

Saga Frontier II Item/Arts List

by Matt Hobbs

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SaGa Frontier 2
- Item/Arts List -
v5.0
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Forward:

This is just an item/arts list, so don't mail me with any questions concerning the game itself, please. Such letters will be ignored.

Anyway, this is a fairly complete item/arts list. Why'd I make this list? As with all my item lists, I made this one pretty much just for fun, in hopes that it'd help others. (As well as myself. ^_^)

I'm really sorry that I can't put as much time into this list as I have with some of my previous ones (such as the one for the original SaGa Frontier), but I just don't have as much free time as I used to. Most of the items I used GameShark to obtain the stats of are randomly dropped by specific enemies. Since I don't have a guide book or any other way of knowing which enemies drop which items, trying to obtain these normally would probably prove to be futile, especially given my unparalleled bad luck at winning such items. I apologize for this, but it really can't be helped.

I shouldn't need to justify my actions, but I will anyhow. I like my item lists to be complete. That includes items not available normally, and items I haven't yet found. The reason I use the [GS] tag is so I don't have people mailing me about items not available normally. Forgive me for causing a bit of confusion, but I'm a perfectionist when it comes to item/spell lists. Also note that I never once said that the items I found with GameShark don't exist. I merely stated that I, myself, for reasons explained above, haven't found them yet. If you've found such an item normally, please let me know.

That's all. Sorry for making such a lengthy explanation, but I don't appreciate being called a 'cheater'. I'm not.

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1. Revision History

- V5.0 - Not a particularly big update.
- Got some of the missing shop lists for Rich, but I'm still missing Laubholz.
 - Added a few alternate locations where items can be won. (Uroborus and Pirate Bandana.)
 - Various minor corrections. Typos fixed, etc.
- V4.5 - Added a list of Battle Roles. Guess that's about everything I *can* list.
- Got the rest of the items in the Custom Order shops.
 - Dunno why, but version 4.0 never got put up on GameFAQs. See that list for the rest of the stuff that's new since version 3.0.
- V4.0 - Wow, that was fast. Already got the location of the Dominant Gloves, the location of the second Lake Robe, and info about winning extra Water Mirrors and Crystal Wings.
- Thanks to the same person, I also know now how to get Custom Weapons to appear in the shops at Gruegel and Vogelang. That's been added.
 - Got the location of the Golden Axe, thanks to...someone else. ;P
 - Also added a shop list. Let's see... All rare items have been covered, and all common items have been covered. I guess that covers everything. :) Oh, yeah. I'm missing the lists of some of the shops in Rich's quest, and some of the Custom Items. Anyone care to help?
 - Oh, yeah. After comparing letters for about five minutes, I noticed that "Carithel" is actually "Carlthel". That's been fixed, too.
 - Things I still need:
 - ‡ Locations of the Bone Armor, Fire-Beast Skin, and Mystic Veil.
 - ‡ Confirmation of whether or not Rock Rhinos drop Rock-Beast Tags.
 - ‡ The effect (if any) of the Egg (the GS item), and Gem Particles.
 - ‡ More places where the landform 'items' are used. Especially Puddle.
 - ‡ Additional locations of where items can be won.
 - ‡ The shop lists for Gruegel, Vogelang, and Laubholz in Rich's Quest.
 - ‡ I'd also like a confirmation of whether or not the shops in the listed towns change if your leader is Gustave, Eleanor, Johan, or Nebelstern. If no one can get this, I'll do it later.
- V3.0 - Started a list of where some rare items can be found. It's quite incomplete, so feel free to submit anything you may have found.
- Confirmed a few more items.
 - Added Wood Sword and Fossil Dagger. Why and how I missed them, I don't know. Why didn't anyone tell me I was missing them?! =P
 - Fixed a few mistakes (like I had "Stone" listed twice in the "Arts Key", and didn't have "Tone" listed), and added another note to the Spell Arts. Nothing really major.
- v2.0 - Thanks to a contribution, the locations of several items have been confirmed.
- Also, thanks to the same contribution, I've learned that Hymnal *can* be learned/used in duels. That's been fixed.
 - I'd like to include a list of hard-to-find items here, as well. If someone could contribute a list, either partial or complete, of which

items are dropped by which enemies, I'd appreciate it.

v1.0 - First version.

- Well, I was gonna write a full-version FAQ, but I decided not to... My writing style just wouldn't allow for the huge story sequences...
- Any help in locating the items I found with GS would be gladly accepted. ;)

2. Forward Notes

Key: Tr - Tree, Wt - Water, St - Stone, Fl - Flame, Tn - Tone, Bt - Beast
(These abbreviations are used only when an item has more than one anima.)

Notes for the item lists:

- Steel isn't a real anima type. "Steel" in the Anima section indicates that an item is made of steel. A line of dashes means the item has no known anima.
- You may find items with more uses than listed. The "Uses" category simply indicates the maximum number of uses an item can have after being repaired at a shop. (At Westia, Vogelang, etc.)
- Shields aren't really weapons. They're equipped in the hand, so I included them there.
- A "--" in the uses column means the item has infinite uses.
- A '[B]' tag in the "Other" section means the item has a special effect in battle, and not the usual basic art or anima weapon skill. A '[GS]' tag means the I got the item's stats via GameShark, but I haven't yet confirmed its existence/location in the actual game yet. A '[GGD]' tag means the item can only be obtained using the Pocketstation mini-game "Go! Go! Digger".
- "SPR" isn't "Spirit"; it's a name I made up for "SP Regeneration".
- For armor and the like, there're two numbers in the "Enh" (SP Enhance) section. The one on the left is the "SP Enhance" number in the game's description of the item. The one on the right is its SPR (see above) increase. A * next to it, however, means it *lowers* SPR by that much.
- Likewise, "SP" (for all item types) is how much it increases (or decreases) your max SP by.

With that out of the way... Here's the lists.

3. Weapons

--- Swords ---

	ATK	Anima	Uses	SP	Other
Wood Dagger	4	Tree	40	5	
Kris Knife	4	-----	--	0	Quell, SPR +1 [B]
Stone Knife	5	Stone	60	5	
Fang Dagger	7	Beast	40	5	
Wood Sword	8	Tree	40	5	
Flame Rod	12	Flame	30	5	
Trial Dagger	12	Steel	--	-50	SPR -2, Gustave's; Can't remove
Steel Dagger	15	Steel	--	-20	SPR -3
Fossil Dagger	15	Beast	40	5	
Blast Sword	18	Tree	30	10	
Lightning Sword	18	Water	30	10	
Fossil Sword	24	Beast	40	5	
Screamer	27	Tone	40	5	
Gustave's Sword	29	Steel	--	-50	SPR -2, Gustave's; Can't Remove

Flame Sword	30	Flame	--	20	Quell, SPR +2; Can't Remove
Firebrand	30	Flame	--	20	Quell, SPR +2; Can't Remove
Steel Sword	33	Steel	--	-20	SPR -3
Galatyn	34*	-----	--	3	SPR +1, Fake Gus's; Can't Remove
Beowulf	38	Beast	--	10	Quell, SPR +1
Carlthel	42	Stone	40	5	
Gustaf's Sword	43	Steel	--	-40	SPR -2, Gustaf's; Can't Remove
Paladin Sword	50	Steel	--	-30	SPR -3
Gustave's Sword	53	Steel	--	-50	SPR -2, Gustaf's; Can't Remove
Gustave's Sword	53	Steel	--	-50	SPR -2, Gustave's; Can't Remove
Valleria Heart	53	Flame	30	10	SPR +1
CinderforgeSword	70	Steel	--	-50	SPR -3
Seven-Star Blade	77	-----	7	5	[B][GGD]

*Galatyn is really screwed up. At first glance, it appears to be steel, but it doesn't seem to be once you're using it. It doesn't have an anima, and has the appearance of a 'Beast' Sword in battle. If you get it through GS, it doesn't mention attack power, it says "Armor Def 10, SP Enhance 5". The attack power I have listed is a rough estimate based on damage done when compared to other swords.

--- Spears ---

	ATK	Anima	Uses	SP	Other
Wood Spear	6	Tree	50	5	
Light Spear	9	Flame	60	5	
Coral Spear	11	Water	40	5	
Sacred Spear	15	Tree	50	5	
Antler Spear	17	Beast	60	5	
Sea-Beast Horn	22	Beast	60	5	
Ice Lance	25	Water	--	20	Quell, SPR +1
Diamond Spear	32	Stone	60	5	
Steel Spear	35	Steel	--	-20	SPR -3
Beast Lance	36	Beast	--	20	Quell, SPR +1
Babrashka	43	Tree	40	5	
Paladin Spear	54	Steel	--	-30	SPR -3
Uroborus	55	Water	33	5	

--- Staffs ---

	ATK	Anima	Uses	SP	Other
Sapling Staff	3	Tree	50	5	
Oak Staff	4	Tree	60	10	
Holly Staff	4	Tree	50	15	
Snake Staff	13	Beast	40	10	SPR +1
Ice Staff	16	Water	30	10	
Silver Staff	23	Tone	70	10	
Sandwurm Staff	27	Stone	60	10	SPR +1
Eternity Staff	30	-----	--	30	Quell, SPR +1
Limstokes	40	Water	40	5	
Granite Staff	49	Stone	--	5	Doesn't break

--- Axes ---

	ATK	Anima	Uses	SP	Other
Stone Axe	7	Stone	60	5	
Flint Axe	9	Flame	60	5	
Rock Axe	15	Stone	60	5	
Dew Axe	19	Water	30	5	
Golden Axe	20	Steel	--	0	Doesn't resist Anima
Berserker Axe	24	Beast	40	5	
Obsidian Axe	31	Stone	60	5	
Hawk Wind	48	Beast	40	5	

--- Bows ---

	ATK	Anima	Uses	SP	Other
Hunter Bow	7	Flame	60	5	
Ranger Bow	11	Tree	50	5	
Pit Spider	14	Water	30	5	
Silence Bow	19	Tone	60	5	
Elder Bow	20	Beast	40	10	
Elven Lyre	28	Tone	--	20	Quell, SPR +1
Wysteria Bow	33	Tone	60	10	
Wild Rose	34	Tree	50	10	
Steel Bow	36	Steel	--	-20	SPR -3
Beast Dancer	47	Beast	33	5	
Paladin Bow	56	Steel	--	-30	SPR -3

--- Shields ---

	EVD	Anima	Uses	SP	Blocks
Buckler	8	-----	--	0	Melee
House Guard	12	-----	--	5	Melee
Stone Shield	16	-----	--	10	Melee, Ranged
Knight Shield	20	-----	--	0	Melee, Ranged
Water Mirror	20	-----	--	10	Melee, Water
Glacier Shield	24	-----	--	5	Melee, Ranged, Fire
Lava Shield	24	-----	--	5	Melee, Ranged, Ice
Warlord Shield	30	Steel	--	-10	Melee, Ranged

4. Armor

--- Armor ---

	DEF	Anima	Uses	SP	Enh	Other
Caster Cloth	4	-----	--	10	2/0	
Fur	6	-----	--	0	3/0	
Leather Armor	6	-----	--	5	1/0	
SLIME MAIL	8	-----	--	0	1/0	Debug/Dummy? [GS]
Padded Mail	8	-----	--	5	2/0	
Alligator Skin	8	-----	--	0	3/0	
Silk Toga	8	-----	--	10	3/1	
Hard Leather	10	-----	--	5	1/0	
Caster Robe	10	-----	--	10	3/1	
Fire-Beast Skin	11	-----	--	0	3/0	
Protector	12	-----	--	0	3/0	
Caster Armor	12	-----	--	10	2/1	
SKELTON MAIL	13	-----	--	0	1/0	Debug/Dummy? [GS]
Bone Breastplate	13	-----	--	0	3/0	
Alligator Armor	15	-----	--	1	1/0	
Lake Robe	16	Water	60	10	3/1	Resists Water
Bone Armor	17	-----	--	5	1/1	[GS]
Stardust Robe	18	-----	--	20	5/2	Stops Cripple and Sleep
Iron Breastplate	18	Steel	--	-30	0/5*	
Enhanced Armor	20	-----	--	5	1/0	
Brigandine	22	Steel	--	-30	0/5*	
Stone Plate	22	-----	--	5	2/0	Stops Petrify
Redstone Armor	24	-----	--	10	2/0	
Silver Chain	25	Steel	--	-20	0/2*	Resists Sonic
Steel Armor	26	Steel	--	-30	0/5*	
Lobster Mail	26	-----	--	10	2/0	Resists Water
Blackstone Armor	28	-----	--	5	1/0	Stops Petrify
Ceramic Mail	30	-----	--	0	1/0	

Warlord Armor	31	Steel	--	-30	0/5*	
Heavy Armor	37	Steel	--	-30	0/5*	

--- Full-body Armor ---

	DEF	Anima	Uses	SP	Enh	Other
MEGA SLIME MAIL	8	-----	--	0	1/0	Debug/Dummy? [GS]
Leather Suit	18	-----	--	0	2/0	
Plate Armor	21	Steel	--	-40	0/5*	
Hydra Suit	24	-----	--	0	2/0	Stops Poison
Full Armor	26	Steel	--	-40	0/5*	
Armor Suit	30	-----	--	5	2/0	
Field Suit	34	Steel	--	-40	0/5*	
Reinforced Suit	40	Steel	--	-40	0/5*	

--- Hats ---

	DEF	Anima	Uses	SP	Enh	Other
Head Band	1	-----	--	5	3/0	
Hat	3	-----	--	0	1/0	
Pirate Bandana	3	-----	--	5	2/0	Stops Sleep
Red Hood	4	-----	--	2	2/0	
Funny Cap	4	-----	--	5	2/0	Stops Sleep
Scale Visor	5	-----	--	0	1/0	
Feather Cap	5	-----	--	5	3/0	Stops Cripple
Mystic Veil	7	-----	--	5	4/0	Stops Psyche [GS]
Gem Band	8	-----	--	5	3/0	

--- Shoes ---

	DEF	Anima	Uses	SP	Enh	Other
Wood Shoes	2	-----	--	3	2/0	
Fur Boots	5	-----	--	3	1/0	
Rubber Soles	6	-----	--	3	2/0	
Alligator Shoes	7	-----	--	3	1/0	
Steel Greaves	8	Steel	--	-10	0/2*	
Pop Shoes	8	-----	--	0	1/0	[B]
Crystal Wings	8	-----	--	10	4/0	Stops Stun, Resists Sonic
Titus Greaves	12	Stone	60	3	0/0	Resists Ground Attacks

--- Gloves/Rings ---

	DEF	Anima	Uses	SP	Enh	Other
Work Gloves	4	-----	--	0	1/0	
Coral Ring	4	Water	20	3	2/0	
Birch Ring	4	Wt-Tr	--	10	3/1	Quell, Resists Water [B]
Gauntlet	6	Steel	--	-15	0/1*	
Bone Gloves	6	Beast	20	3	2/0	
Silver Gloves	9	Steel	--	-10	0/2*	
Obsidian Gloves	9	Stone	40	3	1/0	
Dominant Gloves	12	Steel	--	0	0/0	

--- Accessories ---

	DEF	Anima	Uses	SP	Enh	Other
Egg	0	-----	--	0	0/0	??? [GS]
Forest Map	0	-----	--	0	0/0	Map of the Ancient Forest
Hyper Steel	0	Steel	--	-30	0/1*	Resists Anima
Ark Stone	0	-----	1	1	3/1	Restores WP & SP for all
Life Seed	1	-----	1	0	1/0	Fully restores 1 character
Soul Crystal	1	-----	1	10	1/1	Fully restores 1 character
Anima Crystal	1	-----	1	30	5/0	Fully restores 1 character
Stardust	1	-----	1	3	1/0	Raw Tool [B]
Bone	1	Beast	1	1	1/0	Raw Beast Tool
Red Ore	1	Flame	5	2	2/0	Raw Flame Tool

Blue Ore	1	Water	5	2	3/0	Raw Water Tool
Green Ore	1	Tree	5	2	2/0	Raw Tree Tool
Demongrass Fang	1	Tr-St	3	3	2/0	Raw Tree-Stone Tool [B]
Amber Ring	1	Beast	3	3	1/0	
Cross Branch	1	Tree	10	3	1/0	
Rock Heart	1	Stone	10	3	1/0	
Blue Water	1	Water	10	3	1/0	
Fire Charm	1	Flame	10	3	1/0	
Wind Shell	1	Tone	10	3	1/0	
Beast Amulet	1	Beast	10	3	1/0	
Scorpion Tail	1	Water	13	3	2/0	[B]
Blue Chip	1	Water	1	10	1/0	
Hyper Water	1	Water	30	10	3/1	Resists Water
Canary Heart	1	Tone	10	5	2/0	Resists Sonic
Cat's Eye	1	Beast	10	10	2/1	Resists Stare
Beast Rune	1	Beast	10	10	3/0	[B]
Pan Flute	1	Tr-Tn	10	10	2/1	
Fire Flake	1	Fl-Tr	20	10	2/0	[B]
Green Glass	1	Tr-Fl	20	10	2/0	[B]
Cielmerlion	1	Tr-St	--	5	5/1	Cielmer's; Can't Remove
Pocket Dragon	1	Stone	--	10	3/1	Quell
Hot Stone	1	Flame	--	10	3/1	Quell
Anthurium	1	Flame	--	10	4/1	Quell
Spring Orb	1	Water	--	10	4/1	Quell, Resists Water
Night Medallion	1	Beast	--	10	4/1	Quell [B]
Amber Maleate	1	Tr-Bt	--	10	4/1	Quell [B]
Blood Star	1	Wt-Tn	--	10	4/1	Quell, Stops Poison [B]
Last Leaf	1	Tree	--	20	4/2	Quell, Stops Poison/Death
Eternal Rock	1	Stone	--	20	4/2	Quell, Stops Sleep/Petrify
Nova Heart	1	Flame	--	20	4/2	Quell, Stops Cripple
Deep Blue	1	Water	--	20	4/2	Quell, Resists Water
Harmonium	1	Tone	--	20	4/2	Quell, Resists Sonic
Tao Motif	1	Beast	--	20	4/2	Quell, Resists Psyche (?)
Dryad Grail	1	Tree	--	30	4/2	Quell
Gem Particle	1	-----	--	3	1/0	
Red Scarf	1	-----	--	10	3/0	
Steel Amulet	1	Steel	--	-20	0/1*	Resists Anima
Dead Stone	2	-----	--	0	2/0	Stops Instant Death
Devil's Tear	2	-----	--	5	1/0	Stops Poison
Mushroom Tear	2	-----	--	5	2/0	
Rock-Beast Tag	3	St-Bt	10	3	2/0	
Peg Heart	4	-----	--	10	2/0	Resists Water

--- Landforms ---

	Anima	Location
Tree Twig	Tree	Deep Forest
Mushroom	Tree	Caverns of Jade
Wood Roots	Tree	Insect Cave
Stonetile	Stone	Hahn Ruins
Wastelands	Stone	Desert
Rock Surface	Stone	Rock Quarry
Fire Sparks	Flame	Southern Fort in flames
Snow & Ice	Water	Weissland
Puddle	Water	???
Deep Mist	Water	Grand Valley
Sea Breeze	Water	Life Tree Island
Pasture	Tr-Wt	Rock Quarry (Outside), Fields near Hahn Nova
Rocky Wall	St-Bt	Fossil Caves

5. Weapon Arts

Key: (For all types)

Sl - Slash, Bk - Backslash, Cl - Cleave, Th - Thrust, Tw - Throw,
 Sw - Swing, Be - Beat, Sh - Shoot, Qk - Quickshot, Pn - Punch, Ki - Kick,
 Gr - Grab, Re - Ready, Fo - Focus, Fe - Feint, Ch - Charge, Tr - Tree,
 Wt - Water, Fl - Flame, St - Stone, Tn - Tone, Bt - Beast

Note: If a command has no combo, it means it can only be learned (and used)
 in normal combat.

--- Sword ---

	WP	Pwr	Combo	Other
Double Slash	2	21	Cl-Cl	
Cross Slash	3	25	Sl-Bk	Best vs. Undead
Strike Slash	3	27	Fe-Sl	Causes Stun
Running Slash	3	33	Fe-Bk	
Mist Double	3	34	Fe-Cl-Sl	
Smash	4	37	Ch-Cl	
Final Letter	6	39	Bk-Cl-Bk	Instant Death
Dead End	7	42	Cl-Bk-Sl	Instant Death
Double Stroke	4	44	Re-Bk-Bk	
Cross Break	5	46	Ch-Cl-Cl	
Slice & Dice	5	49	Sl-Bk-Cl	
Dragon Tail	5	50	Fe-Bk-Cl	
Aftervision	7	55	<None>	Hits all enemies
Head Cracker	6	62	Re-Ch-Cl	Best vs. Beetles
Heaven & Hell	6	55	Ch-Sl-Bk	Causes Stun
Head Wind	7	59	Fe-Cl-Bk	
Bull Crush	7	63	Ch-Ch-Cl	
No Moment	8	66	Re-Re-Re-Sl	Unavoidable
Blade Spray	9	71	Re-Ch-Ch-Bk	Arc Area attack
Bear Crush	10	80	Ch-Ch-Ch-Cl	
Multi-Way	13	88	Sl-Bk-Cl-Sl	

--- Spear ---

	WP	Pwr	Combo	Other
Swing & Stab	2	18	Bk-Th	
Double Thrust	2	22	Th-Th	
Lawnmower	4	27	Bk-Bk	Causes Stun, Best vs. Plants
Rush	3	32	Ch-Th	
Skewer	4	36	Ch-Ch-Th	
Wave Thrust	5	43	Bk-Th-Th	
Wide Swing	5	47	<None>	Causes Stun, Wide Area Attack
Brain Shaker	4	51	Fo-Fe-Th	
Aiming	5	55	Fo-Fo-Th	Unavoidable
Squash	6	57	Fe-Bk-Th	
Shining Arm	8	63	Ch-Fe-Th	Unavoidable
Heavenly Strike	10	65	Bk-Bk-Th-Th	
Beast Lightning	9	69	Re-Fo-Bk-Th	Lowers Magic Power
Thousand Cross	12	80	Th-Th-Th-Th	Best vs. Undead
Fearless Triple	14	88	Fe-Bk-Bk-Th	

--- Martial ---

	WP	Pwr	Combo	Other
Karate Punch	2	9	Re-Pn	
Backhand	3	15	Fe-Pn	
Rotation Kick	3	21	Ch-Ki	
Bear Paw	4	24	Ch-Gr	

Brawl	4	27	Pn-Ki-Pn	
Ogre Run	4	32	<None>	Area Attack
Crush Beat	4	35	Ch-Pn-Pn	Best vs. Stone Enemies
Heart Breaker	5	38	Fo-Gr-Pn	Causes Cripple
Arm Hammer	5	45	Ch-Ch-Pn	
Kick Rush	5	49	Ki-Ki-Ki	
Corkscrew	6	51	Ch-Fo-Pn	
Somersault	5	54	Ch-Ki-Ki	
Triangle Kick	6	57	Fe-Ki-Ki	Unavoidable
Sumo Throw	8	60	Pn-Gr-Ki	Causes Stun
Kitchen Sink	7	62	Ch-Fe-Ki	
Rolling Thunder	9	64	Fe-Pn-Pn-Pn	
Tumbler	9	72	Fe-Gr-Ch-Gr	Causes Stun
Cascade Rising	10	79	Fo-Ki-Ki-Ki	
Dragon Revolution	10	85	<None>	
KAMIKAZE	10	90	Ch-Ch-Ch-Gr	Uses LP
Eradication	10	99	Pn-Pn-Ki-Ki	Instant Death

--- Staff ---

	WP	Pwr	Combo	Other
Roll Beat	2	10	Sw-Sw	Unavoidable
Heart Beat	3	14	Fo-Be	Causes Cripple
Lobster Slayer	4	21	Sw-Fe-Sw	Best vs. Shellfish
Bone Crush	4	31	Fo-Ch-Be	Best vs. Skeletons
Head Splitter	4	34	Fo-Fo-Be	
Gong Beat	6	42	Re-Ch-Sw	
Painful Beat	5	45	Re-Fo-Be	
Rock Crush	7	50	Ch-Be-Be-Be	Best vs. Stone Enemies
Turtle Killer	10	61	Ch-Fo-Fo-Bt	Can't be blocked, Lowers Defense
Grand Slam	8	74	<None>	Hits all enemies
Time & Tide	14	77	Fe-Fo-Be-Be	Unavoidable, Instant Death

--- Axe ---

	WP	Pwr	Combo	Other
Tomahawk	2	17	Ch-Tw	
Heel Crush	2	19	Fo-Bk	
Hyper Hammer	3	24	Ch-Bk	
Fake Out	3	34	Fe-Bk-Sl	Unavoidable
Wood Cutter	4	27	Ch-Ch-Sl	Best vs. Plants
Skull Crush	4	40	Fo-Ch-Sl	Best vs. Skeletons
Axel Turn	5	44	Re-Ch-Bk	
Ogre Crossing	4	49	Re-Bk-Bk	
Sky Drive	5	53	Ch-Fe-Tw	
Yo-Yo	7	55	Fo-Ch-Tw-Tw	
Megahit	6	60	Re-Ch-Sl	
Wheel Grind	5	61	Fe-Sl-Sl-Sl	
Flash Trinity	8	70	Re-Sl-Sl-Bk	
Sky Rendezvous	9	73	Tw-Tw-Fo-Tw	
Tornado Divide	12	91	Bk-Bk-Ch-Sl	Best vs. Plants

--- Bow ---

	WP	Pwr	Combo	Other
Shadow Bind	3	0	Fe-Fo-Sh	Causes Cripple
Random Shot	2	12	<None>	Hits all enemies
Aim Shot	3	18	Fo-Sh	
Arrow Rain	4	32	<None>	Hits all enemies
Mind Break	5	36	Fo-Fe-Bk	
Sidewinder	4	44	Fo-Fo-Sh	Best vs. Frogs
Shadow Slayer	6	49	Sh-Fk-Qk	Instant Death
Thousand Needle	6	52	Qk-Qk-Sh	

Rapid Fire	7	55	Ch-Qk-Qk-Qk	
Hi-Speed Arrow	7	64	Ch-Fo-Fo-Qk	
Crystal Prism	9	84	Qk-Sh-Qk-Sh	Instant Death

6. Weapon/Spell Hybrid Arts

--- Sword Hybrid Arts ---

	SP	Pwr	Combo	Other
Thunder Blade	6	50	Wt-Bk-Cl	
Tornado Blade	7	74	<None>*	Wide Area Attack
Gale Blade	10	94	Tr-Cl-Cl-Sl	

*You can't learn this art though any means. However, Johan starts with it.

--- Spear Hybrid Arts ---

	SP	Pwr	Combo	Other
Snake Blaster	6	72	Wt-Ch-Th	Best vs. Frogs
Twin Dragon	9	90	Fl-Wt-Th-Th	
Jewel Strike	15	99	St-Wt-Bk-Bk	

--- Staff Hybrid Arts ---

	SP	Pwr	Combo	Other
Gale Strike	7	74	Tr-Sw-Sw-Sw	

--- Axe Hybrid Arts ---

	SP	Pwr	Combo	Other
Fire Wheel	5	45	Fl-Ch-Tw	

--- Bow Hybrid Arts ---

	SP	Pwr	Combo	Other
Poison Arrow	4	25	Wt-Sh	Causes Poison
Bird Hunter	2	31	Fl-Sh	
Fire Bird	9	33	Fl-Bt-Sh	Restores User's HP
Death Shot	4	42	Tr-Fl-Sh	Instant Death
Spark Shot	7	51	Fl-Qk-Qk	
Windbreaker	8	60	Tr-Ch-Ch-Sh	
Spectral Shot	9	66	Bt-Bt-Bt-Qk	

7. Spell Arts

Notes:

- A '*' before the spell's combo means it can't be used/learned in duels.
- I don't think you can learn Needle Burst normally. To use it, equip a Demongrass Fang, and it'll be listed under its effects in battle.
- You can't learn Deadly Snake normally. To use it, equip a Scorpion Tail, and, like Needle Burst, it will be listed under its effects in battle.

--- Tree ---

	SP	Pwr	Combo	Effect
Bushfire	6	28	*Tr-Fl	Wide Area Attack
Woodstock	5	32	Tr-Bt	Best vs. Plants
Needle Shot	4	36	Tr-St	Hits one enemy
Needle Burst	10	42	*Tr-St	Hits one enemy
Life Water	5	--	Tr-Wt	Restores HP
Sleep	5	--	Tr-Tr-Fl	Causes Sleep
Song of Earth	8	--	*Tr-Tn	Lowers all enemies' Psyche

--- Stone ---

	SP	Pwr	Combo	Effect
Water Hammer	5	20	St-Wt	Lowers Psyche, Causes Fear
Magmaxplosion	5	38	St-Fl	Short Area Attack
Delta Petra	6	50	St-Tr	Arc Area Attack, Causes Petrify
Stone Armor	4	--	St-St-St	Raises Defense
Guard Beast	9	--	St-St-Bt	Summons a beast to protect ally

--- Flame ---

	SP	Pwr	Combo	Effect
Flame Naga	5	40	Fl-Bt	Short Area Attack, Best vs.Frogs
Firestorm	8	66	*Fl-Tr	Hits all enemies
Incineration	10	75	Fl-Fl-Tr-St	Instant Death
Recovery Breath	4	--	Fl-Tr	Cures Status Ailments
Soul Hymn	16	--	*Fl-Bt-Tn	Morale up, Regenerate HP, all

--- Water ---

	SP	Pwr	Combo	Effect
Deadly Snake	4	13	*<None>	Moves in a line, Best vs. Frogs
Aqua Viper	4	18	Wt-Bt	Moves in a line, Best vs. Frogs
Sonic Poison	5	44	*Wt-Tn	Hits all enemies, Causes Poison
Call Thunder	7	60	Wt-Wt-Tn	Hits one enemy
Heaven's Thunder	9	70	Wt-Wt-Tn-Tr	Hits one enemy
Permanence	8	--	Wt-Wt-St-Tr	Locks Status

--- Tone ---

	SP	Pwr	Combo	Effect
Sonic Burner	6	21	Tn-Fl	Arc Range Attack
Hymnal	11	60	Tn-Tr-Bt	Hits all enemies, Best vs.Undead
Spoil Wave	3	--	Tn-Wt	Lowers Psyche
Sonic Sanctuary	4	--	Tn-St	Raises Magic Defense
Stone Memory	7	--	Tn-Tn-St	Causes Petrify

--- Beast ---

	SP	Pwr	Combo	Effect
Howling Heaven	5	32	*Bt-Tn	Hits all enemies, Lowers Morale
Mindscape	3	--	Bt-Tr	Raises Speed for all allies
Regenerate	3	--	Bt-Bt	Restores a bit of HP every round
Berserk	3	--	Bt-Bt-Bt	Raises Morale, can cause Berserk
Reviva	9	--	Bt-Bt-Fl-Fl	Auto-Revives target when killed

8. Miscellaneous Arts

Notes:

- A '*' next to the weapon in the "Anima Weapons" section means I haven't yet found a weapon that is able to use this spell.
- To use the Punch anima attacks, simply equip no weapons, and equip tools of that anima. I'm pretty sure that this is the correct way, but if I'm wrong, please let me know.

--- Anima Weapon ---

	SP	Pwr	Weapon	Anima	Other
Wood Punch	1	20	Fist	Tree	Raises user's Psyche
Wood Sword	2	20	Sword	Tree	Raises user's Psyche
Wood Spear	2	20	Spear	Tree	Raises user's Psyche
Wood Staff	2	20	Staff	Tree	Raises user's Psyche
Wood Arrow	2	20	Bow	Tree	Raises user's Psyche

Wood Axe	2	20	*Axe	Tree	Raises user's Psyche
Stone Punch	1	20	Fist	Stone	Lowers Defense
Stone Sword	2	20	Sword	Stone	Lowers Defense
Stone Spear	2	20	Spear	Stone	Lowers Defense
Stone Staff	2	20	Staff	Stone	Lowers Defense
Stone Arrow	2	20	*Bow	Stone	Lowers Defense
Stone Axe	2	20	Axe	Stone	Lowers Defense
Tone Punch	1	20	Fist	Tone	Lowers Psyche
Tone Sword	2	20	Sword	Tone	Lowers Psyche
Tone Spear	2	20	*Spear	Tone	Lowers Psyche
Tone Staff	2	20	Staff	Tone	Lowers Psyche
Tone Arrow	2	20	Bow	Tone	Lowers Psyche
Tone Axe	2	20	*Axe	Tone	Lowers Psyche
Flame Punch	1	30	Fist	Flame	
Flame Sword	2	30	Sword	Flame	
Flame Spear	2	30	Spear	Flame	
Flame Staff	2	30	*Staff	Flame	
Flame Arrow	2	30	Bow	Flame	
Flame Axe	2	30	Axe	Flame	

--- Duel ---

	WP	Pwr	Weapon	Other
Charge	0	--	N/A	Raises attack power of next action
Focus	0	--	N/A	Raises magic power of next attack
Ready	0	--	N/A	Raises success rate of next action
Feint	0	--	N/A	Lowers success rate of enemy action
Punch	1	3	Fist	Normal attack
Kick	1	7	Fist	Mid-strength attack
Grab	1	2	Fist	Weak attack
Slash	1	9	Sword	Normal attack
Backslash	1	4	Sword	Weak attack
Cleave	1	13	Sword	Strong attack
Slash	1	12	Axe	Normal attack
Backslash	1	6	Axe	Weak attack
Throw	1	9	Axe	Mid-strength attack
Beat	1	8	Staff	Weak attack
Swing	1	2	Staff	Weak attack
Thrust	1	14	Spear	Normal attack
Backslash	1	5	Spear	Weak attack
Shoot	1	10	Bow	Normal attack
Quickshot	1	6	Bow	Weak attack

--- Basic Arts ---

	SP	Pwr	Other
Tree	2	5	Attack enemy, raises user's Psyche
Tone	2	5	Attack enemy, lower Psyche
Flame	2	15	Attack enemy
Water	2	--	Restores HP
Stone	2	--	Lowers enemy defense
Beast	2	--	Raises Morale

--- Special ---

	SP	Pwr	Effect
Comet Fall	8	51	Hits one enemy
Megabolt	12	77	Hits all enemies

9. Item Magic

Well, I'm sure we've all played games where using items in battle can

produce a special effect. Well, SaGa Frontier 2 has such items, but they work a bit differently. If you equip one of these items, the listed spell will appear below its name in battle. For tools/quells, this replaces the built-in basic arts. These spells still cost SP for some reason, but such items are still useful for the fact that they save a slot for another spell. In addition, some such spells are unique, and can't be used any other way, such as Comet Fall, Megabolt, Deadly Snake, Needle Burst, and Press.

	Spell
Kris Knife	Comet Fall
Eternity Staff	Megabolt
Stardust	Megabolt
Seven-Star Blade	Megabolt
Birch Ring	Life Water
Blood Star	Sonic Poison
Night Medallion	Regenerate
Beast Rune	Regenerate
Amber Maleate	Woodstock
Fire Flake	Recovery Breath
Green Glass	Recovery Breath
Demongrass Fang	Needle Burst
Scorpion Tail	Deadly Snake
Pop Shoes	Press

10. Battle Roles

Well, I figure I may as well include these anyhow, since the effects of some of them are kinda confusing. Anyhow, with the exception of Solo Action, roles can only be given to one character at a time.

Notes:

- The "Character" column is who starts with the role.
- I'm not sure if these effects are 100% correct, but this is what I've basically determined they do by their descriptions, and what I've seen in battle.
- I don't know exactly who starts with the "Leader" role. It appears after the Battle of Buckethill, so I guess it's either Gustave's role there, or a Steel Soldier's role.

	Character	Effect
Solo Action	<None>	Intuition (learning) rate up, Combo rate down
Heavy Atk	William/Watts	Prioritizes Weapon/Martial Arts; Attack up
War God	Johan	Attack up, Recovery down
Blitz	Meythia	Attack power up, evasion down
Support	Kelvin	Increases party's attack and recovery
Commander	Nebelstern	Increases party's attack, evasion, and recovery
Marksman	Labelle	Prioritizes Bow attacks
Heavy Spell	Narcisse	Spell attack power up
Spell Atk	Gustaf	Spell attack power up, spell defense down
Recover	Nina	Prioritizes recovery magic
WALL	Patrick	Increases defense
Defense	Raymond	Increases party's defense
Dodge	Ventarbre	Increases evasion
Counter	Diana	Counter rate up
Cannonball	Gustave	Performs actions as quickly as possible
Leader	????	All allies perform actions swiftly
Versatile	Rich Knights	Balanced stats, enemy counter rate down
Ace	Cordelia	Raises combo rate from preceding move
Bandwagon	Eleanor	Raises combo rate from following move

Preemptive	Julia	Lowers chances of enemies attacking first
Scout	Wil Knights	Lowers chance of melees
Perplexion	Ginny Knights	Lowers enemy's spell efficiency
Diversion	Primiera	Enemy combo rate down
Decoy	Sargon	Lures enemy to attack self
Intimidate	Tyler	Easier to negotiate truce with weaker enemies
Getaway	Roberto	Easier to negotiate truce with stronger enemies
Diplomat	Greta	Easier to negotiate truce with friendly enemies

11. Shop List

This is a list of all the shops in the game. Actually, it's more of a town guide, since it lists what's in every town. Here's the lowdown of what all the features are:

- * Inn - An inn. You can always stay at these for free, and it restores HP, SP, WP, and LP for your entire team.
- * Tool Repair - You can repair tools here. The prices are usually way too high, however, and it's probably better to just buy a new copy of the item you want if possible.
- * Chip Exchange - You can convert chips to money here. 50Cr for 10 Chips, 550Cr for 100 Chips, and 3000Cr for 500 chips.
- * Item-to-Chips - You can convert any non-Steel/Quell items to chips here. Very useful.
- * Reclaim Items - Another useful feature. This lets you take the equipment of anyone who's been on your team at least once. Even if the character is dead as a result of the story, you can still take his/her equipment!
- * Tool Shop/Shopping Area - These shops are mostly for the purchase of tools. Occasionally, armor and weapons can be bought here, too.
- * Weapon Shop - Like tool shops, except they specialize mainly in weapons and armor.
- * Steel Shop/Blacksmith - Shops that specialize in Steel equipment. Otherwise, they're the same as Weapon Shops.
- * Custom Order - Specialty shops where you can purchase powerful tools and weapons in exchange for chips and crowns. However, you have to have to meet certain requirements before you can buy anything here...
- * Peddler - A specialty shop in Hahn Nova. The guy asks if you wanna buy something from him, and if you do, you'll get a random item. The stuff here isn't very good, though, but it's cheap. ^_^

%%% Westia %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Features:

- * Inn
- * Tool Repair
- * Reclaim Items
- * Weapon Shop
- * Tool Shop

- Weapon Shop - (Wil)

- Weapon Shop - (Rich)

	Type	Price		Type	Price
Wood Dagger	Sword	70	Wood Sword	Sword	160
Stone Knife	Sword	100	Fossil Sword	Sword	1300
Stone Axe	Axe	110	Dew Axe	Axe	500
Flint Axe	Axe	130	Ice Staff	Staff	400
Sapling Staff	Staff	30	Antler Spear	Spear	420
Wood Spear	Spear	80	Elder Bow	Bow	1000
Hunter Bow	Bow	120	House Guard	Shield	300

- Tool Shop -

	Type	Price
Cross Branch	Tool	100
Rock Heart	Tool	100
Fire Charm	Tool	100
Blue Water	Tool	100
Wind Shell	Tool	100
Beast Amulet	Tool	100
Steel Amulet	Tool	100

%%% Gruegel %%%%%%%%%%%%%%%%%%%%%%%%%%

Features:

- * Custom Order
- * Item-to-Chips
- * Weapon Shop
- * Steel Shop

- Weapon Shop - (Wil)

	Type	Price
Stone Knife	Sword	100
Light Spear	Sword	130
Pit Spider	Bow	460
Caster Cloth	Armor	180
Caster Armor	Armor	550
Silk Toga	Armor	350
Steel Amulet	Tool	100

- Weapon Shop - (Rich)

	Type	Price
Stone Knife	Sword	100
Flame Rod	Sword	300
Ice Staff	Staff	400
Light Spear	Spear	130
Sacred Spear	Spear	380
Silence Bow	Bow	680
Caster Robe	Armor	450

- Weapon Shop - (Ginny)

	Type	Price
Steel Sword	Sword	1500
Steel Spear	Spear	1000
Ice Staff	Staff	400
Silver Staff	Staff	1000
Coral Spear	Spear	360
Diamond Spear	Spear	1000
Silence Bow	Bow	680

- Custom Order -

	Type	Price	Chips
Carlthel	Sword	2000	1000
Hawk Wind	Axe	1500	1000
Limstokes	Staff	1000	1000
Babrashka	Spear	1500	1000
Beast Dancer	Bow	2000	1000
Pan Flute	Tool	500	100
Soul Crystal	Tool	500	200

- Steel Shop - (Rich)

	Type	Price
Steel Dagger	Sword	250
Steel Sword	Sword	1500
Steel Spear	Spear	1000
Knight Shield	Shield	750
Steel Armor	Armor	940
Gauntlet	Gloves	160
Field Suit	Suit	2500

%%% Vogelang %%%%%%%%%%%%%%%%%%%%%%%%%%

Features:

- * Inn
- * Tool Repair
- * Custom Order
- * Chip Exchange
- * Item-to-Chips
- * Tool Shop

- Weapon Shop - (Wil)

	Type	Price
Fang Dagger	Sword	150
Rock Axe	Axe	300
Silk Toga	Armor	350
Coral Ring	Gloves	500
Rock Heart	Tool	100
Blue Water	Tool	200
Wind Shell	Tool	100

- Weapon Shop - (Rich/Ginny)

	Type	Price
Fossil Sword	Sword	1300
Berserker Axe	Axe	700
Sandwurm Staff	Staff	2000
Diamond Spear	Spear	1000
Obsidian Gloves	Gloves	550
Fire Flake	Tool	240
Hyper Water	Tool	1600

- Custom Order -

	Type	Price	Chips
Carlthel	Sword	2000	1000
Hawk Wind	Axe	1500	1000
Limstokes	Staff	1000	1000
Babrashka	Spear	1500	1000
Beast Dancer	Bow	2000	1000
Pan Flute	Tool	500	100
Soul Crystal	Tool	500	200

%%% Thermes %%%%%%%%%%%%%%%%%%%%%%%%%%

Features:

- * Weapon Shop
- * Tool Shop

- Weapon Shop - (Wil)

	Type	Price
Stone Knife	Sword	100
Sapling Staff	Staff	80
Light Spear	Spear	130
Hunter Bow	Bow	120
Caster Cloth	Armor	180
Leather Armor	Armor	160
Caster Armor	Armor	550

- Weapon Shop - (Ginny)

	Type	Price
Steel Sword	Sword	1500
Steel Spear	Spear	1000
Steel Bow	Bow	2000
Ice Staff	Staff	400
Silver Staff	Staff	1000
Diamond Spear	Spear	1000
Silence Bow	Bow	680

- Tool Shop - (Wil)

	Type	Price
Cross Branch	Tool	100
Rock Heart	Tool	100
Fire Charm	Tool	100
Blue Water	Tool	100
Wind Shell	Tool	100
Beast Amulet	Tool	100
Rubber Soles	Shoes	280

- Tool Shop - (Ginny)

	Type	Price
Caster Armor	Armor	550
Ceramic Mail	Armor	3600
Obsidian Gloves	Gloves	550
Blue Water	Tool	100
Fire Flake	Tool	240
Green Glass	Tool	240
Field Suit	Suit	2500

%%% City of the Night %%%%

Features:

- * Chip Exchange (Second time only)

%%% Jade %%%%%%%%%%%%%%%%%%%%%%%%%%

Features:

* Weapon Shop

- Weapon Shop -

	Type	Price
Wood Dagger	Sword	70
Stone Knife	Sword	100
Flint Axe	Axe	130
Light Spear	Spear	130
Hunter Bow	Bow	120
Fire Charm	Tool	100
Steel Amulet	Tool	100

%%% Wide %%%%%%%%%%%%%%%%%%%%%%%%%%

Features:

* Weapon Shop

- Weapon Shop -

	Type	Price
Stone Knife	Sword	100
Light Spear	Spear	130
Ranger Bow	Bow	240
Steel Dagger	Sword	250
Plate Armor	Suit	600
Iron Breastplate	Armor	440
Gauntlet	Gloves	160

%%% Laubholz %%%%%%%%%%%%%%%%%%%%%%%%%%

Features:

* Inn

* Weapon Shop

* Steel Shop (Ginny only)

- Weapon Shop - (Wil)

	Type	Price
Blast Sword	Sword	650
Lightning Sword	Sword	650
Dew Axe	Axe	500
Oak Staff	Staff	50
Sacred Spear	Spear	380
Silk Toga	Armor	350
Stone Shield	Shield	400

- Weapon Shop - (Rich)

(I don't have this list yet.)

- Weapon Shop - (Ginny)

	Type	Price
Blast Sword	Sword	650
Lightning Sword	Sword	650
Sacred Spear	Spear	380
Sea-Beast Horn	Spear	580
Elder Bow	Bow	1000
Wild Rose	Bow	1800
Caster Robe	Armor	450

- Steel Shop -

	Type	Price
Steel Spear	Spear	1000
Steel Bow	Bow	2000
Knight Shield	Shield	750
Full Armor	Suit	900
Steel Armor	Armor	940
Gauntlet	Gloves	160
Steel Amulet	Tool	100

%%% Weissland %%%%%%%%%%%%%%%%%%%%%%%%%%

Features:

* Inn

* Tool Shop

- Tool Shop -

	Type	Price
Ice Staff	Staff	400
Hunter Bow	Bow	120
Fur	Armor	120
Fur Boots	Boots	90
Leather Suit	Suit	440
Hyper Water	Tool	800
Hot Stone	Quell	10000

%%% North Gate %%%%%%%%%%%%%%

Features:

- * Inn
- * Chip Exchange
- * Reclaim Items
- * Tool Shop

- Tool Shop - (Rich)

	Type	Price
Fang Dagger	Sword	150
Fossil Dagger	Sword	500
Dew Axe	Axe	500
Coral Ring	Gloves	250
Hard Leather	Armor	320
Blue Water	Tool	100
Steel Amulet	Tool	100

- Tool Shop - (Ginny)

	Type	Price
Fossil Dagger	Sword	500
Dew Axe	Axe	500
Coral Spear	Spear	360
Ranger Bow	Bow	240
Alligator Armor	Armor	380
Bone Gloves	Gloves	350
Green Glass	Tool	240

%%% Settlement %%%%%%%%%%%%%%

Features:

- * Inn
- * Tool Repair (Ginny only)
- * Custom Order (Ginny only)
- * Chip Exchange (Ginny only)
- * Item-to-Chips (Ginny only)
- * Reclaim Items (Ginny only)
- * Tool Shop

- Tool Shop -

	Type	Price
Dew Axe	Axe	500
Sacred Spear	Spear	380
Ranger Bow	Bow	240
Alligator Armor	Armor	380
Alligator Shoes	Boots	200
Fire Charm	Tool	100
Wind Shell	Tool	100

%%% Hahn Nova %%%%%%%%%%%%%%

Features:

- * Blacksmith (Up to 3)
- * Shopping Area (Up to 3)
- * Peddler

(Note: Prices on the right are 'sale' prices, used if you made three of the same sector. Ones on the left are normal.)

- Blacksmith: Area 1 -			- Shopping: Area 1 -		
	Type	Price		Type	Price
Steel Sword	Sword	1500/1350	Warlord Shield	Shield	2500/2250
Paladin Sword	Sword	4500/4050	Cross Branch	Tool	100/ 90
Steel Dagger	Sword	250/ 225	Rock Heart	Tool	100/ 90
Gauntlet	Gloves	160/ 144	Fire Charm	Tool	100/ 90
Steel Greaves	Boots	400/ 360	Blue Water	Tool	100/ 90
Field Suit	Suit	2500/2250	Wind Shell	Tool	100/ 90
Knight Shield	Shield	750/ 675	Beast Amulet	Tool	100/ 90

- Blacksmith: Area 2 -			- Shopping: Area 2 -		
	Type	Price		Type	Price
Steel Spear	Spear	1000/ 900	Reinforced Suit	Suit	4000/3600
Paladin Sword	Spear	4000/3600	Cross Branch	Tool	100/ 90
Steel Dagger	Sword	250/ 225	Rock Heart	Tool	100/ 90
Gauntlet	Gloves	160/ 144	Fire Charm	Tool	100/ 90
Steel Greaves	Boots	400/ 360	Blue Water	Tool	100/ 90
Field Suit	Suit	2500/2250	Wind Shell	Tool	100/ 90
Knight Shield	Shield	750/ 675	Beast Amulet	Tool	100/ 90

- Blacksmith: Area 3 -			- Shopping: Area 3 -		
	Type	Price		Type	Price
Steel Bow	Bow	2000/1800	Warlord Armor	Armor	2500/2250
Paladin Bow	Bow	4000/3600	Cross Branch	Tool	100/ 90
Steel Dagger	Sword	250/ 225	Rock Heart	Tool	100/ 90
Steel Greaves	Boots	400/ 360	Fire Charm	Tool	100/ 90
Brigandine	Armor	760/ 684	Blue Water	Tool	100/ 90
Steel Armor	Armor	940/ 846	Wind Shell	Tool	100/ 90
Knight Shield	Shield	750/ 675	Beast Amulet	Tool	100/ 90

- Peddler -

	Type	Price	(Note: This person only shows up in the entertainment district, behind the bar. When you talk to him, he says "I have one of these. Wanna buy it for 100Cr?". Accept, and you'll randomly get one of the listed items.)
Red Ore	Tool	100	
Blue Ore	Tool	100	
Green Ore	Tool	100	
Devil's Tear	Tool	100	
Mushroom Tear	Tool	100	
Dead Stone	Tool	100	
Steel Amulet	Tool	100	
Hyper Steel	Tool	100	
Demongrass Fang	Tool	100	
Bone Breastplate	Armor	100	

12. Items not found in Shops

This is a list of rare or hard to find items. Essentially, ones not found in any shops. I've also included all Quells here for your convenience. :)

If there're any items I missed, if any of the locations I have here are wrong, or you know where to find any of the items I haven't, please let me know.

Anyway...

--- Swords ---

- Kris Knife -

Scenario: Wil's Departure, Anima Faith Fiasco

This is a pretty weak weapon, but this list covers all Quells regardless.

From the "South Entrance" of Hahn Ruins, climb down the stairs, and enter the door on the lower right. It's in the chest on the shelf.

- Screamer -

Scenario: None (Ginny's Adventure)

Primiera starts with one of these. If anyone knows a way to get more, please let me know.

- Gustave's Sword -

Scenario: Battle of Buckethill, Wil vs. Egg, Battle of South Moundtop

There're actually three of these, according to the game. One has 29 attack power, and is only used in the Battle of Buckethill. The second one has 53 attack power, and is used by Gustave when he joins during Wil vs. Egg.

Finally, Gustaf gets a third one later on in Ginny's quest. Actually, the one Gustaf gets is the same as the one Gustave gets in Wil vs. Egg, except it has an extra line in its description. So the game acts like there's three of these. Whatever. ^_^

- Flame Sword -

Scenario: None (Ginny's Adventure)

Gustaf starts with this, and it can't be unequipped.

- Firebrand -

Scenario: Battle of South Moundtop

This is just Gustaf's Flame Sword, renamed. They start calling it by its real name, Firebrand, after Battle of South Moundtop. No, you still can't unequip it. ^_^

- Beowulf -

Scenario: To Gustave's Stronghold

In the Old Battleground just outside of Hahn Nova, take the right path when you reach the crossroads, and keep going until you come to a big tree.

Examine it, and Ginny will point out that she detects an anima that doesn't seem to belong to a tree. Choose to investigate this strange anima, and you'll be attacked by a Diety and three Crimes. Win the battle (it shouldn't be that hard), and you'll get the Beowulf.

- Carlthel -

Scenario: None (Gruegel/Vogelang)

Bought at the "Custom Order" shop. In order for these items to show up, you need a fair amount of crowns and chips (I'd say about 2000 Chips and 5000 Crowns. Might need more or less.), and someone who's at (at least) level 25 in the type and the anima of the weapon. Since this is a Stone Sword, you need to have someone with a Sword level of at least 25, and a Stone level of at least 25. I don't believe this needs to be the same character, just at least one person with levels that high.

- Valleria Heart -

Scenario: To Gustave's Stronghold

Won randomly from Knight Pegs/Queen Pegs. (They always show up together, so I'm not sure which drops it; I've gotten two different letters about it.) They're really rare. When fighting the boar-type monsters, occasionally you'll end up fighting three Knight Pegs and the Peg Queen. I've only seen this twice out of about 50 battles, though. Expect a long wait if you're trying to get this. ^_^

- CinderforgeSword -

Scenario: None (Laubholz, anytime after finishing "Tycoon Wil")

In one of the upper floors of the Tower of Laubholz, there's a room with several doors; one of which is an iron gate. Occasionally, you'll see a

skeleton floating around the room. It's the Lich, an optional super-boss. It's difficult to do, and it takes a while, but if you win the battle, you'll get the Cinderforge Sword. I'm not sure if you have to complete the Elven Lyre sub-quest in order to get the Lich to appear, but if it doesn't show up at first, complete the quest, then try again.

- Seven-Star Blade -

Scenario: None (Go! Go! Digger)

Unfortunately, you can only get this via the Pocketstation mini-game "Go! Go! Digger". And since Pocketstations aren't available for sale outside Japan, it's pretty much impossible to get this sword without GameShark. (Well, I suppose you can always import a Pocketstation, but I've no guarantee it'd work with an American PSX...)

--- Spears ---

- Ice Lance -

Scenario: Beyond Grand Valley

Actually, I think you need to get this to continue. You get it by examining the shiny spot after defeating the Volcanoid.

- Beast Lance -

Scenario: Tycoon Wil

This is in the Ice Megalith, but it's *really* well hidden, and explaining how to get it isn't easy... After passing through the teleporter maze (with the slimes), you'll end up in a small room where there's a far-away view. Here, walk up to the machine on the right, and you'll be sucked into a strange room with more teleporter tiles. I don't think there's any pattern here, so just keep teleporting around until you end up on the island with the flashing green portal in the center. Wait until the portal is at it's largest size, then touch it. You *should* end up in a treasure room where you'll find the Beast Lance. (If you messed up, you'll end up back in the room with the two machines, and will have to start over.) If you touch the left machine in the previous room, you'll also be warped to a similar teleporter maze. Do the same thing here to get a Hyper Water. (Note: The method I have here seemed to work for me, but it might not be the correct way to get these items. If I'm wrong, please let me know the correct way.)

- Babrashka -

Scenario: None (Gruegel/Vogelang)

Bought at the "Custom Order" shop. Since this is a Tree Spear, you need to have someone with a Spear level of at least 25, and a Tree level of at least 25.

- Uroborus -

Scenario: To Gustave's Stronghold (Weissland)

Won rarely from the Megalith Beast and Fire Lord Sargon. O_o Good luck... Note that you'll only fight Sargon at the Old Battleground if you also got the Beowulf there. And yes, only in *this* battle do you have a chance of getting Uroborus. When you fight Sargon in the Last Megalith, he always drops the Nova Heart.

--- Staffs ---

- Sandwurm Staff -

Scenario: At the Mines (Mines Collapsed)

If you managed to save all the trapped miners when you return to Svendorf Mines the second time, one of them gives you this. You can also buy these at Vogelang on Ginny's quest, but they're expensive.

- Eternity Staff -

Scenario: Deadly Battle with the Egg

In a treasure chest near the end of the Insect Megalith. Kinda hard to miss it.

- Limstokes -

Scenario: None (Gruegel/Vogelang)

Bought at the "Custom Order" shop. Since this is a Water Staff, you need to have someone with a Staff level of at least 25, and a Water level of at least 25.

- Granite Staff -

Scenario: Into the Forest, To the Fossil Caves, Misty's Plot

Won rarely from Rock Rhinos. The only normal tool in the game (other than the non-removable Cielmerlion) that doesn't break.

--- Axes ---

- Golden Axe -

Scenario: To Gustave's Stronghold, The Last Megalith

As with most hard to find items, you randomly win this one after battle.

Hopper Dynasty, the unnecessarily strong frog, drops it. This is a steel item, but strangely, it doesn't resist anima. It won't break, either.

Unfortunately, it's rather weak in comparison to other axes...

- Obsidian Axe -

Scenario: Ginny's Adventure

Well, I've won one of these from some enemy, but I forgot what. You can get one of these without fighting, though, by pulling on the vines in the lower levels of the Giant Worm Caves.

- Hawk Wind -

Scenario: None (Gruegel/Vogelang)

Bought at the "Custom Order" shop. Since this is a Beast Axe, you need to have someone with an Axe level of at least 25, and a Beast level of at least 25.

--- Bows ---

- Elven Lyre -

Scenario: None (Laubholz, anytime after finishing "Tycoon Wil")

There's a rather complex sub-quest involved in getting this... It's in Laubholz Tower.

- Wysteria Bow -

Scenario: Into the Forest

After reaching the ancient tower, climb to the second floor, and exit through the broken wall in the back. Cross the huge tree limb, and take the chest at the end, which contains the Wysteria Bow. Watch out, though, you get attacked afterwards.

- Wild Rose -

Scenario: To Gustave's Stronghold

This is in the treasure cave on the Old Battleground outside Hahn Nova. From where you start, just head left and go in the cave, where this and a bunch of other stuff is hidden. You can buy these at Laubholz on Ginny's quest, as well, but they're somewhat expensive.

- Beast Dancer -

Scenario: None (Gruegel/Vogelang)

Bought at the "Custom Order" shop. Since this is a Beast Bow, you need to have someone with a Bow level of at least 25, and a Beast level of at least 25.

--- Shields ---

- House Guard -

Scenario: Many

Won randomly from Housekeepers. Actually, you can *buy* these in Westia during Rich's quest. ^_^

- Water Mirror -

Scenario: Showdown! Alexei, Edelritter (Johan the Assassin)

Ventarbre starts with this. He joins you after completing "Johan the Assassin", but unless you visit a town then, he's not playable. Take this from him via the woman in Westia or North Gate. You can also win extra Water Mirrors from beating the Griffins in the Rock Quarry. It's hard, and it takes a while, but it can be done. Still, it's probably not worth it.

- Glacier Shield -

Scenario: Tycoon Wil

Found in the Ice Megalith. It's in a 'chest' along the main path, so you probably won't miss it.

- Lava Shield -

Scenario: To the Fossil Caves

In the main room (where all the rhinos, slugs, and passageways are), take the third passage on the south wall, and examine the skeleton in the next area. You'll get this shield.

--- Armor ---

- SLIME MAIL -

Scenario: None

I have no idea what this is, but I doubt you can get it normally. Maybe it's the armor Slimes are equipped with. ^_^

- Alligator Skin -

Scenario: Many

Randomly won from Ammits. Just boring junk with no special properties.

- Fire-Beast Skin -

Scenario: Ginny's Adventure, To Gustave's Stronghold, The Last Megalith

Won randomly from Garms, the big Hell Hound'ish dogs. These show up every once in a while on the Old Battleground outside Hahn Nova and in the Last Megalith, but they're much more frequent in the Giant Worm Cave. Pull the roots on the lower floor that drop bugs, and Garms will frequently show up with them.

- SKELTON MAIL -

Scenario: None

Like the SLIME MAIL, I doubt this is available normally. Probably the Skeleton's armor. ^_^

- Lake Robe -

Scenario: To the Monster's Nest (Johan the Assassin)

There're two of these. Ventarbre starts with one, and you can find one in the Monster's Nest. It's not that hard to find, though, if you explore.

- Bone Armor -

Scenario: ????

Never found this, but it's probably won randomly from some type of skeletal enemy.

- Stardust Robe -

Scenario: Deadly Battle with the Egg, Insect Megalith

At the crossroads where there're a bunch of flying bugs, take the lower left path. There's a chest there containing this great armor.

- Enhanced Armor -

Scenario: Ginny's Adventure, To Gustave's Stronghold

I've gotten a few of these. They're randomly dropped by Labor Ants, but aren't that good.

- Stone Plate -

Scenario: Into the Forest, To the Fossil Caves, Misty's Plot

Won randomly from Rock Rhinos. Those things sure do drop lots of good items.

- Redstone Armor -

Scenario: None (Laubholz Tower)

Won randomly from the Gargoyle. Not too bad, but there's better armor to be found.

- Silver Chain -

Scenario: Ginny's Adventure (Laubholz Tower)

Found in the 'treasure hoard' at the very bottom of the Giant Worm Cavern. Also randomly won from the Gargoyle at Laubholz Tower.

- Lobster Mail -

Scenario: Life Tree Island

Won randomly from the Mother Grendel. Why'd they make it where so many items are won only from bosses, anyhow? ^_^

- Blackstone Armor -

Scenario: To the Monster's Nest

Won randomly from the Gargoyle. I dunno if you can win Redstone Armor or Silver Chain from this one, though.

- Heavy Armor -

Scenario: To Gustave's Stronghold

In the treasure cave on the Old Battleground. (See the Wild Rose)

--- Full-body Armor ---

- MEGA SLIME MAIL -

Scenario: None

Like the SLIME MAIL and SKELTON MAIL, this is probably just dummy armor.

- Hydra Suit -

Scenario: To Gustave's Stronghold

In the treasure cave. (See the Wild Rose)

- Armor Suit -

Scenario: Ginny's Adventure, To Gustave's Stronghold

Won randomly from Ant Commanders. (Not Sniper Ants, as I thought previously)

--- Hats ---

- Pirate Bandana -

Scenario: Wil vs. Egg

I've never gotten this, but I've gotten several different reports about it. Apparently, you can randomly win it from either the female pirate inside the ship, or from the pirate who has the Egg, but there also seems to be a more effective way to get it. When confronted by the female pirate, tell her you're not a new crew member, and she'll ask you what you are. The answer here is apparently completely random, but if you get it right, she'll just give this to you. If you get it 'wrong', she'll attack you; just reload and try again if this happens, and keep trying until you get it.

- Funny Cap -

Scenario: Varies

These're randomly won from several enemies. The only ones I noticed that dropped it reliably, however, are Dietys.

- Feather Cap -

Scenario: Wil vs. Egg, Others

Never gotten this one myself. But according to reports, it's dropped randomly by the Wyvern, and by Polar Drakes.

- Mystic Veil -

Scenario: ????

I've never found this, and neither has anyone else, apparently. Let me know if you find it...

- Gem Band -

Scenario: At the Mines (Mines Collapsed), To Cast a Rainbow

There're two of these, and they're both easy to get. When Svendorf Mines is collapsing, return to the underground waterway where you saw the floating chest earlier that you couldn't get. There's a Gem Band inside. There's also another Gem Band in the Water Tower on Rich's quest, on one of the highest floors.

--- Shoes ---

- Pop Shoes -

Scenario: Showdown! Alexei, Edelritter

This gets put here only because of the weird way you get it. Notice how there's a bag on a ledge above the north bridge that it doesn't seem like you can get? Well, when you reach that area from below, lure the bird down and have it touch the bag. It'll knock it off the ledge, allowing you to grab it. It has the Pop Shoes in it. There're a few other bags scattered throughout the quarry that you can also get this way.

- Crystal Wings -

Scenario: To Cast a Rainbow (Laubholz Tower, Weissland)

A pair of these cool shoes can be found at the very bottom level of the Water Tower (where you place the Quell). You can also randomly win them from Polar Drakes, and, if you wanna waste your time trying, Griffins.

- Titus Greaves -

Scenario: Ginny's Adventure

Footwear that doubles as a tool! :) Under Covers occasionally drop these. I guess the Titus Beast probably does, too. Not that I've confirmed it, but it makes sense.

--- Gauntlets/Rings ---

- Birch Ring -

Scenario: Gustave 15 Years Old

Kelvin starts with this. Do this scenario as soon as possible so Wil's team

can make use of it.

- Silver Gloves -

Scenario: Deadly Battle with the Egg

Similar to getting the Stardust Robe, only a bit more complex. In the Insect Megalith, take the upper left path on the screen with the four flying bugs. Follow the path here to the end, and you'll find a chest blocked by a bug. Defeat the bug (which is quite strong), and take the chest to get the gloves.

- Dominant Gloves -

Scenario: Into the Northern Continent, The Last Megalith

These're won rarely from Megalith Dragons. Ugh. Why are so many items in this game dropped exclusively by bosses!?

--- Accessories ---

- Egg -

Scenario: ????

Probably another debug/dummy item. It doesn't seem to do anything, so I doubt you can get it. (Is this *the* Egg?)

- Soul Crystal -

Scenario: None (Gruegel/Vogelang)

Bought at the "Custom Items" shop. It doesn't have an anima type, so I guess just getting enough chips/crowns is all it takes to get this to appear. This item also carries over into clear game saves, unlike the custom weapons.

- Anima Crystal -

Scenario: None (Laubholz Tower)

The only one of these I've found is won from the 'special' Animal Ghoul at the bottom of Laubholz Tower...

- Stardust -

Scenario: Into the Forest

I'm not sure what the point of this item is. It can only be used once, and only casts Megabolt, which can be used infinitely through the Eternity Staff. There's also only one of these in the game, which is found in the ancient forest.

- Demongrass Fang -

Scenario: Many

Another pointless single-use item. Still, it casts Needle Burst, so I guess it's kinda fun. These're won randomly from Demon Seeds, and I guess the Demon Grass enemy in Laubholz Tower drops it, too. You can also buy them sometimes from the peddler in Hahn Nova's entertainment district.

- Amber Ring -

Scenario: Many

Yet another pointless item. It doesn't even have a special effect, it's just a single-use Beast tool. They're won randomly from Land Krakens, but why would you want them? ^_^

- Scorpion Tail -

Scenario: Johan the Assassin

This is a fun item that lets you cast Deadly Snake in battle. :)

Johan starts with one, and you can win them rather easily from the Minor Assassins throughout Johan's single scenario.

- Canary Heart -

Scenario: Ginny's Adventure

Gotten the same way you get the Obsidian Axe. Pull on the roots, and it just sorta falls on you. :)

- Cat's Eye -

Scenario: Infiltrate! Alexei Gang, Wil vs. Egg

Somewhere near the center of town in the City of the Night is a man who's willing to trade you a Cat's Eye for either a Mushroom Tear, or a set of Green, Red, and Blue Ores. If you have the items, make the trade! (You can easily get all three ores by checking the colored buckets in Svendorf Mines.)

- Beast Rune -

Scenario: The Last Megalith (Weissland)

These're dropped randomly by the darker palette swaps of the Megalith Beast called 'Nuckelavee', and by the Megalith Beast himself. Casts Regenerate in battle, so it's pretty good.

- Blue Chip -

Scenario: Many

Like the Amber Ring, it's a pointless item. Single-use, no special effect Water tool. Won randomly from Slimes and Dirt Hoppers, and found in chests here and there. (Two of them can be found on the Grand Valley bridge. :P)

- Pan Flute -

Scenario: None (Gruegel/Vogelang)

Bought at the "Custom Items" shop. These probably work the same as the weapons. You probably need someone with a Tree level of 25, and a Tone level of 25. These carry over into the Clear Game saves, though, so that might not be how to get them. Given it's anima combination, and the fact that it's a flute, this item *should* be able to cast Song of Earth in battle, but unfortunately, it can't for some strange reason.

- Pocket Dragon -

Scenario: Wil's Departure, Anima Faith Fiasco

In Hahn Ruins. From the South Entrance, climb down the stairs and take the only door on the left. It's in the chest here.

- Hot Stone -

Scenario: At the Mines (Mines Collapsed) (Weissland)

Well, you can buy these at the item shop in Weissland for 10,000 Crowns, but it's pretty pointless to do so when you can get one for free anyway. :P When Svendorf Mines is collapsing, leave the room where you start and take the lower left path. (Take the lower right path first, to get the Gem Band.) Here, take the upper path, but don't go anyplace; just turn around and go to the previous room. The path on the right that you just came from is now blocked, but there's a miner and a chest there. Take the chest to get a free Hot Stone.

- Anthurium -

Scenario: Into the Forest

A glorified Hot Stone. ^_^ This is on one of the higher floors of the Ancient Tower, near where the Treefolk is. Walk around to the small ledge on the far right, and loop around to get the chest containing this.

- Spring Orb -

Scenario: To Cast a Rainbow

In the Water Tower. You need this to finish the scenario, so I think you'll be able to find it. ;)

- Night Medallion -

Scenario: Tycoon Wil

Another Quell you get as a result of the story. When you reach the giant machine at the end of the Ice Megalith, you'll get this after the story sequence.

- Cielmerlion -

Scenario: None (The General's Memories)

This is a peculiar item. Cielmer starts with it equipped, and you can't remove it. What makes it so strange, though, is two things. First, it has unlimited uses, and it's just an ordinary tool, not a Quell. Second, it doesn't seem to be usable in battle. I'm not sure why, it's just not... Weird.

- Amber Maleate -

Scenario: Wil's Departure, Anima Faith Fiasco

Another Hahn Ruins Quell; this one is the hardest one to explain... In the crossroad room where there're three frogs, take the door on the lower right. (The one in the upper right is blocked at the beginning; Wil just comments about a ferocious monster. This should give you an idea of what I'm talking about.) Take the chest for this Quell.

- Blood Star -

Scenario: Ginny's Adventure

Found in the 'treasure hoard' at the very bottom of the Giant Worm Cavern.

- Last Leaf -

Scenario: The Last Megalith

Won after defeating Wood Lord.

- Eternal Rock -

Scenario: The Last Megalith

Won after defeating Stone Lord.

- Nova Heart -

Scenario: The Last Megalith

Won after defeating Fire Lord.

- Deep Blue -

Scenario: The Last Megalith

Won after defeating Water Lord.

- Harmonium -

Scenario: The Last Megalith

Won after defeating Tone Lord.

- Tao Motif -

Scenario: The Last Megalith

Won after defeating Beast Lord.

- Dryad Grail -

Scenario: Into the Forest

Won after defeating the Treefolk.

- Gem Particle -

Scenario: Many

I have no idea what effect, if any, this has. You can randomly win it from Slimes and other enemies.

- Red Scarf -

Scenario: Johan the Assassin

Johan starts with this. Why did I mention it? Because of it's added effect. I'm not certain of this, so don't quote me on it, but I believe it increases the chances of winning items after battle!

- Dead Stone -

Scenario: Many

Won randomly from Ghosts and Skeletons of any type, and you can get a freebie by defeating the female pirate onboard the pirate ship during Wil vs. Egg. You can also rarely get these buy buying items from the peddler at the Hahn Nova entertainment district.

- Devil's Tear -

Scenario: Many

Randomly won from Empusas. Like Dead Stones, you can also get these occationally by buying them from the peddler at Hahn Nova.

- Mushroom Tear -

Scenario: Gustave 15 Years Old

This item itself is pretty pointless, but since you can trade it in for a Cat's Eye in the City of the Night, I figured I'd include it anyhow. You can randomly win these from Fung Men, or you can get one by repeatedly whacking that giant mushroom in the Caverns of Jade.

- Rock-Beast Tag -

Scenario: ????

I got one of these before, but I forget where. I think Rock Rhinos drop these as well.

- Peg Heart -

Scenario: To Gustave's Stronghold

Again, I've never found this. But I've heard it can be won from Peg Queens.

13. Credits and Closing stuff

I'd like to thank the following people:

- Dragon Fogel (knearey@ualberta.ca) for casting Deadly Snake by using the Scorpion Tail, casting Needle Burst by using the Demongrass Fang, and for several additions to the Weapon Arts lists.
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- Burn Griffith (burngriffith@hotmail.com) for the list of items buyable at the Custom Items shops, where to find Golden Axes and Fire-Beast Skin, and that you can buy Dead Stones at Hahn Nova.
- GenocideHeart (rb3_genocideheart@yahoo.com) for Rich's shop lists at Gruegel and Vogelang, exactly how to get the Pirate Bandana, and for another enemy that drops Uroborus.

If you have a question or something, feel free to E-Mail me at YelseyKing@aol.com using the subject line "SaGa Frontier 2", or something similar. No offense intended, but if you send me a letter without a subject line, or with something like "Need help", or "Hi", it'll get deleted. I'm sorry for sounding so harsh, but this is really all I can do to avoid

spam...

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