











Brain Sap: Power 0

Area-Effect (Bane). 15 MP, RNG 4, AOE 1. Absorbs MP.

Comments:

This spell should not be used so much for the MP it provides but rather to keep enemies from casting key spells. It's not too bad on Saia if used right but he may have trouble hitting enemies facing him. Brain Sap can be bought in stores for 800 goth.

Cursed Existence: Power 0

Global Support (Bane). 15 MP. The undead are immediately resurrected by the evil god, Asmodee.

Comments:

Never use this. It only affects your Ghosts and Dragon Zombies while they are waiting to revive. Both of those classes are awful although there are some Ghost fans out there. Giving it to Saia or anyone for that matter is just wasting a magic slot. Cursed Existence can be bought for 400 goth. What a waste.

Enfeeble: Power 0

Area-Effect (Bane). 15 MP, RNG 4, AOE 1. Absorbs HP.

Comments:

It functions just like Brain Sap except it takes HP. It's best used to finish off enemies and regain some health at the same time or when Saia is out of direct attack range. It has trouble hitting faster characters especially when they are facing the caster. Enfeeble cannot be bought in stores but it is commonly carried by Ghosts that can be persuaded. Saia comes with it too so get it then. Enfeeble can be sold for 500 goth.

Necromancy: Power 0

Support (Bane). 25 MP. When cast before battle's end, revives dead characters as undead.

Comments:

Necromancy is the evil version of Resurrection. It turns dead humans, Liches and Angel Knights into Ghosts and dead dragons into Dragon Zombies. Since the undead are horrible make sure you have a Reincarnation handy. Necromancy is not a bad spell since it is needed for the class master emblems and for the Lobelia trick but it should only be used in training. The spell will be given in Quest Mode once 10,000 goth is won at one time. This is not possible in the first two quests. While the game will not give it out once you have it if you sell or trade it you can go back into Quest Mode and get it again. It sells for 4,500 goth so it can provide some quick cash if you need it.

Nightmare: Power 20

Area-Effect (Bane). 8 MP, RNG 7, AOE 1. Foe drifts into unconsciousness and suffers from malignant visions.

Comments:

Nightmare might seem useless at first but it is probably the best spell to give Saia. While it will do almost no damage it can put the target to sleep, which makes it easy prey for summons and Divine Radiance. Nightmare can be bought for 500 goth. Some enemies carry it but if you really want the spell just buy it.

-Items-

Reincarnation

Drakonite Spellbook. Transmigrates undead to original form.

Comments:

If an undead character uses Reincarnation it will return to the living. Ghosts transform to Soldiers and Dragon Zombies revert back to their base form. It is a key item in getting the class master emblems. The scroll can be found as a Class B prize in Quest Mode or in Vs. Mode. It can be sold for 40 goth.

Snapdragon

Drakonite Spellbook. Permanently changes the caster into a sword.

Comments:

The Snapdragon is an expendable item that turns the user into a sword. The resulting sword takes its name and element from the victim trapped inside. The exception is that Mushus make Virtue swords and Vrtras make Bane ones. The character that used it is gone for good so choose well. The base power of the sword is 85 but it will also have stat bonuses. The bonuses for each sword are 1/2 STR, 1/2 INT and 1/5 AGI of the snapped character's base stats. So the stronger the character is the stronger the sword will be. Some classes that are snapped give special abilities to the sword. The most notable is perhaps that an Angel Knight sword gives allies within three spaces +1 to their mental gauges. Another popular snap is a Swordmaster because it adds the chance of delivering instant death. Snapdragons and the swords they make cannot be sold or traded.

Snapdragon locations: (0,0) is the lowest point on the map

1. Buried treasure in Belleza (0,11) it's the top left corner
2. Buried treasure in Sotavento (12,0) it's the top right corner
3. Dropped by a Vrtra in Rebanada in the battle against Saia
4. Dropped by a Giant in Harmonia in the battle against the twins

-Equipment-

Amulet

Necklace known as the 'Eye of the Basilisk'. Prevents petrification. Spell DEF 20. INT+7.

Comments:

It really isn't a bad accessory but there are better ones. Sure it

prevents petrification but a character with a shield is already protected against the Gorgon's Evil Eye. While Amulets cannot be bought a Warlock drops one in The Garden of Memories and a Dragon Tamer drops one on the A route at Charadrius. Take note that the Amulet you get in the Garden of Memories will not be permanently saved. Many special characters such as Shiven, Orson, Cybil, Saia, Lobelia, Elrik and Aerial come with one equipped so they aren't that hard to come by. They can be sold for 720 goth.

#### Bloody Cleaver

Two-handed weapon (Bane). Power 72. Virtue RES+5. Huge butcher's knife. Life Force effect.

#### Comments:

The Bloody Cleaver is hands down the strongest axe in the game. When used as an item it casts Enfeeble for 15 MP and is immune from breaking. Since it is of the Bane element it fits Saia very well. Because Enfeeble is one of the spells Saia can use, giving him the axe technically lets him use three spells. Most characters do more damage with it than with their own preferred weapon so if you're not a Saia fan it is still very usable. See if it makes your character with Atropos do more damage. The Bloody Cleaver is a little heavy but that shouldn't actually be a deterrent from using one of the strongest weapons in the game. Naris drops it at Charadrius on the A route and in Ostorea's Crypt on the B route. You can also get it as a Class C prize in Vs. Mode. If you are an idiot you can sell it for 1125 goth.

#### Chain Mail

Armor made of woven chain links and reinforced with iron plates. PHYS DEF 18, Spell DEF 5. PHYS RES+6.

#### Comments:

Rather unspectacular armor that can be bought for 1,100 goth. Just get better stuff from Quest Mode.

#### Cloak of Oath

Cloak given to those ordained as saints (Virtue). PHYS DEF 15, Spell DEF 20. INT+10, PHYS RES+5, Virtue RES-5, Bane RES+10.

#### Comments:

It is quite a good robe actually but not the best you'll ever see. It can be found as a Class F prize in Vs. Mode. Lobelia also comes with one equipped and it can be sold for 1,230 goth.

#### Earth Dragon Axe

Two-handed weapon (Earth). Power 68. Wind RES+5. Wide blade used for decapitation. Attack Power up VS dragons.

#### Comments:

It is a very strong axe but the Boreas and Bloody Cleaver are better. Still, having one makes a nice addition. Saia drops one and it can be found as a Class D item in Quest Mode. It can be sold for 1125 goth.



### Needle of Light

One-handed weapon (Virtue). Power 60. Bane RES+5. Thrusting sword that draws on sacred energy and light.

#### Comments:

It is a strong thrusting sword and perfect on an Angel Knight. A Needle of Light is a good weapon to give to someone with Clotho. It can be found as a Class E prize in Quest Mode and is commonly carried by enemy Angel Knights. They can be sold for 720 goth.

### Ring of the Dead

Ring granting immortality. (Bane) Spell DEF 10. INT+8.

#### Comments:

The ring itself is a decent accessory but it is not meant to be equipped for long. A character with at least 118 MP, 134 INT and of the chaotic alignment can become a Lich by equipping the ring and dying in battle. The transformation will occur automatically and you will lose the ring in exchange for the Lich. Remember that the stat boosts from equipment count for class requirements. So if your magic user is a little low in the INT department give him/her two good staves or a strong snap sword, which can be removed after transforming. Females trained as Soldier->Cleric->Siren make ideal Liches. The Lich can use any non-Virtue, non-summon spell. It is the only normal class that can cast Fiend's Grip and has the highest defense of any class that you can get. Think of them as little tanks. One is practically a necessity, two is optional but three is overdoing it. If you want to you can sell a Ring of the Dead for 40 goth.

Ring of the Dead locations: (0,0) is the lowest point on the map

1. Buried treasure in the Crypt of Ostorea (12,8) next to broken coffin
2. Tell Saia you fight for peace (option B) but he will not join
3. Dropped by a Daemon in Harmonia in the battle against the twins

### Seraph's Plume

Large, peculiar plume that lessens the wearer's weight. Spell DEF 10.

#### Comments:

Seraph's Plumes are situational items. Only give them to characters if they increase the movement up a space. Still, just because a character could move a space more doesn't mean it should have one. Although you would never want to give more than one to a human sometimes it can be helpful to give multiples to a beast or dragon. They are Class I prizes in Quest Mode and Group 3 buried treasures for medium to high biorhythm. Lobelia gives the hero one if she is turned down for recruitment. A Seraph's Plume can be sold for 400 goth.

### Snapdragon Sword

One-handed weapon. Power 85. Sword that confines a human soul by an ancient curse. Sword characteristics reflect abilities of trapped soul. STR+X, INT+Y, AGI+Z.

One-handed WPN for DIR ATK. PWR 85. Sword that confines a human soul by an ancient curse. Sword characteristics reflect abilities of trapped soul. [effect of sword.] STR+X, INT+Y, AGI+Z.

Comments:

Refer to Snapdragon in the items listing.

Snow Boots

Leather-soled boots that prevent slipping on ice. PHYS DEF 9, Spell DEF 2. AGI+4, PHYS RES+3.

Comments:

Snow Boots allow a character to move on the snow unrestricted. They do not increase the power or hit rate of the character wearing them when on snow but may still be useful when you run out of warp items. They appear in shops at the beginning of Chapter 3 and can be bought for 850 goth. Lobelia and Cybil come with them equipped.

-Special Techniques-

Atropos: Power 60

Special sword technique (sword/katana/axe) in exchange for HP.

Comments:

Even though it is just as powerful as the other techniques, Atropos will often do the most damage due to the high power of swords and axes. Atropos and the rest of the weapon techniques inflict self-damage as  $\frac{1}{4}$  of the user's current HP but the power they deliver is well worth it. The techniques will never kill the user as they truncate the damage but with Atropos at least try to hit the enemy from behind to avoid counterattacks. Atropos is received as a special prize for clearing the West Gate of Ostorea Castle. Give it to your strongest attacker and try to make them a class that has weapon preference with one of the technique's weapon types.

Clotho: Power 60

Special sword technique (thrusting sword/spear) in exchange for HP.

Comments:

Clotho has the strange ability that allows it a two space range with either of its weapon types. It is possible to hit two people at once with it and best of all the damage is not reduced when attacking from a distance. There are plenty of classes that Clotho works well with. An Angel Knight, Dragoon or Valkyrie are good choices but you should avoid giving it to a Dragon Tamer or Mermaid as their attack power is not nearly as good. Rictor is a good candidate if he is not casting spells every turn. Clotho will be awarded as a prize whenever the Tundra Geology quest is cleared and if no one currently has the technique.

Lachesis: Power 60

Special bow technique in exchange for HP.



to my e-mails, posts and comments with as much respect as I gave them.

Lastly, thank you the GameFAQs Ogre Battle Saga community for all the information we take for granted now. Also, it was all those asking for help on Saia/Lobelia that prompted this guide in the first place.

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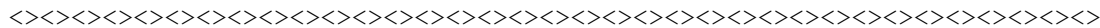
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