

Tactics Ogre: The Knight of Lodis Swordmaster FAQ

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Tactics Ogre: The Knight of Lodis
Swordmaster FAQ
Version 1.0
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Ogre Battle Encyclopedia
<http://ogrebatle.vze.com>

Table of Contents

- I. The 6 Questions (Who, what, why, when, where, and how)
- II. Other important Information
- III. Preferred Weapon List
 - A. Swords
 - B. Katanas
- IV. Useable Spell List
- V. Legal Info and Credits

I. The 6 Questions

Who?

Only male characters can become Swordmasters. The only male character that is a Swordmaster in the game is Byron, the boss of the Batraal Chronology Quest Battle. The female character Margret is a Swordmaster, but she is a special Swordmaster class only attainable with a Gameshark. Because Swordmaster has good stat growth, it would not be a bad idea to let a character like Orson level up in this class.

What?

Sword Masters can swiftly strike down opponents with blindingly fast sword-handling, and they can also use support spells. Margret's description - Because of her rare talent with the sword, she has been educated in even the most coveted sword techniques. A swordswoman like her only comes along once in a generation.

Why?

You should use Swordmasters, because they are among the top 4 melee classes in the game (the others being Knight, Angel Knight, and Hawkman). They should be considered stronger Ninjas, and are more effective with support magic than Warlocks.

Where?

You can turn any male character into a Swordmaster if you meet the requirements. You can find extra characters at a shop, or persuade them in battle.

How?

A character must have 95 STR, 111 AGI, an ALI of C, N, or L, and the

Book of Initiation Emblem in order to become a Swordmaster.

II. Other Important Information

Stat Growth - Stat growth at Level Up is based randomly on my X, X-1, X+1 formula. For all stat growth over 7, X-2, and X+2 are added. What does this mean in simple man's terms? A Knight will get between 5-9 HP per level, 2-4 MP per level, etc. Just look at the number as an average and you'll do fine...

Swordmaster

HP 6

MP 3

STR 5

INT 3

AGI 6

Preferred Weapons: Sword or Katana.

Magic ability: Swordmasters have 1 magic slot, and they have a choice between 3 virtue spells. This is what puts them head and shoulders above most other melee classes, so choose wisely.

Movement: Base movement of 6, with no ground or water bonuses. The movement isn't as good as other classes (they have the worst movement of the top 4 melee classes) but their stats and abilities more than make up for it, they're walking tanks.

Class bonuses (innate bonuses that vary according to class)

Attack Power +15

Defense Power +0

Magic Attack +5

Magic Defense +5

Persuasion ability: Swordmasters are good at persuading the elite male classes: Dragoon, Warlock, and other Swordmasters. They are even better at persuading Archers and Ninjas of both genders.

Fulfilling class requirements: The Book of Initiation is easy to acquire during training, and you'll often get it in battle without even trying. If worse comes to worse, you can attack a level 10 character with a level 1 character from the front 3 times. You will more than likely dodge all 3 attacks. Congratulations on acquiring the emblem. From there, all you need are the stats. Ninjas get 4 STR and 7 AGI per level. Knights get 6 STR and 5 AGI per level. Leveling up in both classes as needed will get you to Swordmaster quickly.

Other: Alphonse makes a great Swordmaster. Orson and Shiven do too, in fact, I prefer to make Orson a Swordmaster ASAP, because the stat growth in the Archer class is absolutely horrible. Swordmasters are good candidates for the Divine Armaments set, since it gives them good defense, and they'll be able to use the Oracion. Swordmasters get to use Swallow's Daze when they have Katanas equipped, but I've never found the attack to be too effective (misses too often). A Swordmaster with the Hunting Set will also run rampant. They will be more effective with the set than an actual Archer. Swordmasters are GREAT candidates for Fluid Magic, or Petrifying Cloud.

III. Preferred Weapon List

A. Swords

Short Sword

Stats: Power 30

Description: One-handed weapon. Good sword for beginners.

Cost/Shop: 360/Y

Long Sword

Stats: Power 40

Description: One-handed weapon. A large hacking sword.

Cost/Shop: 700/Y

Claymore

Stats: Power 48

Description: A large, two-handed sword with a V-shaped hilt. A ring is attached to the hilt.

Cost/Shop: 1200/Y

Sum Mannus

Stats: Power 54, Earth RES+5, Wind element.

Description: One-handed lightning sword.

Cost/Shop: 1440/N

Firedrake Sword

Stats: Power 56, Water RES+5, Fire element.

Description: One-handed flaming sword.

Cost/Shop: 1440/N

Ice Blade

Stats: Power 52, Fire RES+5, Water element.

Description: One-handed frozen sword.

Cost/Shop: 1440/N

Fafnir

Stats: Power 58, Attack Power up VS Dragons.

Description: Used by Sigurd to defeat the dragon Fafnir.

Cost/Shop: 1600/N

Gram

Stats: Power 58, Wind RES+5, Earth element.

Description: Elven sword that shines because of its unique forging.

Cost/Shop: ?/N

Sword of Tiamat

Stats: Power 60, Attack power up VS dragons.

Description: Dragonslayer created from the fangs of Tiamat.

Cost/Shop ?/N

Lavateinn

Stats: Power 60, Water RES+5, Fire element

Description: Flaming sword of Surt, destined to consume the world in fire.

Cost/Shop: ?/N

Notos

Stats: Power 62, Earth RES+5, Wind element.

Description: Two-handed weapon. Double edged sword of Notos, god of the South Wind. 1 of 4 Relics of Wind.

Cost/Shop: 3120/N

Balmung

Stats: Power 64, Attack power up VS dragons.

Description: Dragonslayer created from the claws of the dragon Fafnir.

Cost/Shop: ?/N

Oracion

Stats: Power 71, INT+8, Bane RES+5, Virtue element.

Item use: Banish effect (cannot break)

Description: One-handed weapon. Rumored to allow communication with the gods. 1 of 4 Divine Armaments.

Cost/Shop: 4000/N

Fragarach

Stats: Power 75, Virtue RES+5, Bane RES-5, Bane element

Description: Sword with a cross shaped hilt whose name means 'revenge'.

1 of 4 Netherworld Weapons.

Cost/Shop: ?/N

Anbicion

Stats: Power 68, AGI+5, Virtue RES-5, Bane RES+15

Item use: Anbicion effect (cannot break)

Description: One-handed weapon. Sacred sword that King Anbicion received in a covenant with God.

Cost/Shop: Cannot be purchased or sold.

Snapdragon

Stats: Power 85, element and rest of stats depend on character that used Snapdragon.

Description: Sword that confines a human soul trapped by an ancient curse. Sword characteristics reflect abilities of trapped soul.

Cost/Shop: ?/N

Anbicion2

Stats: Power 90, AGI+5, Virtue RES-5, Bane RES+15

Item use: Anbicion effect (cannot break)

Description: One-handed weapon. Sacred sword that King Anbicion received in a covenant with God.

Cost/Shop: Cannot be acquired via normal means (GS only).

B. Katanas

Matsukaze

Stats: Power 52, AGI+4, Earth RES+5, Wind element

Description: Far Eastern katana that produces blades of wind.

Cost/Shop: 1440/N

Yu-Giri (Water/52, agi+4, fres+5)

Power 52, AGI+4, Fire RES+5, Water element

Description: Far Eastern katana that gleams with dew.

Cost/Shop: 1440/N

Kagari-bi

Power 52, AGI+4, Water RES+5

Description: Far Eastern katana that glows with searing flames.

Cost/Shop: 1440/N

Yumogi-u

Power 52, AGI+4, Wind RES+5

Description: Far Eastern katana that intensifies the user's power.

Cost/Shop: 1440/N

IV. Ability/Spell List

A. Abilities

Pelting Fury

Element/Type:

Stats:

Effect:

Swallow's Daze

Element/Type:

Stats:

Effect:

Cost/Shop:

B. Spells

Harnella's Influence

Element/Type: Wind/Global Support

Stats: Power 0, 10 MP

Effect: Strengthens wind, weakens earth.

Cost/Shop:

Haste

Element/Type: Wind/Support

Stats: Power 0, 20 MP, RNG 7, AOE 1

Effect: Increases speed and allows movement beyond normal range.

Temporary.

Cost/Shop:

Summon Tempest

Element/Type: Wind/Global Support

Stats: Power 0, MP 15

Effect: Summons storm.

Cost/Shop:

Teleport

Element/Type: Wind/Support

Stats: Power 0, MP 35, RNG 1

Effect: Teleports ally.

Cost/Shop: ?/N

Clear Sky

Element/Type: Fire/Global Support

Stats: Power 0, MP 15

Effect: Drives away wind and rain.

Cost/Shop:

Molten Blade

Element/Type: Fire/Support

Stats: Power 0, MP 20
Effect: Temporarily strengthens ally's weapon.
Cost/Shop:

Ray of Paralysis

Element/Type: Fire/Support
Stats: Power 0, MP 15, RNG 7, AOE 1-5
Effect: Paralyzing ray. AOE broadens as user's INT goes up.
Cost/Shop:

Zoshonel's Influence

Element/Type: Fire/Global Support
Stats: Power 0, 10 MP
Effect: Strengthens fire, weakens water.
Cost/Shop:

Berthe's Influence

Element/Type: Earth/Global Support
Stats: Power 0, 10 MP
Effect: Strengthens earth, weakens wind.
Cost/Shop:

Constrain

Element/Type: Earth/Support
Stats: Power 0, MP 20, RNG 7, AOE 1
Effect: Temporarily lowers speed and restricts movement by changing target's movement type.
Cost/Shop:

Hurdle Wall

Element/Type: Earth/Support
Stats: Power 0, MP 20, RNG 7, AOE 1
Effect: Moves ally to adjacent panel regardless of elevation.
Cost/Shop:

Petrifying Cloud

Element/Type: Earth/Support
Stats:
Effect:
Cost/Shop: ?/N

Grueza's Influence

Element/Type: Water/Global Support
Stats: Power 0, 10 MP
Effect: Strengthens water, weakens fire.
Cost/Shop:

Poison Squall

Element/Type: Water/Support
Stats: Power 25, MP 20, RNG 6, AOE 1-5
Effect: Saturates the air with toxic elements, damaging and poisoning foes. AOE broadens as user's INT goes up.
Cost/Shop:

Purify

Element/Type:
Stats: Power 0, MP 10, RNG 7, AOE 1
Effect: Recovers target from abnormal status (paralysis, sleep, charm, confusion, poison).
Cost/Shop:

Slumber Mist

Element/Type: Water/Support

Stats: Power 0, MP 15, RNG 7, AOE 1-5

Effect: Foes are lured into sleep by a chilling breeze. AOE broadens as user's INT goes up.

Cost/Shop:

Fluid Magic

Element/Type: Bane/Support

Stats: Power 0, MP 8, RNG 7, AOE 1

Effect: Transfers MP to ally.

Cost/Shop:

V. Legal Info and Credits

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Special Thanks goes to...

Yasumi Matsuno: For writing the Ogre Battle Saga. If the original Tactics Ogre weren't such a classic, this mediocre game would not be here today.

Quest: For making this game.

Atlus: For publishing this game in North America.

Nintendo: Well, actually, they didn't want to publish this game in North America, so they get no thanks.

Squaresoft: For buying the rights to the Ogre Battle series, followed by buying out Quest, and recruiting the remaining team members that worked on this game. Hopefully, your guidance and budget will keep this absurdly easy game from ever happening again.

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CJayC: Duh...

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Olan: For compiling the Class stat growth using that device thingy of yours. You kept me from spending another 20 hours doing it the manual way.

Rashidi: I wrote this. In 2 hours. I want my time back.

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