## Dragon Force II: Kamisarishi Daichi ni Item Forging Guide

by Prodakah

Updated to v3.0 on Mar 9, 2016

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DRAGON FORCE II: THE GODFORSAKEN LAND
(aka Dragon Force II: Kamisarishi Daichi ni)
***ITEM FORGING AND SEARCHING GUIDE***
Released in 1998 by: SEGA of Japan
Names based on English translation by: Verve Fanworks
FAQ written by: Prodakah (prodakah@gmail.com)
https://www.youtube.com/channel/UCqCY5BnqO4IeMfJ6vTV-WuQ/
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Authorized host websites: Gamefaqs.com, Neoseeker.com
(No posting without permission! Email me if you'd like to
use this guide on your site)
*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 some
previous translations posted, particularly with weapons.
*For information on how to play the game in English, visit
either of Verve Fanworks' links listed at the end of this
FAQ under "ix. Thank-Yous", or just send me an email to
request a download for a file containing everything needed
to play the game on a modded Saturn, or a computer via SSF.
KEY
[wks] = Weeks required to forge item
[Cst] = Castle
[Cv] = Cavern
[V] = Village
CHG = Charge Speed
DEF = Defense
INT = Intelligence
MP = Magic Points (and you know this, man!)
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STR = Strength
DrgSc = Dragon Scale
Copper = Copper Ore
Gold = Gold Ore
Iron = Iron Ore
Silver = Silver Ore
DarkC = Dark Crystal
LightC = Light Crystal
MagicC = Magic Crystal
PowerC = Power Crystal
ThunderC = Thunder Crystal
WindC = Wind Crystal
i. Foreword
ii. Forging Crests
iii. Forging Weapons
iv. Forging Defense Items
v. Forging Books & Rings
vi. Best Search Locations
vii. Forgeable Materials List
viii. Closing Remarks
ix. Thank-Yous
Welcome to my first game FAQ! The purpose of this guide is
to help readers with forging & finding rare and special
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Welcome to my first game FAQ! The purpose of this guide is to help readers with forging & finding rare and special items. The two mechanics - finding & forging - are closely intertwined, as knowing which places to station your most intelligent officers (INT 70+) will go a long way towards expediting the retrieval of materials used to forge.

(For a comprehensive list of items received for fighting in Legendra's 13 caverns, please see my "Cave Raiding Guide" - also on GameFAQs!)

Currently, this is the most complete list of forged items on the web that I am aware of. As of this moment, I truly believe I have made every possible item, but I strongly urge you to continue experimenting on your own, as I will continue to, in hopes that some other deeply-buried secrets await our discovery. If nothing else, there may be other alternate methods for making certain items, in addition to

the ones listed within.

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\*Protip\* Quickly & easily verify if 3 items can be combined by following this formula:

- 1. note how many weeks your advisor says research will require, and cancel the operation when asked to begin.
- 2. try the exact same combination 2-4 more times, canceling each time. If the number of weeks wasn't the same for all tries, then the attempt will fail. Otherwise, congrats: you're getting something!

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Time is precious; yours is just as precious as mine. Thus, this FAQ's aim is to be direct and practical, NOT complete and comprehensive. For example: I won't waste our time showing where to find knives and bandit crests... cuz they SUCK! This is strictly about how to make the best stuff, and where to find them. No more; no less.

"Hold on to your butts."

- 1. Airbot Crest [2wks] Robot Crest + Iron + WindC
- 1a. Airbot Crest (alternate) [3wks] Robot Crest + Iron
  + ThunderC
- 2. Chimera Crest [3wks] Harpy Crest + Gold + PowerC
- 3. Centaur Crest [2wks] Cavalry Crest + Iron + PowerC
- 3a. Centaur Crest (alternate) [3wks] Cavalry Crest + Iron
  + ThunderC
- 4. Dragon Crest [3wks] Falcon Crest + Gold + DrgSc
- 5. Falcon Crest [3wks] Birdman Crest + Gold + PowerC
- 6. Ghost Crest [3wks] Soldier Crest + Iron + DarkC
- 6a. Ghost Crest (alternate) [3wks] Soldier Crest + DarkC
  + DrgSc
- 7. Harpy Crest [2wks] Soldier Crest + Gold + WindC
- 7b. Harpy Crest (alternate1) [3wks] Soldier Crest + Iron + WindC
- 7c. Harpy Crest (alternate2) [3wks] Soldier Crest + Silver + WindC
- 8. Zombie Crest [2wks] Ghost Crest + Gold + WindC

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[[[[[[[[[[[[[[[[[]] iii. Forging Weapons ]]]]]]]]]]]]]]]]]]
///BOWS\\\///BOWS\\\///BOWS\\\
1. Wind Bow [3wks] Bow + Silver + WindC
(Effect: MP+1, STR+20, CHG+10)
2. Light Bow [3wks] Wind Bow + Iron + LightC
(Effect: MP+2, STR+30, CHG+20)
3. Dark Bow [3wks] Wind Bow + Iron + DarkC
(Effect: MP+2, STR+40, CHG+20)
3a. Dark Bow (alternate) [4wks] Wind Bow + DarkC + DrgSc
///CLAWS\\\///CLAWS\\\///CLAWS\\\
1. Iron Claw [3wks] Claw + Iron + WindC
(Effect: STR+15)
2. Silver Claw [3wks] Iron Claw + Silver + PowerC
(Effect: MP+1, STR+30, DEF+2)
3. Death Claw [4wks] Silver Claw + Iron + DarkC
(Effect: MP+1, STR+50, DEF+2)
///KATANAS\\\//KATANAS\\\//KATANAS\\\
1. Kaminari [2wks] Katana + Iron + ThunderC
(Effect: MP+1, STR+20, DEF+2, CHG+10)
2. Kukuichimoji [3wks] Kaminari + Iron + DarkC
(Effect: MP+2, STR+30, DEF+2, CHG+10)
///RODS\\\///RODS\\\///RODS\\\
1. Magic Rod [3wks] Rod + MagicC + PowerC
(Effect: MP+1, STR+2, CHG+10)
2. Power Rod [3wks] Magic Rod + PowerC + PowerC
(Effect: STR+15, CHG+10)
3. Holy Rod [4wks] Power Rod + Iron + LightC
(Effect: MP+2, STR+10, CHG+20)
4. Dark Rod [4wks] Power Rod + Iron + DarkC
(Effect: MP+1, STR+15, CHG+20)
///SABERS\\\///SABERS\\\///SABERS\\\
1. Divine Saber [3wks] Rapier + Iron + WindC
(Effect: MP+1, STR+15)
2. Light Saber [4wks] Divine Saber + Iron + LightC
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3. Dark Saber [4wks] Divine Saber + Iron + DarkC
(Effect: MP+2, STR+40, CHG+10)
///SPEARS\\\///SPEARS\\\///SPEARS\\\
1. Inazuma Spear [3wks] Lancelot + Iron + ThunderC
(Effect: MP+1, STR+30, CHG+10)
2. Gungnir [3wks] Inazuma Spear + Iron + LightC
(Effect: MP+2, STR+30, CHG+20)
2a. Gungnir (alt.) [4wks] Inazuma Spear + LightC + DrgSc
3. Dark Spear [3wks] Inazuma Spear + Iron + DarkC
(Effect: MP+2, STR+40, CHG+20)
///STAVES\\\///STAVES\\\///STAVES\\\
1. Tetsubo [2wks] Bishops Cane + Iron + Silver
(Effect: STR+6, DEF+1)
2. Steel Staff [3wks] Tetsubo + Iron + Silver
(Effect: MP+1, STR+15, DEF+1)
3. Thunder Cane [4wks] Steel Staff + Iron + ThunderC
(Effect: MP+1, STR+25, DEF+1, CHG+10)
4. Cane of Might [3wks] Thunder Cane + LightC + PowerC
(Effect: MP+3, STR+40, DEF+2, CHG+20)
///SWORDS\\\///SWORDS\\\///SWORDS\\\
1. Magic Sword: [3wks] Sword + Gold + MagicC
(Effect: MP+1, STR+10, CHG+10)
2. Buster Sword: [3wks] Long Sword + Copper + PowerC
(Effect: STR+15)
3. Hayabusa Sword [2wks] Buster Sword + Iron + WindC
(Effect: STR+20)
4. Dragon Sword [3wks] Hayabusa Sword + Silver + DrgSc
(Effect: MP+1, STR+25, CHG+10)
4a. Dragon Sword (alt.) [4wks] Hayabusa Sword + Gold + DrgSc
5. Dragon G-Sword [3wks] Dragon Sword + Gold + DrgSc
(Effect: MP+1, STR+30, CHG+10)
6. Light Sword [4wks] Dragon G-Sword + LightC + LightC
(Effect: MP+2, STR+40, CHG+20)
7. Dark Sword [4wks] Dragon G-Sword + DarkC + DarkC
(Effect: MP+2, STR+50, CHG+20)
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(Effect: MP+2, STR+30, CHG+10)

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///WHIPS\\\///WHIPS\\\//WHIPS\\\
1. Gale Whip [2wks] Whip + WindC + ThunderC
(Effect: STR+12, INT-5)
2. Magic Whip [3wks] Gale Whip + MagicC + PowerC
(Effect: MP+1, STR+5, INT-5, CHG+20)
3. Dark Whip [4wks] Magic Whip + DarkC + DrgSc
(Effect: MP+1, STR+20, INT-5, CHG+20)
4. Light Whip [4wks] Magic Whip + LightC + DrgSc
(Effect: MP+1, STR+15, CHG+20)
[[[[[[[[[[[[[[] iv. Forging Defense Items ]]]]]]]]]]]]]]]]]
///ARMOR\\\///ARMOR\\\///ARMOR\\\
1. Chain Mail [3wks] Armor + Iron + Copper
(Effect: DEF+4)
2. Plate Armor [3wks] Chain Mail + Iron + Silver
(Effect: DEF+6)
///ROBES\\\///ROBES\\\///ROBES\\\
1. Light Robe [3wks] Robe + LightC + MagicC
(Effect: MP+2, DEF+3, CHG+20)
2. Divine Robe [3wks] Sash + LightC + PowerC
(Effect: MP+2, DEF+5, CHG+10)
///SHIELDS\\\///SHIELDS\\\///SHIELDS\\\
1. Copper Shield [2wks] Shield + Copper + Copper
(Effect: DEF+4)
2. Iron Shield [2wks] Shield + Iron + Iron
(Effect: DEF+5)
3. Silver Shield [2wks] Shield + Silver + Silver
(Effect: DEF+6)
4. Dragon Shield [3wks] Silver Shield + Gold + DrgSc
(Effect: MP+1, DEF+7, CHG+10)
[[[[[[[[[[[[[ v. Forging Books & Rings ]]]]]]]]]]]]]]]
///BOOKS\\\///BOOKS\\\///BOOKS\\\
1. Power Book [2wks] Magic Tome + MagicC + PowerC
(Effect: STR+10)
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(Effect: MP+3, DEF+5, INT+20, CHG+50)
3. Dark Book [2wks] Magic Tome + MagicC + DarkC
(Effect: MP+5, CHG+50)
///RINGS\\\///RINGS\\\///RINGS\\\
1. Power Ring [2wks] Magic Ring + Iron + PowerC
(Effect: STR+5)
The following list doesn't detail every item, or every
possible location to obtain them. It does, however, reveal
locations where they tend to appear frequently, regardless
of the ruler the player is using. (Again: only listing the
best items, and/or those that can be used to forge.)
It may help to station several high-INT officers in the
same castle if you want a specific item, as each may find
something on the same turn. To quickly amass a stockpile
of astea statues, for instance, leave several high-INT
generals in castles like Shuujiu, Kale, and Alta.
[Cst = Castle, Cv = Cavern, V = Village]
///AWARDS\\\//AWARDS\\\//AWARDS\\\
Astea Herb:
[Cst] Bianco, Sara-aku
[V] Hirelia
Astea Statue:
[Cst] Alta, Kale, Shuujiu, Silver, Suress, Halsband,
Tarai, Lesant, L'Orange, Grey, Powarl*
[V] Harikaden
*many of the enemy castles that appear near endgame are
great sources of Astea Statues, particularly Olvo and Adana
Dragon Scale:
[V] Horace, Marek, Merralee, Sicily, Fleize
Dragon Statue:
[Cst] Brown, Cordero, L'Orange, Richun, Ring, Rosso, Olice,
Mais, Celie, Armband
[V] Fura, Secco
Faith Coin:
[Cst] Iriken, Armband, Krell, Ring, Shiro, Soloitas, Zwiebel
[V] Hall, Fleize, Miral
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///CRESTS\\\///CRESTS\\\///CRESTS\\\

2. Light Book [2wks] Magic Tome + MagicC + LightC

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Airbot Crest:
[Cv] battle prize - see "Cave Raiding Guide"
Archer Crest:
[Cst] Ulcuba, Alta, Kira, Mais, Naritare, Haraa, Bilra
[V] Shuoss
Ashigaru Crest:
[Cst] Konuka, Samidare, Zwiebel
[V] Spinart
Birdman Crest:
[Cst] Ulcuba, Brown, Elenor, Celro, Olice, Halsband, Silver
[V] Hirelia
Cavalry Crest:
[Cst] Sara-aku, Murasame, Lesant, Riccia, Kira, Soloitas
[V] Horace, Merralee
Centaur Crest:
[Cst] Murasame, Broche, Brown, Celro, Krell, Lacqua,
Cordero, Rosarto, Silver, Igado
Chimera Crest:
[Cv] battle prize - see "Cave Raiding Guide"
Dragon Crest:
[Cv] battle prize - see "Cave Raiding Guide"
Falcon Crest:
[Cst] Carrack, Elenor, Igado, Konuka, Naritare, Lacqua,
Olice, Richun
Ghost Crest:
[Cst] Guodon, Bianco, Broche, Celie, Cordero, Igado, Lacqua, Shiro
Harpy Crest:
[Cv] battle prize - see "Cave Raiding Guide"
Mage Crest:
[Cst] Alta, Elenor, Fura, Grey, Naritare, Rosarto, Kira
[V] Hall
Robot Crest:
[Cst] Lacqua, Halsband, Shiro, Alta, Elenor, Kale, Richun
[V] Sicily
Soldier Crest:
[Cst] Bilra, Elenor, Olice, Murasame, Suress, Kartoffel
[V] Belrock
Zombie Crest:
[Cv] battle prize - see "Cave Raiding Guide"
///MINERALS\\\//MINERALS\\\//MINERALS\\\
Copper Ore:
[Cv] Calune, Crossknoll, Guonyan, Larla, Morelie, Yolire
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Gold Ore:
[Cv] Calune, Dark, Larla, Lirion, Spumante, Yolire
Iron Ore:
[Cv] Calune, Lirion, Spumante
Silver Ore:
[Cv] Calune, Dark, Guonyan, Spumante, Yarakka, Yurisam
///CRYSTALS\\\///CRYSTALS\\\///CRYSTALS\\\
Dark Crystal:
[Cst] Suress, Broche
[Cv] Crossknoll, Dark, Lirion, Yarakka, Yolire, Yurisam
[V] Fura
Light Crystal:
[Cst] Coraden, Samidare
[Cv] Amber, Calune, Dark, Spumante, Yarakka
[V] Harikaden
Magic Crystal:
[Cst] Cordero, Guodon
[Cv] Amber, Crossknoll, Guonyan, Hisame, Morelie, Yolire
[V] Horace, Sicily
Power Crystal:
[Cst] Sara-aku
[Cv] Amber, Calune, Dark, Hisame, Larla, Lirion, Morelie
[V] Hirelia
Thunder Crystal:
[Cst] Richun, Lesant, Powarl
[Cv] Crossknoll, Guonyan, Hisame, Yolire, Yurisam
Wind Crystal:
[Cst] Shiro
[Cv] Dark, Hisame, Lirion, Spumante, Yarakka
[V] Secco
///ITEMS+ACCESORIES\\\///ITEMS+ACCESORIES\\\
Armor:
[Cst] Coraden, Kira
[V] Shuoss
Builders Tome:
[Cst] Celro, Cordero
[V] Belrock, Beastek, Marek
Civics Tome:
[Cst] Bilra, Grey
[V] Belrock, Hall, Secco, Miral
Divine Robe:
[Cst] Bianco, Lacqua, Kale
Loyalty Book:
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[Cst] Armband
[V] Miral, Muriace, Spinart
Loyalty Ring:
[Cst] Iriken, Broche, Kira
[V] Marek
Magic Ring:
[Cst] Halsband, Rosarto, Samidare
[V] Barl, Belrock, Fleize, Harikaden, Secco, Muriace, Miral
Magic Tome:
[Cst] Broche, Shiro
[V] Barl, Blitz, Harikaden, Secco
Robe:
[Cst] Armband, Brown, Suress, Tarai
[Cst] Naritare, Igado, Silver, Soloitas
Shield:
[Cst] Alta, Kartoffel, Naritare, Richun, Suress, Zwiebel
///WEAPONS\\\//WEAPONS\\\//WEAPONS\\\
Bishops Cane:
[Cst] Coraden, Mais, Bilra, Celro, Brown, Shiro, Kartoffel
[V] Beastek
Bow:
[Cst] Elenor, Haraa, Iriken, Richun, Silver
Claw:
[Cst] Barl, Shuujiu, Zwiebel, Kale, Soloitas
[V] Barl
Holy Rod:
[Cst] Guodon
Katana:
[Cst] Igado, Murasame, Suress, Ulcuba
[V] Fleize
Lancelot:
[Cst] Cordero, Bianco, L'Orange
[V] Sicily
Long Sword:
[Cst] Naritare, Rosarto, Tarai
[V] Blitz
Rapier:
[Cst] Haraa, Igado, Shiro, Naritare, Murasame, Suress
Rod:
[Cst] Haraa, Ring, Rosarto, Halsband, Konuka
Steel Staff:
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[Cst] Konuka, Celro, Armband, Samidare, Shuujiu
Sword:
[Cst] Konuka, Elenor, Murasame, Samidare
[V] Blitz
Tetsubo:
[Cst] Zwiebel
Whip:
[Cst] Brown, Murasame, Riccia
(listed in the same order as in-game under "Inventory")
1. Iron Claw
2. Thunder Cane
3. Wind Bow
4. Katana
5. Kaminari
6. Claw
7. Steel Staff
8. Rapier
9. Gale Whip
10. Bishops Cane
11. Silver Claw
12. Divine Saber
13. Sword
14. Tetsubo
15. Power Rod
16. Bow
17. Magic Rod
18. Magic Whip
19. Whip
20. Lancelot
21. Rod
22. Long Sword
23. Armor
24. Shield
25. Chain Mail
26. Sash
27. Magic Tome
28. Magic Ring
29. Robe
30. Robot Crest
31. Cavalry Crest
32. Soldier Crest
33. Falcon Crest
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38. Wind Crystal 39. Gold Ore

34. Birdman Crest35. Harpy Crest36. Ghost Crest37. Thunder Crystal

- 40. Silver Ore
- 41. Power Crystal
- 42. Iron Ore
- 43. Copper Ore
- 44. Light Crystal
- 45. Magic Crystal
- 46. Dark Crystal
- 47. Dragon Scale

Hopefully, this guide has helped you maximize your time in Legendra. The addition of a smithy mechanic brings a fresh element into the old Dragon Force formula, and its unfortunate that it has yet to be elaborated on in another sequel. Unless I should stumble upon something new or noteworthy, this guide can be considered complete as-is.

Accuracy is important; notifying me of any typos spotted in the FAQ would be much appreciated. I'm also open to suggestions, comments, cookies, and criticisms. (Cookies especially.)

If you have anything else to share - good or bad - or are simply interested in playing DFII in English, feel free to send me a line anytime at: prodakah@gmail.com

or check out my gaming channel for tips, tricks, and more:

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

~Saturn for life!

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This guide probably would not have come to be - at least not from me - had FaustWolf, Turbo857, Sixfortyfive, and all the good people at Verve Fanworks not come together to provide the game's translation. If you have a moment, and have enjoyed the game as much as I, please take the time to drop by their forums or youtube channel and say thanks!

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

https://www.youtube.com/channel/UCALIq4tD2rOT7p1CJM7vPmA

For helping more people to experience this great game the way it was meant to be, I thank them. For taking the time to read this guide, I thank you. And for all of us simply being here to take part in all this mumbo gumbo, I thank Life.

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