Lv. 1 on level 15!
Hanzou learns Desoul Lv. 2 on level 25!

III. Credits:

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