

# Shining Soul II Forging/Fusing FAQ

by SilverFox79

Updated to v1.12 on Apr 10, 2005

" Yo, what can I do for you? "

-Smithy

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Shining Soul II  
FUSING / FORGING FAQ  
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Version 1.12

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<.01.>

~-----~ >--- Fusing vs. Forging Disclaimer [FUSE01] ---< ~-----~

Thanks to Cryptoniyte for pointing out to me that the official name for the process is "Fusing," used by the Smith's Apprentice in Klantol Castle.

I will use the term "Forging" throughout the FAQ, as it is interchangeable, and it is also a term I am more comfortable with using.

<.02.>

~-----~ >--- Introduction [INTRO02] ---< ~-----~

Forging, in Shining Soul II, is the process of taking 3 pieces of the five raw materials in the game, placing them on the Smith's table, and tossing him some cash for him to pound you out a shiny new item.

Most, if not all, of the most powerful pieces of equipment in the game are obtained through forging.

This FAQ was inspired by the numerous posts on the GameFAQs message boards regarding forging, how to obtain items through forging, Grades and Levels of respective Items and Ores, etc. It was mentioned in several places on the boards how no one had strung this information together into a Forging FAQ.

So, here's my attempt at it. =)

<.03.>

~-----~ >--- Materials: What & Where? [MAT03] ---< ~-----~

There are five different materials you can gather in order to forge equipment with. In order of increasing fiscal worth, these are:

- Bone
- Scale
- Mithril
- Dark Matter
- Orihalcon

But where does one collect these materials?

All materials, with the exception of Bone and Scale, are rare drops from any slain monster or any treasure chest.

Scales can be dropped by enemies in the Paste, Lizard, Dragon, and Worm families.

Bones can be dropped by enemies in the Skeleton and Reaper families, and by Ice Shooters & Evil Snipers.

Remember that ores can never be dropped or found in side-quests.

<.04.>

~=====~ >--- Grades and Levels [GRLV04] ---< ~=====~

(I will use the term "Level" throughout this FAQ. The word "Echelon," seen throughout the boards, FAQs, & related websites, has the exact same meaning.)

To determine an Ore's Level with regards to its Grade:

- Grade 000-099 = Level 0
- Grade 100-299 = Level 1
- Grade 300-499 = Level 2
- Grade 500 + = Level 3

If you're wondering why these Grades are needed- they're for evaluating the worth of mixed materials. Since the materials have different value ranges, they need to be normalized to one scale. Only then can you predict what Level of item you'll get if you mix 'em in forging. (see MIX06 for more)

Generally, Level 1 Ores can be found starting at Wizari's Palace on through Hottazhek Volcano (both on Normal).

Level 2 ores can be found starting Chaos Castle on Normal on through Driazhek Desert on Advance.

Level 3 ores can be found starting at Koldazhek Cave on Advance.

<.05.>

~=====~ >--- Material Selling Price Ranges [PRICE05] ---< ~=====~

The Golden Rule of Forging:

```

*****
***** It is the TOTAL price that matters! *****
*****

```

On the right are the total prices of all three pieces on the Smith's table. Individual prices are given ONLY for a reference!

Individual prices are the range on the left, divided by 3, and rounded accordingly. These values are also for 3 pieces of the same material.

Mixed materials are covered in the section below.

Bone - Total (Grade \* 1)  
 Level 0 = 0-99

Bone - Individual  
 Level 0 = 0-33

Level 1 = 100-299  
Level 2 = 300-499  
Level 3 = 500+

Level 1 = 34-99  
Level 2 = 100-166  
Level 3 = 167+

Scale - Total (Grade \* 2)

Level 0 = 0-199  
Level 1 = 200-599  
Level 2 = 600-999  
Level 3 = 1000+

Scale - Individual

Level 0 = 0-66  
Level 1 = 67-199  
Level 2 = 200-333  
Level 3 = 334+

Mithril - Total (Grade \* 10)

Level 0 = 0-999  
Level 1 = 1000-2999  
Level 2 = 3000-4999  
Level 3 = 5000+

Mithril - Individual

Level 0 = 0-333  
Level 1 = 334-999  
Level 2 = 1000-1666  
Level 3 = 1667+

Dark Matter - Total (Grade \* 20)

Level 0 = 0-1999  
Level 1 = 2000-5999  
Level 2 = 6000-9999  
Level 3 = 10000+

Dark Matter - Individual

Level 0 = 0-666  
Level 1 = 667-1999  
Level 2 = 2000-3333  
Level 3 = 3334+

Orihalcon - Total (Grade \* 25)

Level 0 = 0-2499  
Level 1 = 2500-7499  
Level 2 = 7500-12499  
Level 3 = 12500+

Orihalcon - Individual

Level 0 = 0-833  
Level 1 = 834-2499  
Level 2 = 2500-4166  
Level 3 = 4167+

The safest way of ensuring you get the items you want, are to take 3 pieces of your material within the individual price ranges given. For example: 3 pieces of Dark Matter between 667-1999 selling price each for a Level 1 Dark Matter Item.

Individual prices are only provided as a general rule of thumb. Remember that higher grade ores can be effectively "toned down" with ores that have a lower selling price. For instance: if you have two Level 3 ores and want a Level 1 Item, this is very possible; it just takes a little math and a lower grade ore to reduce the total price.

<.06.>

~===== >--- Mixed Materials [MIX06] ---< ~=====

At this point in time, I'm unsure how mixed materials fall on the Level and Price Range table. I have a theory I'm testing:

Theory: Find each ore's individual grade by dividing its selling price by the number listed below:

Bone = 1  
Scale = 2  
Mithril = 10  
Dark Matter = 20  
Orihalcon = 25

Then total the Grades to find the item's Level.  
See the chart in the Grades & Levels section.

Example:

4200 gp Ori, divide by 25 = 168

0980 gp Mit, divide by 10 = 98

4500 gp Ori, divide by 25 = 180

`-> 168 + 98 + 180 = 446

446 = Between 300 & 499, so it would be a Level 2 Item.

After several tests, this theory is still holding true. I will presume it as fact until I receive proof that discredits it.

-

Advisory:

```
| Before you forge, SAVE YOUR GAME! I know it's tedious and all, but there's |
| a reason for this. Hard reset your game if you don't get favorable results. |
|_____|
```

<.07.>

```
~=====~ >--- Placement of Materials [PLACE07] ---< ~=====~
```

\*\*\* WHERE you put your materials matters! \*\*\*

Smith's Table:

```
| _____ | >Abbreviations:
| | | | | | | | Mithril = Mit
| | 1 | | 2 | | 3 | | Dark Matter = DM
| |__| |__| |__| | Orihalcon = Ori
|_____|
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So, if the list says "Ori-Mit-Ori", that translates to a piece of Orihalcon in place 1, a piece of Mithril in place 2, and another piece of Orihalcon in place 3. Lastly, if the list says "DM x 3," this means that there is a piece of Dark Matter in all 3 slots.

-

Notes:

All Level 1 Forged Weapons require Skill Level 3.

All Level 2 Forged Weapons require Skill Level 5.

All Level 3 Forged Weapons require Skill Level 7.

Order Listed:

Axe, Bow, Claw, Flail, Knife, Rod, Spear, Sword,

Hood, Helm, Robe, Armor, Gloves, Shield.

(Alphabetical Weapons, Light/Heavy Head, Light/Heavy Body, Light/Heavy Hand)

<.08.>

```
~=====~ >--- Results (Forged Item List) [LIST08] ---< ~=====~
```

\*\*\* Individual Item Stats, Item Set Bonuses Coming Soon! \*\*\*

Insane amounts of credit to Alex Ngo for the use of his forging & item lists!

---

- Bone x 3 -

Level 0:

Bone Helm  
Bone Armor  
Bone Gloves  
Bone Shield

Level 1:

Skeletal Helm  
Skeletal Armor  
Skeletal Gloves  
Skeletal Shield

Level 2:

Ivory Helm  
Ivory Armor  
Ivory Gloves  
Ivory Shield

Level 3:

Fiend Helm  
Fiend Armor  
Fiend Gloves  
Fiend Shield

---

- Scale x 3 -

Level 0:

Scale Helm  
Scale Armor  
Scale Gloves  
Scale Shield

Level 1:

Lizard Helm  
Lizard Armor  
Lizard Gloves  
Lizard Shield

Level 2:

Crocodile Helm  
Crocodile Armor  
Crocodile Gloves  
Crocodile Shield

Level 3:

Dragon Helm  
Dragon Armor  
Dragon Gloves  
Dragon Shield

---

- Mit x 3 -

Level 1:

Heat Axe  
Gale Bow  
Beast Claw  
Lashing Flail  
Sharp Knife  
Mace Rod  
Gale Lance  
Elemental Sword  
Mithril Hood  
Mithril Helm  
Mithril Robe  
Mithril Armor  
Mithril Gloves  
Mithril Shield

Level 2:

Giant Axe  
Sonic Bow  
Tiger Claw  
Holy Flail  
Butterfly Knife  
Milky Rod  
Holy Lance  
Shiva Sword  
Zephyr Hood  
Impulse Helm  
Tribal Robe  
Eternal Armor  
Royal Gloves  
Fortress Shield

Level 3:

Dragon Axe  
Lunar Bow  
Berserk Claw  
Crushing Flail  
Assassin Knife  
Alchemy Rod  
Dragoon Lance  
Levatine  
Adept Hood  
Helm of Bravery  
Grace Robe  
Crusade Armor  
Illusion Gloves  
Hero's Shield

---

- DM x 3 -

(Note: All equipment forged with three pieces of Dark Matter is cursed)

Level 1:  
Executioner  
Diabolic Bow  
Deadly Claw  
Unholy Flail  
Will Knife  
Grave Digger  
Ruinous Lance  
Murasame  
Unlucky Hood  
Black Helm  
Mortal Robe  
Black Armor  
Killer Gloves  
Black Shield

Level 2:  
Cursed Axe  
Blood Bow  
Demon Claw  
Death Flail  
Blood Knife  
Nether Rod  
Dark Lord Spear  
Muramasa  
Eclipse Hood  
Dread Helm  
Greed Robe  
Malice Armor  
Crypt Gloves  
Bane Shield

Level 3:  
Evil Axe  
Cantarella Bow  
Foxglove Claw  
Evil Flail  
Demon Knife  
Demon Rod  
Devil Lance (Fork?)  
Darkside Sword  
Demon Hood  
Evil Helm  
Demon Robe  
Evil Armor  
Demon Gloves  
Banishing Shield

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- Ori x 3 -

Level 1:  
Buster Halberd  
Doppler Bow  
Justice Claw  
Alabaster Flail  
Fairy Knife  
Eternal Wand  
Mercurius Spear  
Masamune  
Lucky Hood  
Force Helm  
Solar Robe  
Force Armor  
Justice Gloves  
Force Shield

Level 2:  
Soul Axe  
Soul Bow  
Soul Claw  
Soul Flail  
Soul Knife  
Soul Rod  
Soul Lance  
Soul Blade  
Soul Cap  
Holy Light Helm  
Soul Robe  
Order Armor  
Soul Gloves  
Reflex Shield

Level 3:  
Apollo Axe  
Sagittarius Bow  
Gehenna Claw  
Ark Flail  
Ripper Knife  
Will Rod  
Hozon Lance  
Lord's Sword  
Saint Hood  
Glorious Helm  
Saint Robe  
Glorious Armor  
Saint Gloves  
Divine Shield

---

- Mit - Mit - DM -

Level 1:  
Flame Robe  
Flame Armor  
Flame Shield

Level 2:  
Burning Robe  
Burning Armor  
Burning Shield

Level 3:  
Phoenix Robe  
Phoenix Armor  
Phoenix Shield

---

- Mit - DM - Mit -

Level 1:  
Fire Axe 1  
Fire Bow 1  
Fire Claw 1  
Fire Flail 1  
Fire Knife 1  
Fire Rod 1  
Fire Spear 1  
Fire Sword 1

Level 2:  
Fire Axe 2  
Fire Bow 2  
Fire Claw 2  
Fire Flail 2  
Fire Knife 2  
Fire Rod 2  
Fire Spear 2  
Fire Sword 2

Level 3:  
Fire Axe 3  
Fire Bow 3  
Fire Claw 3  
Fire Flail 3  
Fire Knife 3  
Fire Rod 3  
Fire Spear 3  
Fire Sword 3

---

- DM - Mit - Mit -

Level 1:

Level 2:

Level 3:

Flame Hood  
Flame Helm  
Flame Gloves

Burning Hood  
Burning Helm  
Burning Gloves

Phoenix Hood  
Phoenix Helm  
Phoenix Gloves

---

- Mit - Mit - Ori -

Level 1:  
Thunder Robe  
Thunder Armor  
Thunder Shield

Level 2:  
Plasma Robe  
Plasma Armor  
Plasma Shield

Level 3:  
Spark Robe  
Spark Armor  
Spark Shield

---

- Mit - Ori - Mit -

Level 1:  
Bolt Axe 1  
Bolt Bow 1  
Bolt Claw 1  
Bolt Flail 1  
Bolt Knife 1  
Bolt Rod 1  
Bolt Spear 1  
Bolt Sword 1

Level 2:  
Bolt Axe 2  
Bolt Bow 2  
Bolt Claw 2  
Bolt Flail 2  
Bolt Knife 2  
Bolt Rod 2  
Bolt Spear 2  
Bolt Sword 2

Level 3:  
Bolt Axe 3  
Bolt Bow 3  
Bolt Claw 3  
Bolt Flail 3  
Bolt Knife 3  
Bolt Rod 3  
Bolt Spear 3  
Bolt Sword 3

---

- Ori - Mit - Mit -

Level 1:  
Thunder Hood  
Thunder Helm  
Thunder Gloves

Level 2:  
Plasma Hood  
Plasma Helm  
Plasma Gloves

Level 3:  
Spark Hood  
Spark Helm  
Spark Gloves

---

- DM - DM - Mit -

Level 1:  
Poison Robe  
Poison Armor  
Poison Shield

Level 2:  
Nox Robe  
Nox Armor  
Nox Shield

Level 3:  
Deadly Robe  
Deadly Armor  
Deadly Shield

---

- DM - Mit - DM -

Level 1:  
Venom Axe 1  
Venom Bow 1  
Venom Claw 1  
Venom Flail 1  
Venom Knife 1  
Venom Rod 1  
Venom Spear 1

Level 2:  
Venom Axe 2  
Venom Bow 2  
Venom Claw 2  
Venom Flail 2  
Venom Knife 2  
Venom Rod 2  
Venom Spear 2

Level 3:  
Venom Axe 3  
Venom Bow 3  
Venom Claw 3  
Venom Flail 3  
Venom Knife 3  
Venom Rod 3  
Venom Spear 3

---

- Mit - DM - DM -

Level 1:  
Poison Hood  
Poison Helm  
Poison Gloves

Level 2:  
Nox Hood  
Nox Helm  
Nox Gloves

Level 3:  
Deadly Hood  
Deadly Helm  
Deadly Gloves



---

- DM - DM - Ori -

Level 1:

Shadow Robe  
Shadow Armor  
Shadow Shield

Level 2:

WeiB Robe  
WeiB Armor  
WeiB Shield

Level 3:

Hatred Robe  
Hatred Armor  
Hatred Shield

---

- DM - Ori - DM -

Level 1:

Darkness Axe 1  
Darkness Bow 1  
Darkness Claw 1  
Darkness Flail 1  
Darkness Knife 1  
Darkness Rod 1  
Darkness Spear 1  
Darkness Sword 1

Level 2:

Darkness Axe 2  
Darkness Bow 2  
Darkness Claw 2  
Darkness Flail 2  
Darkness Knife 2  
Darkness Rod 2  
Darkness Spear 2  
Darkness Sword 2

Level 3:

Darkness Axe 3  
Darkness Bow 3  
Darkness Claw 3  
Darkness Flail 3  
Darkness Knife 3  
Darkness Rod 3  
Darkness Spear 3  
Darkness Sword 3

---

- Ori - DM - DM -

Level 1:

Shadow Hood  
Shadow Helm  
Shadow Gloves

Level 2:

WeiB Hood  
WeiB Helm  
WeiB Gloves

Level 3:

Hatred Hood  
Hatred Helm  
Hatred Gloves

---

- Ori - Ori - Mit -

Level 1:

Ice Robe  
Ice Armor  
Ice Shield

Level 2:

Frost Robe  
Frost Armor  
Frost Shield

Level 3:

Blizzard Robe  
Blizzard Armor  
Blizzard Shield

---

- Ori - Mit - Ori -

Level 1:

Ice Axe 1  
Ice Bow 1  
Ice Claw 1  
Ice Flail 1  
Ice Knife 1  
Ice Rod 1  
Ice Spear 1  
Ice Sword 1

Level 2:

Ice Axe 2  
Ice Bow 2  
Ice Claw 2  
Ice Flail 2  
Ice Knife 2  
Ice Rod 2  
Ice Spear 2  
Ice Sword 2

Level 3:

Ice Axe 3  
Ice Bow 3  
Ice Claw 3  
Ice Flail 3  
Ice Knife 3  
Ice Rod 3  
Ice Spear 3  
Ice Sword 3

---

- Mit - Ori - Ori -

Level 1:

Ice Hood  
Ice Helm  
Ice Gloves

Level 2:

Frost Hood  
Frost Helm  
Frost Gloves

Level 3:

Blizzard Hood  
Blizzard Helm  
Blizzard Gloves

---

- Ori - Ori - DM -

Level 1:	Level 2:	Level 3:
Celestial Robe	Lunar Robe	Solar Robe
Celestial Armor	Lunar Armor	Solar Armor
Celestial Shield	Lunar Shield	Solar Shield

- Ori - DM - Ori -

Level 1:	Level 2:	Level 3:
Shining Axe 1	Shining Axe 2	Shining Axe 3
Shining Bow 1	Shining Bow 2	Shining Bow 3
Shining Claw 1	Shining Claw 2	Shining Claw 3
Shining Flail 1	Shining Flail 2	Shining Flail 3
Shining Knife 1	Shining Knife 2	Shining Knife 3
Shining Rod 1	Shining Rod 2	Shining Rod 3
Shining Spear 1	Shining Spear 2	Shining Spear 3
Shining Sword 1	Shining Sword 2	Shining Sword 3

- DM - Ori - Ori -

Level 1:	Level 2:	Level 3:
Celestial Hood	Lunar Hood	Solar Hood
Celestial Helm	Lunar Helm	Solar Helm
Celestial Gloves	Lunar Gloves	Solar Gloves

- Mit - DM - Ori -

(To my knowledge, these can be in any order.)

Level 1:	Level 2:	Level 3:
Chaos Axe 1	Chaos Axe 2	Chaos Axe 3
Chaos Bow 1	Chaos Bow 2	Chaos Bow 3
Chaos Claw 1	Chaos Claw 2	Chaos Claw 3
Chaos Flail 1	Chaos Flail 2	Chaos Flail 3
Chaos Knife 1	Chaos Knife 2	Chaos Knife 3
Chaos Rod 1	Chaos Rod 2	Chaos Rod 3
Chaos Spear 1	Chaos Spear 2	Chaos Spear 3
Chaos Sword 1	Chaos Sword 2	Chaos Sword 3
Burial Hood	Ritual Hood	Apostate Hood
Burial Helm	Ritual Helm	Apostate Helm
Burial Robe	Ritual Robe	Apostate Robe
Burial Armor	Ritual Armor	Apostate Armor
Burial Gloves	Ritual Gloves	Apostate Gloves

<.09.>

~-----~ >--- Money Given to the Smith [GOLD09] ---< ~-----~

This is placed last on the FAQ for two reasons:

-One, it is the last thing you do, and..

-two, because it is one of the most irrelevant things with regards to forging items.

You can give the Smith 1 Gold, and he'll forge you an item.

Money given only affects the item's bonuses - the "plusses" after the item's name (e.g. Banishing Shield +4, Evil Helm +8, etc.). These bonuses range from +1 to +20. The more money you pony up, the better chances you have of getting a larger bonus.

<.10.>

~===== >--- Failed Forging [FAIL10] ---< ~=====

Every once in a while, the forging process will result in a failure. This is when you forge 3 pieces of ore and get a "normal" item, with a suffixed modification and usually a bonus.

Also, forging anything that results in a Level 0 Item will be a guaranteed failed forging.

The exceptions are Bone and Scale, which have a Level 0 Item list.

<.11.>

~===== >--- In Closing [CLOSE11] ---< ~=====

Did you get the item you were aiming for?

If so, great! If not, was the item you DID receive on the same list as the one you wanted? If it was, then you're on the right track, keep trying!

If it was on a different list, then compare.

Was your target item on a lower Level list? Lower your ore's total selling price to hit your target item.

If your target was on a higher Level list, then raise your ore's total selling price to hit your target item.

If you didn't get the item you desired, or your forging attempt failed, you can always perform a hard reset on your game (as stated previously). You'll have your ores and your money back to try again. Forging is a time consuming project that can take quite a bit of patience, especially if you're looking for one particular item.

<.12.>

~===== >--- Most-Sought Forged Items [TOP512] ---< ~=====

The best of the best, basically. Various board members agree that the items listed below have the most utility of all the forged materials.

1. Unlucky Hood (Level 1, DM x 3)

Why: Due to a bug in code, the hood's -1 Item Appearance on the base stat actually resets the item appearance rate to it's highest possible value, which dramatically increases the incidence of an item being dropped for each monster slain. It's cursed though.. which is why a Chaos Ring (dropped by Chaos Fairies; nulls curses) is usually recommended in combination with this hood. Available to all characters.

NOTICE: Keep in mind that the hood has NOT been supported to increase the drop frequency of rare or monster-specific items.

## 2. Blood Weapons (Level 2, DM x 3)

Why: 2% HP & SP restore based on the final damage dealt w/ each attack! In constant melee, Blood Weapons can drastically reduce the need to carry and use healing items, while allotting one to unfurl near bottomless amounts of charge attacks- so long as the blade or the arrows hit the mark. Available only to the Brawler & Ninja (Blood Knife) and the Archer (Blood Bow). \*Requires un-cursing\*

## 3. Soul Weapons (Level 2, Ori x 3)

Why: 5% HP restore based on the final damage dealt w/ each attack! Although they have less utility than the Blood Weapons -for their lack of SP regain- Soul Weapons are still valued for their ability to make one almost never need healing items in good melee runs. Add to this that Soul weapons are on the higher end of the base attack spectrum for each weapon type, and it's not hard to imagine these armaments being well sought for the non-mages. Available to the Warrior (Soul Sword, Axe, or Lance), the Dragonute (Soul Axe or Flail), the Priestess (Soul Flail or Rod), the Brawler (Soul Claw or Knife), the Ninja (Soul Sword or Knife), the Archer (Soul Bow or Lance), and the Sorceress & Dark Wizard (Soul Rod).

## 4. Chaos Weapons (Level 1-3, Mit-DM-Ori)

Why: Considering that over 37% of the monsters in this game, as well as a few bosses, are classed as Flying or Undead, dealing more damage to all these foes is quite a bonus for any armament. The fact that Chaos weapons are elementally neutral and can be forged nearly all throughout the game only adds to their versatility. Although 150% damage to Flying and Undead isn't quite as large a boost as, say, taking advantage of elemental weakness properties with elemental weapons, Chaos weapons are more universal than any single element, even Light - save in a few specific areas (Fire in Coldazek Cave, Dark in the Fairy Spring, etc..). Being special forges, Chaos Weapons also have good attack power for their levels. Cool! Available to all characters.

## 5. Soul Sets (Weapons + Armor) (Level 2, Ori x 3)

Why: Not only does one gain the HP restore perks of a Soul Weapon (see entry above), but whole Soul set itself is one of the best in the game. The armor pieces themselves consist of a Soul Robe, a Soul Cap, and Soul Gloves (armor & shields not available). Each piece contributes moderate defense and +20 resist to Lightning, Fire, and Ice. As a set, your cumulative bonuses will include:

- 5% of dmg goes to HP, w/ your Soul weapon
- +10 extra attack power
- +20 extra defense
- +60 to Lightning, Fire, and Ice resists
- faster Soul Power charge

Nifty, huh? .. The only reasons this entry is below the sole Soul Weapons (harhar) are simply due to the hassle to make all pieces, and since one has more customization freedom w/ just the weapon. Set is available to all characters.

<.13.>

~=====~ >--- Other Notable Forges [GOODS13] ---< ~=====~

A 'Top Five' list cannot tell of the vast other forged items that are somehow commendable. Although random-bonus items have more general potential than any forged item, forges can be more reliable, and there are some rather unique and powerful forged items to be had. What follows is a summary of some of the more noteworthy fuses, as well as their properties.

---

- Weapons -

Buster Halberd (Level 1, Ori x 3)

> +10 to Crit Hit w/ no uncursing needed!! If your character totes the axe, you'd do well to get this, pilgrim. 55 base atk. Need lvl 3 Axe skill to equip. Can be forged early.

Eternal Wand (Level 1, Ori x 3)

> 8% of final dmg goes to SP restore! Great for Rod-based Priestess and has potential for other rod-using classes, notably a Morph-focused Dark Wizard. 32 base atk. Need lvl 3 Rod skill to equip. Can be forged early.

Death Flail (Level 2, DM x 3)

> +10 to Crit Hit. \*Cursed\*. Once you can get a Chaos Ring or Apostate-series set, you can be treated to a 10% boost to critical hits w/ this flail. Nice base power too. 86 base atk. Need lvl 5 Flail skill to equip.

Sonic Bow (Level 2, Mit x 3)

> Attack Speed +2, Crit Hit +5. A tad faster than other bows, & the curse-free critical hit bonus is dandy. 43 base atk. Need lvl 5 Bow skill to equip.

Butterfly Knife (Level 2, Mit x 3)

> Crit Hit +5. Decent curse-free critical hit bonus. 39 base atk. Need lvl 5 Knife skill to equip.

Beast Claw (Level 1, Mit x 3)

> Crit Hit +4. Good curse-free critical hit boost. 33 base atk. Need lvl 3 Claw skill to equip. Can be forged early.

Alabaster Flail (Level 1, Mit x 3)

> HP +20 and SP +20, Fire element. The SP and HP bonuses can be handy early in the game, before items with better bonuses roll round. May cause extra burning damage as well. 62 base atk. Need lvl 3 Flail Skill to equip. Can be forged early.

Masamune (Level 1, Ori x 3)

> Crit Hit +3. Not much going for early swords, Chaos lvl 1 aside, but the small, early bonus to critical hit can be nice. Good base power too.. 38 base atk. Need lvl 3 Sword skill to equip. Can be forged early.

Gehenna Claw (Level 3, Ori x 3)

> Defense +10, Recoil +4. The combo of good base power, recoil to knock-back foes, and a bump to defense makes this claw quite distinct - and handy. 57 base atk. Need lvl 7 Claw skill to equip.

Dragon Axe (Level 3, Mit x 3)

> Crit Hit +8, Ice resist +20, Fire resist +20. Decent boost to critical hit, has some magic resist perks, and it's curse-free. Nice.. 85 base atk. Need lvl 7 Axe skill to equip.

Gale Lance (Level 3, Mit x 3)

> Dex +10. Offers a great early dexterity boost. 43 base atk. Need lvl 3 Spear skill to equip. Can be forged early.

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- Armors & Helms -

Adept Hood (Level 3, Mit x 3)

> Atk +3, Dex +3, Crit Hit +3. Of all the (late) forged headgears, this one stands out with its small, but helpful bonuses to offense. 48 base def. Need at least 45 Str to equip.

Helm of Bravery (Level 3, Mit x 3)

> Atk +3, Recoil +4. The boosts to recoil and attack make this a somewhat unique and desirable item for the game's two tankers. 52 base def. Need at least 115 Str to equip. Available to the Warrior and the Dragonute.

Order Armor (Level 2, Ori x 3)

> Str +5, Dex +5, Light resist +20. The bonuses to dexterity and strength offered by this high-end armor benefit the melee classes that can equip it. 54 base def. Need 93 Str to equip. Available to the Warrior, the Dragonute, the Brawler, the Ninja, and the Archer.

Evil Armor (Level 3, DM x 3)

> Atk +20, Int -20. \*Cursed\*. The very sizable downgrade to intelligence is actually very tolerable for the game's two tanks, as you can equip +SP items like the easy-to-get Star Pendant, or use '-SP cost' items (Ancient Charm\_Ring) or 'Elders'\_Old'\_Dawn' weapons to counteract it. The meaty attack boost and best base armor defense are quite appealing.. with uncursing. 72 base def. Need 130 Str to equip. Available to the Warrior and the Dragonute.

---

- Gloves & Shields -

Justice Gloves (Level 1, Ori x 3)

> Atk +4, Int +2, Light resist +20. Boosts to attack AND int make these gloves quite versatile. Great defense for its level, and nice for the Fairy Spring too. 26 base def. Need at least 22 Str to equip. Can be forged early.

Bane Shield (Level 2, DM x 3)

> Block Rate +20%(!), Dex -12. \*Cursed\*. Yeah, it requires uncursing; yeah, it maims your dexterity a bit, but you KNOW you want that +20% to shield block for your tank. Just pack a hearty +dex equip along with it. 46 base def. Need at least 103 Str to equip. Available to the Warrior and the Dragonute.

Fortress Shield (Level 2, Mit x 3)

> Block Rate +10%, Lightning resist +10. Want a nice shield block rate without uncursing hassle? Lookie here. 37 base def. Needs at least 88 Str to equip. Available to the Warrior and the Dragonute.

Banishing Shield (Level 3, DM x 3)

> Atk +12, reflects block damage. \*Cursed\*. The damage reflect isn't much to scream about, but +12 to attack and the best base shield defense are. 57 base def. Needs 130 Str to equip. Available to the Warrior & the Dragonute.

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- Equipment Sets -

Burial/Ritual/Apostate Sets (Level 1/2/3, Ori-DM-Mit <-any order)

- > Burial- Burial Robe\_Armor, Burial Hood\_Helm, and Burial Gloves\_Shield  
`-> 84-88 net base Def, Dark and Light resist +40. \*Nulls curses\*
- > Ritual- Ritual Robe\_Armor, Ritual Hood\_Helm, and Ritual Gloves\_Shield  
`-> 120-136 net base Def, Dark and Light resist +60. \*Nulls curses\*
- > Apostate- Apostate Robe\_Armor, Apostate Hood\_Helm, & Apostate Gloves\_Shield  
`-> 144-162 net base Def, Dark and Light resist +80. \*Nulls curses\*

Ahh yes.. the 'Apostate' series. It's quite an awesome set. Not only is the base Defense high for each level, but the extra Dark resist can be handy in the later areas of the game, while the Light resist makes the Fairy Spring a bit easier. The greatest perk, in [TLaG's] view, is that this set can nullify curses- allowing you to equip your favorite cursed weapon or accessory! STR prereqs. depend on equipment. Robe+Hood+Glove varieties available to all characters; Armor, Helm, and/or Shield builds available to the Warrior and the Dragonute.

#### Shadow/WeiB/Hatred Sets (Level 1/2/3, DM-DM-Ori)

- > Shadow- Shadow Robe\_Armor, Shadow Hood\_Helm, and Shadow Gloves\_Shield  
`-> 84-88 net base Def, Int +20, Dark resist +60. \*Cursed\*
- > WeiB- WeiB Robe\_Armor, WeiB Hood\_Helm, and WeiB Gloves\_Shield  
`-> 120-136 net base Def, Int +30, Dark resist +80. \*Cursed\*
- > Hatred- Hatred Robe\_Armor, Hatred Hood\_Helm, and Hatred Gloves\_Shield  
`-> 144-162 net base Def, Int +40, Dark resist +100. \*Cursed\*

As with the Apostate series, the Hatred series is formidable: offering great base defense for each level, even better Dark resistance, and a sumptuous boost to Intelligence! Yup- It's ideal for mages or charge attack-crazy melee characters. Each piece in the sets is cursed, however, so bring along a Chaos Ring (and perhaps a cursed weapon). Robe+Hood+Glove varieties available to all characters; Armor, Helm, and/or Shield builds available to the Warrior and the Dragonute.

#### 'Critical Hit' set [self-titled]; composed of:

- > Mortal Robe (Level 1, DM x 3)  
`-> 38 base Def, Crit Hit +8. \*Cursed\*
- > Eclipse Hood (Level 2, DM x 3)  
`-> 44 base Def, Crit Hit +8, Light resist -20. \*Cursed\*
- > Killer Gloves (Level 1, DM x 3)  
`-> 31 base Def, Crit Hit +10. \*Cursed\*
- Net effects: 113 base Def, Crit Hit +26, Light resist -20. \*Cursed\*

Not an official 'set' in the game, but one very worthy of note for any aspiring melee'er (Brawler and Archer especially with their Critical skills). Adding over 25% to your character's innate critical hit rate (18% before the hood can be forged) is not something to scoff. The small hit to Light resist will matter in the Fairy Spring, but is relatively moot elsewhere. Since it's cursed, obtain and equip a Chaos Ring (and any other cursed stuff) when using any of the pieces in the 'set'. Only major flaw with this 'set', curse aside, is the relatively low base defense you'd have for the latest parts of the game in Advance mode- but it should still be tolerable. 'Set' can be worn by all characters.

#### Saint Set (Level 3, Ori x 3)

- > Saint Robe, Saint Hood, and Saint Gloves  
- Net effects: 150 base Def, Int +25.
- Want a nice boost to Intelligence without a curse attached? How about one of the highest-Def setups for any mage class, too? Mages and other SP-burning characters, rejoice! This is another set for you.

#### Force Set (Level 1, Ori x 3)

- > Force Armor, Force Helm, and Force Shield  
- Net effects: 94 base Def, Str +25.
- Analogous to the Saint Set, but with the game's two tanks in mind. Although

the base defense from the set isn't sufficient for the tanks latter on, it is a set that can be forged and used quite early. No curses either. Available to the Warrior and the Dragonute. Can be forged early.

-Notice that specific elementally themed items, such as Darkness weapons or Solar sets, have not been included in this list.

-If you are interested in the more beneficial elemental equips, try:

>Bolt weapons- lightning elemental, dex bonuses, random chance of stun on hit

>Fire weapons- fire elemental, crit hit bonuses, random burning dmg on hit

>Shining weapons- light elemental, defense bonuses, random shining dmg on hit

>'Spark' sets- great lightning resist, dex bonus, good base defense

>'Phoenix' sets - great fire resist, atk bonus, good base defense

<.14.>

~-----~ >--- Frequently Asked Questions [FAQ14] ---< ~-----~

Q: Nice item lists and all, but what does all this stuff DO?

A: For now, all I can say is, please consult the other FAQs for item descriptions. I plan on adding them in a later update.

<.15.>

~-----~ >--- Contact Information [CONT15] ---< ~-----~

Please feel free to e-mail me with questions, corrections, submissions, and/or suggestions related to this FAQ.

shirubakitsune@hotmail.com

Please include "Fusing / Forging FAQ" in the subject line. Thanks!

MSN: same as email.

ICQ: 6500104

<.16.>

~-----~ >--- Credits [CRED16] ---< ~-----~

\*Sega and Atlus, for producing this very enjoyable action-RPG.

\*GameFAQs, for giving me the opportunity to present this FAQ.

\*Alex Ngo (ango5001@email.vccs.edu), for letting me use his Item and Forged Items list.

\*Skyknight, for a ton of helpful information on the boards, especially related to the Grades, Levels, and Price Ranges Section.

\*Cryptoniyte, for correcting me on the Fusing vs. Forging issue.

\*mastersord, for informing me of the ore grade/price range changes, and for affirming that ores can't be obtained in side-quests.

\*Raijinili, for pointing out I'd forgotten the DMx3 armors.



\*TLaG, for typing this sentence :p <-- And for basically re-vamping the entire FAQ, adding headers, a little ASCII art, and, in a nutshell, eliminating the entire "Requests" section. Anything listed below in the version history for v. 1.12 and most the GOODS13 section content- that's all him.

<.17.>

~===== >--- Legal Stuff [LEGAL17] ---< ~=====

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<.18.>

~===== >--- Version History [HIST18] ---< ~=====

~preliminary versions~

-6/28/2004-

Guide Started

General Layout Completed

Grades, Levels, and Price Ranges Completed

Inspiration, Golden Rule, Money, and Failed Sections Completed

Mixed Materials Theory devised and tested

-6/29/2004-

Fusing vs. Forging Section Completed

Item List Completed

Mithril x3 Item Stats Completed

Mixed Materials Theory tested some more

-7/2/2004-

Removed abbreviations and item stats in order to get first draft submitted sooner. Will re-add in later version.

Table of Contents added, with Quick-Find references. Layout adjusted.

Posted topic on boards regarding Top 10 List contributions.

Project Idea: Ore Area - in what areas do certain level / grade ores drop?

-7/3/2004-7/5/2004-

4th of July Weekend. =)

Version 1.00: 7/6/2004

-Top 10 List updated.

-Version 1.00 submitted.

Version 1.01: 2/19/2005

-Ore price ranges scaled to grade.

-Headers added.

Version 1.02: 2/27/2005

- DM x 3 Armors added.
- New host sites added.

Version 1.12: 4/10/2005

- Revised headers & added ascii.
- Reformatted & edited typing.
- Top 10 Fuse List fleshed out a bit; now is a Top 5.
- Info on where to get materials added, and at what levels.
- Added note about sidequests.
- Deleted 'Requests' and 'Points to Ponder' sections.
- 'Other Notable Forges' section added.

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