

Shining Force II FAQ/Walkthrough

by AlaskaFox

Updated to v1.0 on Jun 29, 2004

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--          S H I N I N G   F O R C E   I I          ==
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--          Shining Force II FAQ/Walkthrough          ==
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--          By: AlaskaFox(Ronan Murphy)               ==
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--
--          Post your Questions/Suggestions on:      ==
-- http://denim.bbboy.net/alaskafox-viewforum?forum=13 ==
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Questions/Suggestions

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If you wish to ask me a question or make a suggestion, go to:

<http://denim.bbboy.net/alaskafox-viewforum?forum=13>

and post a message, stating your query. I will try to get to it as soon as possible. If I get an email regarding Shining Force, it will be ignored and deleted.

Updates

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The latest version of this FAQ can, and always will be found at:
www.gamefaqs.com

Current Progress:

Guide: 99% complete

File Size: 228K

Version 1.1 (Started: October 13, 2003)

I was meant to be going to John Mayer tonight, but he's ill and has postponed all his gigs for the next two weeks, so I'll update this guide instead.

- added 6 Frequently Asked Questions
- re-formatted the walkthrough and disclaimer
- File Size: 228k

Version 1.0 (Started: September 17, 2003)

- sections i-vi added and completed
- section vii added
- section viii added
- Disclaimer, Email Notice Added
- Outro, Credits Added
- File Size: 224k

Contents

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--                               INTRODUCTION                               ==
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Throughout this FAQ you will see the words "Index Number" and "Search Field". These are to help you locate certain sections of the FAQ, as listed in the index. Use Ctrl + F on most Word Processors and in Internet Explorer to use the Find/Locate command.

Example: If you are looking for The section "Game Information - Basics", type 'i-a' into the Find box. 'i' is the Index Number and 'a' is the section number. This will take you to the beginning of the section.

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--                               ==
--                               GAME INFORMATION                               ==
--                               ==
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Index Number: i

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--                               ==
--                               Game Basics                               ==
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Search Field: i-a

Introduction

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"The citizens of Granseal are hard at work. Inside the castle grounds, the centaurs concentrate on jousting and target practice while the spellcasters compare teleportation and healing spells. Granseal isn't at war, but there has been trouble with monsters on the outskirts of the kingdom, and the king has ordered troops to sweep the area and drive the creatures away.

All notice the thunderclouds that gather above the castle. Not only is rain unusual for the season, but the storm doesn't look to be an ordinary one.

The storm is a harbinger of coming events - events which will change Granseal and its neighboring kingdoms forever. An ancient evil has broken free, and is spreading over the land of Rune, devastating all that it touches. Is there anyone, or anything, that can stop it? Start the adventure and find out!"

Controls

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- D-Pad: Moves characters in battle and in the field  
Moves cursor on menus / changes highlighted option  
Hold to speed up messages
  - A: Opens Menu  
Selects Menu Items  
Hold to speed up messages
  - B: Closes Menu  
Cancels Menu Items  
Changes cursor in battle  
Hold to Speed up messages
  - C: Opens Menu  
Selects Menu Items  
Automatically examines objects/people  
Hold to speed up messages
  - Start: Starts a new game/load a game

## Starting a New Game

After watching the opening sequence, you'll be provided with a number of options. You can start a new game (this is what you'll be doing now obviously) You can load a previously saved game (you can save 2 separate games), and you can delete a previously saved game. After choosing to start a new game you'll be given four difficulty levels to choose from. If this is your first Shining game, pick Norm. The difficulty level (Normal, Hard, Super and Ouch!) you choose determines the intelligence of the computer AI. The harder the difficulty the smarter they are. On higher difficulty levels, the computer attacks the weak characters and the leader primarily.

## The "Field" / Menu

Not not a John B. Keane play, but the term used in RPGs for anywhere you are free to walk around - it doesn't necessarily have to be green! In the field you can do various things. You can talk to NPCs (Non-Playable characters) by pressing C or by using search from the Menu. You can also search chests and barrels, walls, bookshelves, in fact anything you want. If you open the Menu you'll be given various options: (in a clockwise direction, from top)

Member: Look at the status of any character  
Items: Equip/Use/Give/Drop an item in your possession (see below)  
Search: Examine a nearby object  
Magic: Use a magic spell (You can only use Detox and Egress in the field)

## Item Menu

Each character can only hold 4 items at a time. If you select Items from the menu, you'll be given these four options:

Use: Use an item (some items cannot be used in the field)  
Equip: Equip a weapon or ring  
Drop: Drop an unwanted item (not recommended; sell at a shop instead)  
Give: Give an item to another character

## Weapon and Item Shops

There is at least one shop in every town. Most towns have both a weapons and an item shop, and Hassan has both and a weapons merchant. Talk to the shopkeeper, and you'll be given four options:

Buy: Obvious really. If it's a weapon, the shopkeeper will ask if you wish to equip it immediately  
Sell: The opposite to buy. Only sell items that you are sure you don't need - like old weapons  
Repair: After you use a weapon or a ring to cast spells it can crack, and may even break. If a Weapon/Ring is cracked bring it to a shop to get it fixed (for a cost of course). If it breaks, you can no longer use it, and it will disappear from your inventory.  
Deals: Buy any special items the shop may have. Deals are only available if you failed to get a Special Item from battle.

## Caravan

When you get far into the game, you will acquire the caravan, which allows you to store items and hold characters that are not in the party. If you stand on the same square as the caravan and press A or C, you'll be given this menu:

Join: Change the characters who are in your party. Once you've selected a character to join the party, you'll have to select one to leave also  
Item: Equip/Use/Give/Drop an item in your possession (see above)  
Purge: Get rid of a character from the party  
Depot: Store Items in the caravan (see below)

#### Depot

=====  
Look: Examine the items currently in the Caravan. Rohde will give a description of the item if you press C.  
Derive: Take an item from the caravan  
Drop: Drop an unwanted item (not recommended; sell at a shop instead)  
Deposit: Store an Item in the caravan

#### Priest Menu

=====  
In all towns there is a church, you can talk to the priest inside, and he will perform various actions for you:

Save: Saves the game  
Raise: Revives an exhausted party member (costs 10G for each character level e.g. If Chester died at level 14, it would cost 140G)  
Promote: When a character reaches level 20 they can be promoted to a better rank. (There are special promotions which require special items)  
Cure: Cures a character who is poisoned or cursed

#### Battle Menu

=====  
When you're in battle, you'll want to know what to do. You can move to the flashing squares, and then use A or C to open the menu.

Attack: Attacks the opponent. Certain weapons have ranges (e.g. if you want to attack with a sword, you must be in the square next to the enemy)  
Item: Equip/Use/Give/Drop an item in your possession (see above)  
Stay: Don't attack, and hold this position.  
Magic: Cast a magic spell

If you press B in battle, you'll get the following menu:

Map: Shows a little map of the battlefield. The enemies are indicated by red dots, and the force by green ones.  
Member: Check a characters status  
Quit: Exactly what it says on the tin  
Speed: Change the speed of battle messages

=====  
-- Promotion Info --  
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Search Field: i-b

#### Introduction

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As I said earlier, once a character gets to level 20 they can be promoted to a better class. However, you don't have to promote a character at level 20. Many veteran Shining Force players wait until level 40 (the maximum level unpromoted characters can advance to) before promotion. However, if it's your

first time playing Shining Force, I'd recommend you promote at level 20 to avail of the better weapons/abilities.

#### Class List

=====

ACHR: Archer  
BDBT: Bird Battler  
BDMN: Birdman  
BWNT: Bow Knight  
BRGN: Brass Gunner  
BRN: Baron  
GLDT: Gladiator  
GLM: Golem  
HERO: Hero  
KNTE: Knight  
MAGE: Mage  
MMNK: Master Monk  
MNST: Monster  
NINJ: Ninja  
PGNT: Pegasus Knight  
PHNK: Phoenix  
PHNX: Phoenix  
PLDN: Paladin  
PRST: Priest  
RBT: Robot  
RDBN: Red Baron  
RNGR: Ranger  
SDMN: Swordsman  
SNIP: Sniper  
SORC: Sorcerer  
THIF: Thief  
TORT: Tortoise  
VICR: Vicar  
WARR: Warrior  
WIZ: Wizard  
WFBR: Wolf Baron  
WFMN: Wolf Man

#### Promtion Class List

=====

ACHR - To SNIP or BRGN  
BDBT - From BDMN  
BDMN - To BDBT  
BWNT - From RNGR  
BRGN - From ACHR  
BRN - From WARR  
GLDT - From WARR  
GLM - Non-Promotion Class  
HERO - From SDMN  
KNTE - To PLDN or PGNT  
MAGE - To SORC or WIZ  
MMNK - From PRST  
MNST - From TORT  
NINJ - From THIF  
PGNT - From KNTE  
PHNK - To PHNX  
PHNX - From PHNK  
PLDN - From KNTE  
PRST - To VICR or MMNK  
RBT - Non-Promotion Class

RDBN - Non-Promotion Class  
RNGR - To BWNT  
SDMN - To HERO  
SNIP - From ACHR  
SORC - From MAGE  
THIF - To NINJ  
TORT - To MNST  
VICR - From PRST  
WARR - To GLDT or BRN  
WIZ - From MAGE  
WFBR - From WFMN  
WFMN - To WFBR

#### Special Promotion Classes

Some classes can only be gained with the use of certain secret items. There is one of each of these items in the game (two Vigor Balls), so use them carefully. In order to use one it must be in your possession when you speak to the priest. He will then ask you do you wish to use it.

BRGN - Use Silver Tank  
BRN - Use Warrior Pride  
MMNK - Use Vigor Ball  
PGNT - Use Pegasus Wing  
SORC - Use Secret Book

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==  
STRATEGIES  
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Index Number: ii

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==  
Battle Strategies  
=====  
=====

Search Field: ii-a

#### Introduction

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If you have a strategy you'd like to see here, post it on my message board.

#### Defense against Magic Users

=====  
Enemy Magic Users are the scum of the earth, especially before you have the Aura spell. In order to stop them attacking multiple characters at once, arrange your characters so that there is a gap between them all.

e.g. -X-X- (X is your character, - is an empty square)  
X-X-X  
-X-X-

#### Lances vs. Spears

=====  
At the beginning of the game, you'll find that the Lances have higher attack power than the spears. But unfortunately, they only have a one unit range. To make up for this, carry both a spear and a lance, and change them during battle - equipping new weapons does not count as taking a turn. Later on in

the game, the spears become more powerful, and you need not use this strategy.

Promoting Low-Level Characters

=====

There's always one character who never seems to get as much action as the others and seems to lag behind level-wise. To get him/her more EXP, make sure they deal the final blow to the enemies by getting them down to low HP and then moving your weak character in for the kill.

Promoting Low-Level Characters 2

=====

Another way to get more EXP for your weak characters is to give them the Protect Ring and have them use it to cast Boost at the start of every battle. This provides a definite 25EXP and also gives your characters a temporary defense and agility bonus.

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== CHARACTER INFORMATION ==  
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Index Number: iii

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== Playable Characters ==  
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Search Field: iii-a

=====  
BOWIE  
=====

Class: SDMN (Swordsman)  
Promotion: HERO (Hero)  
Weapon: Sword  
Magic: Egress, Bolt

Starting Location: Granseal, Bowie's House  
Starting Equipment: Wooden Sword, Medical Herb  
Starting Magic: Egress

Basic Stats:

Level 1  
HP 12  
MP 8  
Attack 9  
Defence 4  
Agility 4  
Movement 6

Bio:

Bowie is the main character (the hero) of Shining Force 2. He is the only one that can wield the Holy Sword and the Achilles Sword. He starts off as a young boy, but by the end of the game he is in his late teens. He can become very strong in the latter stages of the game. You have to have him in battle at all times, because if he dies the battle is over and you lose half your Gold. He also uses the Egress spell which is used to escape from battle, and gets the powerful Bolt spell after level 22.



=====  
CHAZ  
=====

Class: WIZ (Wizard)  
Promotion: None  
Weapon: Rod, Staff, Stick  
Magic: Blaze, Bolt, Dispel, Freeze

Starting Location: Yeel  
Starting Equipment: Mage Staff  
Starting Magic: Blaze 2, Freeze 3

Basic Stats:

Level 19  
HP 64  
MP 74  
Attack 51  
Defence 47  
Agility 46  
Movement 5

Bio:

Play the piano in the top right house in Yeel, and a secret staircase will open in the church. Talk to the priest, and Chaz will come and convince him that you're not a devil. He brings you downstairs and gives you the book telling the location of the Holy Sword. However, the pages telling its location are missing. When you go to leave, he will join the force so he can help defeat the devils. I don't like Chaz, and usually never use him. I use Tyrin and Kazin instead. But as always, it's up to you...

=====  
CHESTER  
=====

Class: KNTE (Knight)  
Promotion: PLDN (Paladin)  
PGNT (Pegasus Knight)  
Weapon: Spear, Lance  
Magic: None

Starting Location: Granseal, School  
Starting Equipment: Wooden Stick, Medical Herb  
Starting Magic: None

Basic Stats:

Level 1  
HP 11  
MP 0  
Attack 8  
Defence 5  
Agility 7  
Movement 7

Bio:

Chester is one of Bowie's classmates in Sir Astral's school. In the early stages of the game he is very strong, and can use ranged weapons to attack from two squares away. He can be promoted to a Pegasus Knight with the Pegasus Wing, which gives him wings and allows him to fly (yes, he becomes a flying

centaur!). In the later stages of the game he can be a great asset, if you've been using him alot, otherwise he will start to lag behind. Probably the best knight in the game.

"(Whinny!) ...Oh, I love going into battle!"

=====  
CLAUDE  
=====

Class: GLM (Golem)  
Promotion: None  
Weapon: None  
Magic: None

Starting Location: Secret Passage from Grans to Parmecia  
Starting Equipment: None  
Starting Magic: None

Basic Stats:

Level 14  
HP 44  
MP 0  
Attack 76  
Defence 70  
Agility 38  
Movement 4

Bio:

When you visit Moun, make sure you get the Arm of Golem from the north-west of the village before you leave. This is needed to get Claude to join the force. After all, what good is a Golem with only one arm? To get to the secret passage, you need to go south of Roft and along the coastline (below the mountains), cross the bridges and enter the cave. Talk to the yellow Golem, and if you have the Arm of Golem in your inventory he will join the force. Otherwise he'll just give out. Claude is wonderful in both attack and defense, but has limited movement (it's as bad as Zynk's). But if you give him a Running Pimento or the Running Ring (if you're not giving them to Zynk), he'll be a great asset to the force.

=====  
ELRIC  
=====

Class: ACHR (Archer)  
Promotion: SNIP (Sniper)  
BRGN (Brass Gunner)  
Weapon: Arrow, Cannon, Missile, Shot  
Magic: None

Starting Location: After Battle #20  
Starting Equipment: Steel Arrow  
Starting Magic: None

Basic Stats:

Level 21  
HP 37  
MP 0  
Attack 40

Defence 25  
Agility 25  
Movement 5

Bio:

On your way to Creed's house you will have to save a boy who is being attacked by Harpies. After you've beaten them Elric will join to thank you for saving his life. He opens up the passage to Creed's House. Elric is not as strong as some of the other range characters (like May and Rohde) and I usually leave him in the caravan.

=====

ERIC

=====

Class: KNTE (Knight)  
Promotion: PLDN (Paladin)  
          PGNT (Pegasus Knight)  
Weapon: Spear, Lance  
Magic: None

Starting Location: Creed's House  
Starting Equipment: Steel Lance  
Starting Magic: None

Basic Stats:

Level 24  
HP 53  
MP 0  
Attack 48  
Defence 29  
Agility 28  
Movement 7

Bio:

Eric is considered the worst pick of the four characters in Creed's House by some Shining Force gamers. However, he isn't as bad as that. If you pick him out of the four, he will be very good; but if you only get him later, he wont be much use. Eric seems to be looking for a legendary sword, but never seems to find it. If you didn't pick him from the four, you can get him after you've gotten the Sky Orb.

=====

FRAYJA

=====

Class: VICR (Vicar)  
Promotion: None  
Weapon: Rod, Staff, Stick  
Magic: Attack, Aura, Detox, Heal

Starting Location: Pacalon - Castle  
Starting Equipment: Indra Staff  
Starting Magic: Detox 2, Heal 2

Basic Stats:

Level 13  
HP 53  
MP 50  
Attack 55

Defence 34  
Agility 37  
Movement 5

Bio:

After you've been to see Mitula, return to Pacalon. Here Frayja (whom you met earlier) will want to atone for his sins. He made the decision to lock the gate in Moun, putting the lives of the people inside at risk, in order to stop the devils enetring North Pamecia. When he first joins the force, he only tags along, but when you reach Moun, he will join properly. He will be involved in the battle in Moun, even if you didn't want him there. If there are 12 characters in your party, he will replace the last one on the list. However, you can Egress and get rid of him, but I usually leave him in for this one battle and then send him packing to the caravan.

=====  
GERHALT  
=====

Class: WFMN (Wolfman)  
Promotion: WFBN (Wolfbaron)  
Weapon: None  
Magic: None

Starting Location: Polca  
Starting Equipment: None  
Starting Magic: None

Basic Stats:

Level 13  
HP 23  
MP 0  
Attack 35  
Defence 21  
Agility 21  
Movement 5

Bio:

Gerhalt is the only member of Polca who fights the demons with you, and after seeing your valour in combat he decides to join the force. He is a werewolf-type creature, and after promotion becomes a full wolf (who can stand upright and talk, no less). Gerhalt is very very strong, and is a great attacker in battle. He has low movement, but this is countered by the fact that he negates trees and wooded areas - he treats them as grass squares.

=====  
GYAN  
=====

Class: GLDT (Gladiator)  
Promotion: None  
Weapon: Axe, Sword  
Magic: None

Starting Location: Moun  
Starting Equipment: Great Axe  
Starting Magic: None

Basic Stats:

Level 14

HP 61  
MP 0  
Attack 70  
Defence 63  
Agility 37  
Movement 5

Bio:

After defeating the devils in Moun, Zynk (a robot from the past) will lead you to the underground section of the town. This is where all the townspeople were hiding from the devils. He decides to join with the force instead of returning home, as he'd like to help you against the devils. Gyan is a powerful character, and has one of the best defenses in the game.

=====  
HIGINS  
=====

Class: PLDN (Paladin)  
Promotion: None  
Weapon: Spear, Lance  
Magic: None

Starting Location: After Battle #26  
Starting Equipment: Javelin  
Starting Magic: None

Basic Stats:

Level 7  
HP 51  
MP 0  
Attack 57  
Defence 33  
Agility 31  
Movement 7

Bio:

Higins was sent by Pacalon to try and find help from their allies for the city. However, on his way he meets Geshp, and becomes possessed by a demon. Luckily, just after he becomes possessed, the force arrives on the scene and defeats the enemies, and the demon leaves Higins' body. Higins then agrees to join the force as he is indebted to you for saving him from the demon. Higins is useful because he can fly, but I find that he quickly lags behind the other characters' attack strength, and thus I leave him in the caravan.

=====  
JAHA  
=====

Class: WARR (Warrior)  
Promotion: GLDT (Gladiator)  
BRN (Baron)  
Weapon: Axe, Sword  
Magic: None

Starting Location: Granseal, Town Gate  
Starting Equipment: Short Axe, Medical herb  
Starting Magic: None

Basic Stats:

Level 1  
HP 9  
MP 0  
Attack 14  
Defence 7  
Agility 4  
Movement 5

Bio:

Jaha is the guy who oversleeps for Sir Astral's class. He's quite lazy, and this probably explains his low movement level. But if you keep him central to the action, he'll improve alot, and when you upgrade him to a Baron he gets a Movement bonus, which makes him integral to the Force. He's the strongest member of the initial force. His defense is also good, making him one of the best characters in the earlier stages of the game.

"Stand at attention!  
Ready for inspection, Sir!!"

=====  
JANET  
=====

Class: ACHR (Archer)  
Promotion: SNIP (Sniper)  
BRGN (Brass Gunner)  
Weapon: Arrow, Cannon, Missile, Shot  
Magic: None

Starting Location: New Granseal  
Starting Equipment: Steel Arrow  
Starting Magic: None

Basic Stats:

Level 24  
HP 35  
MP 0  
Attack 41  
Defence 27  
Agility 27  
Movement 5

Bio:

When you return to New Granseal, Janet notices that her true love Elric is part of the force. In order to be with him, she offers to join also. I think that Janet is the best range character in the game (this view is also shared by some other Shining Force gamers) and become very very very good if she is promoted to a Brass Gunner. Hell, she's even very good as a Sniper!

=====  
JARO  
=====

Class: PGNT (Pegasus Knight)  
Promotion: None  
Weapon: Spear, Lance  
Magic: None

Starting Location: Battle #32  
Starting Equipment: Chrome Lance

Starting Magic:       None

Basic Stats:

Level     12  
HP        60  
MP        0  
Attack    66  
Defence   45  
Agility   44  
Movement  7

Bio:

In battle #32, one of the enemies is a Pegasus Knight called Jar. Luckily, during the battle he decides that he doesn't want to fight with the devils any more, and joins your side instead. The computer will control him for this battle, but after you can control him. He tells you that he is from Galam, and had been waiting for a good chance to leave the devils. I should point out that this is the only point in the game where you can have 13 characters in battle, sweet!

=====  
KARNA  
=====

Class:       PRST (Priest)  
Promotion: VICR (Vicar)  
              MMNK (Master Monk)  
Weapon:      Rod, Staff, Stick  
Magic:        Aura, Boost, Blast, Heal

Starting Location: Creed's House  
Starting Equipment: Power Stick  
Starting Magic:     Blast 2, Boost, Heal 3

Basic Stats:

Level     24  
HP        43  
MP        51  
Attack    40  
Defence   25  
Agility   27  
Movement  5

Bio:

Karna is widely believed to be the best choice of the four characters you can get at Creed's House. I also share this belief, as the second healer is a great asset at this stage in the game. Also, Karna has the spell Boost which will allow her to advance levels really quickly. If you use one of the two Vigor Balls to promote her to a Master Monk, you really wont regret it, as her attacks can become as powerful as Bowies. If you don't pick her from the four, you can always return to get her after you've gotten the Sky orb.

=====  
KAZIN  
=====

Class:       MAGE (Mage)  
Promotion: WIZ (Wizard)  
              SORC (Sorcerer)  
Weapon:      Rod, Staff, Stick

Magic: Blaze, Muddle, Dispel, Desoul  
Dao, Apollo, Neptune, Atlas

Starting Location: Hawel's House  
Starting Equipment: Wooden Rod, Medical Herb  
Starting Magic: Blaze 1

Basic Stats:

Level 4  
HP 13  
MP 13  
Attack 9  
Defence 7  
Agility 10  
Movement 5

Bio:

When Kazin's master, Hawel is killed by Grendel soldiers, Kazin agrees to join the Force in order to find the jewels his Master Spoke of, and reseal the tower. Kazin is a basic Mage at the start of the game, but once he is promoted to a Wizard, his magic is extremely powerful, especially Blaze 4!

Unfortunately, if you do promote him to a Wizard, he can never learn the Summon spells Dao, Apollo, Neptune and Atlas. But having Blaze 4 more than makes up for this.

"Sir Hawel's teachings are  
very helpful. Strategy  
was his cup o' tea."

=====  
KIWI  
=====

Class: TORT (Tortoise)  
Promotion: MNST (monster)  
Weapon: None  
Magic: None

Starting Location: Granseal, House  
Starting Equipment: None  
Starting Magic: None

Basic Stats:

Level 7  
HP 7  
MP 0  
Attack 18  
Defence 23  
Agility 10  
Movement 5

Bio:

Although Kiwi seems rubbish, he isn't. You get him after the animals are released by the Galam Soldiers. Kiwi has a marvellous defence (due to his shell), and normal attacks do just 1 damage to him. But make sure he stays away from Magicians. He isn't very good towards the end of the game either, but many SF players like him because he's fun! Also, as a bonus for his crapness, he can fly once he is promoted to MNST.

"Speaking... tires me.  
Fighting... tires me."



I'm tired."

=====  
LEMON  
=====

Class: RBRN (Red Baron)  
Promotion: None  
Weapon: Axe, Sword  
Magic: None

Starting Location: Yeel  
Starting Equipment: Dark Sword  
Starting Magic: None

Basic Stats:

Level 19  
HP 72  
MP 0  
Attack 48  
Defence 65  
Agility 51  
Movement 6

Bio:

After you've defeated the evil Red Baron, he will realise what he has done, and in order to stop him doing anything bad again he sets out to kill himself. However, since he is a vampire, this proves very difficult. You will see holes in the ground in various places on Grans Island where he tried to commit suicide. When you reach Yeel, examine the hole in the ground, and Lemon will join the force. If you don't examine the hole, he'll join up later. Lemon is a very strong character, and with a good weapon can be one of the most powerful - he just needs a little training first.

=====  
LUKE  
=====

Class: BDMN (Birdman)  
Promotion: BDBT (Birdbattler)  
Weapon: Sword  
Magic: None

Starting Location: Polca  
Starting Equipment: Middle Sword  
Starting Magic: None

Basic Stats:

Level 14  
HP 30  
MP 0  
Attack 26  
Defence 18  
Agility 33  
Movement 6

Bio:

Luke is Peter's friend and agrees to join the force after you help him defeat the devils. He joins when you leave Polca after getting the raft. He can be quite useful in battle, because of his flying abilities, but eventually you'll

get better characters and he'll probably be sent to the caravan.

=====  
MAY  
=====

Class: RNGR (Ranger)  
Promotion: BWNT (Bowknight)  
Weapon: Arrow, Cannon, Missile, Shot  
Magic: None

Starting Location: Ribble  
Starting Equipment: Wooden Arrow  
Starting Magic: None

Basic Stats:

Level 10  
HP 18  
MP 0  
Attack 24  
Defence 13  
Agility 14  
Movement 6

Bio:

After you show the inhabitants of Ribble that you are friends and not foe, they will welcome you into their town. After that, May is roaming around the south of the town. She is bored and looking for action, so she decides to join the force. May is a great asset to the force as she can attack from range, and is also quite powerful. She will be very useful early on in the game, and if you use her enough when you get her, she'll stay in the force throughout.

=====  
PETER  
=====

Class: PHNK (Phoenik)  
Promotion: PHNX (Phoenix)  
Weapon: None  
Magic: None

Starting Location: New Granseal  
Starting Equipment: None  
Starting Magic: None

Basic Stats:

Level 9  
HP 22  
MP 0  
Attack 26  
Defence 16  
Agility 12  
Movement 6

Bio:

When Peter comes to New Granseal he is accosted by the local "mob". Sir Astral comes and saves him, as he notices he is a legendary bird. When he first joins the force, he is controlled by the computer, but after you talk to the god, Volcanon, you will be able to control him. Peter is the strongest character in

the game, and one of two characters with more than one attack. As the legend goes, Phoenix can revive, and this is true for Peter. If he dies in battle, he will be revived after the battle is over. This means that you won't have to pay to resurrect him if he dies.

=====  
RANDOLF  
=====

Class: WARR (Warrior)  
Promotion: GLDT (Gladiator)  
BRN (Baron)  
Weapon: Axe, Sword  
Magic: None

Starting Location: Creed's House  
Starting Equipment: Power Axe  
Starting Magic: None

Basic Stats:

Level 24  
HP 40  
MP 0  
Attack 52  
Defence 38  
Agility 27  
Movement 5

Bio:

Randolf is thought to be the third best choice from the four characters at Creed's House (after Karna and Tyrin). Randolf is as strong as Jaha, and can become very strong in the later stages of the game. Even if you don't pick him out of the four, if you return to get him (after getting the Sky Orb) and train him up a little, he can still be a very good character.

=====  
ROHDE  
=====

Class: BRGN (Brass Gunner)  
Promotion: None  
Weapon: Arrow, Cannon, Missile, Shot  
Magic: None

Starting Location: Hassan  
Starting Equipment: Assault Shell  
Starting Magic: None

Basic Stats:

Level 4  
HP 34  
MP 0  
Attack 55  
Defence 34  
Agility 23  
Movement 5

Bio:

When Rohde first tags along with the force, he does not get involved in combat. He agrees to tag along to help you get the Caravan. He only agrees

to go after you have gotten the Achilles Sword. Rohde is a historian and is fascinated by the sword. After you use the dynamite to blow up the rocks on the way to Northern Parmecia, he agrees to join the force. He uses the cannon to fight in battle, and also drives the caravan. Rohde is quite strong when he joins the force and can be useful as a long-range attacker.

=====  
RICK  
=====

Class: KNTK (Knight)  
Promotion: PLDN (Paladin)  
          PGNT (Pegasus Knight)  
Weapon: Spear, Lance  
Magic: None

Starting Location: Hassan  
Starting Equipment: Steel Lance  
Starting Magic: None

Basic Stats:

Level 19  
HP 34  
MP 0  
Attack 43  
Defence 28  
Agility 29  
Movement 7

Bio:

After you have defeated Taros and got the caravan, Rick will join the force in Hassan. Like May, he is after some action in his sedentary life. Rick isn't a brilliant addition to the force, and most Shining Force gamers usually put him in the caravan in favour of some of the stronger knights.

=====  
SARAH  
=====

Class: PRST (Priest)  
Promotion: VICR (Vicar)  
          MMNK (Master Monk)  
Weapon: Rod, Staff, Stick  
Magic: Blast, Detox, Heal, Slow

Starting Location: Granseal, School  
Starting Equipment: Wooden Rod, Medical Herb x2  
Starting Magic: Heal 1

Basic Stats:

Level 1  
HP 11  
MP 10  
Attack 9  
Defence 5  
Agility 5  
Movement 5

Bio:

Sarah is a priest, and is your main healer for most of the game. She is one

of Bowie's classmates in Sir Astral's school. She doesn't learn the Aura or Boost spells, but she does learn Blast which can be very helpful if she is cornered by the enemy. If you promote her to a Master Monk, she will become a lean mean fighting machine (as well as a great healer). It's recommended that you keep her in the force throughout the game.

"Remember. You're our leader. We lose when you're defeated. OK?"

=====  
SHEELA  
=====

Class: MMNK (Master Monk)  
Promotion: None  
Weapon: Rod, Staff, Stick  
Magic: Blast, Boost, Heal, Muddle

Starting Location: Dojo  
Starting Equipment: Brass Knuckles  
Starting Magic: Blast 2, Boost, Heal 2, Muddle 2

Basic Stats:

Level 15  
HP 56  
MP 48  
Attack 67  
Defence 41  
Agility 41  
Movement 5

Bio:

If you leave the dojo, and go up around the left of it, you'll see Sheela bathing under the waterfall. She notices Sir Astral, and she tells you that she used to be a student of his. However, after Granseal disappeared, she came to the dojo and decided to become a Master Monk. She joins the force to get revenge on Red Baron for killing her husband. I usually have three healers in my party at the end of the game (all three Master Monks), and Sheela is one of them. Don't worry about having too many, as Master Monks also have great attacks, and are more than just healers.

=====  
SKREECH  
=====

Class: BDBT (Bird Battler)  
Promotion: None  
Weapon: Sword  
Magic: None

Starting Location: Tristan  
Starting Equipment: Great Sword  
Starting Magic: None

Basic Stats:

Level 11  
HP 53  
MP 0  
Attack 63

Defence 38  
Agility 33  
Movement 6

Bio:

After speaking to Volcanon and King Bedoe the first time you visit Bedoe, go out onto the ledge where the birds are. Speak to them, and then go downstairs. Go outside and walk around the bushes to the left of the entrance. A bird will fall from the sky, but he will land on you and thus be saved. When you visit Tristan later in the game, Skreech (the young bird you saved) will be fully grown and now is a Bird Battler. If you didn't save him in Bedoe, he won't join in Tristan. Skreech is probably the worst of the flying characters, and many Shining Force gamers leave him in the caravan. Some don't even save him in Bedoe at all!

=====  
SLADE  
=====

Class: THIF (Thief)  
Promotion: NINJ (Ninja)  
Weapon: Dagger, Knife, Sword  
Magic: Katn, Raijin

Starting Location: Galam Castle Jail  
Starting Equipment: Short Knife  
Starting Magic: None

Basic Stats:

Level 5  
HP 12  
MP 0  
Attack 14  
Defence 10  
Agility 10  
Movement 7

Bio:

This is the guy that started all the problems, and now he wants to join with you! This would be acceptable if he was any good, but with his Short Knife, his attacks are just pathetic. He does help you escape from jail though, and if you use him enough to allow him to be promoted, he's brilliant as a Ninja. He can even learn some magic once he becomes a Ninja!

"I'm like a Shadow of the  
night. Silent and Deadly!"

=====  
TAYA  
=====

Class: SORC (Sorcerer)  
Promotion: None  
Weapon: Rod, Staff, Stick  
Magic: Dao, Apollo, Neptune, Atlas

Starting Location: Mitula's Shrine  
Starting Equipment: Indra Staff  
Starting Magic: Dao

Basic Stats:

Level 11  
HP 42  
MP 57  
Attack 44  
Defence 29  
Agility 41  
Movement 5

Bio:

If you examine the statue in the east of Mitula's Shrine, it will transform into a woman - Taya. She tells you that Mitula wants her to accompany you on your journey. Taya learns the same Sorceror spells as the others, but her defense is weak, which makes her less of an asset to the force. Stick with Kazin and Tyrin instead.

=====

TYRIN

=====

Class: MAGE (Mage)  
Promotion: WIZ (Wizard)  
          SORC (Sorcerer)  
Weapon: Rod, Staff, Stick  
Magic: Blaze, Bolt, Freeze, Sleep  
          Dao, Apollo, Neptune, Atlas

Starting Location: Creed's House  
Starting Equipment: Power Stick  
Starting Magic: Blaze 2, Freeze 2

Basic Stats:

Level 24  
HP 29  
MP 49  
Attack 35  
Defence 25  
Agility 30  
Movement 5

Bio:

Tyrin is considered to be the second best choice from the four characters at Creed's House. Some Shining Force players consider him to be a better choice than Karna! He is very good when promoted to Sorcerer, as he learns the same spells as the other Sorcerors. However, I usually promote him to a Wizard, as he can use all three elemental magic spells. If you didn't pick him at Creed's House, you can go back later (after you've gotten the Sky Orb) and recruit him and the three others.

=====

ZYNK

=====

Class: RBT (Robot)  
Promotion: None  
Weapon: None  
Magic: None

Starting Location: Moun  
Starting Equipment: None

Starting Magic:       None

Basic Stats:

Level     16  
HP        59  
MP        0  
Attack    79  
Defence   62  
Agility   42  
Movement  4

Bio:

The first time you meet Zynk is in Moun, where he shows you the passage to the underground where the survivors are staying. After the death of a NPC, Zynk becomes quite upset and decides to join the force. Zynk is very strong but has the lowest movement of any character. SO make sure you give him the Running Ring (and if you have some spare Running Pimentoes, give him them too).

-----  
--           Supporting Cast       --  
-----

Search Field: iii-b

Astral

=====  
Sir Astral is Bowie's teacher in Granseal. He accompanies the force everywhere. He offers advice, and makes decisions for the force. His Knighthood must be honorary, however, as whenever there is some action, he sends Bowie in to defeat the enemies and shirks away himself.

Cameela

=====  
Cameela is the only female Greater Devil and is a formidable foe. She attacks with an Iron Ball, and tries to stop you getting the Nazca Ship.

Creed

=====  
An American rock band, who produced such hits as "With Arms Wide Open" and "My Sacrifice". Oh, sorry, wrong Creed. A former Greater Devil who keeps miniature people in his study. He can still contact Zeon, even though he is no longer a devil. Becomes a priest for you later on in the game.

Elis

=====  
The token princess. Daughter of King Granseal and heir to the throne. She is kidnapped by (possessed) King Galam at the start of the game.

Fairy

=====  
She lives with Creed, but she agrees to tag along with the force after Oddler leaves in order to help the sick dwarf.

Geshp

=====  
The commander of the Greater Devils, it is him who sends the others to attack you. He is very ugly, but also very powerful.



Item Seller

=====  
He sells items. In fact he's pretty useless, because magic works so much better. But he is there if you need him, and if he wasn't, someone would be giving out.

King Galam

=====  
The King of Galam. Does he have a first name? Who knows? Becomes possessed by Zeon, and you'll eventually have to fight him to end the possession.

King Granseal

=====  
The King of Granseal, and father of Princess Elis. Doesn't have a first name either. He becomes possessed by devils, but is saved by Astral.

Mitula

=====  
Mitula is the Goddess of the world. Her temple (shrine) is in Tristan, and houses the statues which tell the prophecy,

Oddler

=====  
Oddler is arrives at Polca not knowing very much. He is cared for there and eventually tags along with the force, before staying at Creed's instead. Has a very big secret.

Odd Eye

=====  
He is the strongest of the Greater Devils, and attacks using a laser beam which he fires from his eye. An extremely difficult opponent. After all, he does know your strengths and weaknesses first hand.

Priest

=====  
He revives you when you're dedeaded (that's pronounced the-dead-ed, by the way). He also promotes the characters to a better class. Overall, a good man to have around. How come none of the priests are women? Because all the priests/vicars/monks you have are women (except one).

Red Baron

=====  
The commander of Galam, and a very strong character. However, once you beat him you find out that he is not as he seems.

Taros

=====  
Taros is the protector of the caravan. You will have to defeat him to gain access to it. Only Bowie will be able to damage him.

Volcanon

=====  
Volcanon is the God of the world. His temple is north of Polca Village, in Mt. Volcano. It appears that he doesn't like the people of Granseal for allowing the seal to be broken.

Weapon Seller

=====  
Looks exactly like the item seller, and all the other weapon and item sellers

everywhere. Their mother must have been some woman to have that many children. You buy weapons from him, well you should anyway. Go get some money!

Zalbard

=====

The bottom Greater Devil, he uses lightning elemental magic to attack. However he should not be underestimated - he is a Greater Devil after all.

Zeon

=====

Zeon is a bad-ass mofo. In fact he is the most bad-ass mofo there is. You will have to defeat him to save the world. He does have over 500 HP, so he is quite difficult. The main advantage you have over him is that you can move and he can't. Ha!

-----  
-- WALKTHROUGH --  
-----

Index Number: iv

=====  
-- Introduction --  
=====

Search Field: iv-a

Intro

=====

The walkthrough section should be easy to understand. I have split the game into sections. Each one has a title with the name of a town or place you visit. However I have grouped numerous towns under the one title, to make the guide less cluttered and to make it more readable.

The overview part of each section gives brief points of what is to be done in each section in case you do not wish to spoil the game for yourself by reading the walkthrough.

The Force part at the top of each section and in the battle sections tell you who is in the force both in battle and out of battle. This is so as to let you decide which 12 characters you want to use.

Each battle is given it's own separate section to help you find them more easily in case you are stuck. I have given strategies for each battle, but if you have your own and want it mentioned here, drop me a line.

=====  
-- Walkthrough --  
=====

Search Field: iv-b

=====

Grans Island - Granseal

=====

Items:

Angel Wing, Antidote, Medical Herb x 3, Mithril, Quick Chicken

Equipment:

None

Force:

Bowie, Chester, Jaha, Sarah

Overview:

- Get Medical Herb from School
- Recruit Sarah and Chester
- Search the chests in the Castle
- Find the Mithril behind the tower
- Defeat the Gizmos
- Stock up on items/weapons
- Recruit Jaha
- Find the Mithril near the cave
- Enter Yeel

Walkthrough:

Give yourself a rockstar name and walk downstairs. Your mother tells you to hurry to the school, and since the shops are closed, and you can't leave the town, the school doesn't seem such a bad option after all. The school is to be found to the north-east of the town. Go in and talk to the girl, Sarah, and go downstairs. Search the chest to find a Medical Herb, and then talk to Sir Astral. Also if you want, you can peruse through the books on the bookshelves, one is even titled "Be Good" :) Return upstairs, go to your seat (beside Chester) and Astral will come up to teach the class.

Suddenly, a knight will come in and take Astral away to try and help the King. Sarah wants to go to the castle to help him, but Chester is reluctant. Agree to go with Sarah, and then Chester will also want to go along. Sarah the PRST and Chester the KNTE have joined the Force. Yippee! Go north to the Castle, and into the door to the top-left of the screen. Search the three chests to get a Medical Herb, Angel Wing and Antidote. Go back out and enter the main door.

Go up the stairs to the left and into the King's bedroom. Follow Astral down and talk to him. Go up the stairs and outside. Go around the back of the tower (there's a path between the trees to the right) and search around the centre for some Mithril. Go back and enter the Tower. The tower will flash white and you will now be involved in your first Battle.

-----  
Battle 1: Granseal Tower  
-----

Force: Bowie, Chester, Sarah  
Enemies: Gizmo x6  
Boss: None  
Items: None

Battle Strategy:

Make sure all your characters stay close together, as Sarah may need to heal them often. Keep Bowie to the back, because if he dies, you'll have to start back at the Church. Take the Gizmos out one at a time, and remember Sarah isn't just for healing, she can hit for 3 too! You shouldn't die in this battle, but if you do, it's okay. You just have to get used to SF2.

-----  
After the battle, the pink Gizmo escapes. He's headed for the Castle! Return to the Castle, and go to the King's bedroom. Here, Sir Astral will defeat the King and exorcise the demon. Astral faints, and when he awakes you will be sent on a mission to Yeel to find Hawel and bring him back. Now you can

buy things from the shops, and search the docks. Buy the Short Sword and Short Spear from the merchants, and sell your old weapons. Sarah can keep her Staff for now, as we don't have that much money! Go to the docks to the East, and search on the ship for a Quick Chicken (in the north-east).

There's also a Medical Herb in the lower deck of the boat. When you have stocked up on Items and Weapons leave th town to the West. As you reach the town gate, you classmate Jaha will come. JAHA the WARR has joined the force. You can now leave the town.

---

#### Battle 2: Outside Granseal

---

Force: Bowie, Chester, Jaha, Sarah  
Enemies: Ooze x4, Huge Rat x2  
Boss: None  
Items: None

#### Battle Strategy:

Kill the Oozes first as they are easier to defeat, with them out of the way, concentrate on the Huge Rats. Jaha's attacks will be very strong in comparison with your other members. Use these against the Rats especially. Use your Medical Herbs to heal your characters as you'll need the inventory room to store other items.

---

After the battle, go south to where the cave is. Don't enter, but instead search the mountain that points downscreen - the one to the left of the cave to find some Mithril. Now you can go to Yeel in the north-east.

---

#### Gran Island - Yeel

---

Items:  
Antidote, Healing Drop, Healing Seed  
Equipment:  
None  
Force:  
Bowie, Chester, Jaha, Kazin, Sarah

#### Overview:

- Get the Healing Seed in the house
- Go north and win Battle 3
- Recruit Kazin
- Get the Healing Drop and Antidote
- Go outside and fight the soldiers

#### Walkthrough:

Enter the town and search in the vase in the first house to find a Healing Seed. Apart from that, there is nothing to do in this town (kinda' like the town I live in, then). Talk to the boy with the rod, Kazin and he'll bring you to Hawel. Well, he wont bring you to him, he'll actually follow you. Go north to exit the town.

---

#### Battle 3: Outside Yeel

---

Force: Bowie, Chester, Jaha, Sarah  
Enemies: Ooze x3, Huge Rat x2, Huge Bat

Boss: None  
Items: None

Battle Strategy:

This is a pretty easy battle. Take out the guys to the north first, and then turn your attention on the Bat. This is because the Bat can send your party to sleep, which will incapacitate them for a few turns. Other than that, this is a pretty easy battle.

-----

Then proceed north-west to Hawel's house. When you enter you learn that Galem soldiers have attacked Hawel and stolen his notes on Ground Seal. His last words are to tell Kazin to look for the jewels. KAZIN the MAGE has joined the force. Get the Antidote and Healing Drop from the chests and then leave Hawel's house. When you exit you will see the soldiers who killed Hawel. Kazin wants you to avenge his death, so....

-----

Battle 4: Outside Hawel's House

-----

Force: Bowie, Chester, Jaha, Kazin, Sarah  
Enemies: Huge Bat x3, Galam Soldier x3, Galam Archer x2  
Boss: None  
Items: Medical Herb x2 (from Galam Soldiers)

Battle Strategy:

Work in a south-east direction, in order to win this battle more easily. One goal in this battle is to raise Kazin's level in order for him to learn Blaze 2. To do this, get your enemy down to 3 or less HP and have Kazin use Blaze 1 to kill them, thus he will level up more quickly. If you die in this battle it doesn't matter, as the outcome is the same.

-----

After the battle, you will be arrested and taken to Galam Jail.

=====  
Galam Castle Prison  
=====

Items:  
    Medical Herb x2, Mithril  
Equipment:  
    Chirrup Sandals  
Force:  
    Bowie, Chester, Jaha, Kazin, Sarah, Slade

Overview:

- Get Slade to open the cells
- Get the Mithril in the tunnel
- Win the fight and exit the castle
- Recruit Slade
- Buy new weapons
- Defeat Cleric & Co.

Walkthrough:

You awake in the prison cell. Search the table for some Chirrup Sandals. Mind you, there seems to be no point for these. This must be some type of luxury item. Go to the left of Jaha in order to progress. After some conversation, Slade will open the cell doors. Try to climb the stairs, then Slade will open a secret passage for you. Jump down the passage. (For some reason, the old man and the knight don't want to escape even though their cells are unlocked,

strange).

Slade will join temporarily. In the tunnel, examine the north wall to get more Mithril. Climb the ladder and then the stairs (all the barrels are empty). You'll overhear a conversation between Lemon and the King. Granseal is going to be crushed! Go to exit the castle. One of the Knights has a jewel, and you will have to fight some other knights.

---

#### Battle 5: Galam Castle

---

Force: Bowie, Chester, Jaha, Kazin, Sarah  
Enemies: Galam Soldier x3, Galam Archer x2, Galam Mage x2, Galam Knight  
Boss: Galam Knight  
Items: Short Rod (from Galam Mage)

#### Battle Strategy:

This battle is tougher than previous battles, due to the Mages, but since you levelled up Kazin like I told you, it shouldn't be too hard. As soon as you kill the Galam Knight, the battle is over. But I'd recommend killing most of the others first, in order to gain experience.

---

After the battle, Slade gets the Jewel of Light from the Knight. But when he gives it to Bowie, it fuses to his neck. Slade then agrees to join the Force in order to get the other jewel back. Now you're free to roam the town, but there isn't much to do. Go into the Shop through the door to access the chests for two Medical Herbs. Buy weapons from the merchant to strengthen your team. Also, you can save because the priest is off with his wife, so just exit the town for another battle.

---

#### Battle 6: Outside Galam Castle

---

Force: Bowie, Chester, Jaha, Kazin, Sarah, Slade  
Enemies: Galam Soldier x3, Galam Knight x2, Galam Mage x2, Galam Archer,  
Dark Cleric  
Boss: Dark Cleric  
Items: None

#### Battle Strategy:

Attack the enemies to the east before progressing south. This will make this battle much easier. When you do go south, make sure the Mage and Knights come to you, so as not to get the Cleric involved. Leave him until last, and this battle will be far easier.

---

Go back to Granseal now. It's the big castle, kinda' hard to miss.

---

#### Granseal

---

Items:  
Mithril  
Equipment:  
None  
Force:  
Bowie, Chester, Jaha, Kazin, Kiwi, Sarah, Slade

#### Overview:

- Recruit Kiwi
- Go to the Tower
- Win the battle
- Get the Mithril from the hole
- Go to the boat

#### Walkthrough:

When you enter the town, you will see that all the soldiers are dead, and that all the animals have been set loose. But somehow, the merchants are still selling items and weapons... Enter the house to the left of the dock area, and you will meet a turtle. Give him a name, Kiwi is the default. Wayhay! KIWI the TORT has joined the force. Now, head in to the castle, and go to the main hall.

You will see Astral and Lemon conversing. Follow them to rescue the beautiful Princess Elis. After all, we don't do this heroing stuff for nothing, eh? And if you didn't get that Mithril earlier, do it now! If you examine the soldiers, Bowie feels regret for all of them. Lemon tells you he is about to die. Enter the tower and go down the stairs. Astral tries to stop the possessed King, but he can't, so he tells you to save the princess. If we must....

---

#### Battle 7: Granseal Tower

---

Force: Bowie, Chester, Jaha, Kazin, Kiwi, Sarah, Slade  
Enemies: Galam Archer x3, Galam Knight x3, Dark Smoke x2, Galam Mage,  
Dark Cleric  
Boss: None  
Items: None

#### Battle Strategy:

Attack the enemies to the right first. By the time they're defeated the ones on the left should be over to you, so you can get them next. Then progress to the north-east corner to get the Mage and Cleric. Then move into the centre to kill the Dark Smokes - they make look like Gizmos but they're a good deal harder, just leave Jaha and Kiwi up front to take small damage from them. Also make sure Kiwi avoids the Mage, as his Magic Defence is terrible. Try to get Slade to kill a few enemies as well to help him level up.

---

King Galam uses the jewel to open the seal, and goes to enter with Princess Elis. Luckily, Bowie is good at acrobatics, and is thrown up to save her. But he misses and latches onto Galam instead, taking the Jewel of Evil with him when he falls. That too, fuses onto his neck. Another earthquake happens and the on-screen text becomes a bit hard to read, because of all the shaking. Astral and the Minister carry King Granseal from the tower. You now have to escape, but don't worry, however long it takes, you'll get out just in time.

After the guards fall into the hole, investigate the hole just to the right of the steps to find some Mithril. Go right and down through the school (the back wall is in ruins), then down onto the pier and into the ship. Talk to the old man at the left and off you go. You set sail and then in a flash (literaly), the town is swallowed up and a big hole is all that remains of your home.

(NOTE: The captain is exactly the same as all the merchants, strange)

---

#### New Granseal

---

#### Items:

Angel Wing, Antidote, Cheerful Bread, Healing Drop, Healing Seed,

Warrior Pride

Equipment:

None

Force:

Bowie, Chester, Jaha, Kazin, Kiwi, Sarah, Slade

Overview:

- Bring the plank up onto deck
- Agree to help find the lost worker
- Win the battle
- Get the Warrior Pride in Force HQ
- Get the Cheerful Bread
- Pilfer the houses
- Talk to Peter and the King
- Go east towards Ribble

Walkthrough:

When you crash on the shoreline, it's decided that a new town will be built here with the lumber from the boat. Pick up the plank and bring it up to the deck. Agree to help the man find his friend. Then the force will join you, as it's too dangerous alone.

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Battle 8: North Cliff  
-----

Force: Bowie, Chester, Jaha, Kazin, Kiwi, Sarah, Slade

Enemies: Goblin x2, Green Ooze x2, Hunter Goblin x2, Witch x2

Boss: None

Items: None

Battle Strategy:

This one is a bit more tricky than some of the earlier ones. Try to keep your party close together, and heal whenever you can with Sarah. Try to have Kazin use Blaze 2 on multiple enemies to speed up the process. Have Kiwi act as a decoy to receive hits, and heal him when he gets down to 1 HP. There are two basic strategies for this battle: The first is to go north and then the enemies to the east will come up after you, and the second is to go anti-clockwise around the water in the centre.

-----  
After the battle, you'll head back to the ship. But it's not there anymore, in it's place is a new town, New Granseal.

-One Year Has Passed

Talk to the King, and he will ask you to build a ship for him. But we can't do that yet, we have to build alliances with other nations, so we'll leave it 'til later. Go to the right and up into your new Headquarters. Search the Eagle Shield at the back to get the Warrior Pride. There's also Cheerful Bread in the middle barrel to the left of the throne room, this will give one of your party an extra movement point.

Exit the castle and you'll see there's a big bird in the town that is entertaining the people. Go into the houses to get items. An Angel Wing is in the Accesory Shop, an Antidote from the house on the left, on your way go and stand beside the townspeople who are looking at the bird. The boys try to attack it but the minister intervenes and brings him to see the King.

Then go back to your pilfering: there is a Healing Seed in the barrel in



the south-east and a Healing Drop in the Weapon Shop. Go back to the castle then to see what is happening to the mysterious bird. Peter joins you (you can't control him yet), and you're given 100 Gold coins and are sent to bring Peter to Mt. Volcano. Now, the shops are open again, so go and buy new weapons for your party. You can now exit the town and continue your journey. Keep going east (south east sometimes) towards the town of Ribble. On your way you will be involved in another fight.

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Battle 9: Road to Ribble

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Force: Bowie, Chester, Jaha, Kazin, Kiwi, Peter, Sarah, Slade  
Enemies: Goblin x3, Green Ooze x2, Hunter Goblin x2, Vampire Bat x2, Witch x2  
Boss: None  
Items: None

Battle Strategy:

This battle should be easier than the previous one even though there are an extra two enemies. Hopefully you bought new weapons like I told you to, then this one will be easy as pie. Just watch out for the Bats, don't stand in a group beside them, because they can use Blaze 2 on you.

---

Go east from here and into the village in the north-east.

=====  
Ribble  
=====

Items:

Bright Honey, Mithril x2, Silver Tank

Equipment:

None

Force:

Bowie, Chester, Jaha, Kazin, Kiwi, May, Sarah, Slade

Overview:

- Get Mithril from Sandpit
- Get Bright Honey
- Recruit MAY
- Win the battle
- Get Mithril from mountains
- Win the Cave Battle
- Get Silver Tank

Walkthrough:

When you enter the town, the villager will run away and call you a spy. All the doors in the town are also locked. Investigate the children's sandpit to get a piece of Mithril. Then enter the house at the north of the town. The old man will kick you out at first, but Peter intervenes and sorts out the situation. The town is now open and you're free to explore. Talk to the person in the tree, they will explain something about a hidden door to the ancient ruins. You'll need to remember this for later.

In the south-west house there is Bright Honey in a vase. Before you leave the town, talk to the centaur girl, and MAY the RNGR has joined the force. You can also buy a Dagger for Slade for 320 Gold in the shop if you want (I'd recommend it) Next leave the town, and go south (to the right of the river), then go east and north-east. After going east again, you'll be involved in another fight!

-----  
Battle 10: Road from Ribble  
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Force: Bowie, Chester, Jaha, Kazin, Kiwi, May, Peter, Sarah, Slade  
Enemies: Goblin x3, Vampire Bat x3, Dark Dwarf x2, Hunter Goblin x2, Witch x2  
Boss: None  
Items: Power Ring (from Witch on the right)

Battle Strategy:

This battle shouldn't be too difficult either, except still Peter seems to be no use at all. But don't worry, you'll be able to control him soon enough and then he's pretty good. Use Jaha and Bowie to attack up close, Kiwi to block, and Chester, Kazin and May to attack from distance. This is the best strategy. Also heal with Sarah when it's needed, and if you bought the Dagger for Slade, use him to attack too. I'd recommend getting the Power Ring from the Witch, if your old force members don't have any free slots, May should, so have her kill the Witch (the one on the right at the start of battle).

-----

Go east across the bridge, search the indentation in the mountains (the bottom of the two squares) for some more Mithril. Then go back across the bridge, and north, cross the bridge and go west. Go around the mountains and up into the cave.

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Battle 11: Dark cave  
-----

Force: Bowie, Chester, Jaha, Kazin, Kiwi, May, Peter, Sarah, Slade  
Enemies: Vampire Bat x3, Dark Dwarf x2, Hunter Goblin x2, Witch x2, Hobgoblin  
Boss: None  
Items: None

Battle Strategy:

Many people think this is a difficult battle, it is, but only if you don't know what you're doing. The darkness shouldn't hinder you in the least. Use B to scout around the area (the light will follow you when you do this), and this will allow you to see where the enemies are. Also, stay in a group and go left at the start instead of up the centre, and this battle should be no problem.

-----

After the battle, search the chest to the right to get the Silver Tank. Then exit the cave to the west, and go west to Palco village.

=====

Polca

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Items:

Protect Milk

Equipment:

Quick Ring

Force:

Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Sarah, Slade

Overview:

- Get Protect Milk from house
- Talk to the Mayor
- Get Quick Ring
- Talk to the King and Volcanon

- Recruit Peter
- Talk to the King about Creed
- Save Skreech
- Recruit Gerhalt
- Agree to take care of Oddler
- Recruit Luke

Walkthrough:

There isn't much to do in this town. Enter the house which is in the cliff and search the barrel to get a Protect Milk. Then buy a new sword for Bowie (the Long Sword) and any other weapons you need. If you talk to the man in the north house, the volcano will erupt. Outside a boy from the mountains falls over and the Mayor brings him to his house. Go west and talk to the guy lying on the ground, and turn him over. He will turn into an angel, and fly away. Then exit the town to the north-west. The enemies confuse you with the Polcans and set out to kill you. Little did they know...

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Battle 12: Outside Polca

---

Force: Bowie, Chester, Jaha, Kazin, Kiwi, May, Peter, Sarah, Slade  
Enemies: Hobgoblin x5, Death Monk x3, Witch x2, Death Archer, Evil Cloud  
Boss: Dark Archer  
Items: None

Battle Strategy:

Kill all the other enemies except the Dark Archer first. Then surround the Archer on all four sides. Have no other character within 2 squares of the Archer then. This means that the Archer cannot move, and cannot attack either. Therefore this fight will be far easier.

---

Enter the cliff-face. There are guards outside Bedoe. They tell Peter that the town has been attacked by devils recently. Luckily, Volcanon defeated them all. You're then told to go see King Bedoe. Go in and go upstairs. But a the Iron Arrow for May and save if you like. Go upstairs again, and search the vase in the south-east corner of the room. Go upstairs again to meet the king. Volcanon is angry at the people of Grans Island.

Go up the stairs to the right and then north to meet Volcanon. Volcanon wont forgive the ground-dwellers, he refuses to help, and ceases his protection. "If all the humans are annihilated it's okay. It's their destiny." PETER the PHNK has joined the force. You will now be able to control Peter in battle. Go back downstairs and talk to the King. He will tell you to go along the river to Creed's House, and With Arms Wide Open, he asks one of his soldiers to prepare a raft for you.

Go downstairs and out the door on the left and talk to the female bird. Go down and out the main door and walk around the bushes to the left of the door. When you're in the right place (in the gap between two bushes) the hatchling, Skreech (not from Saved by the Bell) will fall on you. Doing this could be valuable later... Go back to Polca village, where you'll stumble across a confrontation. GERHALT the WFMN has joined the force. Luke gets knocked out, and a battle ensues.

---

Battle 13: Inside Polca

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Force: Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, May, Peter, Sarah, Slade  
Enemies: Zombie x5, Death Archer x4, Hobgoblin x3, Evil Cloud x2, Black Monk,

Master Mage  
Boss: Black Monk  
Items: None

Battle Strategy:

This battle should be easier than the last. You have a new mel<sub>腹</sub> character as well as full control of Peter. Go down the steps and left, taking out the Zombies before anyone else. They can poison you, which means many of Sarah's turns will be wasted Detoxing if they're still around. Don't go straight down, as the right stairs is just one square wide. When you go down the stairs, be prepared for a tough time though. There will be alot of enemies, and some of your characters may die. But if you're finding it hard, aim everything at the Black Monk.

-----

Go to the church and raise any dead party memebers. Then go up to the Mayor's House (where the blind boy was taken earlier), and talk to the Mayor. Talk to the Mayor many times, until he agrees to prepare the raft for you. Try to leave to examine the raft, and the mayor will call you back. Agree to take Oddler with you. Exit the town and board the raft. LUKE the BDMN has joined the force. Before getting on the raft, buy Luke a Long Sword from the shop.

Once in the raft, the controls are simple, use the directions to move and if you want to disembark just try to sail onto land and you'll get out. The raft will stay wherever you left it when you got off. Sail south along the river, and in through the mountains. You'll come out in front of a cave. Keep going south, but go east when you get to the intersection (below the next cave). When you come to the mountains where the river turns north-east, get off and go south. You'll enter another battle.

-----

Battle 14: Near Ruins

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Force: Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Sarah, Slade  
Enemies: Golem x4, Zombie x4, Black Monk x2, Death Archer x2, Evil Cloud x2, Master Mage  
Boss: None  
Items: None

Battle Strategy:

This is the first battle where you'll have real terrain difficulties due to the desert, but since the two birds (Peter and Luke) aren't affected by this, you can use them to your advantage. Also whenever you come across a Golem, concentrate all your attack on him, because with one attack a Golem can do over 20 damage to a single character. The easiest way to win this battle is to defeat the enemy one at a time.

-----

Go into the cave to the right.

=====  
Ruins  
=====

Items:  
Power Water, Wooden Panel  
Equipment:  
Achilles Sword, Steel Sword  
Force:

Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Sarah, Slade

Overview:

- Talk to Petro's Grandfather
- Get Steel Sword
- Go to Ancient Shrine
- Get Wooden Panel
- Get Achilles Sword
- Defeat Kraken

Walkthrough:

You'll meet Petro's grandfather who first confuses you with Petro, before realising you're not him. Talk to him until he agrees to join you. Then open the chest to the right to get a Steel Sword. Exit the ruins and get back in the raft. Go west until you get to the intersection with the cave. Enter the cave and go into the shrine (Petro's grandfather will open it for you). There are monsters inside, which you'll have to defeat. (Note: if you have to raise any characters I'd suggest you do it immediately before entering the shrine. If you do it before talking to Petro's Grandfather for the first time, you'll have to go back and do Battle 14 again.)

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Battle 15: Ancient Shrine

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Force: Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Sarah, Slade  
Enemies: Golem x5, Gargoyle x4, Arrow Launcher x2, Black Monk x2, Master Mage x2  
Boss: Top Arrow Launcher  
Items: None

Battle Strategy:

This battle is a small bit tougher than the last one, because the Gargoyles and Arrow Launchers are quite beastly. But if you take them out one by one it should be easy enough for a level 15/16 team. Just watch out that the Gargoyles can fly and are quite annoying.

---

The door is locked, so you can't go to Grans Island yet. Go up the stairs and get the Wooden Panel from the chest. Get the Power Water from the chest on the left and then exit the shrine. Get back in your raft and sail back to Ribble (to the north). Once in the town, go up to the tree and use the Wooden Panel from your item menu. A hole will open in the ground which is the door to some ruins. Enter and get the Achilles Sword from the chest in the top-left corner. Equip it and sell some old swords, make sure you pass the Steel Sword on to Luke also. Get back in the raft and go south past the Ancient Shrine. When you get to the junction, the raft will stop.

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Battle 16: Kraken

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Force: Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Sarah, Slade  
Enemies: Kraken Leg x8, Kraken Arm x2, Kraken Head  
Boss: Kraken Head  
Items: None

Battle Strategy:

This battle is the hardest so far, and by jingo, it can be hard. Stay in the

centre of the raft where you start. Use your crappy characters to entice the Kraken Legs/Arms to come over to the raft, and then attack them with all you've got. When you have all the arms and legs killed on the left side, move across and kill the ones on the right. When they've died the Head will have come over to get you. It can attack from long distance, so try and get it to come closer to the raft. If it doesn't use the two birds to attract it.

-----

Once the battle is over, go into the town to the south-east.

=====

Hassan

=====

Items:

Healing Water, Mithril x2, Running Pimento

Equipment:

None

Force:

Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Rick, Sarah, Slade

Overview:

- Get two lumps of Mithril
- Get Running Pimento
- Talk to Rohde
- Defeat Taros and get caravan
- Get Healing Water
- Recruit Rick

Walkthrough:

In this town you will find the easiest Mithril in the game - just outside the fence to the left of the town. You'll also find another one in the barrels down in the jetty area. It's in the top-right barrel. There's a Running Pimento to be found in the bottom barrel in the pub. By now, some of your characters may have reached level 20, you can promote them now if you'd like, or you can wait 'til later levels or until you get some more promotion items.

Buy lots of new weapons for your party. Once you've that done, go down and enter the house in the south of the town and go upstairs to talk to Rohde. If you have the Achilles Sword (and you better have it!) he'll agree to go with you to get the Ancient Caravan. Leave the town and then go west for another battle.

-----  
Battle 17: Outside Hassan  
-----

Force: Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Sarah, Slade

Enemies: Gargoyle x4, Arrow Launcher x2, Black Monk x2, Golem x2, Master Mage x2, Soul Sower x2

Boss: None

Items: None

Battle Strategy:

This battle is a walk in the park compared to the last one (or a walk in the half-desert, half-grassy area in this case). Just attack the enemies one at a time, and hey presto, battle 17 over.

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Go west and enter the castle-type building. Taros will stop you. Rohde will tell you that you need to defeat him to get the caravan. So, it's time for your second boss fight....

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Battle 18: Taros

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Force: Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Sarah, Slade

Enemies: Gargoyle x3, Arrow Launcher x2, Golem x2, Master Mage x2, Soul Sower x2, Black Monk, Taros

Boss: Taros

Items: Taros Sword (from Taros, very rare)

Battle Strategy:

This battle is easy enough at the beginning. The enemies come one or two at a time, so it is not difficult. However, be careful because they can seem invisible at times due to the stone pillars which they can be hidden by. When all the minor enemies are defeated, you will have to face Taros, but only Bowie can hurt him with the Achilles Sword. Have the other members use items and have Sarah heal Bowie each turn.

Also try to use items to speed up Bowie and give him more power. Many of your characters will die, but don't worry about it. Additionally, when you get to the top level where Taros is, let the enemies come to you, so you will only have to face Taros without interruption. A strategy for beating Taros is to have Bowie and Sarah on the steps below him, leave Sarah there to heal. Every time Bowie gets below half HP go down to Sarah on the steps to heal, and then return to Taros.

---

Rohde gets in the caravan, and leaves. Peter thinks he may have lied, but he's wrong and Rohde returns. ROHDE the historian tags along with the force. Get the Healing Water from the chest to the right and then leave. Now you can use the Caravan to store all those unwanted items (like all that Mithril you currently have, but will need later). To use the caravan, stand on it and press C. Return to Hassan and talk to the boy to the right of the gate. RICK the KNTE has joined the force. Revive all your exhausted characters and then talk to the man to the right of the gate (right of where Rick was standing).

He has some great weapons, but most of them are for promoted characters. If you've already promoted some characters, then buy some. If you haven't, you'll only be able to buy the Power Spear, so get that as it's a range weapon. But keep your Steel Lance as well, so you can change in battle. Now you're finished in Hassan. Go north to where the river is rocky. Go along this to the west (the caravan can travel in it), and enter the cave.

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Elf Village

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Items:

Angel Wing, Brave Apple, Dry Stone, Fairy Powder, Medical Herb, Mithril x2, Secret Book, Vigor Ball

Equipment:

None

Force:

Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Rick, Sarah, Slade

Overview:

- Get Dry Stone from Fire
- Get Fairy Powder and Secret Book in house
- Get Vigor Ball from top left corner
- Get Mithril from bottom right
- Recruit Elric
- Get Mithril, Angel Wing, Brave Apple and Medical Herb from chests
- Go to Creed's House

Walkthrough:

Examine the wood fire to get the Dry Stone. Then exit the cave and cross to the south bank. Cross the river again to the west and walk into the light green square in the woods. Go into the nearest house and search the vase to find some Fairy Powder. Go upstairs and search the right bookshelf for the Secret Book (it's not so secret now I've told you, eh?). Go around the houses and up to the north-west corner of the village to get the Vigor Ball.

Continue going around the houses to the right and then down to the south-east corner to get some Mithril. If you go up and right from where the chest is to where the path is in the wood (2 squares north of the chest) there is a secret battle area. It'll probably be too difficult now, but you can come back later. Exit the village and continue west. A battle will ensue.

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Battle 19: Outside Elf Village

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Force: Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Rick, Sarah, Slade  
Enemies: Soul Sower x4, Gargoyle x3, Orc x3, Arrow Launcher x2, High Priest x2, Dark Madam  
Boss: left Orc  
Items: Shining Ball (left High Priest)

Battle Strategy:

This battle should be a lot easier than the last one. You have no really difficult opponents and the force should be stronger. Just stay as a group and take the enemies out one at a time for an easy battle.

---

Keep going north-west until you come to a round circle in the woods. Oddler hears someone calling for help. An elf is stuck in the water. A bird tells you that they are the reason for all the missing people. S/he ate them after trapping them in the pond. You will have to fight the harpies.

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Battle 20: Pond

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Force: Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Rick, Sarah, Slade  
Enemies: Harpy x5, Dark Madam x2, High Priest x2, Orc x2, Arrow Launcher  
Boss: None  
Items: None

Battle Strategy:

This battle is quite difficult as the Harpies have great movement and their attacks can do over 20 damage to people with low defence. Take them out first before attacking the other enemies. Once that is done, you should be able to win this fight with ease. Watch out though, as a few party members will probably die along the way.

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After the battle the Elf boy thanks you for saving him, and so: ELRIC the ACHR has joined the force. Exit the pond and go to enter again. Elric will open up the passage for you. Go in and go south when you reach the stairs. Go right and when you get to the centre of the black section (before the chests) go down to find some Mithril. Then open the 3 chests to get Angel Wing, Brave Apple and Medical Herb. Now you can proceed up the stairs. When you get outside, another battle occurs. Also, now I should point out: you have 13 force members, so you'll have to choose which 12 you want in battle. Use the caravan to choose.

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#### Battle 21: Near Creed's House

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Force: Bowie, Chester, Elric, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Rick, Sarah, Slade

Enemies: Orc x3, Dark Madam x2, Harpy x2, High Priest x2, Skeleton x2, Arrow Launcher

Boss: Left Skeleton

Items: Broad Sword (rightmost Skeleton), Protect Ring (left Dark Madam)

#### Battle Strategy:

Go north along the grass and kill the enemies there - this is so your movement will not be hindered and those enemies will be eliminated easier. This will also move you away from direct contact with the Harpies meaning they will have to come to you. Giving you a better chance at killing them. They will usually only come to you after you've defeated the top enemies. Also, by this time the bottom enemies should have come to you also. Defeat them and go west to kill the remaining Skeleton, High Priest and Dark Madam.

---

When the battle is over, enter the house.

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#### Creed's House

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#### Items:

Antidote, Cannon, Cotton Balloon, Healing Rain, Medical Herb

#### Equipment:

Running Ring

#### Force:

Bowie, Chester, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Rick, Sarah, Slade, one of Eric/Karna/Randolf/Tyrin

#### Overview:

- Talk to the King and win the Battle
- Get Cotton Balloon from chest
- Talk to Creed and Evil Spirit
- Recruit Eric/Karna/Randolf/Tyrin
- Get Running Ring, Antidote, Medical Herb, Healing Rain
- Go to Dwarves Cave and get Cannon

#### Walkthrough:

Since you can't enter the main door, Peter proposes you enter the other door. You can't do anything here, so you might as well go over to the door. You're shrunk by the door, and Goliath will put you on the table. The girl suggests you go and see the King. But first go north and allow the priest to cure/raise your party members. When you are ready go east and talk to the king. He will tell you that you can leave, but only if you defeat his chess

army. Go to the bottom of the chessboard to start the fight.

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#### Battle 22: Chessboard

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Force: Bowie, Chester, Elric, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Rick, Sarah, Slade

Enemies: Pawn x6, Queen x3, Evil Bishop x2, Knight x2, Rook x2, King

Boss: King

Items: None

#### Battle Strategy:

There are two ways to win this battle: The easy way and the hard way.

Hard Way: Move all your characters to one side of the board, then use the Protect Ring to boost some of them. Next, move up along the side of the board and kill the enemies in the corner. After that, move across the board into the centre to kill the Queens and the King.

Easy Way: Group all your characters together in the centre of the board, then the King should come out to you and use Magic on you. After that, surround him and attack him from all angles. The battle should be over with minimal character losses. Checkmate! The only downside to this is that you miss out on experience.

---

Get the Cotton Balloon from the chest, and go to the southeast corner. Talk to the guard and walk to the edge of the pen. Use the Cotton Balloon from your inventory. In the door is the caravan and a priest if you need to heal. To the south are two warriors who warn you of the monsters in the tunnel. To the west is a guy trying to lift a ring, but it's too heavy. Unfortunately you can't help him, so go north-east and into the crack in the wall. Go right and down the stairs and a battle will ensue.

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#### Battle 23: Inside Wall

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Force: Bowie, Chester, Elric, Gerhalt, Jaha, Kazin, Kiwi, Luke, May, Peter, Rick, Sarah, Slade

Enemies: Bubbling Ooze x6, Rat x5, Willard

Boss: Willard

Items: None

#### Battle Strategy:

This battle is far easier than the last (even the easy way!), and gives great experience, so if you want I'd suggest Egressing a number of times to gain more experience. There is no real strategy to this battle as it should be very easy. Just don't kill Willard until you want to end the battle, okay?

---

Go north and then west, go upstairs and then north. You'll come out outside. Creed wants to see the new additions to his collection, but it seems they have found him first. Creed returns you to normal size. Abra kadabra! 1-2-3! Peter asks Creed about Zeon. Goliath then comes to tell Creed that the new additions have escaped. It seems Creed already knew... Follow Creed down many stairs to talk to the Evil Spirit. Bowie shows the jewels to the spirit to help him.

He tells you Zeon is still in Arc Valley recovering. Zeon makes you an offer the jewel of evil for Princess Elis. Then Evil Spirit explodes. Go back upstairs and talk to Creed. He tells you to go to Tristan in North Parmecia. Talk to the fairy who agrees to accompany you to help the sick Dwarf. Then

talk to Goliath, you can take one of the 4 people here to join the force. (The other 3 join later, but will still be at level 24). Karna the priest is probably best, since you only have one healer currently. Although, the other 3 aren't too bad either. So... KARNA the PRST has joined the force or ERIC the KNTE has joined the force or RANDOLF the WARR has joined the force or TYRIN the MAGE has joined the force.

Go into the collection room (don't worry, you won't turn small again) and search just behind the chair i.e. stand at the right of the table facing left and press C. You'll find the Running Ring that the guy was trying to lift earlier. Go out into the garden and search the vegetable patch to find a Medical Herb (bottom row, third from right) and Antidote (top left). Exit the house through the main door, Oddler will stay behind with Creed. Cross the drawbridge and go left above the trees to get a Healing Rain.

Go outside and head east to the Dwarf's Cave. Once you enter the cave, the fairy will go and help the sick dwarf. The fairy will then leave and the dwarves will give you the Cannon. Now return home to New Granseal. Go north along the stones to get there.

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New Granseal

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Items:

Fairy Tear

Equipment:

None

Force:

Bowie, Chester, Gerhalt, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter, Rick, Rohde, Sarah, Slade, one of Eric/Karna/Randolf/Tyrin

Overview:

- Get Explosive
- Recruit Janet
- Recruit Rohde
- Get Fairy Tear from Cave

Walkthrough:

Raise all your dead characters and buy some new weapons. Then head to the castle and talk to Sir Astral. After some discussion, Astral will join the force as an advisor. Now, go and talk to the man beside the weapons shop to get the explosive. When you're ready leave the town. On your way out, a girl will want to be back with Elric. JANET the ACHR has joined the force. Now go east to get to north cliff, on your way you'll enter a fight.

-----  
Battle 24: Near North Cliff  
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Force: Bowie, Chester, Gerhalt, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter, Rick, Sarah, Slade, one of Eric/Karna/Randolf/Tyrin

Enemies: Skeleton x6, Lesser Demon x5, Dark Sniper x3, Dark Bishop x2

Boss: None

Items: Blizzard (from bottom Dark Bishop), Medical Herb (from Skeleton)

Battle Strategy:

The strategy for this battle is the same as the last battle you had here. Move south around the lake, then east and then north. The battle shouldn't be too difficult, but be careful when fighting the Lesser Demons as their strong attacks can take out your weaker characters in two hits.

-----

After the battle go north-east to the blocked cave. Rohde will use the cannon and dynamite to unblock the cave and then... ROHDE the BRGN has joined the force. You can now use the cave to go to Northern Parmecia. Sort out your party and then enter the cave.

---

Battle 25: Cave to North Parmecia

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Force: Bowie, Chester, Gerhalt, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter, Rick, Rohde, Sarah, Slade, one of Eric/Karna/Randolf/Tyrin  
Enemies: Skeleton x5, Dark Sniper x4, Dark Bishop x2, Lesser Demon x2, Dark Soldier  
Boss: Dark Soldier  
Items: Medical Herb x2 (from Skeletons)

Battle Strategy:

This battle shouldn't be too difficult either. Keep your characters in a group and use Karna to boost the weaker characters. Rohde will be a useful addition to your party as he can attack from long range like May and Janet. When you reach the top go left around the pond and then east to fight the Dark Soldier, as you'll have more room to manoeuvre. Be careful of the Dark Soldier however because he has a bigger axe than Jaha!

---

Go to the north-west corner of the cave and get the fairy tear. Then exit the cave through the east door. Go east and enter the village.

=====

Ketto Village

=====

Items:

Bright Honey, Healing Water

Equipment:

None

Force:

Bowie, Chester, Gerhalt, Higin, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter, Rick, Rohde, Sarah, Slade, one of Eric/Karna/Randolf/Tyrin

Overview:

- Get the Healing Water and Bright Honey
- Find the Weapons Merchant
- Recruit Higin

Walkthrough:

At first everything seems to be closed, and there are signs everywhere talking about devils and telling the people not to work. Go into the Weapons shop (in the east) and get a Healing Water from the barrel. From the weapons shop, go west and then north through the small shrubs. Go up and around the trees and west across the bridge. Talk to the man and then return to the Weapons Shop.

Now you can buy some new weapons. In the centre of the town the church is empty. However the priest is standing just to the left of it, so go through the bushes to get to him. There is Bright Honey in the house to the west in a barrel. When you're finished in the town, leave and you'll enter another battle. You'll see Higin whose men are killed by Geshp the adviser of Zeon. Geshp is very powerful, but luckily you don't have to fight him, yet...

---

Battle 26: Outside Ketto

-----  
Force: Bowie, Chester, Gerhalt, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter,  
Rick, Rohde, Sarah, Slade, one of Eric/Karna/Randolf/Tyrin  
Enemies: Lesser Demon x4, Dark Sniper x3, Dark Soldier x3, Dark Bishop x2,  
Lizardman, Wizard  
Boss: None  
Items: Black Ring (from top Dark Bishop)

Battle Strategy:

This battle starts off similiar to most battles. Although the Dark Soldiers may take a few hits to kill. Keep to the grassy areas and head north towards the beach all the time. The opponents at the sides will come to you, meaning you can stay on the grass and thus have more movement. When you get to the beach with the Lizardman and Wizard, don't group your characters together in order to avoid Blaze 3. If you leave the Lizardman until last he shouldn't be too tough.

-----

After the battle, Astral will exorcise the demon. HIGINS the PLDN has joined the force. At this point Higin's may be somewhat useful but most SF2 players feel that he is the worst knight, bus as always, it's up to you... Go west along the shoreline, then north and east across the bridge to get to Pacalon.

=====  
Pacalon  
=====

Items:

Cheerful Bread, Fairy Powder, Healing Seed x2, Medical Herb, Mithril x3,  
Pegasus Wing, Power Water

Equipment:

Critical Sword

Force:

Bowie, Chester, Gerhalt, Higin's, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter,  
Rick, Rohde, Sarah, Skreech, Slade, Taya, one of Eric/Karna/Randolf/Tyrin

Overview:

- Get Medical Herb, Cheerful Bread, Fairy Powder
- Get Pegasus Wing and Mithril
- Get Mithril from mountains
- Go to Tristan
- Get Healing Seed and Protect Milk
- Enter the Shrine
- Get Critical Sword
- Recruit Taya
- Get Healing Seed and Power Water
- Get Mithril
- Recruit Skreech
- Go back to Pacalon
- Talk to Frayja
- Recruit Jaro

Walkthrough:

There's a Medical Herb in the vase in the house to the right of the entrance. In the house next to the church, you'll find some Cheerful Bread. Also, buy some new weapons in from the shop in the west. Go into the castle and talk to the king. To get the fairy powder go through the door on the left and go into the next room and search the middle of the three barrels. In order to get the extremely secret Pegasus Wing (Chester's promotion item), go to the

King's room, and search the wall directly below the right of the blue carpet.

If you're not sure what I mean, go up to the King, go to his right side and walk down along the right of the carpet, keep walking until you can't walk any more. And then search the wall, simple really. After you've gotten the Pegasus Wing head outside and enter the castle through the left door. Go to the top section and walk out through the wall directly where the stones are (through a hidden door), and go down the stairs. There's Mithril in the chest. The secret door is the only way to get back into the castle. When you're done, exit the down and go north for another battle.

---

#### Battle 27: North of Pacalon

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Force: Bowie, Chester, Gerhalt, Higin, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter, Rick, Rohde, Sarah, Slade, one of Eric/Karna/Randolf/Tyrin  
Enemies: Dark Sniper x4, Dark Bishop x3, Dark Soldier x3, Lizardman x3, Wyvern x2, Wizard  
Boss: North Lizardman  
Items: None

#### Battle Strategy:

You no longer have to deal with Lesser Demons, instead you get the more powerful Wyverns. Make them your number one priority and then kill the remaining enemies. If you've developed your party well, and don't have some useless characters who do little damage then you should do quite nicely.

---

Continue north and search the most northern tip of the mountains for some Mithril. You won't get to heal before the next battle, so get new members from the caravan in place of the exhausted ones. Continue east until you get to a bridge. You will have to defeat the monsters to save the girl.

---

#### Battle 28: Bridge

---

Force: Bowie, Chester, Gerhalt, Higin, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter, Rick, Rohde, Sarah, Slade, one of Eric/Karna/Randolf/Tyrin  
Enemies: Lesser Demon x4, Worm x4, Wyvern x3, Dark Sniper, Dark Soldier, Lizardman, Master Monk, Wizard  
Boss: Wizard  
Items: None

#### Battle Strategy:

Your fliers and long range attackers will be the most useful in this battle as the majority of the enemies are flying monsters. Be careful of the Lesser Demons' Blaze 3 attacks, other than that this battle shouldn't be too difficult. Just gang up on the Wizard and Master Monk at the end and you should be fine.

---

After the battle, you'll meet Cameela. Go west and then north into Tristan. There isn't too much to do in the town. The shop is on the left of the first terrace and the church is on the left of the second terrace (although you'll have to go up to the third and go back down to get to it). You'll find a Healing Seed in the cave to the north of the church. The Protect Milk is in the cave to the west of the main entrance of Mitula Shrine. When you're ready enter the main door to the shrine.

---

Battle 29: Entrance To Shrine

---

Force: Bowie, Chester, Gerhalt, Higin, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter, Rick, Rohde, Sarah, Slade, one of Eric/Karna/Randolf/Tyrin  
Enemies: Worm x4, Master Monk x3, Wyvern x3, Orc Lord x2, Wizard x2, Dark Knight  
Boss: Dark Knight  
Items: None

Battle Strategy:

Lure the Worms and Wyverns towards you at the beginning and take them out. Then move north-west and kill the trio there, by then the other Wyvern should have come over to be the next to die. Then kill the enemies to the right, before finally killing off the ones in the north.

---

After the battle return to the church and raise your exhausted party members. When you've that done, enter the shrine.

---

Battle 30: Shrine

---

Force: Bowie, Chester, Gerhalt, Higin, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter, Rick, Rohde, Sarah, Slade, one of Eric/Karna/Randolf/Tyrin  
Enemies: Dark Knight x4, Harpy Queen x2, Orc Lord x2, Wizard x2, Gargoyle, Master Monk, Wyvern, Zalbard  
Boss: Zalbard  
Items: None

Battle Strategy:

Move forward bit by bit, killing the enemies to the left and right as you go. When you get to where the path splits, the other enemies should come to you, allowing you to choose which side to attack Zalbard from. When you get to Zalbard (or when he comes to you), be careful of his Bolt2 attack. Having Aura is helpful here. Take out the Master Monk to make sure he doesn't heal Zalbard. Most of your characters will die, but if you're strong enough, you should be able to win (having about 4 or 5 characters still alive at the end).

---

After Mitula leaves, go west and get the Critical Sword from the chest, then go into the sideroom. Examine the statue, and TAYA the SORC has joined the force. Go south from here to get Healing Seed and Power Water from the chests. Return to the main room and search the chest at the other side of the room for some Mihtril. Enter the room and examine the statues. The top left one is the first statue in the story, examine them in a clockwise direction to help you understand it better. Exit the Shrine, and raise your characters at the church.

You can now leave the town and continue your journey. But, on your way out the bird you saved in Bedoe will come and talk to you (if you did save him). Guess what? SKREECH the BDBT has joined the force. Now, return to Pacalon. Enter the castle and talk to Frayja. He wants you to accompany him to Moun. (Also note: there is a typo here, Peter says Nazka instead of Nazca, hehe, they didn't think we'd notice!) Exit the castle for another fight (God, this section is getting long!)

---

Battle 31: Pacalon

---

Force: Bowie, Chester, Gerhalt, Higin, Jaha, Janet, Kazin, Kiwi, Luke, May,

Peter, Rick, Rohde, Sarah, Skreech, Slade, Taya,  
one of Eric/Karna/Randolf/Tyrin

Enemies: Harpy Queen x4, Dark Knight x3, Orc Lord x3, Master Monk x2,  
Dark Bishop, Devil Soldier, Necromancer

Boss: Devil Soldier

Items: None

Battle Strategy:

This battle should be a good deal easier than the last one. Skip turns with all of your characters at the start until karna can use Boost Level 2 on them all. Then move south and kill off the enemies one by one. Keep moving south until you get to the Necromancer, Dark Bishop and Devil Soldier. If you want more EXP take out the Bishop first, then the Necromancer and lastly the Soldier. If you just want to win ASAP take out the Devil Soldier first. Also, don't worry about the two opponents in the top right hand corner, they're too slow and will never reach you.

-----  
Raise your characters and exit the town. Go north from the town towards Moun.

-----  
Battle 32: Road to Moun

Force: Bowie, Chester, Gerhalt, Higin, Jaha, Janet, Kazin, Kiwi, Luke, May,  
Peter, Rick, Rohde, Sarah, Skreech, Slade, Taya, (Jaro),  
one of Eric/Karna/Randolf/Tyrin

Enemies: Pegasus Knight x4, Cerberus x3, Devil Soldier x3, Master Monk x2,  
Necromancer x2, Bow Master, Jar

Boss: Bow Master

Items: None

Battle Strategy:

Start the usual way by boosting your characters. Kill the enemies just north-west of where you start first. Take out the enemies on the east next, and then continue north-east. About now, Jaro should change sides, and is now fighting for you instead of the Devils. For the only time in the game, you can have 13 characters in battle. You wont be able to control Jaro, but he will take out the Master Monk near him by himself. Continue north and kill all the remaining enemies. You probably will lose numerous party members here, as the opponents are quite strong. Take out the Bow Master to win the battle.

-----  
JARO the PGNT has joined the force. Go north-west and enter Moun.

NOTE: If you have to raise any charcters go east to Tristan and then back west to Moun.

=====  
Moun

=====  
Items:

Angel Wing, Running Pimento, Sky Orb

Equipment:

Nazca Cannon

Force:

Bowie, Chester, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet,  
Karna, Kazin, Kiwi, Luke, May, Peter, Randolf, Rick, Rohde, Sarah, Skreech,  
Slade, Taya, Tyrin

Overview:



- Recruit Frayja
- Get Running Pimento and Angel Wing
- Recruit Gyan
- Get Sky Orb
- Return to Creed's
- Recruit other 3 characters
- Get Nazca Cannon

Walkthrough:

Frayja will open the gates to let you enter the village. Before the fight, FRAYJA the VICR has joined the force.

-----  
Battle 33: Moun  
-----

- Force: Bowie, Chester, Frayja, Gerhalt, Higgs, Jaha, Janet, Kazin, Kiwi, Luke, May, Peter, Rick, Rohde, Sarah, Skreech, Slade, Taya, (Jaro), one of Eric/Karna/Randolf/Tyrin
- Enemies: Bow Master x3, Cerberus x3, Devil Soldier x3, Mud Man x2, Necromancer x2, Pegasus Knight x2, Shaman
- Boss: Shaman
- Items: Mage Staff (from bottom Necromancer)

Battle Strategy:

Go west first (after Boosting, by the way). From here, proceed north. Concentrate your attacks on the Bowmasters and Necromancer first. Don't group together near the Necromancer as his Freeze 3 will harm many of your characters. When you reach the Shaman many of your characters will be dead or near dead, but don't worry, just aim all your attacks at the Shaman to end the battle.

-----  
Follow Zynk down the stairs. There's a Running Pimento in the bottom left vase. In the right is a man named Gyan. GYAN the GLDT has joined the force. An Angel Wing is in the barrel just above where Astral is standing after Gyan joins the force (the one on the left, beside the 3 beds). Go up the other stairs, and let the girl paint your portrait. Now go back up to the main part of the town. Zynk will accompany you. You can now go around the town.

A girl in the town asks you to get rid of the Arm of Golem. You will need this if you want to get Claude to join the force later in the game. Go to the top left of the town and it will appear. Examine it with A to pick it up. When you're ready, leave the town to the west. Continue west until you reach the area where the bird is carved into the ground. You'll finally come face to face with Cameela, and have to prove to her that Geshp isn't a bad fortune teller. (Before the battle, you may want to get rid of Frayja from your party)

-----  
Battle 34: Nazca Ship  
-----

- Force: Bowie, Chester, Frayja, Gerhalt, Higgs, Jaha, Janet, Jaro, Kazin, Kiwi, Luke, May, Peter, Rick, Rohde, Sarah, Skreech, Slade, Taya, one of Eric/Karna/Randolf/Tyrin
- Enemies: Dragonewt x4, Mud Man x3, Pegasus Knight x3, Bow Master x2, Cerberus x2, Cameela, Necromancer, Shaman
- Boss: Cameela
- Items: Wish Staff (from Shaman)

### Battle Strategy:

Follow the tail of the bird diagonally, into the centre of it's body. Here, allow the enemies to come to you, and take them out one by one. (Try and get the Pegasus Knights, Bow Masters, and Cerberus first). When you've these killed off and have Cameela left (and maybe the Shaman and Necromancer), get into the boost formation and boost your party. Now you can take Cameela on and win with ease.

-----

You'll get the Sky Orb after the battle. You can now enter the hole in the ground (in the bird's head) to fly the Nazca Ship. But first, you better go back and save the rest of the characters from Creed's House. To get there, go south of Ketto and along the river down to the Dwarf's Cave. Then go west past the Elf Town and then west through the cave to get there. Once there, talk to the three characters. Now, you'll get the remaining three of the following: KARNA the PRST has joined the force/ERIC the KNTE has joined the force/RANDOLF the WARR has joined the force/TYRIN the MAGE has joined the force.

Now, go all the way back to the Nazca Ship and enter through the hole in its head. Once inside, search the chest for the Nazca Cannon. When you're ready to leave go up to the cockpit and use the Sky Orb. The ship will take off and fly towards Grans Island. After a bit of banter between Peter and Astral, the ship will be shot down by the Prism Flowers. Leave the ship, and go south west into the house.

=====

Dojo

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Items:

Brave Apple, Mithril, Vigor Ball

Equipment:

None

Force:

Bowie, Chester, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin

Overview:

-Get Brave Apple, Vigor Ball, Mithril

-Recruit Sheela

Walkthrough:

The Master Monk in the dojo also functions as a priest, so raise/promote if you need to. Save also. (Note: why are the monks there doing Dragon Punches from Street Fighter?) There's a Brave Apple in the top vase in the room on the right. There's no need to go upstairs because it's a bit pointless. Now, go back out to near the entrance and enter the path through the trees on the left.

When you get to the top of the wooded section, search the tree on its own for a Vigor Ball. Then go north to the waterfall to meet Sheela. She's an old pupil of Astral. She wants to avenge her fiance's death, so... SHEELA the MMNK has joined the force. Go back down through the trees and across to the other side. You'll find some Mithril in a chest. Now exit the dojo and go north and then west for another battle.

-----

Battle 35: Near Dojo

-----  
Force: Bowie, Chester, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro,  
Janet, Karna, Kazin, Kiwi, Luke, May, Peter, Randolph, Rick, Rohde,  
Sarah, Sheela, Skreech, Slade, Taya, Tyrin  
Enemies: Mud Man x5, Dragonewt x3, Purple Worm x3, Griffin x2, Mist Demon x2,  
Bow Rider, Chaos Wizard, Shaman  
Boss: Bow Rider  
Items: Heat Axe (from dragonewt)

Battle Strategy:

Go south along the grass to the beach before moving west. Kill the enemies who approach, but watch out for the Dragonewt's Heat Axe magic attacks. They aren't too strong individually, but it means you'll have to heal numerous characters after, because the other enemies can use more powerful attacks and take them out. After the Mud Men appear, concentrate all your attacks on the Bow Rider, and take him out to finish the battle.

-----

From here, go south-west and enter the town.

=====

Roft

=====

Items:

Blizzard, Healing Drop

Equipment:

None

Force:

Bowie, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro,  
Janet, Karna, Kazin, Kiwi, Luke, May, Peter, Randolph, Rick, Rohde, Sarah,  
Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Overview:

- Get Healing Drop, Blizzard
- Recruit Zynk
- Recruit Claude
- Defeat Red Baron
- Enter the Blacksmith's Town

Walkthrough:

The priest is to the right as you enter, south of the weapon shop. There's a healing drop in a chest downstairs in the Weapon Shop. However, the Weapon Shop here doesn't have any new weapons for your characters. In the house in the north-west you'll meet Petro (you met his Grandfather earlier). Go outside his house and ZYNK the RBT has joined the force. I'd advise you to immediately put him in the battle party, he's that good. But it's up to you.

In the left hand corner of the town you'll find a chest which contains a Blizzard. Leave the town and go south (that's right, south) and follow the wooded path along the coast and across the bridges and enter the cave. Go down the stairs and step on the grate. Go over to the Golem and if you have the Arm of Golem (you should, I told you where it was) examine the Golem. CLAUDE the GLM has joined the force.

Stepping on the grate in the south opens a path which leads to the Ancient Shrine on the mainland (where you were for Battle 15). You can use this to go back and get any Mithril you may have missed. Now, go back upstairs and outside, and then go north of Roft. Go west and you'll enter another battle.

-----  
Battle 36: Prism Flowers  
-----

Force: Bowie, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk  
Enemies: Prism Flower x8, Bow Rider x4, Mist Demon x2, Chaos Wizard, Dragonewt, Executioner, Griffin, Purple Worm, Shaman  
Boss: Executioner  
Items: Battle Sword (from Executioner)

Battle Strategy:

This battle is pretty tough, because the Prism Flowers have infinite range. They attack in straight lines (horizontal and vertical). So whatever you do, make sure that your characters aren't lined up ready for the Prism Flowers to take a pot at. Use your fliers and long range attackers to take out the Prism Flowers, and use the rest of your characters to attack the basic enemies. Attack the central Prism Flowers with all your might and then concentrate on the boss and surrounding enemies. You may need to Egress a few times to win this battle. But it's also a good place to level up.

-----

After the battle go back to the dojo or Roft and raise your characters. Then go south of the Prism Flower battle to fight Red Baron.

-----

Battle 37: Red Baron  
-----

Force: Bowie, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk  
Enemies: Bow Rider x4, Hellhound x4, Chaos Wizard x2, Evil Bishop x2, Minotaur x2, Mist Demon x2, Red Baron, Executioner  
Boss: Red Baron  
Items: None

Battle Strategy:

At the beginning, move west and then south. Take out the Bow Riders first, then the Executioners. When you get down to the first Chaos Wizard, make him your number one priority. The Evil Bishop should be next in line. After this continue south to Red Baron taking out the enemies that come your way. When you get to Red Baron, attack both him and the Evil Bishop - as the Bishop will heal the Baron otherwise.

-----

Go west to where the river narrows slightly (where there are indentations in each side, to the right of the light green wooded area). Use the Dry Stone from the item menu. A bridge will appear, cross it and enter the light green area.

=====  
Blacksmith's Town  
=====

Items:

Healing Water

Equipment:

Demon Rod, White Ring

Force:

Bowie, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Luke, May, Peter, Randolph, Rick, Rohde, Sarah,

Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Overview:

-Get Healing Water, White Ring, Demon Rod

Walkthrough:

Go down the first stairs on your right. Down here are the Item Seller and a priest. The stairs to the right leads outside the town, and the one on the left leads to a chest containing Healing Water. Go around and exit through the bottom left set of stairs. Then go through the bushes and down the stairs on the left. In the bottom right vase, you'll find the Demon Rod. However, this is cursed, and you'll have to uncurse it to unequip it. Go up the stairs on the right and go north to get the White Ring.

Then go back down and up the other stairs (on the left). From here, go north and down the stairs to finally reach the Blacksmith. The Blacksmith will make weapons for you out of the Mithril you have collected. See the Secrets & Sidequests Section for more details. When you're done getting new weapons, save and leave the town. Go south and enter Galam.

=====

Galam

=====

Items:

Fairy Powder, Healing Water

Equipment:

Evil Shot

Force:

Bowie, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Overview:

-Get Healing Water and Fairy Powder  
-Defeat Geshp

Walkthrough:

There's not much to do here. The shops sell the same as usual. The priest can be found on the second floor of the castle. You can get Healing Water and Fairy Powder from chests in the north-west of the castle. You'll find the Evil Shot in a bush to the left of the north gate. When you're done, go south and exit the town for a Cut-scene. Geshp will stop you and you'll finally have the chance to kill him.

-----  
Battle 38: Geshp  
-----

Force: Bowie, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Enemies: Burst Rock x9, Dark Gunner x2, White Dragon x2, Chaos Wizard, Cyclops, Evil Bishop, Geshp, Hellhound, Minotaur, Mist Demon

Boss: Geshp

Items: Buster Shot (from Dark Gunner), Fairy Tear

Battle Strategy:

A far easier battle than you would think. The Mithril Weapons you spent a few hours acquiring definately pay off. Move south and defeat the easy enemies here. Then when the Burst Rocks appear attack them from range so as not to be hit when they explode. Kill the White Dragons when they come near as they have

stronger attacks than the other enemies. Also, concentrate your attacks on the Evil Bishop as he will heal the White Dragons if he gets a chance. Make sure you leave Geshp until very last i.e. kill all the others first. Then surround him with your best characters and give him all you've got.

Note: You don't have to hit the Burst Rocks as they wont attack you, but they do give good EXP and that's always helpful.

-----

After the battle go west (don't even go one step south or you'll enter another battle!) and enter Yeel.

=====  
Yeel  
=====

Items:

Quick Chicken

Equipment:

Evil Knuckles

Force:

Bowie, Chaz, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Lemon, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Overview:

- Play Piano in NE house
- Recruit Chaz
- Get Evil Knuckles and Quick Chicken
- Recruit Lemon

Walkthrough:

Enter the house in the north-east and examine the piano. Choose to play it and you will open up a hidden stairway in the church. Talk to Chaz and the Priest in the church and go down the stairs. After the conversation talk to Chaz. CHAZ the WIZ has joined the force. Search the chest to the west for some Quick Chicken. In the south west you'll find the Evil Knuckles. There's a Item seller in the bottom centre and the priest is in the top right. When you're done go back up the stairs (in the south-east). Talk to Lemon in the hole and then go to exit the town. Lemon will call you back, and ask to join so he can die fighting for the force. LEMON the RBRN has joined the force. And now, the force is complete. Exit the town south and continue south for another battle.

-----  
Battle 39: South of Yeel  
-----

Force: Bowie, Chaz, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Lemon, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Enemies: Dark Gunner x3, White Dragon x3, Cyclops x2, Minotaur x2, Chaos Wizard, Evil Bishop, Hellhound, Hydra

Boss: Hydra

Items: Evil Ring, Holy Thunder (from Minotaur)

Battle Strategy:

This is a very good battle to level up on, as it's an easy enough one compared to the battles you'll have soon. Ignore the guys in the northeast, if you move quickly and kill the guys to the south, they'll never reach you. Take out each enemy three at a time (your characters should be strong enough to do so), and

then kill the Hydra to win the battle. As usual make the Evil Bishop a primary target, so it can't heal.

---

Go east and enter the cave.

=====  
Holy Sword Shrine  
=====

Items:

Power Water

Equipment:

Evil Axe, Force Sword

Force:

Bowie, Chaz, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Lemon, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Overview:

-Get Power Water  
-Get Force Sword and Evil Axe  
-Defeat Odd Eye

Walkthrough:

Go west and then south. The Jewel will open the door for you. Before entering, go back west and get the Power Water from the chest. Go in and examine the sword with the A button. You now have the most powerful uncursed sword in the game. Go back upstairs and search the chest for the Evil Axe. Exit the Shrine and go north. (If you need to, go back to Galam or Yeel to raise your characters). Go east around the large hole (where Granseal was) and enter the small structure. Search behind the statue for the Evil Lance. You can only get it when the head is closed.

Go up to the statue and use the Force Sword (with A). This will open the statue so you can enter. This bit is tricky, so follow my instructions exactly - print them out if you need to. Go up as far as possible then go right. Continue going right up the stairs, and when you get to the junction, turn north. Go down the stairs to the right and continue to the next junction. Ignore this one and continue going north. At the top go west and up the stairs.

Go south immediately after, and down the stairs. Turn north and go around and under the three sets of stairs. At the next junction (where there are two sets of stairs), go south. Go down the slide to the west and then around and up the stairs to the right. Keep going north and slide down to the left. Finally, go up the stairs and enter the door. After you enter you'll meet the evil Odd Eye, who you'll have to defeat.

---

Battle 40: Odd Eye

---

Force: Bowie, Chaz, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Lemon, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Enemies: Chaos Warrior x3, Cyclops x3, Chaos Wizard x2, Dark Gunner x2, Demon x2, Evil Bishop x2, Hydra x2, Demon Master, Odd Eye

Boss: Odd Eye

Items: Counter Sword, Fairy Tear (from Evil Bishop)

Battle Strategy:

Go in a north-east direction at the beginning of the battle, as the middle of the battlefield will disappear early on in the battle. The enemies you meet shouldn't pose too much problems if you've levelled up enough, and if you're using Mithril weapons. The Demon is the hardest enemy you'll meet at the start, and with two or three hits, he'll be dead. Move east around the gap in the middle of the battlefield. Then move west into the centre and then north to face Odd Eye. Kill off all the other enemies before attacking Odd Eye, to stop them getting in your way. Once you've defeated the others, concentrate on Odd Eye. You'll probably end up fighting him with a paltry amount of characters, but I once did it with three, so you should have no trouble.

---

Continue north (no need to return to Galam or Yeel to save) and go up either stairs. Talk to Creed, he will act as a priest. So Raise and Save and then continue through the doors for another battle.

---

#### Battle 41: Ancient Tower

---

Force: Bowie, Chaz, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Lemon, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Enemies: Hydra x5, Chaos Warrior x4, Demon x4, Demon Master x3, Chaos Dragon x2, Blue Shaman, Reaper

Boss: Reaper

Items: Holy Staff (from Blue Shaman)

#### Battle Strategy:

Your fliers are your best friends in this battle because they don't have to use the stairs. ^\_^ This battle is pretty tricky, as some enemies are hidden behind the stone columns and the stairs are only two wide, allowing the Demons to use their Bolt2 on many of your characters. If you're finding this battle tough, I suggest Egressing a few times and building up your levels. Otherwise you should be able for this battle, in preparation for the hardest two which are up next... But, be very very careful around the Demon Masters, they case Freeze4 which hits for around 60 damage.

---

After the battle, return to Creed to raise and save again. Then continue along the path up the stairs. Enter the double doors for the penultimate fight.

---

#### Battle 42: King Galam

---

Force: Bowie, Chaz, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Lemon, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Enemies: Reaper x3, Chaos Warrior x2, Demon Master x2, Evil Beast x2, Horseman x2, Blue Shaman, Chaos Dragon, Devil Griffin, King Galam (extra Devil Griffin and Repeat can appear in battle)

Boss: King Galam

Items: None

#### Battle Strategy:

Go north-east at the beginning and kill the three enemies that come from the centre. Then kill the guys in the north-east before finally moving in on King Galam. Concentrate all your attacks on him and the Blue Shaman, ignore everyone else (unless you want a hard battle and/or experience). If you do



want to take them all on, kill the Demon Masters first to stop them using Freeze4, followed by the Repeats to stop them confusing you. After you have all those minions killed, concentrate on Galam. Surround him with your best defensive characters. Then have magic users and long-range attackers behind. It's a difficult battle, and may take a few tries, but you should get it eventually.

-----  
After a short conversation:  
The. Final. Battle.

-----  
Battle 43: Zeon  
-----

Force: Bowie, Chaz, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Lemon, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk  
Enemies: Pyrohydra x5, Demon Master x3, Arch Demon x2, Zeon Guard x2, Blue Shaman, Devil Griffin, Horseman, Zeon  
Boss: Zeon  
Items: Healing Rain (from Blue Shaman)

Battle Strategy:

At the start of the battle Egress. Now you can revive your characters, save, and use any status items you have not used yet. Then go back to Zeon.... Kill all the other enemies before attacking Zeon. This is because they all have the item Healing Rain which they won't hesitate to use if their boss is in danger. Go south at the start (away from Zeon), and kill the enemies here. Once you have those three defeated, move north into either corner. Kill the enemies here, and then return to where you started (in the middle). Go over to the other side and kill the enemies there.

Finally, move into the middle and attack Zeon one party member at a time. (Make sure you've killed the Blue Shaman first). When they're near-dead, pull them out and heal them, and send someone else in instead. When your magic users have no MP left, send them in, even if they only do a little damage. Finally when Zeon is nearly dead, you can send in Bowie (only if you need to, otherwise keep going with the other characters) to kill him off.

-----  
Now, all that's left to do is watch the end sequence. Enjoy.  
I won't spoil it, but here's an excellent quote: "Groovy!"

(Or maybe there's something more....)

-----  
-= LISTS -=  
-----

Index Number: v

-----  
-= Shop List -=  
-----

Search Field: v-a

Granseal

|              |     |
|--------------|-----|
| =====        |     |
| Short Sword  | 140 |
| Short Spear  | 120 |
| Short Axe    | 120 |
| Wooden Rod   | 60  |
| Short Knife  | 70  |
| Medical Herb | 10  |
| Healing Seed | 200 |
| Antidote     | 20  |
| Angel Wing   | 40  |

Galam

|              |     |
|--------------|-----|
| =====        |     |
| Short Sword  | 140 |
| Short Spear  | 120 |
| Bronze Lance | 260 |
| Short Axe    | 120 |
| Wooden Rod   | 60  |
| Short Rod    | 130 |
| Short Knife  | 70  |
| Medical Herb | 10  |
| Healing Seed | 200 |
| Antidote     | 20  |
| Angel Wing   | 40  |

New Granseal

|              |     |
|--------------|-----|
| =====        |     |
| Short Sword  | 140 |
| Middle Sword | 340 |
| Bronze Lance | 260 |
| Spear        | 460 |
| Short Axe    | 120 |
| Hand Axe     | 340 |
| Wooden Rod   | 60  |
| Short Rod    | 130 |
| Short Knife  | 70  |
| Medical Herb | 10  |
| Healing Seed | 200 |
| Antidote     | 20  |
| Angel Wing   | 40  |

Ribble

|              |     |
|--------------|-----|
| =====        |     |
| Wooden Rod   | 60  |
| Short Rod    | 130 |
| Short Knife  | 70  |
| Dagger       | 320 |
| Wooden Arrow | 250 |
| Medical Herb | 10  |
| Healing Seed | 200 |
| Healing Drop | 300 |
| Antidote     | 20  |
| Fairy Powder | 100 |
| Angel Wing   | 40  |

Polca

|              |     |
|--------------|-----|
| =====        |     |
| Middle Sword | 340 |
| Long Sword   | 620 |
| Bronze Lance | 260 |

|              |     |
|--------------|-----|
| Spear        | 460 |
| Short Axe    | 120 |
| Hand Axe     | 340 |
| Short Rod    | 130 |
| Bronze Rod   | 360 |
| Short Knife  | 70  |
| Dagger       | 320 |
| Wooden Arrow | 250 |
| Medical Herb | 10  |
| Healing Seed | 200 |
| Healing Drop | 300 |
| Antidote     | 20  |
| Fairy Powder | 100 |
| Angel Wing   | 40  |

Bedoe

=====

|              |     |
|--------------|-----|
| Short Rod    | 130 |
| Bronze Rod   | 360 |
| Dagger       | 320 |
| Knife        | 500 |
| Wooden Arrow | 250 |
| Iron Arrow   | 600 |
| Medical Herb | 10  |
| Healing Seed | 200 |
| Healing Drop | 300 |
| Antidote     | 20  |
| Fairy Powder | 100 |
| Angel Wing   | 40  |

Hassan

=====

|                 |      |
|-----------------|------|
| Long Sword      | 620  |
| Steel Sword     | 1120 |
| Spear           | 460  |
| Steel Lance     | 810  |
| Middle Axe      | 610  |
| Power Axe       | 1100 |
| Iron Rod        | 560  |
| Power Stick     | 1050 |
| Knife           | 500  |
| Thieve's Dagger | 940  |
| Iron Arrow      | 600  |
| Steel Arrow     | 1270 |
| Medical Herb    | 10   |
| Healing Seed    | 200  |
| Healing Drop    | 300  |
| Antidote        | 20   |
| Fairy Powder    | 100  |
| Angel Wing      | 40   |

Hassan - Merchant

=====

|               |      |
|---------------|------|
| Broad Sword   | 1600 |
| Battle Axe    | 1370 |
| Power Spear   | 1270 |
| Robin Arrow   | 1450 |
| Flail         | 1490 |
| Leather Glove | 1300 |

New Granseal

=====

|                |      |
|----------------|------|
| Broad Sword    | 1600 |
| Buster Sword   | 2600 |
| Heavy Lance    | 1600 |
| Large Axe      | 2250 |
| Robin Arrow    | 1480 |
| Assault Shell  | 2500 |
| Flail          | 1490 |
| Guardian Staff | 2380 |
| Leather Glove  | 1300 |
| Power Glove    | 1800 |
| Medical Herb   | 10   |
| Healing Seed   | 200  |
| Healing Drop   | 300  |
| Antidote       | 20   |
| Fairy Powder   | 100  |
| Angel Wing     | 40   |

Ketto

=====

|                |      |
|----------------|------|
| Broad Sword    | 1600 |
| Buster Sword   | 2600 |
| Heavy Lance    | 1600 |
| Javelin        | 3400 |
| Large Axe      | 2250 |
| Robin Arrow    | 1480 |
| Assault Shell  | 2500 |
| Guardian Staff | 2380 |
| Indra Staff    | 3200 |
| Power Glove    | 1800 |
| Medical Herb   | 10   |
| Healing Seed   | 200  |
| Healing Drop   | 300  |
| Antidote       | 20   |
| Fairy Powder   | 100  |
| Angel Wing     | 40   |

Pacalon

=====

|                |      |
|----------------|------|
| Buster Sword   | 2600 |
| Great Sword    | 5100 |
| Heavy Lance    | 1600 |
| Javelin        | 3400 |
| Large Axe      | 2250 |
| Assault Shell  | 2500 |
| Great Shot     | 5000 |
| Guardian Staff | 2380 |
| Indra Staff    | 3200 |
| Power Glove    | 1800 |
| Medical Herb   | 10   |
| Healing Seed   | 200  |
| Healing Drop   | 300  |
| Antidote       | 20   |
| Fairy Powder   | 100  |
| Angel Wing     | 40   |

Tristan

=====

|              |      |
|--------------|------|
| Buster Sword | 2600 |
|--------------|------|

|                |      |
|----------------|------|
| Great Sword    | 5100 |
| Javelin        | 3400 |
| Chrome Lance   | 6900 |
| Large Axe      | 2250 |
| Great Axe      | 4600 |
| Assault Shell  | 2500 |
| Great Shot     | 5000 |
| Guardian Staff | 2380 |
| Indra Staff    | 3200 |
| Power Glove    | 1800 |
| Brass Knuckles | 2900 |
| Medical Herb   | 10   |
| Healing Seed   | 200  |
| Healing Drop   | 300  |
| Antidote       | 20   |
| Fairy Powder   | 100  |
| Angel Wing     | 40   |

Moun

=====

|                |      |
|----------------|------|
| Buster Sword   | 2600 |
| Great Sword    | 5100 |
| Javelin        | 3400 |
| Chrome Lance   | 6900 |
| Large Axe      | 2250 |
| Great Axe      | 4600 |
| Assault Shell  | 2500 |
| Great Shot     | 5000 |
| Guardian Staff | 2380 |
| Indra Staff    | 3200 |
| Brass Knuckles | 2900 |
| Iron Knuckles  | 4800 |
| Medical Herb   | 10   |
| Healing Seed   | 200  |
| Healing Drop   | 300  |
| Antidote       | 20   |
| Fairy Powder   | 100  |
| Angel Wing     | 40   |

Roft

=====

|                |      |
|----------------|------|
| Buster Sword   | 2600 |
| Great Sword    | 5100 |
| Javelin        | 3400 |
| Chrome Lance   | 6900 |
| Large Axe      | 2250 |
| Great Axe      | 4600 |
| Assault Shell  | 2500 |
| Great Shot     | 5000 |
| Guardian Staff | 2380 |
| Indra Staff    | 3200 |
| Brass Knuckles | 2900 |
| Iron Knuckles  | 4800 |
| Medical Herb   | 10   |
| Healing Seed   | 200  |
| Healing Drop   | 300  |
| Antidote       | 20   |
| Fairy Powder   | 100  |
| Angel Wing     | 40   |

Blacksmith's Town

```

=====
Medical Herb 10
Healing Seed 200
Healing Drop 300
Antidote 20
Fairy Powder 100
Angel Wing 40

```

Galam - Revisited

```

=====
Buster Sword 2600
Great Sword 5100
Javelin 3400
Chrome Lance 6900
Large Axe 2250
Great Axe 4600
Assault Shell 2500
Great Shot 5000
Guardian Staff 2380
Indra Staff 3200
Power Glove 1800
Brass Knuckles 2900
Medical Herb 10
Healing Seed 200
Healing Drop 300
Antidote 20
Fairy Powder 100
Angel Wing 40

```

```

=====
-- Item List --
=====

```

Search Field: v-b

Introduction

```

=====
This is a list of all the items in the game and where to find them.
For range info see Weapon List (below; section v-c).

```

Glossary

- ```

=====
Battle Items:      For use only in battles.
Equipments:       Can be equipped to a character; Some equipment may be used
                  to cast spells.
Promotion Items:   Used by a priest for character promotion.
Restoration Items: Can be used in battle and in the field.
Status Items:     Can be used in battle and in the field.
Story Items:      Items needed to progress the story.

```

```

=====
Angel Wing
=====

```

```

Type:      Battle Item
Location:  Item Shops (see v-a),
          Granseal, New Granseal,

```

Elf Village, Moun

Cost Price: 40G

Sale Price: 30G

Use: Casts Egress in Battle

Range: Inifnite

=====
Antidote
=====

Type: Restoration Item

Location: Item Shops (see v-a),
Granseal, Yeel, New Granseal,
Creed's House

Cost Price: 20G

Sale Price: 15G

Use: Cures one poisoned character

Range: A

=====
Arm of Golem
=====

Type: Story Item

Location: Moun

Cost Price: N/A

Sale Price: N/A

Use: Makes CLAUDE join the force

Range: N/A

=====
Black Ring
=====

Type: Equipment

Location: Battle #26

Cost Price: N/A (1,250G to repair)
(1,250 to uncure)

Sale Price: 5,000G

Use: +10 Attack when equipped

Casts Blaze level 2

Range: N/A (Blaze2 = A)

=====
Blizzard
=====

Type: Battle Item

Location: Roft
Battle #24

Cost Price: N/A

Sale Price: 1,200G

Use: Damages an enemy by 1-33

Range: A

=====
Brave Apple
=====

Type: Status Item

Location: Cave on way to Creed's House,
Dojo

Cost Price: N/A

Sale Price: 500G

Use: Raises character by 1 level

All stats are raised by 1

Range: N/A

=====
Bright Honey
=====

Type: Status Item
Location: Ribble, Ketto
Cost Price: N/A
Sale Price: 500G
Use: Increases MP by 1-5
Range: N/A

=====
Cannon
=====

Type: Story Item
Location: Dwarf's Cave
Cost Price: N/A
Sale Price: N/A
Use: Opens route to North Parmecia
Range: N/A

=====
Cheerful Bread
=====

Type: Status Item
Location: New Granseal, Pacalon
Cost Price: N/A
Sale Price: 500G
Use: Increases HP by 1-5
Range: N/A

=====
Chirrup Sandals
=====

Type: Equipment
Location: Galam Prison
Cost Price: N/A
Sale Price: 5G
Use: Squeaks when equipped
Range: N/A

=====
Cotton Balloon
=====

Type: Story Item
Location: Creed's House
Cost Price: N/A
Sale Price: N/A
Use: Used to float down from table in
Creed's house
Range: N/A

=====
Dry Stone
=====

Type: Story Item
Location: Dwarf's Cave
Cost Price: N/A

Sale Price: N/A
Use: Opens bridge to Blacksmith's Town
Range: N/A

=====
Dynamite
=====

Type: Story Item
Location: New Granseal
Cost Price: N/A
Sale Price: N/A
Use: Opens route to North Parmecia
Range: N/A

=====
Evil Ring
=====

Type: Equipment
Location: Battle #39
Cost Price: N/A (1,250G to repair)
(1,250G to uncurse)
Sale Price: 5,000G
Use: +15 Attack when equipped
Casts Bolt level 2
Range: N/A (Bolt 2 = C)

=====
Fairy Powder
=====

Type: Restoration Item
Location: Item Shops (see v-a),
Elf Village, Pacalon, Galam
Cost Price: 100G
Sale Price: 75G
Use: Cures one character of all bad
status abnormalities
Range: A

=====
Fairy Tear
=====

Type: Restoration Item
Location: New Granseal
Battles: #38, #40
Cost Price: N/A
Sale Price: 300G
Use: Restores 20MP to one character
Range: A

=====
Healing Drop
=====

Type: Restoration Item
Location: Item Shops (see v-a),
Yeel, New Granseal, Roft
Cost Price: 300G
Sale Price: 225G
Use: Heals one character by 30HP
Range: A

=====
Healing Rain
=====

Type: Restoration Item
Location: Creed's House,
Battles: #42
Cost Price: N/A
Sale Price: 10,000G
Use: Heals all characters fully
Range: Infinite

=====
Healing Seed
=====

Type: Restoration Item
Location: Item Shops (see v-a)
Yeel, New Granseal, Pacalon (x2)
Cost Price: 200G
Sale Price: 150G
Use: Heals one character by 20HP
Range: A

=====
Healing Water
=====

Type: Restoration Item
Location: Hassan, Ketto, Blacksmith's Town,
Galam
Cost Price: N/A
Sale Price: 400G
Use: Heals one character fully
Range: A

=====
Holy Thunder
=====

Type: Battle Item
Location: Battle #39
Cost Price: N/A
Sale Price: 1,500G
Use: Damages an enemy by 1-50
Range: A

=====
Medical Herb
=====

Type: Restoration Item
Location: Item Shops (see v-a),
Bowie comes equipped with one,
Chester comes equipped with one,
Jaha comes equipped with one,
Kazin comes equipped with one,
Sarah comes equipped with two,
Granseal (x3), Galam Prison (x2),
Elf Village, Creed's House,
Pacalon.
Battles: #4(x2), #24, #25(x2)
Cost Price: 10G
Sale Price: 7G
Use: Heals one character by 10HP

Range: A

=====
Power Ring
=====

Type: Equipment
Location: Battle #10
Cost Price: N/A (750G to repair)
Sale Price: 3,000G
Use: +5 Attack when equipped
Cast for attack boost
Range: N/A (A for Attack boost)

=====
Protect Ring
=====

Type: Equipment
Location: Battle #21
Cost Price: N/A (750G to repair)
Sale Price: 3,000G
Use: +5 Defence when equipped
Casts Boost level 1
Range: N/A (Boost1 = A)

=====
Running Ring
=====

Type: Equipment
Location: Creed's House
Cost Price: N/A
Sale Price: 3,000G
Use: +2 Movement when equipped
Range: N/A

=====
Quick Chicken
=====

Type: Status Item
Location: Granseal, Yeel
Cost Price: N/A
Sale Price: 500G
Use: Increases Agility by 1-5
Range: N/A

=====
Quick Ring
=====

Type: Equipment
Location: Bedoe
Cost Price: N/A
Sale Price: 3,000G
Use: +5 Agility when equipped
Range: N/A

=====
Pegasus Wing
=====

Type: Promotion Item
Location: Pacalon
Cost Price: N/A

Sale Price: 3,000G
Use: Promotes KNTE to PGNT

=====
Power Water
=====

Type: Status Item
Location: Ruins, Pacalon, Holy Sword Shrine
Cost Price: N/A
Sale Price: 500G
Use: Increases Attack by 1-5
Range: N/A

=====
Protect Milk
=====

Type: Status Item
Location: Polca, Tristan
Cost Price: N/A
Sale Price: 500G
Use: Increases Defence by 1-5
Range: N/A

=====
Running Pimento
=====

Type: Status Item
Location: Hassan, Moun
Cost Price: N/A
Sale Price: 500G
Use: Increases Movement by 2
Range: N/A

=====
Secret Book
=====

Type: Promotion Item
Location: Elf Village
Cost Price: N/A
Sale Price: 3,000G
Use: Promotes MAGE to SORC
Range: N/A

=====
Shining Ball
=====

Type: Battle Item
Location: Battle #19
Cost Price: N/A
Sale Price: 1,000G
Use: Damages an enemy by 1-20
Range: A

=====
Silver Tank
=====

Type: Promotion Item
Location: Dark Cave, after Battle #11
Cost Price: N/A
Sale Price: 3,000G

Use: Promotes ARCHR to BRGN
Range: N/A

=====
Sky Orb
=====

Type: Story Item
Location: Received after Battle #34
Cost Price: N/A
Sale Price: N/A
Use: Used to fly Nazca Ship
Range: N/A

=====
Vigor Ball
=====

Type: Promotion Item
Location: Elf Village, Dojo
Cost Price: N/A
Sale Price: 3,000G
Use: Promotes PRST to MMNK
Range: N/A

=====
Warrior Pride
=====

Type: Promotion Item
Location: New Granseal
Cost Price: N/A
Sale Price: 3,000G
Use: Promotes WARR to BRN
Range: N/A

=====
White Ring
=====

Type: Equipment
Location: Blacksmith's Town
Cost Price: N/A (1,250G to repair)
Sale Price: 5,000G
Use: +10 Defence when equipped
Casts Aura level 2
Range: N/A (Aura2 = C)

=====
Wooden Panel
=====

Type: Story Item
Location: Chest after Battle #15
Cost Price: N/A
Sale Price: N/A
Use: Allows you to get Achilles Sword
from Ancient Tree in Ribble
Range: N/A

=====

Search Field: v-c

Introduction

=====

This section should be easy enough to follow. The only difficulty is the Range attribute. The central square (Ch) is the character.

A is:

[]
 []Ch[]
 []

B is:

[]
 [] []
 [] Ch []
 [] []
 []

C is:

[]
 [][][]
 [][]Ch[][]
 [][][]
 []

D is:

[]
 [][][]
 [][][][][]
 [][][]Ch[][][]
 [][][][][]
 [][][]
 []

E is:

[]
 [][][]
 [][] [][]
 [][] Ch [][]
 [][] [][]
 [][][]
 []

=====

Achilles Sword

=====

Location: Secret passage in Ribble
Equipped by: HERO, SDMN
Attack Bonus: +19
Range: A
Cost Price: N/A
Sale Price: 1350G
Other: Used to attack Taros

=====

Assault Shell

=====

Location: Buy in New Granseal, Ketto,

Pacalon, Tristan, Moun, Roft,
Galam
Rohde comes equipped with it
Equipped by: BRGN, BWNT, SNIP
Attack Bonus: +25
Range: E
Cost Price: 2500G
Sale Price: 1875G
Other: None

=====
Atlas Axe
=====

Location: Mithril Weapon
Equipped by: BRN, GLDT, RBRN
Attack Bonus: +35
Cost Price: N/A (2400G to repair)
Sale Price: 9600G
Other: Use to cast Blaze level 3

=====
Battle Axe
=====

Location: Buy in Hassan
Equipped by: BRN, GLDT, RBRN
Attack Bonus: +21
Range: A
Cost Price: 1370G
Sale Price: 1027G
Other: None

=====
Battle Sword
=====

Location: Battle #36, Mithril Weapon
Equipped by: BDBT, BRN, HERO, RBRN
Attack Bonus: +35
Range: A
Cost Price: N/A
Sale Price: 9200G
Other: None

=====
Brass Knuckles
=====

Location: Buy in Tristan, Moun, Roft,
Galam
Sheela comes equipped with it
Equipped by: MMNK
Attack Bonus: +39
Range: A
Cost Price: 2900G
Sale Price: 2175G
Other: None

=====
Broad Sword
=====

Location: Buy in Hassan, New Granseal,
Ketto,

Battle #21
Equipped by: BDBT, BDMN, BRN, HERO, NINJ,
RBRN, SDMN
Attack Bonus: +22
Range: A
Cost Price: 1600G
Sale Price: 1200G
Other: None

=====
Bronze Lance
=====

Location: Buy in Galam, New Granseal,
Polca
Equipped by: KNTE, PGNT, PLDN
Attack Bonus: +9
Range: A
Cost Price: 260G
Sale Price: 195G
Other: None

=====
Bronze Rod
=====

Location: Buy in Polca, Bedoe
Equipped by: MAGE, PRST, SORC, VICR, WIZ
Attack Bonus: +8
Range: A
Cost Price: 360G
Sale Price: 270G
Other: None

=====
Buster Shot
=====

Location: Battle #38, Mithril Weapon
Equipped by: BRGN, BWNT, SNIP
Attack Bonus: +37
Range: E
Cost Price: N/A
Sale Price: 6800G
Other: None

=====
Buster Sword
=====

Location: Buy in New Granseal, Ketto,
Pacalon, Tristan, Moun, Roft,
Galam
Equipped by: BDBT, BRN, HERO, NINJ, RBRN
Attack Bonus: +26
Range: A
Cost Price: 2600G
Sale Price: 1950G
Other: None

=====
Chrome Lance
=====

Location: Buy in Tristan, Moun, Roft,

Galam
Jaro comes equipped with it
Equipped by: PGNT, PLDN
Attack Bonus: +31
Range: A
Cost Price: 6900G
Sale Price: 5175G
Other: None

=====
Counter Sword
=====

Location: Battle #40, Mithril Weapon
Equipped by: BDBT, BRN, HERO, RBRN
Attack Bonus: +39
Range: A
Cost Price: N/A
Sale Price: 13000G
Other: Increases chance of Countering
Enemy Attacks

=====
Critical Sword
=====

Location: Pacalon, Mithril Weapon
Equipped by: BDBT, BRN, HERO, NINJ, RBRN
Attack Bonus: +32
Range: A
Cost Price: N/A
Sale Price: 7200G
Other: Increases chance of Critical
Attack

=====
Dagger
=====

Location: Buy in Ribble, Polca, Bedoe
Equipped by: THIF
Attack Bonus: +8
Range: A
Cost Price: 320G
Sale Price: 240G
Other: None

=====
Dark Sword
=====

Location: Lemon comes equipped with it
Equipped by: BDBT, BRN, HERO, NINJ, RBRN
Attack Bonus: +50 ; Defense -5
Range: A
Cost Price: N/A (4250G to repair)
(4250G to uncurse)
Sale Price: 17000G
Other: Cursed Weapon
Use to cast Desoul level 1

=====
Demon Rod
=====

Location: Blacksmith's Town
Equipped by: SORC, VICR, WIZ
Attack Bonus: +50 ; Defense -10
Range: A
Cost Price: N/A (3125G to reapir/uncurse)
Sale Price: 12500G
Other: Cursed weapon
Use to absorb MP

=====
Evil Axe
=====

Location: Holy Sword Shrine
Equipped by: BRN, GLDT, RBRN
Attack Bonus: +50
Range: A
Cost Price: N/A (3750 to uncurese)
Sale Price: 15000G
Other: Cursed Weapon

=====
Evil Knuckles
=====

Location: Yeel
Equipped by: MMNK
Attack Bonus: +63
Range: A
Cost Price: N/A (2375G to uncurese)
Sale Price: 9500G
Other: Cursed Weapon

=====
Evil Lance
=====

Location: Before entering Devil's Head
Equipped by: PGNT, PLDN
Attack Bonus: +48 ; Movement -2
Range: C
Cost Price: N/A (2750 to uncurese)
Sale Price: 11000G
Other: Cursed Weapon

=====
Evil Shot
=====

Location: Galam
Equipped by: BRGM, BWNT, SNIP
Attack Bonus: +51 ; Defense -5
Range: E
Cost Price: N/A (3250G to uncurese)
Sale Price: 13000G
Other: Cursed Weapon

=====
Flail
=====

Location: Buy in Hassan, New Granseal
Equipped by: SORC, VICR, WIZ
Attack Bonus: +19
Range: A

Cost Price: 1490G
Sale Price: 1120G
Other: None

=====
Force Sword
=====

Location: Holy Sword Shrine
Equipped by: HERO
Attack Bonus: +46
Range: A
Cost Price: N/A
Sale Price: 10000G
Other: None

=====
Freeze Staff
=====

Location: Mithril Weapon
Equipped by: SORC, WIZ
Attack Bonus: +37
Range: A
Cost Price: N/A (2575G to repair)
Sale Price: 9500G
Other: Use to cast Freeze level 3

=====
Giant Knuckles
=====

Location: Mithril Weapon
Equipped by: MMNK
Attack Bonus: +55
Range: A
Cost Price: N/A (1875G to repair)
Sale Price: 7500G
Other: Use to cast Muddle level 1

=====
Gisarme
=====

Location: Mithril Weapon
Equipped by: NINJ
Attack Bonus: +42
Cost Price: N/A
Sale Price: 15000G
Other: Can cause single-hit kills
Rarer than hen's teeth

=====
Goddess Staff
=====

Location: Mithril Weapon
Equipped by: VICR
Attack Bonus: +31
Cost Price: N/A (2425G to repair)
Sale Price: 9700G
Other: Use to cast Aura level 2

=====
Grand Cannon
=====

=====
Location: Mithril Weapon
Equipped by: BRGN, BWNT, SNIP
Attack Bonus: +43
Range: E
Cost Price: N/A
Sale Price: 9800G
Other: None
=====

=====
Great Axe
=====

Location: Buy in Tristan, Moun, Roft,
Galam
Gyan comes equipped with it
Equipped by: BRN, GLDT, RBRN
Attack Bonus: +28
Cost Price: 4600G
Sale Price: 3450G
Other: None
=====

=====
Great Rod
=====

Location: Mithril Weapon
Equipped by: SORC, VICR, WIZ
Attack Bonus: +28
Cost Price: N/A
Sale Price: 7900G
Other: None
=====

=====
Great Shot
=====

Location: Buy in Pacalon, Tristan, Moun,
Roft, Galam
Equipped by: BRGN, BWNT, SNIP
Attack Bonus: +25
Range: E
Cost Price: 5000G
Sale Price: 3750G
Other: None
=====

=====
Great Sword
=====

Location: Buy in Pacalon, Tristan, Moun,
Roft, Galam
Skreech comes equipped with it
Equipped by: BDBT, BRN, HERO, NINJ, RBRN
Attack Bonus: +29
Range: A
Cost Price: 5100G
Sale Price: 3825G
Other: None
=====

=====
Ground Axe
=====

Location: Mithril Weapon

Equipped by: BRN, GLDT, RBRN
Attack Bonus: +39 ; Movement +1
Range: A
Cost Price: N/A
Sale Price: 10000G
Other: None

=====
Guardian Staff
=====

Location: Buy in New Granseal, Ketto,
Pacalon, Tristan, Moun, Roft,
Galam
Equipped by: SORC, VICR, WIZ
Attack Bonus: +22 ; Defense +5
Range: A
Cost Price: 2380G
Sale Price: 1785G
Other: None

=====
Halberd
=====

Location: Mithril Weapon
Equipped by: PGNT, PLDN
Attack Bonus: +37
Range: C
Cost Price: N/A (1825G to repair)
Sale Price: 7300G
Other: Use to cast Boly level 1

=====
Hand Axe
=====

Location: Buy in New Granseal, Polca
Equipped by: BRN, GLDT, RBRN, WARR
Attack Bonus: +9
Range: A
Cost Price: 340G
Sale Price: 255G
Other: None

=====
Heat Axe
=====

Location: Battle #35, Mithril Weapon
Equipped by: BRN, GLDT, RBRN
Attack Bonus: +32
Range: A
Cost Price: N/A (1800G to repair)
Sale Price: 7200G
Other: Use to cast Blaze level 2

=====
Heavy Lance
=====

Location: Buy in New Granseal, Ketto,
Pacalon
Equipped by: PGNT, PLDN
Attack Bonus: +23

Range: A
Cost Price: 1600G
Sale Price: 1200G
Other: None

=====
Holy Lance
=====

Location: Mithril Weapon
Equipped by: PGNT, PLDN
Attack Bonus: +39 ; Defense +5
Range: C
Cost Price: N/A (2325G to repair)
Sale Price: 9300G
Other: Use to cast 10HP Heal spell

=====
Holy Staff
=====

Location: Battle: #41, Mithril Weapon
Equipped by: VICR
Attack Bonus: +29
Range: A
Cost Price: N/A
Sale Price: 9000G
Other: Regains 2HP every turn

=====
Hyper Cannon
=====

Location: Mithril Weapon
Equipped by: BRGN, BWNT, SNIP
Attack Bonus: +40
Range: E
Cost Price: N/A
Sale Price: 8700G
Other: None

=====
Indra Staff
=====

Location: Buy in Ketto, Pacalon, Tristan,
Moun, Roft, Galam
Taya comes equipped with it
Frayja comes equipped with it
Equipped by: SORC, VICR, WIZ
Attack Bonus: +25
Range: A
Cost Price: 3200G
Sale Price: 2400G
Other: Sometimes steals MP

=====
Iron Arrow
=====

Location: Buy in Bedoe, Hassan
Equipped by: ACHR, BRGN, BWNT, RNGR, SNIP
Attack Bonus: +7
Range: B
Cost Price: 600G

Sale Price: 450G
Other: None

=====
Iron Ball
=====

Location: Battle: #34
Equipped by: N/A
Attack Bonus: N/A
Cost Price: N/A
Sale Price: 3800G
Other: None

=====
Iron Knuckles
=====

Location: Buy in Moun, Roft
Equipped by: MMNK
Attack Bonus: +43
Range: A
Cost Price: 4800G
Sale Price: 3600G
Other: None

=====
Iron Rod
=====

Location: Buy in Hassan
Equipped by: MAGE, PRST, SORC, VICR, WIZ
Attack Bonus: +12
Range: A
Cost Price: 560G
Sale Price: 420G
Other: None

=====
Javelin
=====

Location: Buy in Ketto, Pacalon, Tristan,
Moun, Roft, Galam
Higins comes equipped with it
Equipped by: PGNT, PLDN
Attack Bonus: +26
Range: C
Cost Price: 3400G
Sale Price: 2550G
Other: None

=====
Katana
=====

Location: Mithril Weapon
Equipped by: NINJ
Attack Bonus: +34
Range: A
Cost Price: N/A
Sale Price: 9600G
Other: None

=====

Knife

=====
Location: Buy in Granseal, Galam,
New Granseal, Ribble, Polca,
Bedoe, Hassan
Equipped by: THIF
Attack Bonus: +12
Range: A
Cost Price: 500G
Sale Price: 375G
Other: None

=====
Large Axe
=====

Location: Buy in New Granseal, Ketto,
Pacalon, Tristan, Moun, Roft,
Galam
Equipped by: BRN, GLDT, RBRN
Attack Bonus: +25
Cost Price: 2250G
Sale Price: 1687G
Other: None

=====
Leather Glove
=====

Location: Buy in Hassan, New Granseal
Equipped by: MMNK
Attack Bonus: +26
Range: A
Cost Price: 1300G
Sale Price: 997G
Other: None

=====
Levanter
=====

Location: Mithril Weapon
Equipped by: HERO
Attack Bonus: +42
Range: A
Cost Price: N/A (3500G to repair)
Sale Price: 14000G
Other: Use to cast Blaze 3

=====
Long Sword
=====

Location: Buy in Polca
Equipped by: BDBT, BDMN, BRN, HERO, NINJ,
RBRN, SDMN
Attack Bonus: +12
Range: A
Cost Price: 620G
Sale Price: 465G
Other: None

=====
Mage Staff

=====
Location: Battle: #33, Mithril Weapon
Chaz comes equipped with it
Equipped by: SORC, WIZ
Attack Bonus: +27
Cost Price: N/A (1575G to repair)
Sale Price: 6300G
Other: Use to cast Blaze level 2
=====

=====
Middle Axe
=====

Location: Buy in Hassan
Equipped by: BRN, GLDT, RBRN, WARR
Attack Bonus: +13
Range: A
Cost Price: 610G
Sale Price: 455G
Other: None
=====

=====
Middle Sword
=====

Location: Buy in New Granseal, Polca,
Luke comes equipped with it
Equipped by: BDBT, BDMN, BRN, HERO, NINJ,
RBRN, SDMN
Attack Bonus: +9
Range: A
Cost Price: 340G
Sale Price: 255G
Other: None
=====

=====
Mist Javelin
=====

Location: Mithril Weapon
Equipped by: PGNT, PLDN
Attack Bonus: +42
Range: C
Cost Price: N/A
Sale Price: 9900G
Other: None
=====

=====
Misty Knuckles
=====

Location: Mithril Weapon
Equipped by: MMNK
Attack Bonus: +48
Range: A
Cost Price: N/A (1375G to repair)
Sale Price: 5500G
Other: Use to absorb MP
=====

=====
Mystery Staff
=====

Location: Mithril Weapon
Equipped by: SORC, VICR, WIZ
=====

Attack Bonus: +39
Range: A
Cost Price: N/A
Sale Price: 10000G
Other: Regains 2MP every turn

=====
Nazca Cannon
=====

Location: Nazca Ship
Equipped by: BRGN, BWNT, SNIP
Attack Bonus: +33
Range: E
Cost Price: N/A
Sale Price: 3000G
Other: None

=====
Ninja Katana
=====

Location: Mithril Weapon
Equipped by: NINJ
Attack Bonus: +42
Range: A
Cost Price: N/A
Sale Price: 11500G
Other: None

=====
Power Axe
=====

Location: Buy in Hassan
Randolf comes equipped with it
Equipped by: BRN, GLDT, RBRN, WARR
Attack Bonus: +17
Range: A
Cost Price: 1100G
Sale Price: 825G
Other: None

=====
Power Glove
=====

Location: Buy in New Granseal, Ketto,
Pacalon, Tristan, Galam
Equipped by: MMNK
Attack Bonus: +33
Range: A
Cost Price: 1800G
Sale Price: 1350G
Other: None

=====
Power Spear
=====

Location: Buy in Hassan
Equipped by: KNTE, PGNT, PLDN
Attack Bonus: +20
Range: C
Cost Price: 1270G

Sale Price: 950G
Other: None

=====
Power Stick
=====

Location: Buy in Hassan
Karna comes equipped with it
Tyrin comes equipped with it
Equipped by: MAGE, PRST, SORC, VICR, WIZ
Attack Bonus: +15
Range: A
Cost Price: 1050G
Sale Price: 787G
Other: None

=====
Robin Arrow
=====

Location: Buy in Bedoe, Hassan
Equipped by: BRGN, BWNT, SNIP
Attack Bonus: +17
Range: E
Cost Price: 1480G
Sale Price: 1110G
Other: None

=====
Rune Axe
=====

Location: Mithril Weapon
Equipped by: BRN, GLDT, RBRN
Attack Bonus: +42
Range: A
Cost Price: N/A (2500G to repair)
Sale Price: 10000G
Other: Use to cast Detox level 1

=====
Short Axe
=====

Location: Jaha comes equipped with it,
Buy in Granseal, Galam,
New Granseal, Polca
Equipped by: BRN, GLDT, RBRN, WARR
Attack Bonus: +5
Range: A
Cost Price: 120G
Sale Price: 90G
Other: None

=====
Short Knife
=====

Location: Buy in Granseal, Galam,
New Granseal, Ribble, Polca
Slade comes equipped with it
Equipped by: THIF
Attack Bonus: +5
Range: A

Cost Price: 70G
Sale Price: 52G
Other: None

=====
Short Rod
=====

Location: Buy in Galam, New Granseal,
Ribble, Polca and Bedoe.
Equipped by: MAGE, PRST, SORC, VICR, WIZ
Attack Bonus: +5
Range: A
Cost Price: 130G
Sale Price: 97G
Other: None

=====
Short Spear
=====

Location: Buy in Granseal, Galam
Equipped by: KNTE, PGNT, PLDN
Attack Bonus: +6
Range: C
Cost Price: 120G
Sale Price: 90G
Other: None

=====
Short Sword
=====

Location: Buy in Granseal, Galam,
New Granseal
Equipped by: BDBT, BDMN, BRN, HERO, NINJ,
RBRN, SDMN
Attack Bonus: +5
Range: A
Cost Price: 140G
Sale Price: 105G
Other: None

=====
Spear
=====

Location: Buy in New Granseal, Polca,
Hassan
Equipped by: KNTE, PGNT, PLDN
Attack Bonus: +12
Range: C
Cost Price: 460G
Sale Price: 345G
Other: None

=====
Steel Arrow
=====

Location: Buy in Hassan
Elric comes equipped with it
Janet comes equipped with it
Equipped by: ACHR, BRGN, BWNT, RNGR, SNIP
Attack Bonus: +12

Range: B
Cost Price: 1270G
Sale Price: 952G
Other: None

=====
Steel Lance
=====

Location: Buy in Hassan
Rick comes equipped with it
Eric comes equipped with it
Equipped by: KNTE, PGNT, PLDN
Attack Bonus: +16
Range: A
Cost Price: 810G
Sale Price: 607G
Other: None

=====
Steel Sword
=====

Location: Petro's Grandfathers' Ruins
Equipped by: BDBT, BDMN, BRN, HERO, NINJ,
RBRN, SDMN
Attack Bonus: +16
Range: A
Cost Price: 1120G
Sale Price: 840G
Other: None

=====
Supply Staff
=====

Location: Mithril Weapon
Equipped by: SORC, WIZ
Attack Bonus: +32
Range: A
Cost Price: N/A (2125G to repair)
Sale Price: 8500G
Other: Use to absorb MP

=====
Taros Sword
=====

Location: Battle #18
Equipped by: No character can equip it
Attack Bonus: N/A
Range: N/A
Cost Price: N/A
Sale Price: 10000G
Other: None

=====
Thieve's Dagger
=====

Location: Buy in Hassan
Equipped by: THIF
Attack Bonus: +18 ; Agility +5
Range: A
Cost Price: 940G

Sale Price: 705G
Other: None

=====
Valkyrie
=====

Location: Mithril Weapon
Equipped by: PGNT, PLDN
Attack Bonus: +33
Range: C
Cost Price: N/A (1925G to repair)
Sale Price: 7700G
Other: Use to boost attack power

=====
Wish Staff
=====

Location: Battle: #34, Mithril Weapon
Equipped by: VICR
Attack Bonus: +26
Range: A
Cost Price: N/A (1525G to repair)
Sale Price: 6100G
Other: Use to cast Boost level 1

=====
Wooden Arrow
=====

Location: Buy in Ribble, Polca, Bedoe,
May comes equipped with it
Equipped by: ACHR, BRGN, BWNT, RNGR, SNIP
Attack Bonus: +5
Range: B
Cost Price: 250G
Sale Price: 187G
Other: None

=====
Wooden Rod
=====

Location: Kazin comes equipped with it,
Sarah comes equipped with it
Buy in Granseal, Galam,
New Granseal, Ribble
Equipped by: MAGE, PRST, SORC, VICR, WIZ
Attack Bonus: +3
Range: A
Cost Price: 60G
Sale Price: 45G
Other: None

=====
Wooden Stick
=====

Location: Chester comes equipped with it
Equipped by: KNTE, PGNT, PLDN
Attack Bonus: +3
Range: A
Cost Price: N/A
Sale Price: 70G

Other: None

=====
Wooden Sword
=====

Location: Bowie comes equipped with it
Equipped by: BDBT, BDMN, BRN, HERO, NINJ,
RBRN, SDMN
Attack Bonus: +3
Range: A
Cost Price: N/A
Sale Price: 60G
Other: None

=====
-- Magic List --
=====

Search Field: v-d

Introduction

=====
As your characters' levels raise, some of them will gain magic spells. Each character learns their own spells at certain levels, which I have listed here. If a character is promoted, add 20 to their current (promoted) level to get their magic level. For example, if you promoted a character at level 33, and are now level 7, the game treats you as level 27 rather than level 40. (For Ninja and Sorceror spells, this does not apply, the character's level counts as being reset to 1).

Note: -- means already learned when the character joins

=====
Bowie
=====

Class: SDMN/HERO

Level Spell Learned

-- Egress
22 Bolt
31 Bolt 2
42 Bolt 3
51 Bolt 4

=====
Chaz
=====

Class: WIZ

Level Spell Learned

-- Blaze
-- Blaze 2
-- Freeze
-- Freeze 2
25 Freeze 3

40 Bolt
41 Dispel
44 Bolt 2
46 Freeze 4
49 Bolt 3
53 Bolt 4
56 Blaze 3
60 Blaze 4

=====
Frayja
=====

Class: VICR

Level Spell Learned

-- Detox
-- Heal
-- Heal 2
17 Detox 2
34 Aura
37 Detox 3
40 Aura 2
43 Detox 4
46 Aura 3
49 Attack
52 Aura 4
56 Heal 3
60 Heal 4

=====
Karna
=====

Class: PRST/VICR/MMNK

Level Spell Learned

-- Blast
-- Blast 2
-- Boost
-- Boost 2
-- Heal
-- Heal 2
-- Heal 3
26 Blast 3
30 Aura
33 Boost 3
37 Blast 4
41 Aura 2
45 Boost 4
55 Aura 3
60 Aura 4

=====
Kazin
=====

Class: MAGE/WIZ

Level Spell Learned

-- Blaze
5 Blaze 2
9 Muddle
13 Dispel
18 Desoul
22 Blaze 3
25 Muddle 2
29 Desoul 2
35 Blaze 4

Class: SORC

Level Spell Learned

1 Dao
4 Apollo
7 Neptun
12 Dao 2
17 Apollo 2
21 Atlas
26 Neptun 2
32 Atlas 2

=====
Sarah
=====

Class: PRST/VICR/MMNK

Level Spell Learned

-- Heal
4 Detox
7 Heal 2
10 Blast
13 Detox 2
16 Blast 2
19 Slow
22 Heal 3
25 Blast 3
29 Slow 2
33 Detox 3
36 Blast 4
40 Heal 4
45 Detox 4

=====
Sheela
=====

Class: MMNK

Level Spell Learned

-- Blast
-- Heal
-- Heal 2
-- Muddle
18 Blast 2
20 Boost

36 Muddle 2
38 Blast 3
41 Heal 3
44 Boost 2
47 Blast 4
51 Heal 4

=====
Slade
=====

Class: NINJ

Level Spell Learned

4 Katon
9 Katon 2
14 Raijin
19 Raijin 2
25 Katon 3
32 Raijin 3

=====
Taya
=====

Class: SORC

Level Spell Learned

-- Dao
12 Apollo
15 Dao 2
19 Apollo 2
21 Neptun
25 Atlas
29 Neptun 2
34 Atlas 2

=====
Tyrin
=====

Class: MAGE/WIZ

Level Spell Learned

-- Blaze
-- Blaze 2
-- Freeze
-- Freeze 2
25 Sleep
28 Bolt
31 Freeze 3
35 Bolt 2
38 Freeze 4
51 Blaze 3
54 Bolt 3
56 Blaze 4
60 Bolt 4

Class: SORC

Level Spell Learned

1 Dao
3 Apollo
8 Neptun
12 Dao 2
16 Apollo 2
20 Atlas
25 Neptun
29 Atlas 2

=====
-- Enemy List --
=====

Search Field: v-e

=====
Arch Demon
=====

HP: 99
MP: 65
Attack: 120
Defence: 46
Agility: 61
Movement: 6
Magic: Bolt 3
Weapon: None
Gold: 1150G
Battles: #43

=====
Arrow Launcher
=====

HP: 33
MP: 0
Attack: 35
Defence: 24
Agility: 23
Movement: 4
Magic: None
Weapon: Steel Arrow
Gold: 290
Battles: #15, #17, #18, #19, #20, #21

=====
Black Monk
=====

HP: 30
MP: 19
Attack: 33
Defence: 18
Agility: 21
Movement: 6

Magic: Blast 1, Heal 2
Weapon: None
Gold: 210
Battles: #13, #14, #15, #17, #18

=====
Blue Shaman
=====

HP: 72
MP: 60
Attack: 1??
Defence: 54
Agility: 51
Movement: 5
Magic: Aura 3, Blast 4, Dispel
Weapon: Holy Staff
Gold: 860
Battles: #41, #42, #43

=====
Bow Master
=====

HP: 46
MP: 0
Attack: 87
Defence: 53
Agility: 40
Movement: 5
Magic: None
Weapon: Assault Shell
Gold: 550
Battles: #32, #33, #34

=====
Bow Rider
=====

HP: 61
MP: 0
Attack: 95
Defence: 55
Agility: 44
Movement: 7
Magic: None
Weapon: Hyper Cannon
Gold: 610
Battles: #35, #36, #37

=====
Bubbling Ooze
=====

HP: 32
MP: 0
Attack: 47
Defence: 35
Agility: 26
Movement: 4
Magic: None
Weapon: None
Gold: 330
Battles: #23

=====
Burst Rock
=====

HP: 45
MP: 0
Attack: 0
Defence: 60
Agility: 43
Movement: 4
Magic: None
Weapon: None
Gold: 0
Battles: #38

=====
Cameela
=====

HP: 99
MP: 0
Attack: 96
Defence: 52
Agility: 58
Movement: 6
Magic: Blaze 3
Weapon: Iron Ball
Gold: 900
Battles: #34

=====
Cerberus
=====

HP: 51
MP: 0
Attack: 87
Defence: 44
Agility: 45
Movement: 6
Magic: None
Weapon: None
Gold: 490
Battles: #32, #33, #34

=====
Chaos Dragon
=====

HP: 83
MP: 0
Attack: 1??
Defence: 48
Agility: 57
Movement: 6
Magic: None
Weapon: None
Gold: 980
Battles: #41, #42

=====
Chaos Warrior
=====

HP: 76
MP: 23
Attack: 1??
Defence: 50
Agility: 54
Movement: 5
Magic: None
Weapon: None
Gold: 790
Battles: #40, #41, #42

=====
Chaos Wizard
=====

HP: 53
MP: 49
Attack: 86
Defence: 48
Agility: 59
Movement: 5
Magic: Blaze 4
Weapon: Great Rod
Gold: 580
Battles: #35, #36, #37, #38, #39, #40

=====
Cyclops
=====

HP: 64
MP: 0
Attack: 1??
Defence: 51
Agility: 46
Movement: 5
Magic: None
Weapon: None
Gold: 700
Battles: #38, #39, #40

=====
Dark Bishop
=====

HP: 39
MP: 38
Attack: 54
Defence: 38
Agility: 27
Movement: 5
Magic: Aura 1, Blast 3
Weapon: Flail
Gold: 320
Battles: #24, #25, #26, #31

=====
Dark Cleric
=====

HP: 15
MP: 7
Attack: 18
Defence: 11

Agility: 13
Movement: 5
Magic: Heal 1
Weapon: Short Rod
Gold: 100
Battles: #6, #7

=====
Dark Dwarf
=====

HP: 21
MP: 0
Attack: 27
Defence: 17
Agility: 18
Movement: 4
Magic: None
Weapon: Short Axe
Gold: 140
Battles: #10, #11

=====
Dark Gunner
=====

HP: 60
MP: 0
Attack: 97
Defence: 56
Agility: 45
Movement: 4
Magic: None
Weapon: Buster Shot
Gold: 680
Battles: #38, #39, #40

=====
Dark Knight
=====

HP: 50
MP: 0
Attack: 76
Defence: 48
Agility: 40
Movement: 7
Magic: None
Weapon: Chrome Lance
Gold: 500
Battles: #29, #30, #31

=====
Dark Madam
=====

HP: 29
MP: 17
Attack: 38
Defence: 31
Agility: 29
Movement: 6
Magic: Freeze 2
Weapon: Power Stick

Gold: 310
Battles: #19, #20, #21

=====
Dark Smoke
=====

HP: 18
MP: 20
Attack: 22
Defence: 13
Agility: 13
Movement: 6
Magic: Dispel 1
Weapon: None
Gold: 130
Battles: #7

=====
Dark Sniper
=====

HP: 39
MP: 0
Attack: 53
Defence: 37
Agility: 35
Movement: 5
Magic: None
Weapon: Hyper Cannon
Gold: 380
Battles: #24, #25, #26, #27, #28

=====
Dark Soldier
=====

HP: 35
MP: 17
Attack: 63
Defence: 46
Agility: 34
Movement: 4
Magic: None
Weapon: Large Axe
Gold: 410
Battles: #25, #26, #27, #28

=====
Death Archer
=====

HP: 27
MP: 0
Attack: 28
Defence: 19
Agility: 20
Movement: 5
Magic: None
Weapon: Iron Arrow
Gold: 190
Battles: #12, #13, #14

=====

Death Monk

=====
HP: 23
MP: 13
Attack: 27
Defence: 14
Agility: 18
Movement: 6
Magic: Blast 1, Heal 2
Weapon: None
Gold: 150
Battles: #12

=====
Demon

=====
HP: 75
MP: 38
Attack: 1??
Defence: 50
Agility: 55
Movement: 6
Magic: Bolt 3
Weapon: None
Gold: 770
Battles: #40, #41

=====
Demon Master

=====
HP: 73
MP: 68
Attack: 99
Defence: 50
Agility: 65
Movement: 6
Magic: Freeze 4
Weapon: Mystery Staff
Gold: 840
Battles: #40, #41, #42, #43

=====
Devil Griffin

=====
HP: 89
MP: 0
Attack: 1??
Defence: 47
Agility: 59
Movement: 7
Magic: None
Weapon: None
Gold: 1120
Battles: #42, #43

=====
Devil Soldier

=====
HP: 60
MP: 16

Attack: 84
Defence: 48
Agility: 43
Movement: 6
Magic: Boost 2
Weapon: Great Axe
Gold: 510
Battles: #31, #32, #33

=====
Dragonewt
=====

HP: 60
MP: 0
Attack: 87
Defence: 42
Agility: 46
Movement: 6
Magic: Blaze 2
Weapon: Heat Axe
Gold: 530
Battles: #34, #35, #36

=====
Evil Beast
=====

HP: 84
MP: 0
Attack: 1??
Defence: 51
Agility: 60
Movement: 6
Magic: None
Weapon: None
Gold: 1050
Battles: #42

=====
Evil Bishop
=====

HP: 64 (33, battle #22 only)
MP: 51 (36)
Attack: 95 (47)
Defence: 48 (37)
Agility: 46 (25)
Movement: 5 (5)
Magic: Aura 2, Blast 3 (Blast 2, Heal 3)
Weapon: Great Rod (Power Stick)
Gold: 640 (300)
Battles: #37, #38, #39, #40 (#22)

=====
Evil Cloud
=====

HP: 22
MP: 0
Attack: 30
Defence: 18
Agility: 17
Movement: 5

Magic: None
Weapon: None
Gold: 170
Battles: #12, #13, #14

=====
Executioner
=====

HP: 64
MP: 0
Attack: 94
Defence: 46
Agility: 45
Movement: 6
Magic: None
Weapon: Battle Sword
Gold: 620
Battles: #36, #37

=====
Galam Archer
=====

HP: 15
MP: 0
Attack: 15
Defence: 10
Agility: 10
Movement: 5
Magic: None
Weapon: Wooden Arrow
Gold: 60
Battles: #4, #5, #6, #7

=====
Galam Knight
=====

HP: 16
MP: 0
Attack: 17
Defence: 11
Agility: 12
Movement: 7
Magic: None
Weapon: Short Spear
Gold: 80
Battles: #5, #6, #7

=====
Galam Mage
=====

HP: 14
MP: 5
Attack: 15
Defence: 9
Agility: 11
Movement: 5
Magic: Blaze 1
Weapon: Short Rod
Gold: 90
Battles: #5, #6, #7

=====
Galam Soldier
=====

HP: 11
MP: 0
Attack: 15
Defence: 10
Agility: 8
Movement: 6
Magic: None
Weapon: Short Axe
Gold: 50
Battles: #4, #5, #6

=====
Gargoyle
=====

HP: 29
MP: 0
Attack: 38
Defence: 23
Agility: 21
Movement: 6
Magic: None
Weapon: None
Gold: 250
Battles: #15, #17, #18, #19, #30

=====
Geshp
=====

HP: 180
MP: 120
Attack: 1??
Defence: 51
Agility: 63
Movement: 6
Magic: Freeze 4
Weapon: Flail
Gold: 1600
Battles: 38

=====
Gizmo
=====

HP: 5
MP: 0
Attack: 8
Defence: 5
Agility: 5
Movement: 5
Magic: None
Weapon: None
Gold: 60
Battles: #1 only

=====
Goblin
=====

HP: 18
MP: 0
Attack: 22
Defence: 13
Agility: 13
Movement: 5
Magic: None
Weapon: Short Axe
Gold: 100
Battles: #8, #9, #10, #11

=====
Golem
=====

HP: 24
MP: 0
Attack: 35
Defence: 24
Agility: 19
Movement: 4
Magic: None
Weapon: None
Gold: 240
Battles: #15, #15, #17, #18

=====
Green Ooze
=====

HP: 17
MP: 0
Attack: 22
Defence: 12
Agility: 12
Movement: 4
Magic: None
Weapon: None
Gold: 90
Battles: #8, #9

=====
Griffin
=====

HP: 60
MP: 0
Attack: 96
Defence: 45
Agility: 48
Movement: 7
Magic: None
Weapon: None
Gold: 560
Battles: #35, #36

=====
Harpy
=====

HP: 32
MP: 10
Attack: 48
Defence: 38

Agility: 29
Movement: 7
Magic: Dispel
Weapon: None
Gold: 340
Battles: #20, #21

=====
Harpy Queen
=====

HP: 53
MP: 20
Attack: 81
Defence: 39
Agility: 43
Movement: 7
Magic: Freeze 2
Weapon: None
Gold: 510
Battles: #30, #31

=====
Hellhound
=====

HP: 62
MP: 0
Attack: 1??
Defence: 49
Agility: 50
Movement: 6
Magic: None
Weapon: None
Gold: 570
Battles: #37, #38, #39

=====
High Priest
=====

HP: 30
MP: 29
Attack: 40
Defence: 31
Agility: 23
Movement: 5
Magic: Blast 2, Heal 3
Weapon: Power Stick
Gold: 280
Battles: #19, #20, #21

=====
Hobgoblin
=====

HP: 21
MP: 0
Attack: 25
Defence: 19
Agility: 19
Movement: 5
Magic: None
Weapon: Middle Axe

Gold: 160
Battles: #11, #12, #13

=====
Horseman
=====

HP: 67
MP: 0
Attack: 1??
Defence: 57
Agility: 55
Movement: 7
Magic: None
Weapon: Buster Shot
Gold: 880
Battles: #42, #43

=====
Huge Bat
=====

HP: 11
MP: 0
Attack: 15
Defence: 8
Agility: 8
Movement: 6
Magic: None
Weapon: None
Gold: 30
Battles: #3, #4

=====
Huge Rat
=====

HP: 10
MP: 0
Attack: 12
Defence: 8
Agility: 7
Movement: 6
Magic: None
Weapon: None
Gold: 20
Battles: #2, #3

=====
Hunter Goblin
=====

HP: 24
MP: 0
Attack: 22
Defence: 12
Agility: 14
Movement: 5
Magic: None
Weapon: Iron Arrow
Gold: 90
Battles: #8, #9, #10, #11
=====

Hydra

=====
HP: 70
MP: 0
Attack: 1??
Defence: 62
Agility: 50
Movement: 4
Magic: None
Weapon: None
Gold: 750
Battles: #39, #40, #41

=====
Jar

=====
HP: 59
MP: 0
Attack: 74
Defence: 44
Agility: 46
Movement: 7
Magic: None
Weapon: Chrome Lance
Gold: 0
Battles: #32

=====
King

=====
HP: 55
MP: 28
Attack: 55
Defence: 40
Agility: 33
Movement: 6
Magic: Blaze 2
Weapon: Flail
Gold: 500
Battles: #22

=====
King Galam

=====
HP: 240
MP: 1??
Attack: 1??
Defence: 50
Agility: 62
Movement: 6
Magic: None
Weapon: Demon Rod
Gold: 3500
Battles: #42

=====
Knight

=====
HP: 48
MP: 0

Attack: 51
Defence: 34
Agility: 29
Movement: 7
Magic: None
Weapon: Power Spear
Gold: 340
Battles: #22

=====
Kraken Arm
=====

HP: 30
MP: 0
Attack: 42
Defence: 28
Agility: 22
Movement: 6
Magic: None
Weapon: None
Gold: 240
Battles: #16

=====
Kraken Head
=====

HP: 35
MP: 0
Attack: 50
Defence: 29
Agility: 25
Movement: 5
Magic: None
Weapon: None
Gold: 320
Battles: #16

=====
Kraken Leg
=====

HP: 24
MP: 0
Attack: 38
Defence: 26
Agility: 19
Movement: 6
Magic: None
Weapon: None
Gold: 200
Battles: #16

=====
Lesser Demon
=====

HP: 40
MP: 21
Attack: 61
Defence: 37
Agility: 32
Movement: 6

Magic: Blaze 3, Boost 2
Weapon: None
Gold: 360
Battles: #24, #25, #26, #27, #28

=====
Lizardman
=====

HP: 40
MP: 0
Attack: 67
Defence: 45
Agility: 38
Movement: 6
Magic: None
Weapon: Large Axe
Gold: 430
Battles: #26, #27, #28

=====
Master Mage
=====

HP: 28
MP: 14
Attack: 25
Defence: 18
Agility: 22
Movement: 5
Magic: Blaze 2
Weapon: Iron Rod
Gold: 220
Battles: #13, #14, #15, #18

=====
Master Monk
=====

HP: 47
MP: 39
Attack: 66
Defence: 45
Agility: 31
Movement: 6
Magic: Dispel, Heal 4
Weapon: Brass Knuckles
Gold: 460
Battles: #28, #29, #30, #31, #32

=====
Minotaur
=====

HP: 58
MP: 0
Attack: 98
Defence: 51
Agility: 44
Movement: 5
Magic: None
Weapon: Atlas Axe
Gold: 660
Battles: #37, #38, #39

=====
Mist Demon
=====

HP: 68
MP: 28
Attack: 1??
Defence: 41
Agility: 51
Movement: 6
Magic: Muddle 2
Weapon: None
Gold: 590
Battles: #35, #36, #37, #38

=====
Mud Man
=====

HP: 55
MP: 0
Attack: 95
Defence: 51
Agility: 41
Movement: 4
Magic: None
Weapon: None
Gold: 570
Battles: #33, #34, #35

=====
Necromancer
=====

HP: 47
MP: 42
Attack: 75
Defence: 44
Agility: 51
Movement: 6
Magic: Freeze 3
Weapon: Flail
Gold: 520
Battles: #31, #32, #33, #34

=====
Odd Eye
=====

HP: 200
MP: 1??
Attack: 54
Defence: 67
Agility: 67
Movement: 6
Magic: None
Weapon: Counter Sword
Gold: 2000
Battles: #40

=====
Ooze
=====

HP: 9
MP: 0
Attack: 11
Defence: 6
Agility: 5
Movement: 4
Magic: None
Weapon: None
Gold: 10
Battles: #2, #3

=====
Orc
=====

HP: 30
MP: 0
Attack: 43
Defence: 37
Agility: 27
Movement: 5
Magic: None
Weapon: Steel Lance
Gold: 330
Battles: #19, #20, #21

=====
Orc Lord
=====

HP: 46
MP: 13
Attack: 73
Defence: 44
Agility: 37
Movement: 5
Magic: Dispel
Weapon: Heavy Lance
Gold: 480
Battles: #29, #30, #31

=====
Pawn
=====

HP: 36
MP: 0
Attack: 53
Defence: 37
Agility: 25
Movement: 6
Magic: None
Weapon: Battle Axe
Gold: 250
Battles: #22

=====
Pegasus Knight
=====

HP: 65
MP: 0
Attack: 81
Defence: 37

Agility: 47
Movement: 7
Magic: None
Weapon: Chrome Lance
Gold: 520
Battles: #32, #33, #34

=====
Prism Flower
=====

HP: 62
MP: 0
Attack: 20
Defence: 55
Agility: 44
Movement: 0
Magic: None
Weapon: None
Gold: 800
Battles: #36

=====
Purple Worm
=====

HP: 58
MP: 0
Attack: 97
Defence: 46
Agility: 43
Movement: 5
Magic: None
Weapon: None
Gold: 520
Battles: #35, #36

=====
Pyrohydra
=====

HP: 80
MP: 0
Attack: 1??
Defence: 53
Agility: 55
Movement: 4
Magic: None
Weapon: None
Gold: 1100
Battles: #43

=====
Queen
=====

HP: 30
MP: 26
Attack: 46
Defence: 36
Agility: 35
Movement: 6
Magic: Freeze 2
Weapon: Power Stick

Gold: 390
Battles: #22

=====
Rat
=====

HP: 41
MP: 0
Attack: 56
Defence: 32
Agility: 30
Movement: 6
Magic: None
Weapon: None
Gold: 300
Battles: #23

=====
Reaper
=====

HP: 82
MP: 31
Attack: 1??
Defence: 49
Agility: 57
Movement: 6
Magic: Muddle 2
Weapon: Battle Sword
Gold: 930
Battles: #41, #42

=====
Red Baron
=====

HP: 150
MP: 0
Attack: 1??
Defence: 64
Agility: 32
Movement: 6
Magic: Desoul
Weapon: Dark Sword
Gold: 1200
Battles: #37

=====
Rook
=====

HP: 40
MP: 0
Attack: 48
Defence: 31
Agility: 27
Movement: 4
Magic: None
Weapon: Robin Arrow
Gold: 320
Battles: #22
=====

Shaman

=====
HP: 56
MP: 46
Attack: 82
Defence: 42
Agility: 40
Movement: 5
Magic: Aura 2, Blast 3
Weapon: Wish Staff
Gold: 540
Battles: #33, #34, #35, #36

=====
Skeleton

=====
HP: 30
MP: 0
Attack: 54
Defence: 40
Agility: 30
Movement: 6
Magic: None
Weapon: Broad Sword
Gold: 350
Battles: #21, #24, #25

=====
Soul Sower

=====
HP: 27
MP: 0
Attack: 43
Defence: 32
Agility: 25
Movement: 4
Magic: None
Weapon: None
Gold: 300
Battles: #17, #18, #19

=====
Taros

=====
HP: 49
MP: 0
Attack: 43
Defence: 32
Agility: 23
Movement: 0
Magic: None
Weapon: Taros Sword
Gold: 450
Battles: #18

=====
Vampire Bat

=====
HP: 20
MP: 8

Attack: 26
Defence: 16
Agility: 16
Movement: 6
Magic: Blaze 2, Poison
Weapon: None
Gold: 120
Battles: #9, #10, #11

=====
White Dragon
=====

HP: 66
MP: 0
Attack: 1??
Defence: 50
Agility: 53
Movement: 6
Magic: None
Weapon: None
Gold: 720
Battles: #38, #39

=====
Willard
=====

HP: 50
MP: 0
Attack: 62
Defence: 36
Agility: 37
Movement: 6
Magic: None
Weapon: None
Gold: 550
Battles: #23

=====
Witch
=====

HP: 21
MP: 10
Attack: 19
Defence: 12
Agility: 15
Movement: 6
Magic: Freeze 1
Weapon: Bronze Rod
Gold: 110
Battles: #8, #9, #10, #11, #12

=====
Wizard
=====

HP: 37
MP: 37
Attack: 59
Defence: 40
Agility: 44
Movement: 5

Magic: Blaze 3
Weapon: Flail
Gold: 430
Battles: #26, #27, #28, #29, #30

=====
Worm
=====

HP: 45
MP: 0
Attack: 75
Defence: 40
Agility: 34
Movement: 5
Magic: None
Weapon: None
Gold: 440
Battles: #28, #29

=====
Wyvern
=====

HP: 46
MP: 0
Attack: 72
Defence: 39
Agility: 36
Movement: 7
Magic: None
Weapon: None
Gold: 450
Battles: #27, #28, #29, #30

=====
Zalbard
=====

HP: 80
MP: 65
Attack: 91
Defence: 50
Agility: 52
Movement: 5
Magic: Blot 2
Weapon: None
Gold: 700
Battles: #30

=====
Zeon
=====

HP: 500
MP: ???
Attack: 1??
Defence: 50
Agility: 72
Movement: 0
Magic: None
Weapon: None
Gold: 0
Battles: #43

=====
Zeon Guard
=====

HP: 130
MP: 1??
Attack: 1??
Defence: 54
Agility: 64
Movement: 5
Magic: None
Weapon: None
Gold: 1300
Battles: #43

=====
Zombie
=====

HP: 27
MP: 0
Attack: 32
Defence: 20
Agility: 18
Movement: 5
Magic: None
Weapon: None
Gold: 180
Battles: #13, #14

-- SECRETS & SIDEQUESTS --

Index Number: vi

-- Mithril --

Search Field: vi-a

What is Mithril?

=====
Mithril is a term created by J.R.R Tolkein, however, he spelled it 'Mythril'. Mythril comes from the word 'Myth' or 'Mythos' in Greek. However, in Shining Force 2, Mithril is a rock that is very rare (somewhat like in LotR). There are 15 lumps of Mithril to be found in Shining Force 2, some are easy to find, but most are very well hidden. However, if you're too lazy to search through my guide to find where they all are, I've listed them again in this section.

Why do I need this Mithril?

=====
Ahhh, the important part. Mithril is used by the Dwarven Blacksmith to create the most powerful weapons in the game. He melts it down and for the measly cost of 5000G, he'll create a special weapon for you. "Isn't it great?"

Where's this Blacksmith then?

=====
You need the Dry Stone to enter his town. You receive the Dry Stone when the fairy cures the sick Dwarf. (If you don't understand what I mean, you're obviously not that far yet). Use the Dry Stone on the river north-west of Galam (on the narrow part), and a bridge will appear, allowing you to enter the hidden town. The Blacksmith is reached by going down the top set of stairs and then going up the bottom-left set once underground. Once outside again, go north and then down the final set of stairs to meet the Blacksmith.

Why didn't I get a Good Weapon?

=====
The blacksmith is very random, so only allow him to make him one weapon at a time. Save before giving him some Mithril, and if you end up getting a crap weapon, load and try again. The best weapons may take many many many goes to get - especially the Gisarme. But remember, patience is a virtue!

Mithril Locations

=====
(For better descriptions, consult the Walkthrough)

1. At the back of the Ancient Tower in Granseal.
2. Search the mountains near Yeel
3. Galam Prison Tunnel
4. In Granseal (the hole to the right of the steps)
5. In the sandbox in Ribble
6. East of Ribble (before the Dark Cave)
7. Outside the west fence of Hassan
8. In a barrel on the pier in Hassan
9. South-east corner of Elf Village
10. Secret Passage to Creed's House
11. Search the mountains north-east of Creed's
12. In the basement of Pacalon castle
13. Search the mountains north-east of Pacalon
14. In the East of Mitula's Shrine
15. In a chest in Sheela's Dojo

=====
== Mithril Weapons ==
=====

Search Field: vi-b

Introduction

=====
For full info on the Mithril Weapons, see the Weapons Section above (v-c).

Mithril Weapon List

=====
WEAPON EQUIPPED BY

Atlas Axe BRN, GLDT, RBRN
Battle Sword BDBT, BRN, HERO, NINJ, RDBN
Buster Shot BRGN, BWNT, SNIP
Counter Sword BDBT, BRN, HERO, RDBN

Critical Sword	BDBT, BRN, HERO, NINJ, RDBN
Freeze Staff	SORC, WIZ
Giant Knuckles	MMNK
Gisarme	NINJ
Goddess Staff	VICR
Grand Cannon	BRGN, BWNT, SNIP
Great Rod	SORC, VICR, WIZ
Ground Axe	BRN, GLDT, RBRN
Halberd	PGNT, PLDN
Heat Axe	BRN, GLDT, RBRN
Holy Lance	PGNT, PLDN
Holy Staff	VICR
Hyper Cannon	BRGN, BWNT, SNIP
Katana	NINJ
Levanter	HERO
Mage Staff	SORC, WIZ
Mist Javelin	PGNT, PLDN
Misty Knuckles	MMNK
Mystery Staff	SORC, VICR, WIZ
Ninja Katana	NINJ
Rune Axe	BRN, GLDT, RBRN
Supply Staff	SORC, WIZ
Valkyrie	PGNT, PLDN
Wish Staff	VICR

Mithril Only Weapons

=====

WEAPON	EQUIPPED BY
-----	-----
Freeze Staff	SORC, WIZ
Giant Knuckles	MMNK
Gisarme	NINJ
Grand Cannon	BRGN, BWNT, SNIP
Ground Axe	BRN, GLDT, RBRN
Halberd	PGNT, PLDN
Holy Lance	PGNT, PLDN
Holy Staff	VICR
Katana	NINJ
Levanter	HERO
Mist Javelin	PGNT, PLDN
Misty Knuckles	MMNK
Ninja Katana	NINJ
Rune Axe	BRN, GLDT, RBRN
Supply Staff	SORC, WIZ

Mithril Weapon Rarity

=====

Archer

Has to be promoted first

Baron

Heat Axe (Ultra-Common)

Battle Sword (Common)
Critical Sword (Common)
Atlas Axe (Rare)
Ground Axe (Rare)
Rune Axe (Ultra-Rare)

Bird Battler

Critical Sword (Ultra-Common)
Counter Sword (Common)

Birdman

Has to be promoted first

Bow Knight

Buster Shot (Ultra-Common)
Hyper Cannon (Uncommon)
Grand Cannon (Rare)

Brass Gunner

Buster Shot (Ultra-Common)
Hyper Cannon (Uncommon)
Grand Cannon (Rare)

Gladiator

Heat Axe (Ultra-Common)
Ground Axe (Rare)
Rune Axe (Ultra-Rare)

Golem

Cannot use Mithril Weapons

Hero

Critical Sword (Ultra-Common)
Battle Sword (Common)
Counter Sword (Common)
Levanter (Ultra-Rare)

Knight

Has to be promoted first

Mage

Has to be promoted first

Master Monk

Misty Knuckles (Common)
Giant Knuckles (Uncommon)

Monster

Cannot Use Mithril Weapons

Ninja

Critical Sword (Ultra-Common)

Katana (Common)

Ninja Katana (Common)

Gisarme (Ultra-Rare)

Paladin

Valkyrie (Ultra-Common)

Halberd (Uncommon)

Holy Lance (Uncommon)

Mist Javelin (Ultra-Rare)

Pegasus Knight

Valkyrie (Ultra-Common)

Halberd (Uncommon)

Holy Lance (Uncommon)

Mist Javelin (Ultra-Rare)

Phoenix

Cannot use Mithril Weapons

Priest

Has to be promoted first

Ranger

Has to be promoted first

Red Baron

Heat Axe (Ultra-Common)

Battle Sword (Common)

Critical Sword (Common)

Atlas Axe (Rare)

Ground Axe (Rare)

Rune Axe (Ultra-Rare)

Robot

Cannot use Mithril Weapons

Sniper

Buster Shot (Ultra-Common)

Hyper Cannon (Uncommon)

Grand Cannon (Rare)

Sorceror

Great Rod (Ultra-Common)

Supply Staff (Common)

Freeze Staff (Rare)

Mystery Staff (Ultra-Rare)

Swordsman

Has to be promoted first

Thief

Has to be promoted first

Vicar

Holy Staff (Ultra-Common)

Goddess Staff (Common)

Great Rod (Uncommon)

Wish Staff (Uncommon)

Mystery Staff (Ultra-Rare)

Warrior

Has to be promoted first

Wizard

Has to be promoted first

Wolf Baron

Cannot use Mithril Weapons

Wolfman

Cannot use Mithril Weapons

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=====
--          Elf Village          --
=====
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Search Field: vi-c

Introduction

=====

The Elf Village is very easy to find. Here's how to get to it:

Go north of Hassan to the gap in the mountains. Go out onto the rocky section of the river (in the caravan) and go west. Go north along the river, and then west at the intersection. Get off the river to the west and enter the light-green part of the woods. This is the Elf Village.

I've explained what to get in the walkthrough, but I haven't explained the secret timed battle. To get to it, go around the buildings through the trees and when you get to the east part, keep going south until you reach the gap in the trees. Go east here and you'll enter the timed battle.

Some people don't see the point in this battle, but it's only here so you can raise the levels of your weaker characters and protect them with your stronger ones. Or if you want, you can always try to set a best time.

Battle ??: Elf Village

Force: Varying, depending on your progress

Enemies: Bubbling Ooze, Dark Madam, Harpy, Lesser Demon, Mist Demon x2,
Orc Lord (Infinite numbers of these enemies may appear, the x2

signifies that there are two areas where Mist Demons appear)

Boss: Bubbling Ooze

Items: None

Battle Strategy:

If you want to set the fastest time possible, make sure you have as many fliers as possible in your party. Move them over the squares where the enemies appear that cannot be reached by other characters - over the water. Put your weakest characters over the remaining 'appearance' squares. With your strongest characters, head for the boss. Go in a north-west direction, and when you get to the middle section of the map, start to go inwards and continue north. You should then be able to defeat the Bubbling Ooze quickly. Ignore any other enemies which appear unless they block your path. Skip every turn of the other characters to stop enemies appearing and to save time.

==
-- Secret Final Battle --
==

Search Field: vi-d

Introduction

=====
This is the hardest battle in the entire game. So hopefully your characters are strong enough for it. After the end credits, a message will appear on the screen "and more..." Press any button here, and you'll enter the Secret Final Battle. If you thought Zeon was tough, things are gonna get a whole lot worse!

Battle 44: Secret Final Battle

Force: Bowie, Chaz, Chester, Claude, Eric, Frayja, Gerhalt, Gyan, Higin, Jaha, Jaro, Janet, Karna, Kazin, Kiwi, Lemon, Luke, May, Peter, Randolph, Rick, Rohde, Sarah, Sheela, Skreech, Slade, Taya, Tyrin, Zynk

Enemies: Prism Flower x2, Cameela, Dark Smoke, Geshp, King, King Galam, Odd Eye, Prism Flower, Red Baron, Willard, Zalbard, Zeon

Boss: Zeon

Items: A sense of true accomplishment

Battle Strategy:

You want a strategy? Here you go: PANIC! Oh, and good luck. Cause this is going to be tough. The best advice I can give is to concentrate on each enemy one at a time, hit them with everything you've got. Then move on to the next enemy. If you're of a high enough level 60+ this should be difficult; if you have a lower level, this is Mission: Impossible. Good luck, Ethan Hunt. This tape will self-destruct in five seconds. Pffft.

-- FREQUENTLY ASKED QUESTIONS --

Introduction

=====

If you want to ask some questions, have some suggestions, or just want to party, post them on my message board!

<http://denim.bbboy.net/alaskafox-viewforum?forum=13>

^that one^

=====

What is the best party?

=====

There is no BEST party in the game, every Shining Force player has different preferences on who they think is good, who they think is bad, etc.

According to MiniMoose2707 there are 1,381,013,105,472,000 different party combinations, so that means you have a great choice of who to put in your party.

However, I will list various parties people have posted/suggested here just to get you started. And remember none of these are truly right. And in order to fully experience SF, you should make your own party, and use different characters each time.

1. (by jaha1244)

Bowie, Sarah, Jaha, Kazin, Slade, Kiwi, Peter, May, Gerhalt, Rick, Tyrin, Karna

2. (by SoStaci)

Bowie, Sarah, Kazin, Slade, Peter, May, Karna, Tyrin, Taya, Frayja, Sheela, Chaz

3. (by darkstrike)

Bowie, Peter, Karna, Chester, Jaha, Kazin, Tyrin, Chaz, Slade, Gerhalt, May, Frayja

4. (by DBG T)

Bowie, Sarah, Karna, Peter, May, Gerhalt, Slade, Kazin, Janet, Elric, Claude, Chaz

5. (by general duke)

Bowie, Sarah, Jaha, Kazin, Slade, Peter, Karna, Sheela, Tyrin, Randolph, Claude, Zynk

6. (by Pie32)

Bowie, Sarah, Jaha, Slade, Peter, Gerhalt, Randolph, Chester, Rick, Elric, Janet, Karna

Raven has also provided the following:

The best team depends on what difficulty setting you have it on.....

On an Easy setting magic users all the way you can just wipe everyone out.....

But on Super having a big magic team is useless because they will die in one hit only usually able to get one (maybe two) spells off at most. The best team for this setting is alot of Paladins, Pegasus Knights, definately a Baron, gotta have Gerhalt and Zynk, gotta have Peter and perhaps Slade.....

And some Master Monks, no more than two.....

Basically just anyone with high defence and HP you could have a Sorcerer and May in there too but there are so many combinations.

=====
What's the difference between a Paladin and a Pegasus Knight, besides flying?
=====

Q. by nemesis

A. by Hornet8888 (edited by AlaskaFox)

- A Pegasus Knight has low defense when compared with a Paladin.
- A Pegasus Knight wont get a defense bonus (because Flying Characters have a land effect of 0%)
- Flying characters take more damage from archers
- Paladins have a weaker attack

=====
What's the point in DEALS?
=====

Q. by Zaraf

A. by Annihilated

Sometimes enemies drop special items in battles. If for some reason you miss these items (either your hands were full or you killed the leader first) then they will appear in the Deals. Also, if you sell a unique item, you can buy it back from the Deals as well.
Items that you find on the ground (such as the running ring) do not appear in the shop.

Also, if you sell an important item/weapon to a shop, you can buy it back throughdeals.

=====
My XXXXX cracked. Help!
=====

If you over use an item, it will crack. If you continue to use it, it will break. This is a no-no, as you will never get the item back again. When an item cracks, bring it to a shop and have it fixed by the salesman (for a small price).

Also, Pie32 has provided this helpful hint: If an item cracks, put it in the caravan and then take it out again and it will be as good as new.

=====
Can you play two player Shining Force?
=====

You can if you take turns.

Although, there is a different way. If you use the Control Opponent cheat, you can have one player controlling the force and the other controlling the enemis in the battle. However this makes it very tough for the "Good" player, as the enemies are very difficult when not being controlled by the game's stupid AI.

=====
What's the hardest difficulty level?
=====

A. by Pie32, Annihilated

Super is the hardest difficulty level, not Ouch! as you may have thought.

In the first battle the Gizmos do 2-3 damage on Ouch! and 4-5 damage on Super, therefore proving Super is the hardest difficulty level.

=====
Why wont Lemon equip?
=====

If you are playing the ROM version of Shining Force 2 (you naughty person), you wont be able to equip items for Lemon. However, if you use Genecyst to play the game this wont happen (so I hear from Soljourn).

== OUTRO ==

Index Number: viii

Next Version:

- More Frequently Asked Questions
- Whatever you request

Credits:

- "A" Tadeo for the Disclaimer
- CJayC for putting this FAQ on his site, www.gamefaqs.com
- Sega and Camelot for this Game
- Microsoft for Windows and Notepad
- Dell for my 1.8Ghz animal of a PC
- You for reading it

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ʘRonan Murphy - AlaskaFox 2003

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