

Tactics Ogre: The Knight of Lodis Knight FAQ

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Updated on Jan 11, 2005

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

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I. The 6 Questions

Who?

Male and female characters can become Knights. The female character Ivanna is a Knight. She joins you very early in the game. Other notable Knights are Grimal (the boss of Formido) as well as Cassani, Justin, and Lara.

What?

"Knights display unwavering courage and value courtesy, honor, and pride. They surpass normal soldiers in ability and can cast certain spells of virtue." A Knight's preferred weapon is a Sword, or a Thrusting Sword.

Why?

You should use Knights, because they are among the top 4 melee classes in the game (the others being Swordmaster, Angel Knight, and Hawkman). They also have excellent healing power, removing some burden, or negating the need for your Cleric/Priest.

Where?

You can turn any of your male and female characters into Knights if you meet the requirements. You can find extra characters at a shop, or persuade them in battle. Ivanna will participate with you as a Guest character at Scabellum, and Vespa (stages 2 & 3). She will offer to join after the battle.

How?

A character must have 51 STR, 53 AGI, an ALI of N or L, and the Knights Certificate Emblem in order to become a Knight.

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...

Knight
HP 7
MP 3
STR 6
INT 4
AGI 5

Preferred Weapons: If you didn't hear me before, it's Sword and Thrusting Sword.

Magic ability: Knights 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 5, 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 +5
Defense Power +5
Magic Attack +5
Magic Defense +5

Persuasion ability: Knights can persuade other humans fairly easy, with variance depending on gender. Typically, Knights are good at persuading other Knights. They also seem to persuade Soldiers easier.

Fulfilling class requirements: The Knight's Certificate is easy to acquire during training. You must attack a character adjacent to you 15 times. Attacking from behind does not count towards this total (in other words, get counterattacked 15 times). If a character has an ALI of C, the expendable item Tome of Discipline can be used to raise the character's ALI. The required stats are fairly low, you can get there fast if you use a Beast Tamer or Ninja prior to class change.

Other: I recommend keeping Ivanna a Knight, and making Alphonse a Knight (unless you want him as a Ninja to accelerate AGI growth if you want him to be a Swordmaster). For one, the name of the game IS "Knight" of Lodis (it is also the only beginning class for him to get the preferred weapon benefit of the Ambicion if you used the trick). For two, if Alphonse and Ivanna are Knights, then you have no need of a Cleric or Priest. You just eliminated the need for a character that isn't effective on offense. Question, what is harder to kill, 4 Knights and 4 Clerics, or 8 Knights? Answer: The 8 Knights, by far. Knights are obvious candidates for the Divine Armaments set, because they are suited to the heavy weaponry (and Oracion is the strongest of the Knight's preferred weapons). They are not so obvious choices for

the Hunting Set. Knights could use the extra movement, and their STR will make them effective with the Bow. That's all, I think.

III. 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

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

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

Anbicion

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

Item use: Ambicion effect (cannot break)

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

Cost/Shop: Cannot be purchased or sold.

Ambicion2

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

Item use: Ambicion effect (cannot break)

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

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

B. Thrusting Swords

Rapier

Stats: Power 35

Description: One-handed weapon. Slender, flexible sword designed to pierce armor joints.

Cost/Shop: 420/Y

Estoc

Stats: Power 40

Description: One-handed weapon. Slender thrusting sword with a knuckle guard on the hilt to protect user's hand.

Cost/Shop: 640/Y

Dragon Gem Sword

Stats: Power 48, Dragon Handling effect.

Description: One-handed weapon. Sword with jeweled hilt adorned with a dragon's gem. Enables communication with dragons.

Cost/Shop: 880/N

Needle of Light

Stats: Power 60, Bane RES+5, Virtue element.

Description: One-handed weapon. Thrusting sword that draws on sacred energy and light.

Cost/Shop: 1440/N

Answerer

Stats: Power 68, Virtue RES+5, Bane RES-5, Bane element.

Description: One-handed weapon. Assassin sword whose name means "to answer". 1 of 4 Netherworld Weapons.

Cost/Shop: 4000/N (VS Mode only)

IV. Spell List

Heal

Element/Type: Virtue/Support

Stats: Power 20, 8 MP, 7 Range, 1 AOE.

Effect: Recovers HP (not Undead)

Cost/Shop: 400/Y

Lightning Bow

Element/Type: Virtue/Missile

Stats: Power 35, 6 MP, 7 Range, 1 AOE.

Effect: Bolt of electrical energy.

Cost/Shop: 500/Y

Cleanse

Element/Type: Virtue/Support

Stats: Power 0, 10 MP, 7 Range, 1 AOE.

Effect: Recover from abnormal status (stone, paralysis, asleep, charm, confusion)

Cost/Shop: 1000/Y

V. Knight SCC

I'm not going to make a whole section on this, but I will make a few notes. Knights are by far the easiest class to do an SCC with. They have excellent offense, defense, and recovery (read as: the total package). A group of 8 Knights cannot lose, period, not even to the boss of the game. Dragon Gem Sword, Hyacinth Fan, Matsukaze, Kagari-Bi, Ice Blade, Volcaetus, are 6 weapons that can be gained in chapter 1 without going to Quest Mode once. You can get Ambicion with the Ambicion Trick mentioned in the Secrets FAQ. You can get Heal Spells in shops, and you'll have the money to buy stuff like Chain Mail, because you'll be selling off items that you don't need. The fact that you get Ivanna so early does not hurt at all.

VI. 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.

Bearsman6: For making an FAQ/Walkthrough (which allowed me to quit on mine). Also for giving me a means of playing KoL before it was released.

CJayC: Duh...

Destin: For the secrets FAQ, and allowing me to Manage the info on the Ogre Battle Encyclopedia.

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.

Please visit the Ogre Battle Encyclopedia for any information you need on the Ogre Battle Saga at <http://ogrebatle.vze.com>

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