

Tactics Ogre: The Knight of Lodis Emblem FAQ

by Almasy

Updated to v1.06 on Jun 12, 2002

TACTICS OGRE EMBLEM FAQ

Version 1.06

Written by Almasy

- 1) News
- 2) Intro/Disclaimer
- 3) What are Emblems?
- 4) The Emblems
- 5) Emblems and Classes
- 6) Grozz Nuy
- 7) Relix/Ripple
- 8) Mark of the Elite
- 9) The Wanderer and the Emblems
- 10) Notes
- 11) Contributors/Idea Givers/Thanks

-
- 1) News

What's coming?

More Emblems with Classes

Version 1.06

Realized I never sent in 1.05...

Made several minor (I hope) fixes

Added Hawkman/War God

Version 1.05

Added the Wanderer and the Emblems

Version 1.04

Small, just made some fixes on the Pen and the Sword emblem

Version 1.03

Added Grozz Nuy and Ripple/Relix Section, and Mark of the elite

I hope CJayC doesn't get annoyed, I sent in 2 updates in one day...

Version 1.02

Begun work on the HOW TO: classification. This is my best (or fav) way to get emblems.

Version 1.01

This is a biggy...

Added the Emblems and classes Section

Added the News and What are Emblems? section, clarified War God note

Updates on the way, go find my topic and make a post please.

Version 1

Yay! It got put up! Thank you CJayC!!!

- 2) Intro/Disclaimer

THIS FAQ IS BASICLY (I THINK) SPOILER FREE!!!

If Not, sorry...

I hate legal junk, so I'll keep this simple. Go ahead and stick this thing anywhere you want as long as the document is unedited. There... Anyway, this FAQ was created so people wouldn't have to look through Bearman's or Rashidi's much greater FAQ (someone complained about this, much to Bearman's and my own surprise). Feel free, in fact you should feel inclined, to find me on the Gamefaqs board with your suggestions/comments/additions. Enjoy...

3) What are Emblems?

Emblems are special awards, powerups, or blemishing marks given to a character for certain acts on the battlefield. They can be gotten by Humans, Demi-Humans, or monsters. Emblems can not be traded between characters or given to a character by any type of item. Some are good, some are bad, some don't do anything, and some are needed for a class switch. And they do NOT affect Snapdragon in anyway, except some that give stat increases.

4) The Emblems

In Alphabetical Order...

"Nearby" usually means within 3 panels

NAME : Animal Hunter
GAIN BY : Kill 5 Beasts
EFFECT : Reduces your chance of persuading beasts (50%)
NOTES : Your warriors will probably get it naturally, but I don't recommend you go after it...
BEST WAY: No real good way besides random encounters, as training doesn't work

NAME : Arbitration
GAIN BY : Persuade 5 Enemies
EFFECT : Increases your chance of persuasion (about 30%)
NOTES : Good (and fairly easy) to get, especially for a Beast/Dragon Tamer.
BEST WAY: Dragon Tamers/Beast Masters get an inheritant bonus, to make things easier.

NAME : Archangel's Feather
GAIN BY : Die and be revived
EFFECT : Makes transmigration into an Angel Knight possible
NOTES : Get in training if you want, as this will work for anyone (including Alphonse)
BEST WAY: Cast Resurrection in Training

NAME : Berserk
GAIN BY : Kill an enemy in one hit
EFFECT : Elongates the sine graph that makes up your Biorythm
NOTES : Basically, you will stay lucky/unlucky for longer periods at a time
BEST WAY: Smash a hired level 1 fairy of the opposite element

NAME : Blood Reign
GAIN BY : Kill 25 enemies

EFFECT : Reduces nearby enemy Mental Gauge by 1
NOTES : This won't hurt to have, and its fairly easy (albeit time consuming) to get
BEST WAY: No easy way... Encounters...

NAME : Bogus Hero
GAIN BY : Gain 20 Levels in Training Mode
EFFECT : No Critical Hits occur
NOTES : Sucks to have, but is canceled out by "Miracle"
BEST WAY: Let the game run with 2 comps on training with no equipment and a bunch of healers.

NAME : Book of Initiation
GAIN BY : Dodge 3 attacks in a row
EFFECT : Enables Sword Master class (males only)
NOTES : Get in training mode fairly easily (have a low level character attack from front)
BEST WAY: Have a level one soldier attack a higher level character from the front (some AGI boosters/shield may help)

NAME : Broken Heart
GAIN BY : Fale to persuade female enemies 10 times
EFFECT : Lower average biorythm
NOTES : This sucks, as it lowers your overall luck (high is less high, low is lower)
BEST WAY: In an encounter, persuade the same 100% health target

NAME : Bullpen Ace
GAIN BY : Defeat 20 targets in trainign
EFFECT : Increase training damage by 25%
NOTES : It lowers your ability to train effectively, but doesn't hurt in a real battle
BEST WAY: Only equip weapons (no armor) in training, and smash your friends into oblivion

NAME : Centurion
GAIN BY : Defeat all the enemies by yourself
EFFECT : STR + 20
NOTES : You may have allies, but you have to get all the kills. You must kill every single enemy on screen.
BEST WAY: Exorcisism helps here. Also, you can get this in Quest Mode.

NAME : Charisma
GAIN BY : Have STR, INT, or AGI greater then 350
EFFECT : Raises Mental Gauge of nearby allies by 1
NOTES : Not easy to get, but useful in any situation
BEST WAY: Just raise yourself up, and use stat increases. Stay as a siren or knight/swordmaster your whole life.

NAME : Don Quixote
GAIN BY : Be counterattacked for over 2/3 you max HP
EFFECT : INT - 10
NOTES : A funny description. One of my favs, but not practical in battle
BEST WAY: Set it up in training, with element, height, and equipment, and it should be fairly easy to get.

NAME : Dragon's Scale
GAIN BY : Kill 5 Dragons
EFFECT : Chance to persuade dragons -50% (both sexes), required for Dragoon Class (males only)

NOTES : This sucks for females, but Dragoons are a good class
BEST WAY: See Animal Hunter

NAME : Embodiment of Desires
GAIN BY : Pick up 5 War Trophies or buried treasure
EFFECT : Buried Treasure will be more valuable (usually)
NOTES : Does not effect drops or war trophies, but is nice to have in general
BEST WAY: Pick up War Trophies in encounters

NAME : Exorcist
GAIN BY : Exorcise 5 Undead
EFFECT : Lower Mental Gauge by 1 for nearby undead
NOTES : Easy to get (that darned forest area...), but not useful often.
BEST WAY: In that forest level before someone joins your party, there are a whole lot of undead

NAME : Fist Fight
GAIN BY : Get a kill without any equipment
EFFECT : Increase (greatly) power of your punch
NOTES : GREAT ON ARCHERS/PRIESTS/CLERICS
BEST WAY: Training makes this easy... or knock someone of a cliff with no equipment (it happened once!)

NAME : Gibe of the Fallen Angel
GAIN BY : Get 3 Kills as a cleric/priest/high priest (yes, works on Rictor)
EFFECT : Lower Alignment by 1 (one time only)
NOTES : Nice to drop a neutral alignment to chaotic
BEST WAY: Rictor gets it easy, use fist fight or a good hammer with a cleric

NAME : Grozz Nuy's Emblem (Dragons)
GAIN BY : A dragon experience all 8 classes
EFFECT : Permanent Mental Gauge of 2
NOTES : I don't know how to get this besides lots of mirrors, urns, and a necromancy
BEST WAY: I'm working on it, their'll be a special section up eventually

NAME : Heavenly Spirit
GAIN BY : Heal 20 allies (works as a knight too)
EFFECT : Required for Priest class
NOTES : You can get this as a knight OR cleric, and in training
BEST WAY: Training, its easy

NAME : Knight's Certificate
GAIN BY : Attack from Front/Side 15 times (a shield counts, but a bow will not count)
EFFECT : Required for Knight Class
NOTES : Easy to get, great to have early, do it in training
BEST WAY: Training, its easy. The hits still count if they are blocked or miss.

NAME : Lancer
GAIN BY : Hit 2 enemies at once with a spear
EFFECT : Required for Valkyrie class
NOTES : Valkyrie's rock, and the emblem is easy to get. DO SO...
BEST WAY: Set it up in training

NAME : Lucky Soldier
GAIN BY : Survive a VS Battle
EFFECT : Increase your average luck
NOTES : Great to have, I think it cancels out broken heart. Hope you have a

friend...

BEST WAY: VS MODE... Hope you have a friend or brother

NAME : Mark of the Elite

GAIN BY : Win a battle with 2 or less

EFFECT : Instant gain of 100 EXP (one time only)

NOTES : Hard to get, but can be done in the right battles with the right characters

BEST WAY: You can persuade enemies and still get it. See the section on it.

NAME : Mark of Valor

GAIN BY : Win a VS Battle

EFFECT : Reduce amplitude of biorythm

NOTES : Your high points become less high, and your low ones less low

BEST WAY: Grab a friend/brother

NAME : Miracle

GAIN BY : Dodge an attack with 5% or less HP left

EFFECT : Greater chance of critical hits

NOTES : Cancels out bogus hero, if you have it...

BEST WAY: Set it up in training, or get lucky

NAME : Philosopher's Stone

GAIN BY : Kill two enemies at once with spell

EFFECT : Required for Siren

NOTES : Nothing special, hard to get normally, I don't think summons work

BEST WAY: Set it up in training...

NAME : Relix's Emblem (Males)

GAIN BY : Experience all 14 classes (Alphonse gets it when you beat game!)

EFFECT : Permanent Mental Gauge of +2

NOTES : VERY HARD TO GET (Beware missing out on Beast Tamer and Priest...)

BEST WAY: Making a section on this too...

NAME : Ripple's Emblem (Females)

GAIN BY : Experience all 14 classes

EFFECT : Permanent Mental Gauge of +2

NOTES : VERY HARD TO GET (Beware missing out on Dragon Tamer and Priest...)

BEST WAY: Making a section on this too...

NAME : Self Preservation

GAIN BY : Get a kill via counterattack

EFFECT : Increases damage done by counterattack

NOTES : You will now do more damage when you counterattack then when you attack... GET IT!

BEST WAY: Set it up in Training...

NAME : Sniper

GAIN BY : Get 5 hits in a row with a bow/crossbow

EFFECT : AGI + 10

NOTES : Easy and great, GET IT. Especially good for those who want a ninja real early

BEST WAY: Again, set it up in training (bow from the back)

NAME : The Cycle of Life

GAIN BY : "Resseruct" a ghost or Zombie

EFFECT : Increases Mental Gauge by 1 for nearby undead

NOTES : You'll get it while trying to get Grozz Nuy...

BEST WAY: I think training works for this one

NAME : The Pen and the Sword
GAIN BY : Kill enemies with physical attacks and magic (4 times each)
EFFECT : Enables Warlock class
NOTES : Skills, such as pelting fury and shuriken barrage, work too. Training does not.
BEST WAY: Not in training, but can be gotten in Quest Mode.
Valks/Knights/Sword Masters/Ninjas are the way to go.

NAME : Veteran Soldier
GAIN BY : Defeat an opponent in a VS Battle
EFFECT : STR, INT, and AGI + 15
NOTES : see "lucky soldier"
BEST WAY: Grab a buddy...

NAME : Vixen's Whisper
GAIN BY : Persuade a male character
EFFECT : Required for witch clas
NOTES : Deneb anyone?
BEST WAY: Must be done in an encounter/story, so thats about it. You'll definitely want someone else to weaken target

NAME : War God
GAIN BY : Deal more then 200 damage
EFFECT : STR + 30, INT - 30
NOTES : Careful who gets it, it may come back to haunt you when you want a mage (valks beware)
BEST WAY: See Berserk

5) Emblems and Classes

A general look at emblems and related classes. This section is designed to show you which emblems work well with which classes, or point out some cautions. It is not the ful compilation of every single strategy, just some that I have tried, and found either fun or useful. Perpetually under construction, and I'd love suggestions.

CLASS : Archer
EMBLEM : Fist Fight
WHY : This is great, it gives the Archers a powerful counterattack

CLASS : Cleric
EMBLEM : Fist Fight
WHY : See Archer

CLASS : Priest
EMBLEM : Fist Fight
WHY : See Cleric :)

CLASS : Valkyrie/Knight
EMBLEM : War God
WHY : This one is up to you, do you use the spells enough to not want the extra attack power?

CLASS : Hawk Man
EMBLEM : War God

WHY : Thunder Arrow is based on strength, so this emblem has no bad points

6) Grozz Nuy

This was contributed by Questionable
Grammer/Punctuation slightly edited by me, Almasy
I haven't tried this yet myself, but it was what I though would work

1. Start with a level 19 dragon
 2. Use 3 Mirror of the Gods to change it to each element to get 1-4
 3. Level it up some to get number 5
 4. Change it's alignment with the Urn of Chaos or Tomb of Discipline to get 2 more
 5. kill it in training and revive it into a zombie dragon, last one
 6. Use Reincarnation to return to a normal dragon if you think Zombie's Suck
 7. Emblem recieved
-

7) Ripple/Relix

Again, contributed by Questionable
Edited a bit by me (Almasy) for sake of readability, typos, grammer, and a few fixes (added Relix)

1. Start out with a lvl 10 neutral soldier (store-bought as such works best, or get it there in 1 training battle)
 2. Get it the Sniper Emblem in training
 3. Change it to Archer, Ninja, Wizard, Dragon Tamer/Beast Tamer
 4. Level it up until it meets the stats for Siren and cleric
 5. Get the Knight's Certificate, and the Knight
 6. Change back to cleric.
 7. Get Heaven's Blessing Emblem
 8. Change it to Priest
 9. Change it to a wizard.
 10. Kill two enemies with one spell to get the Philosopher's Stone emblem
 11. Change to Siren
 12. Get Lancer Emblem (hit two enemies at once with spear)
 13. Change to Valkyrie
 14. Get Vixen's Whisper or Book of Initiation
 15. Change to Witch or Sword Master
 16. Change alignment to lawful
 17. Get Emblem to become angel knight.
 18. Change to angel knight
 19. Kill the angel knight in training.
 20. Change it to a ghost with necomancy.
 21. Use reincarnation to change it back to a soldier
 22. Kill 5 Dragons and become a Dragoon (males only)
 23. Change it to a lich.
 24. Recieve emblem
-

8) Mark of the Elite

Just need somewhere to say I (Almasy) recently found a good, easy way to get Mark of the Elite. Enter a battle against enemies with close range attacks or non-status magic, equip healing spells and decent attack power, and counter-attack your enemies to death. Knights, Samurais with Items, or clerics/Priests with Fist Fight work best for this. Heal yourself as needed, and counterattack your enemy to death. Beware status effects in this mode, as they can basicly kill or disable you in one hit...

9) The Wanderer and the Emblems

This section was contributed by a string of posts from several people. When the game begins, you will be asked by the Wanderer "Walk which path?" Your answer here determines an emblem for Alphonse. I then added why this may be useful early on.

Answer	Emblem	Useful for...
Belief	Miracle	Really? You get more critical hits the first few battles...
Freedom	Arbitration	Recruit some good, cheap characters early on!
Wealth	Embodiment of Desires	Start getting better items from the very beggining!
Longetivity	Fist Fight	I guess it could save you a bit of money...

As you can see, I recommend you answer Freedom or Wealth, the others could easily be gotten in training.

10) Notes

Valks rock!
Whitches don't!
Except Deneb!

11) Contributors/Idea Givers/Thanks

Just a list of people who need to be thanked, commended, or praised for whatever reason, even if they have nothing to do with this FAQ...

Someone - Who shall go nameless, who was to lazy to look in a full FAQ and thus inspired this one (not me!)
Summer - For being so close, and yet so far, perpetually
CJayC - Thank your site, it rocks the casbah!
Bearsman6 - The ultimate FAQ so far, and a good human being (I think...)
Rashidi - Another great FAQ, and some comments on this FAQ
Destin - The hidden author of the secrets FAQ, and a master of all Ogre Battle knowledge
Lasareth - Early Suggestions that are much appreciated
Bluejay157 - Early Suggestions that are much appreciated
Questionable - For submitting Grozz Nuy and Ripple before I had time to find

it myself

SilenceImpossible - For his nice words and interest

Vervecroftmacca - Pointed out the beggining affects your starting emblem

emu87 - confirmed, gave 3

Tetra - Gave all four and how to get, major thanks (I would have had to go all the way to TO.com otherwise)

- He also provided me with several minor fixes and the Hawkman/War God combo

Thats all folks!

This document is copyright Almasy and hosted by VGM with permission.