Dragon Force II: Kamisarishi Daichi ni Cave Raiding Guide

by Prodakah

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DRAGON FORCE II: THE GODFORSAKEN LAND (aka Dragon Force II: Kamisarishi Daichi ni)
CAVE RAIDING GUIDE
Released in 1998 by: SEGA of Japan Names based on English translation by: Verve Fanworks
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FAQ Version: 2.0 (updated 3/1/2016; all nations completed!)
Authorized host websites: Gamefaqs.com, Neoseeker.com (No posting without permission! Email me if you'd like to use this guide on your site)
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*Text contained within this FAQ will never exceed sixty characters per line; please keep this in mind while viewing to avoid line breakage.
*Ctrl+F ("Find & Replace") is your friend! Use it often to quickly jump to a specific section of the FAQ.
*Names listed are based on Verve Fanworks' fan patch; please keep this in mind while reading, as they may vary from other translations.
*For information on how to play the game in English, visit either of Verve Fanworks' links listed at the end of this FAQ under "viii. Closing Remarks/Thank-Yous", or simply view this brief video: https://youtu.be/_RP9_vWPQ-g
[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[
i. Foreword
ii. How To Use This Guide
iii. Essentials For Victory
iv. Caverns
v. Prizes
vi. Caverns By Kingdom

viii. Closing Remarks/Thank-Yous

Welcome to my second guide! Here you'll find a comprehensive list of items received for fighting in Legendra's 13 caves, as well as how to survive long enough to obtain them.

Featured here are complete prize lists for all 8 rulers: Adelvach (Tristan), Averus (Highland), Bartz (Fandaria), Gangas (Bozack), Kaede (Izumo), Reni (Moon Palace), Sanice (Tradnor), and Shen (Topaz).

The items offered, and the order in which they can be won, can "play musical chairs" between characters. For example: what could be won in Calune by Gangas, will be in Guonyan during Shen's scenario.

Caverns range from three to ten levels deep. Generally, the closer a cavern is to your ruler's starting point, the fewer levels it has. Conversely, the further a cavern is from your point of origin, the deeper it will go.

The benefits of tackling the deeper caverns is nabbing more rare prizes, while earning a plethora of level-ups along the way. Still, some of the caverns with 5 or fewer levels also offer worthy rewards (such as Astea Statues and Dragon Scales), and should not be overlooked when the need to beef up one of your generals ASAP arises.

The purpose of this guide is to pinpoint what prizes can be obtained by clearing every level of every cavern with every ruler, as well as offering strategies to accomplish this efficiently. (This is a matter of sending in generals who have either helpful skills/spells, excellent troop options, or ideally, all of the above.)

Anyone who has spent some quality time with DFII knows how long battles can drag on (bad pun #1); the intent behind several of the tips given here is to simply save precious time when possible. When used properly, DFII's caverns are an easy and efficient way to power level, or obtain items.

So without further ado, let's get to it.

1. The enemy generals are always dark elves who command ogres or chimera. Centaurs & cavalry are best by far

against ogres, while a variety of troops are effective for chimera (the best are ghosts, archers, dragons & zombies, but soldiers & ashigaru usually do well too).

It's also effective to combine different troop types - i.e. against ogres, pit a ground troop with a ranged or flying class. Against chimera, couple dragons or a ranged troop with flying units like falcons or birdmen.

- 2. The enemy's level always matches the level of your division leader, so send in 4 of your strongest generals with a 5th, low-level division leader to make the battles much easier. (Level 4 or less is best, to ensure the enemy has low MP) Best of all, your generals will still usually receive a level-up for each K.O.
- 3. The enemy will always conserve 1MP. Thus, by sending in a division led by a level 1-4 general, the enemy will have 1MP (fighters) or 4MP (mages). As a result, fighters will never cast, and mages will only cast once.
- 4. The enemy will often use melee when they have significantly more troops than you, and occasionally when you use the disperse command. In certain instances, this AI quirk can be used to your advantage, particularly when using the "Stephano Strategy" (see vii. How To Clear Out Caverns)
- 5. If they are a mage, or have more than 1MP, the enemy will usually cast a spell as soon as the timer reaches 75.
- 6. If your general has less than 5-7MP, there's a good chance the fighters won't cast Silence.
- 7. Give your generals the best weapons & items whenever possible to make life easier. Some of the best include:

Astea & Dragon Statues
Canes of Might
Dark Bows
Dark Sabers
Dark or Light Swords
Dark or Light Whips
Dark Spears or Gungnirs
Dark or Holy Rods
Death Claws
Dragon Shields
Kikuichimonji
Light or Dark Books
Magic Rings

- 8. It's best to use loyal generals for cave-grinding as much as possible; that way you can amass extra awards to hand out whenever/however you see fit, without turning any traitors.
- 9. Use the timer to whittle down enemy troops when needed, since draws don't count as losses.
- 10. Enemy stats: (when using the low-level leader tactic)

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Dark Elf Fighter:
about 100HP/1MP/Silence spell/won't cast at 1MP
Dark Elf Mage:
about 100HP/4MP/Deep Black spell/casts once
(note: number of troops enemy commands is always random)
1: Amber (East of Brown, in Tradnor)
2: Calune (Northeast of Igado, in Bozack)
3: Crossknoll (West of Dark, in Tristan)
4: Dark (Northwest of Grey/East of Crossknoll, in Tradnor)
5: Guonyan (West of Shuujiu, in Topaz)
6: Hisame (South of Murasame, in Izumo)
7: Larla (South of Sara-aku, North of Kale)
8: Lirion (Northwest of Naritare, in Tristan)
9: Morelie (South of Ulcuba, in Fandaria)
10: Spumante (South of Rosarto, in Fandaria)
11: Yarakka (Southeast of Elenor, near Desert Tower)
12: Yolire (South of Kale, in Highland)
13: Yurisam (East of Krell, in Highland)
(Listed alphabetically, by type)
///CRESTS\\\///CRESTS\\\/
Airbot Crest
Archer Crest
Ashigaru Crest
Bandit Crest
Beast Crest
Birdman Crest
Cavalry Crest
Centaur Crest
Chimera Crest
Dragon Crest
Falcon Crest
[found a collection of all unit crests*]
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[found an assortment of unit crests**]
Ghost Crest
Harpy crest
Mage Crest
Monk Crest
Robot Crest
Soldier Crest
Zombie Crest
(* awards one of every troop crest)
(** awards 1-5 of various troop crests)
///CRYSTALS\\\//CRYSTALS\\\/
Dark Crystal
Light Crystal
Magic Crystal
Power Crystal
[stumbled into a crystal cave*]
Thunder Crystal
Wind Crystal
(* awards roughly 6-8 of various crystals)
///EQUIPS\\\//EQUIPS\\\
Blessed Ring
Buckler
Builder's Ring
Chain Mail
Defense Book
Divine Robe
Iron Shield
Loyalty Book
Loyalty Ring
Magic Ring
Magic Tome
Plate Armor
Power Book
Robe
Sash
Shield
Shinobi Suit
Tower Shield
///MINERAL ORES\\\//MINERAL ORES\\\
Copper Ore
Gold Ore
Iron Ore
Silver Ore
[tapped into a mineral vein*]
[tapped into a Gold mineral vein**]
[tapped into a Silver mineral vein**]
(* awards roughly 5-9 of various mineral ores)
(** awards 8+ of specific mineral ore)
///SCROLLS\\\///SCROLLS\\\
(Note: Scrolls are forging instructions, as well as one of
each of the materials mentioned therein. So, if you won
a Centaur Scroll, you should see an extra Cavalry Crest,
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Power Crystal & Iron Ore in your inventory!)
[Scroll: Airbots]
[Scroll: Cane of Might]
[Scroll: Centaurs]
[Scroll: Chimera]
[Scroll: Death Claw]
[Scroll: Dragons]
[Scroll: Falcons]
[Scroll: Ghosts]
[Scroll: Harpies]
[Scroll: Kaminari*]
[Scroll: Kikuichimonji*]
[Scroll: Light Saber**]
[Scroll: Zombies]
(* current patch refers to Kaminari as "Hayabusa Sword")
(** current patch refers to it as "Divine Saber")
///SPECIAL-MISC\\\///SPECIAL-MISC\\\
Astea's Herb
Astea Statue
Dragon Scale
Faith Coin
[sack of Faith Coins]
[stumbled into an empty dragon's roost*]
(* awards about 8 Dragon Scales)
///WEAPONS\\\//WEAPONS\\\
Battle Bow
Battle Claw
Bishop's Cane
Buster Sword
Chain Whip
Claw
[Collection of Whips*]
Dark Bow
Dark Saber
Dark Whip
Divine Saber(**)
Gale Whip
Hayabusa Sword
Holy Rod
Inazuma Spear
Iron Claw
Javelin
Katana
Kikuichimonji
Knife
Lancelot
Long Bow
Long Sword
Magic Rod
Magic Sword
Masamune
Muramasa
Power Rod
Rapier
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Rod
Scimitar
Short Sword
Silver Claw
Spear
Steel Staff
Sword
Tetsubo
Whip
(* unidentified in current patch; all but the Light Whip)
(** listed as "found a path to an ancient ruin")
A prize is awarded randomly after clearing each level of a
cave. Most levels award one of three possible prizes, but a
few select from only one or two. Some special prizes award
items in bulk. Caves range from 3-10 levels.
1 enemy general @ Levels 1 and 2
(general #1: fighter/uses Silence & ogres)
2 enemy generals @ Levels 3 - 5
(general #1: fighter/uses Silence & chimera)
(general #2: fighter/uses Silence & ogres)
3 enemy generals @ Levels 6 - 10
(general #1: mage/uses Deep Black, Dark Vortex, & ogres)
(general #2: fighter/uses Silence & chimera)
(general #3: fighter/uses Silence & ogres)
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(Nations listed alphabetically: Bozack, Fandaria, Highland,
Izumo, Moon Palace, Topaz, Tradnor, and Tristan)
I. BOZACK (GANGAS):
1. Amber
# of Levels: 7
1: Beast Crest, Rod, Dragon Scale
2: Faith Coin, Cavalry Crest, Harpy Crest
3: Buckler, Robot Crest, Falcon Crest
4: Chain Whip, Builder's Ring, Dark Crystal
5: Knife, Magic Ring, Chain Mail
6: Masamune, Plate Armor, Power Book
7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]
2. Calune
# of Levels: 3
1: Robe, [Scroll: Centaurs], Magic Crystal
2: Soldier Crest, Magic Rod, Magic Crystal
3: [tapped into a mineral vein]
3. Crossknoll
# of Levels: 8
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2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
4. Dark
# of Levels: 9
1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest
3: Beast Crest, Battle Claw, Iron Shield
4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
5. Guonyan
# of Levels: 7
1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]
6. Hisame
# of Levels: 8
1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
6: Faith Coin, Long Sword, Dark Crystal
7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]
7. Larla
# of Levels: 4
1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]
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1: Robe, [Scroll: Centaurs], Mage Crest

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8. Lirion
# of Levels: 10
1: Sash, Battle Claw, Dragon Scale
2: Shinobi Suit, Javelin, Centaur Crest
3: [Scroll: Centaurs], Archer Crest, Iron Shield
4: Tower Shield, Ghost Crest, Thunder Crystal
5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
6: Long Sword, Magic Sword, Holy Rod
7: Lancelot, Power Rod, Dark Whip
8: Divine Robe, Dragon Scale, Silver Claw
9: Dark Saber, Dark Bow, Kikuichimonji
10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]
9. Morelie
# of Levels: 6
1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]
10. Spumante
# of Levels: 6
1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale
6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]
11. Yarakka
# of Levels: 5
1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]
12. Yolire
# of Levels: 4
1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
3: Centaur Crest, Magic Ring, Light Crystal
4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]
13. Yurisam
# of Levels: 5
1: Robe, Monk Crest, [hunk of] Copper Ore
2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
3: Rapier, Chimera Crest, Magic Crystal
4: Builder's Ring, Birdman Crest, Dragon Scale
5 [Scroll: Ghosts], [tapped into a Silver mineral vein],
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[tapped into a mineral vein]
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II. FANDARIA (BARTZ):
1. Amber
# of Levels: 7
1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]
2. Calune
# of Levels: 7
1: Beast Crest, Rod, Dragon Scale
2: Faith Coin, Cavalry Crest, Harpy Crest
3: Buckler, Robot Crest, Falcon Crest
4: Chain Whip, Builder's Ring, Dark Crystal
5: Knife, Magic Ring, Chain Mail
6: Masamune, Plate Armor, Power Book
7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]
3. Crossknoll
# of Levels: 9
1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest
3: Beast Crest, Battle Claw, Iron Shield
4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
4. Dark
# of Levels: 10
1: Sash, Battle Claw, Dragon Scale
2: Shinobi Suit, Javelin, Centaur Crest
3: [Scroll: Centaurs], Archer Crest, Iron Shield
4: Tower Shield, Ghost Crest, Thunder Crystal
5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
6: Long Sword, Magic Sword, Holy Rod
7: Lancelot, Power Rod, Dark Whip
8: Divine Robe, Dragon Scale, Silver Claw
9: Dark Saber, Dark Bow, Kikuichimonji
10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]
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5. Guonyan

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# of Levels: 5
1: Robe, Monk Crest, [hunk of] Copper Ore
2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
3: Rapier, Chimera Crest, Magic Crystal
4: Builder's Ring, Birdman Crest, Dragon Scale
5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]
6. Hisame
# of Levels: 8
1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
6: Faith Coin, Long Sword, Dark Crystal
7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]
7. Larla
# of Levels: 5
1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]
8. Lirion
# of Levels: 8
1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
9. Morelie
# of Levels: 4
1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
3: Centaur Crest, Magic Ring, Light Crystal
4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]
10. Spumante
# of Levels: 3
1: Robe, [Scroll: Centaurs], Magic Crystal
2: Soldier Crest, Magic Rod, Magic Crystal
3: [tapped into a mineral vein]
11. Yarakka
# of Levels: 4
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1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]
12. Yolire
# of Levels: 6
1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale
6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]
13. Yurisam
# of Levels: 6
1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]
_____
III. HIGHLAND (AVERUS):
1. Amber
# of Levels: 7
1: Beast Crest, Rod, Dragon Scale
2: Faith Coin, Cavalry Crest, Harpy Crest
3: Buckler, Robot Crest, Falcon Crest
4: Chain Whip, Builder's Ring, Dark Crystal
5: Knife, Magic Ring, Chain Mail
6: Masamune, Plate Armor, Power Book
7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]
2. Calune
# of Levels: 6
1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]
3. Crossknoll
# of Levels: 8
1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
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[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
4. Dark
# of Levels: 10
1: Sash, Battle Claw, Dragon Scale
2: Shinobi Suit, Javelin, Centaur Crest
3: [Scroll: Centaurs], Archer Crest, Iron Shield
4: Tower Shield, Ghost Crest, Thunder Crystal
5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
6: Long Sword, Magic Sword, Holy Rod
7: Lancelot, Power Rod, Dark Whip
8: Divine Robe, Dragon Scale, Silver Claw
9: Dark Saber, Dark Bow, Kikuichimonji
10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]
5. Guonyan
# of Levels: 7
1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]
6. Hisame
# of Levels: 8
1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
6: Faith Coin, Long Sword, Dark Crystal
7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]
7. Larla
# of Levels: 5
1: Robe, Monk Crest, [hunk of] Copper Ore
2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
3: Rapier, Chimera Crest, Magic Crystal
4: Builder's Ring, Birdman Crest, Dragon Scale
5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]
8. Lirion
# of Levels: 9
1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest
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3: Beast Crest, Battle Claw, Iron Shield
4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
9. Morelie
# of Levels: 6
1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale
6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]
10. Spumante
# of Levels: 5
1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]
11. Yarakka
# of Levels: 4
1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
3: Centaur Crest, Magic Ring, Light Crystal
4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]
12. Yolire
# of Levels: 4
1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]
13. Yurisam
# of Levels: 3
1: Robe, [Scroll: Centaurs], Magic Crystal
2: Soldier Crest, Magic Rod, Magic Crystal
3: [tapped into a mineral vein]
______
______
IV. IZUMO (KAEDE):
1. Amber
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# of Levels: 4
1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
3: Centaur Crest, Magic Ring, Light Crystal
4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]
2. Calune
# of Levels: 6
1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale
6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]
3. Crossknoll
# of Levels: 8
1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
4. Dark
# of Levels: 10
1: Sash, Battle Claw, Dragon Scale
2: Shinobi Suit, Javelin, Centaur Crest
3: [Scroll: Centaurs], Archer Crest, Iron Shield
4: Tower Shield, Ghost Crest, Thunder Crystal
5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
6: Long Sword, Magic Sword, Holy Rod
7: Lancelot, Power Rod, Dark Whip
8: Divine Robe, Dragon Scale, Silver Claw
9: Dark Saber, Dark Bow, Kikuichimonji
10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]
5. Guonyan
# of Levels: 8
1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
6: Faith Coin, Long Sword, Dark Crystal
7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]
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6. Hisame
# of Levels: 3
1: Robe, [Scroll: Centaurs], Magic Crystal
2: Soldier Crest, Magic Rod, Magic Crystal
3: [tapped into a mineral vein]
7. Larla
# of Levels: 4
1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]
8. Lirion
# of Levels: 9
1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest
3: Beast Crest, Battle Claw, Iron Shield
4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
9. Morelie
# of Levels: 7
1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of] Faith Coins, [Scroll: Death Claw],
[Scroll: Airbots]
10. Spumante
# of Levels: 7
1: Beast Crest, Rod, Dragon Scale
2: Faith Coin, Cavalry Crest, Harpy Crest
3: Buckler, Robot Crest, Falcon Crest
4: Chain Whip, Builder's Ring, Dark Crystal
5: Knife, Magic Ring, Chain Mail
6: Masamune, Plate Armor, Power Book
7: [sack of] Faith Coins, [Scroll: Dragons],
[Scroll: Zombies]
11. Yarakka
# of Levels: 5
1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]
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12. Yolire
# of Levels: 5
1: Robe, Monk Crest, [hunk of] Copper Ore
2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
3: Rapier, Chimera Crest, Magic Crystal
4: Builder's Ring, Birdman Crest, Dragon Scale
5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]
13. Yurisam
# of Levels: 6
1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]
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V. MOON PALACE (RENI):
1. Amber
# of Levels: 4
1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]
2. Calune
# of Levels: 6
1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]
3. Crossknoll
# of Levels: 3
1: Robe, [Scroll: Centaurs], Magic Crystal
2: Soldier Crest, Magic Rod, Magic Crystal
3: [tapped into a mineral vein]
4. Dark
# of Levels: 7
1: Beast Crest, Rod, Dragon Scale
2: Faith Coin, Cavalry Crest, Harpy Crest
3: Buckler, Robot Crest, Falcon Crest
4: Chain Whip, Builder's Ring, Dark Crystal
5: Knife, Magic Ring, Chain Mail
6: Masamune, Plate Armor, Power Book
7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]
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5. Guonyan
# of Levels: 7
1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]
6. Hisame
# of Levels: 6
1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale
6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]
7. Larla
# of Levels: 5
1: Robe, Monk Crest, [hunk of] Copper Ore
2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
3: Rapier, Chimera Crest, Magic Crystal
4: Builder's Ring, Birdman Crest, Dragon Scale
5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]
8. Lirion
# of Levels: 4
1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
3: Centaur Crest, Magic Ring, Light Crystal
4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]
9. Morelie
# of Levels: 10
1: Sash, Battle Claw, Dragon Scale
2: Shinobi Suit, Javelin, Centaur Crest
3: [Scroll: Centaurs], Archer Crest, Iron Shield
4: Tower Shield, Ghost Crest, Thunder Crystal
5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
6: Long Sword, Magic Sword, Holy Rod
7: Lancelot, Power Rod, Dark Whip
8: Divine Robe, Dragon Scale, Silver Claw
9: Dark Saber, Dark Bow, Kikuichimonji
10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]
10. Spumante
# of Levels: 9
1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest
3: Beast Crest, Battle Claw, Iron Shield
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4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
11. Yarakka
# of Levels: 8
1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
12. Yolire
# of Levels: 5
1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]
13. Yurisam
# of Levels: 8
1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
6: Faith Coin, Long Sword, Dark Crystal
7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]
VI. TOPAZ (SHEN):
1. Amber
# of Levels: 7
1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],
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[Scroll: Airbots]
2. Calune
# of Levels: 7
1: Beast Crest, Rod, Dragon Scale
2: Faith Coin, Cavalry Crest, Harpy Crest
3: Buckler, Robot Crest, Falcon Crest
4: Chain Whip, Builder's Ring, Dark Crystal
5: Knife, Magic Ring, Chain Mail
6: Masamune, Plate Armor, Power Book
7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]
3. Crossknoll
# of Levels: 10
1: Sash, Battle Claw, Dragon Scale
2: Shinobi Suit, Javelin, Centaur Crest
3: [Scroll: Centaurs], Archer Crest, Iron Shield
4: Tower Shield, Ghost Crest, Thunder Crystal
5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
6: Long Sword, Magic Sword, Holy Rod
7: Lancelot, Power Rod, Dark Whip
8: Divine Robe, Dragon Scale, Silver Claw
9: Dark Saber, Dark Bow, Kikuichimonji
10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]
4. Dark
# of Levels: 9
1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest
3: Beast Crest, Battle Claw, Iron Shield
4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
5. Guonyan
# of Levels: 3
1: Robe, [Scroll: Centaurs], Magic Crystal
2: Soldier Crest, Magic Rod, Magic Crystal
3: [tapped into a mineral vein]
6. Hisame
# of Levels: 8
1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
6: Faith Coin, Long Sword, Dark Crystal
7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
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[found a path to an ancient ruin]
7. Larla
# of Levels: 5
1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]
8. Lirion
# of Levels: 8
1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
9. Morelie
# of Levels: 4
1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]
10. Spumante
# of Levels: 4
1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
3: Centaur Crest, Magic Ring, Light Crystal
4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]
11. Yarakka
# of Levels: 5
1: Robe, Monk Crest, [hunk of] Copper Ore
2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
3: Rapier, Chimera Crest, Magic Crystal
4: Builder's Ring, Birdman Crest, Dragon Scale
5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]
12. Yolire
# of Levels: 6
1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale
6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
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[Collection of Whips]
13. Yurisam
# of Levels: 6
1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]
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VII. TRADNOR (SANICE):
1. Amber
# of Levels: 5
1: Robe, Monk Crest, [hunk of] Copper Ore
2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
3: Rapier, Chimera Crest, Magic Crystal
4: Builder's Ring, Birdman Crest, Dragon Scale
5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]
2. Calune
# of Levels: 9
1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest
3: Beast Crest, Battle Claw, Iron Shield
4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
3. Crossknoll
# of Levels: 4
1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
3: Centaur Crest, Magic Ring, Light Crystal
4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]
4. Dark
# of Levels: 3
1: Robe, [Scroll: Centaurs], Magic Crystal
2: Soldier Crest, Magic Rod, Magic Crystal
3: [tapped into a mineral vein]
5. Guonyan
# of Levels: 7
1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
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4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]
6. Hisame
# of Levels: 10
1: Sash, Battle Claw, Dragon Scale
2: Shinobi Suit, Javelin, Centaur Crest
3: [Scroll: Centaurs], Archer Crest, Iron Shield
4: Tower Shield, Ghost Crest, Thunder Crystal
5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
6: Long Sword, Magic Sword, Holy Rod
7: Lancelot, Power Rod, Dark Whip
8: Divine Robe, Dragon Scale, Silver Claw
9: Dark Saber, Dark Bow, Kikuichimonji
10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]
7. Larla
# of Levels: 5
1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]
8. Lirion
# of Levels: 4
1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]
9. Morelie
# of Levels: 8
1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
10. Spumante
# of Levels: 8
1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
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6: Faith Coin, Long Sword, Dark Crystal
7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]
11. Yarakka
# of Levels: 6
1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]
12. Yolire
# of Levels: 6
1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale
6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]
13. Yurisam
# of Levels: 7
1: Beast Crest, Rod, Dragon Scale
2: Faith Coin, Cavalry Crest, Harpy Crest
3: Buckler, Robot Crest, Falcon Crest
4: Chain Whip, Builder's Ring, Dark Crystal
5: Knife, Magic Ring, Chain Mail
6: Masamune, Plate Armor, Power Book
7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]
VIII. TRISTAN (ADELVACH):
1. Amber
# of Levels: 4
1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]
2. Calune
# of Levels: 8
1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
6: Faith Coin, Long Sword, Dark Crystal
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7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]
3. Crossknoll
# of Levels: 3
1: Robe, [Scroll: Centaurs], Magic Crystal
2: Soldier Crest, Magic Rod, Magic Crystal
3: [tapped into a mineral vein]
4. Dark
# of Levels: 7
1: Beast Crest, Rod, Dragon Scale
2: Faith Coin, Cavalry Crest, Harpy Crest
3: Buckler, Robot Crest, Falcon Crest
4: Chain Whip, Builder's Ring, Dark Crystal
5: Knife, Magic Ring, Chain Mail
6: Masamune, Plate Armor, Power Book
7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]
5. Guonyan
# of Levels: 10
1: Sash, Battle Claw, Dragon Scale
2: Shinobi Suit, Javelin, Centaur Crest
3: [Scroll: Centaurs], Archer Crest, Iron Shield
4: Tower Shield, Ghost Crest, Thunder Crystal
5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
6: Long Sword, Magic Sword, Holy Rod
7: Lancelot, Power Rod, Dark Whip
8: Divine Robe, Dragon Scale, Silver Claw
9: Dark Saber, Dark Bow, Kikuichimonji
10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]
6. Hisame
# of Levels: 7
1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]
7. Larla
# of Levels: 5
1: Robe, Monk Crest, [hunk of] Copper Ore
2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
3: Rapier, Chimera Crest, Magic Crystal
4: Builder's Ring, Birdman Crest, Dragon Scale
5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]
8. Lirion
# of Levels: 4
1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
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2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
3: Centaur Crest, Magic Ring, Light Crystal
4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]
9. Morelie
# of Levels: 9
1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest
3: Beast Crest, Battle Claw, Iron Shield
4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
10. Spumante
# of Levels: 8
1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]
11. Yarakka
# of Levels: 6
1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]
12. Yolire
# of Levels: 5
1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]
13. Yurisam
# of Levels: 6
1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale
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This section covers 4 areas: generals, troops, tactics, and my top teams. With the right combinations of the former, you'll be able to take on even the toughest dungeons. The key is to exercise patience, and use the timer to your advantage.

I. BEST GENERALS

6: [Scroll: Light Saber],

(note: these are generals who are great for clearing high-level caverns. If you're just taking on a 3-4 level cavern, you can get by with strong fighters like Bartz, Averus, Gangas, Kinsera and Giovanni, or anyone who may not have the MP or spells for extended marathons)

- a) Varley (unbeatable skill-set with Healing, MP regen & Aura Shot; used effectively, he can clear caverns solo)
- b) Reni (Healing, MP regen; Revival; Meteo Panic)
- c) Stephano (Grim Reaper can end fights fast)
- d) Shen (7 Knife Tosses = K.O. of low-level foes; pump him with LOTS of Astea Statues)
- e) Tsubaki/Mitsuhide/Kuzuha (Knife Toss damages foes and prevents casting)
- f) Houpai/Philippo/Shu (anyone with Knife Toss who can equip forged swords is useful)
- g) Sanice/Hilda/Karl/Mariel/Qinlan/Megumi (anyone with Healing & offensive magic is useful)
- h) Bender/Kozue/Vanira (anyone with MP regen and an attack spell is useful)

II-a. BEST TROOPS

Against ogres: centaurs, cavalry, ghosts & mages

Against chimera: ghosts, archers, dragons, zombies, soldiers & ashigaru

II-b. BEST TROOP FORMATIONS

Against ogre: centaurs+cavalry(50-50), mage(10-20)+cavalry(80-90) - use disperse, regroup and standby to surround enemy general with mages, while your cavalry(or centaur) units pick off the approaching ogres

Against chimera: ghost+dragons, ghosts+zombies, archers+soldiers, or a combination of ranged+ground or ranged+flying troops

III. ADVANCED TACTICS

a) The Stephano Strategy Get him to level 10, give him a Magic Ring, and hand him as many Astea Statues as you can find (see my "Item Forging Guide" for the best places to find them), and cast Grim Reaper as soon as you can while surrounding him completely with cavs or centaurs (centaurs are best: they can disperse/regroup). Next, cast Aura Bomb asap to end the fight abruptly.

Grim Reaper can't kill outright, and can be used across multiple battles, provided Stephano hasn't taken a hit. If you have less troops heading into the next fight, order disperse and advance your troops to goad the enemy into using melee. This will keep all troops far from you, keeping Stephano safe while waiting to cast Aura, or for one of your troops to land a direct hit on the enemy.)

b) Healer's Last Stand

Your officers, provided they aren't feeble, can absorb a lot of hits from enemy troops. Use this to your advantage with generals who can heal: move your troops as far away as possible so the enemy troops focus on you. Let them take you down to low health, heal up, wash, rinse, repeat.

If they also have MP regen and an attack spell (like Varley), you can alternate between the three abilities as needed indefinitely, provided at least one of your troops survives. And that's how you can clear whole caverns with Varley! (Reni has Healing, MP regen and Revival, making her arguably even more effective, as she has the potential to keep at least one troop around by reviving)

c) Endless Knives

Simple enough. Give your character of choice lots of Astea Statues, and spam the Knife Toss skill to end the fight while prohibiting the enemy from casting.

d) Straight II Duel

Give a reliable duelist like Bartz, Robert, Shen, or Matilda a small number of cavs or centaurs – just enough to quickly clear out any number of ogres (40-50 max). While your troops are dealing with the ogres, you should be hitting the enemy general with attacks.

This hastens fights to a duel, where your general should nab an easy victory - especially if you can cast Arm Doubler or Fire Sword just before the duel begins.

e) Final Attack Spam

After your ruler has earned their sixth & final skill, you can spam this ability in caverns to end fights fast. This only works well for rulers with a fast charge, and skills that focus their power on the enemy general, like Bartz. (Since rulers are always division leader, cavern opponents will always match their level, meaning they'll have the MP to cast Silence, something they generally can't wait to do - bad pun #2, btw)

Naturally, the downside to this tactic is it arrives too

late; by the time you unlock it, you probably won't need, or want, to be spending too much time in the caverns.

IV. MY A-TEAMS

For clearing 5-10 level caverns:

- -any level 1-5 general as leader (not to be used in battle)
- -Shen (with as much MP as possible for Knife Toss)
- -Stephano (level 10 minimum, with lots of MP boosts)
- -Reni (level 10 minimum, but 20 is best)
- -Varley (level 10 minimum)

For clearing 3-4 level caverns:

- -any level 1-5 general as leader (not to be used in battle)
- -Giovanni, Albrecht, Maria, Robert, or any strong duelist with cavalry or centaur
- -Elon, Annette, Kiri, or any archer with good MP and chimera-killing units
- -Tsubaki, or any general with Knife Toss & high MP -Sanice, Hilda, Karl, Mariel, or anyone with Healing or MP regen, and an attack spell (high MP is always a plus)

Special thanks go to: greckoboy, FaustWolf, and Ambrose

Hopefully, this guide has helped you conquer Legendra's caverns in a fraction of the time. This FAQ, for all intents and purposes, is considered complete, but please don't hesitate to toss an email my way if you spot any discrepancies, or room for improvement. Correction is the cornerstone to greatness.

And on that note: accuracy is important. (Especially given the anonymous nature of the internet.) Notification of any typos spotted in the guide is much appreciated. I'm also open to general suggestions, comments, cookies, and criticisms. (Cookies especially.)

Or, if you are simply interested in playing DFII in English, feel free to email me, or again, refer to the video link under "QUICK TIPS".

For more in-depth strategies, or to see some of my tactics in action, please check out my youtube channel:

https://www.youtube.com/channel/UCqCY5BnqO4IeMfJ6vTV-WuQ

This guide probably wouldn't exist if FaustWolf, Turbo857, Sixfortyfive, and all the other good people at Verve Fanworks hadn't provided a translation patch. If you have the time, please take a moment to visit them and send some thanks at:

http://www.verve-fanworks.com/SMF/

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