

DQ2 Hargon (Level 29 Cannock) 31/29/24

From Watching SFC runs and StarofViolence's Guide

Exp needed before fighting Atlas 63,530

-Need **two power shields** (If you fight most of your encounters money shouldn't be a problem)

Optional things to get for money

5 Total Wizard Staff using tombola early game

Gold Chest at Lightning House

Gold Chests/Shield at Rhone

Magic Armor at Undersea Cave

-**Aurora Blade** (this is already part of the route, selling Thunder Staff for this. This significantly speeds up grinding mid-game to end game)

This acts as a dazzle effect which can be used for Hargon

-Seeds

-Picked up all 3 seeds of life for HP boost on Cannock (Honestly you can probably roll with 2 seeds, 5-6 Rolls each)

-Used one seed of defense on Cannock (roll doesn't matter)

-Used all 3 agility Seeds on Moon (+7 total)

-All str seeds on hero (rolls don't matter)

-All MP Seeds on Cannock (rolls don't matter)

Hero

Lightning Sword (Equipped)

Erdrick's Shield/Armor/Helm (Equipped)

Power Shield

Aurora Blade

Leaf (In case Cannock Dies)

Cannock

Flowing Dress (Equipped)

Power Shield (Equipped)

Mad Cap (Equipped)

Prayer Ring

Prayer Ring (Optional, from Zahen)

Moon

Nekkid

The Fight

Prioritize

#1) Cannock having 2 stacks of **kabuff** and being **fully healed**

#2) Landing Dazzle

#3) Once Dazzle and Cannock's 2x Kabuffs are up, 2x sap with Moon (Moon's job is to mainly sap then its whatever kaboom/full heal) She will die easily

#4) Hero attacks when his HP is above 85 otherwise Power Shield

#5) Cannock will always power shield if he's not at full health. He will Kabuff to keep his 2 stacks (if Hargon kasaps). He has kazing to revive the other two if necessary. Sizzle or prayer ring if Cannock at full health. If cannock somehow dies (usually unlucky double physical without kabuff), use hero leaf on him

#6) Hero should be doing around 100 damage consistently with two saps

Example-

Turn 1: Aurora Blade/Kabuff/Dazzle

Turn 2: Blade or Power Shield/Kabuff/Dazzle

Once kabuffs are up and dazzle hits

Turn: Attack or Power Shield/Power Shield or Sizzle or Rez/ Sap x2 then Kaboom or heal

Once Sap x2 lands

It's ok to keep moon dead. **Revive her** if Hargon buffs himself to reapply sap. If you want to revive her for extra kaboom damage up to you, you have prayer rings to work with if you revive alot.