

Tactics Ogre: The Knight of Lodis Items, Spells & Emblems FAQ

by romz12

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TACTICS OGRE : Knights of Lodis
Items, Spells & Emblems FAQ
Version 1.0
BY ROMZ12
romz12@pinoymail.com
<http://romz.proboards12.com>

This guide is best viewed at maximized Notepad/Wordpad window or in webpage html.

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I. Revision History

Version 1.0 - November 20, 2002

- Started the FAQ
- Made a very concise outline of the FAQ
- Tried to finish some sections
- Most parts of the FAQ are not finished yet
- Submitted at www.gamefaqs.com

II. Introduction

I made this FAQ even though it is very late now for the fact that some FAQs still misses many things about this great game so I grabbed the chance. I wrote many important info and beat the game first before I decided to make this FAQ. Still, my greatest aim is to share to all Tactics Ogre fans and players out there my knowledge about this great game and lead them out of confusion and lost. I am very lazy to make a walkthrough for now. Anyway, this game is very straightforward and you could finish it by yourself just by reading the story lines and without consulting a FAQ or walkthrough, the only problem is you could miss some things around the game. Walkthroughs make great spoilers to players! A FAQ is just simple yet very informative (depends on the author) with lesser spoilers. Walkthroughs are very long to make and very time consuming, nowadays I'm a very busy man. This FAQ only is very long for me and took me a very long time to finish. A FAQ is enough for me! I'll think about it if I have all the time in world available for me for free!

Actually, this is my 2nd FAQ made in GBA. This FAQ is a result of many hardworks, playtimes, writings, ans sleepless nights, combined with the great help from the feedbacks of helpful people out there. This FAQ and the game is worth my time and efforts. The story is very intriguing, clear enough to understand and can catch all player's attention with all its new features. Simple enough to play and navigate, its a enhancement of the late Tactics Ogre "Let's Cling Together" Version in SNES and PS. With lots of hours of gameplay of about 40 to 50+, you will be busy with its addictive battles and quests. With lots of emblems, rare items, weapons and equipments on its sleeve, you'll find yourself collecting them all. With 32 slots available for your party/army, you'll be wanting to have all the classes and creatures in your party fighting with you till the end. There are so many great things about this game. No wonder there are so many players getting involved with Tactics Ogre and other Ogre Battle Sagas all over the world! If you are a die-hard Tactics Ogre and Ogre Battle Saga fan, you should get this coz you don't know what you're missing! This is really a must-buy for GBA players! This game is truly one of the best games made specially for GBA!

For your convinience, I provided some tips, some of my notes and comments around every section of this FAQ...

WARNING: This FAQ contains spoilers! Read it at your own risks!

Don't blame me! I already warned you...

III. Frequently Asked Questions

SORRY, NOT FINISHED WITH THIS PART YET!
QUESTIONS? POST IT AT MY MESSAGE BOARD OR SEND IT THRU E-MAIL!
I'LL TRY TO INCLUDE IT HERE...

IV. The Wold Map of Ovis

i. CASTLES & SHOPS (Castle Icon)

Only the castles in the world map have shops where you can buy some weapons, equipments and expendables but later in the game you will seldom visit one and buy some coz your inventory will be infested with lots of rare weapons and equipments if you always engage in battle both in quests, encounters and story. Only buy necessary items at the shop specially weapons and equipments coz you will only use them for a short time. At the middle up to the end of the game, you'll find yourself selling those items you bought back to the shop and buying only expendables. Be cautious with your war fund!

a. Scabellum

"A lively coastal part where trade with Lodis flourishes."

NOTE: Here is where the secret shop can be accessed if you have Deneb at your party.

b. Solea

"A small church on the sandy beaches of Numida in SW Anser."

NOTE: Eleanor found you here at the seashore unconcious after you have been separated with Rictor and his party. This is where you first met Eleanor and Ivanna. You will eventually recruit Eleanor here.

c. Urodela

"Cape in Yema Bay whose pearls are popular among the ladies"

d. Rana

"The sacred domain of mermaids which shines gold at sunset."

NOTE: Here you will meet Chloeri, Leader of the mermaids. You will also get to fight and recruit Aerial here. The shop here is the only one where the shopkeeper is a mermaid and the only place where you can recruit a mermaid.

e. Blete

"Town in SE Anser burned down 15 yrs. ago and rebuilt with stones."

NOTE: You can recruit Euphaire here after you defeat her in battle.

f. Formido

"Fortress overlooking Esperar Sea, ancient home of mermaids."

g. Belleza

"Abandoned fortress in Meleagris Mtns at Tinea, Rananculus border."

NOTE: You can recruit Elrik here after you defeat him in battle with Euphaire.

h. Sotavento

"Small village near the Ibis River in Rananculus."

i. Ostorea

"Batraal Family Castle at the foot of the Turgus Mountain."

NOTE: Here you will have the final battle with Nichart Briffaut and Naris Batraal. You will win the Atropos Skill from defeating Margret here. The biggest plot of the story will be revealed here involving Malicia Batraal and the evil spirit, the Spear and its fragment and the mystery of the twin Wizards, Cirvante and Lethe.

ii. STAGES AND BATTLEFIELDS (Barrel Icon)

Here you can have some encounter with some enemies and have a real battle. The kinds of enemies you could encounter depends on the type of place or

terrain they belong to and they are encountered in random. The battles you "ENCOUNTER" are different from the battles you encounter with the story that says "FIGHT IT OUT!" and in quest mode coz the levels of your enemies there are already fixed while the enemies' level in encounter are random depending on the levels of your characters or party and mostly equal or higher than your highest leveled character. Leveling up with your other characters will be easier with this but the war trophies are the cheapest compared to the story and quest battles. You can also hunt for items in the battlefield both in castles and other stages except for quests. You can find both cheap and rare items. Item hunting will be easier with the Dowsing Rod.

a. Lutra

"Island between Galicia and Felis. Seasonally Stormy."

NOTE: This is where you will have your first battle when your ship was attacked by bandits. You will eventually get separated here with Rictor and his party.

b. Sufrir

"Ancient temple submerged off the coast of Numida."

NOTE: You can always encounter different kinds of Dragons here accompanied by Gremlins, Dragon Tamers and Valkyries.

c. Arena

"Island in the quiet Rana Sea, SW of Tinea. Home to many birds."

NOTE: You can always encounter Bandits, Beast tamers, Mermaids and Octopi here.

d. Bison

"Swamp in Tinea that is paradise to demi-humans and beasts."

e. Ardea

"Lake in mountains of Meleagris said to be made of angel tears."

NOTE: After the battle in Ostorea, go here and you will have an option to recruit Lobelia or not.

f. Vespa

"Hilly grassland in central Anser, snow-covered in Winter."

g. Gryllus

"Eerie forest by the Ogeulla River where the undead gather."

NOTE: You can always fight Ghosts, Undead Soldiers & Wizards, and sometimes they are accompanied with a Witch or a Siren.

h. Aquila

"Inactive volcano in E. Anser. Poor soil produces no plants."

NOTE: You will meet Berevra here with Eleanor and reveal Eleanor's plot and some about the spear. You can also encounter Dragons, Gremlins, and Griffins here. Vrtras sometimes appear here.

i. Gracula

"Mountain that appeared in the Esperar Sea, occupied by beasts."

NOTE: If you have Glynicia, there will be an event that she can smell her sister Lubina in here. The Gremlin who doesn't attack whose name is Lubinnia is actually Lubina. Just move Glynicia next to this Gremlin and she will reveal her identity. After the battle, you'll have the option to recruit her.

j. Naja

"Dark, scarcely travelled forest dividing Rananculus and Anser."

k. Haena

"Highlands in the treacherous, snowy mountains of S. Turgus."

l. Rebanada

"Dark and damp, this hidden cave faces the sea in N. Rananculus."

NOTE: There will be a special event here where you will fight Rimmon here with Elrik and fight Saia with Lobelia. If you don't have Lobelia in your party, you will have an option to recruit Saia.

m. Harmonia

"Snowy plains between the Turgus and Vurtar Mountains."

NOTE: There will be a special event here where you will fight Cirvante and Lethe and defeating them will reveal that they are Dark Angels. You might miss this event (the flag pointing here is gone) if you didn't visit it early enough when it is already accesible with Rebanada.

n. Charadrius

"Frozen lake in the Vurtar Mtns. that attracts angels and beasts."

NOTE: There will be a special event here that Cybil will betray you and will allow herself to be possessed by the evil spirit and fight you. After the battle, Cybil will make a suicide of herself so she can't be controlled anymore and the evil spirit leaves. Shiven will appear in the scene. Cybil will leave the rest to you and she will reveal that she is Eleanor's sister.

o. Angel's Headstone

"Where the fallen angel was sealed . Location unknown."

NOTE: This is where your final battle with the fallen angel, Shaher Cirvante and Lethe will commence. Don't forget to bring Longicolnis with you...

V. Quest Books

VI. The Characters

i. USABLE CHARACTERS

SORRY, NOT FINISHED WITH THIS PART YET!

ii. OTHER CHARACTERS / UNUSABLES

SORRY, NOT FINISHED WITH THIS PART YET!

VII. Characters Classes

Any class can equip any kinds of weapon you may like to equip them except for magical beasts and dragons so you can increase some of their stats aside from their attack power, but some classes can be equipped with the weapons appropriate for them so they can make an attack with a different style or movement or enable a special skill. Think of those great animations while they sway those weapons in killing those enemies off, its fantastic! Anyway, class

collecting is essential when you beat the game coz you will be rated with it with a progress bar shading the portion or percentage of the bar with your progress if you got all the available classes or not. With 32 slots as your army of party, it's not that hard to collect, recruit or persuade them. You'll enjoy doing this...

Some classes can only be enabled by meeting some requirements plus getting some emblems. Most of the classes are easy to achieve, but the last of them are very hard. Even I can't even reveal all 14 classes for each gender until now. Some slots are still blank and I have no idea what they may be.

i. HUMAN & SPECIAL CLASS

a. UNISEX

These are classes that can be available in both genders, male or female. Most of them are just average, only the Angel Knight class is special among them for it is very hard to get and can only be available after you conquered Ostorea Castle, which means near the end of the game.

* Soldier

"The basic class where all characters begin. With evenly distributed abilities, these characters are quite versatile."

WEAPON: Anything will do...

COMMENT: The stat is well balanced and only good for hand-to-hand combat. A very boring class! Once you have a chance to change to other classes, change it! Your party will not improve and learn if you don't change! Anyway, why is this class with the enemies during encounter have a very high MAX HP rate than ours?

* Ninja

"Highly trained spies who act under a veil of secrecy. Ninjas are experts in martial arts and can cast low level spells. They can move up to 3 steps up or 4 steps down and can walk unhindered on water."

WEAPON: Katana, they attack by drawing it from their back then pulls it.

REQUIREMENTS: STR 36, AGI 37

COMMENT: A very good choice compared to Soldiers. They have a special skill Shuriken Barrage, a straight missile attack that can inflict minimal damage but can always miss or can be dodged. They can equip a low level spell, but the damage is very low since their INT rate is not that high. Very agile, can move farther than other land-dwellers and can jump to high places. Very useful at the beginning of the game, but later you will find yourself not using this class since they have poor defenses with physical attacks and they can be killed instantly. Defense is very essential as you advance with the game, but Ninjas lack this so they are not that reliable. Anyway, you could use them as item hunters hunting for hidden items since they can equip Firestorm spell and can move farther.

* Archer

"Skilled rear support characters who excel at shooting arrows. Useful in many situations."

WEAPON: Bow, preferably two-handed Bows that makes the arrow fly in mid-air forming an arc with unlimited range, not Crossbows.

REQUIREMENTS: AGI 37

COMMENT: Very useful indeed specially when finishing nearing-death enemies who are about to escape and heal, if you are in a higher terrain, or to have the first attack. They are very agile and accurate and can inflict more damage using bows than any class. With very poor defenses, they are only useful at far and high places. They are

also poor in hand-to-hand combat since they can only counterattack using punches that inflicts very poor damage, unless they can push the enemy from high places to drop them down and receive great damage. It's a suicide if you move and leave them near the group of enemies coz they can be killed instantly. Good at first, but pretty useless in the end. They are very annoying as enemies since they always hide and go to high places which are hard to reach while attacking you with arrows.

* Wizard

"Wizards typically attack from a distance using magic and are not very good at hand-to-hand combat. They are most effective at the rear, supporting the troops and using lower level attack spells."

WEAPON: Staff, Wand, it increases their spell offense and defense.

REQUIREMENTS: MP 16, INT 26, ALI-N/C

COMMENT: Very useful in attacking group of enemies close together. As his INT goes up, his spell's damage goes up as well. Pretty useless at the start of battle since we all start at 0 MP so he waits 1 to 2 turns to regenerate his MP to use a spell so he must hide first then attack when the right time comes, unless you are very gallant and use magic leaves to him. They can equip up to 3 attack spells. With an extremely poor defenses and offenses, they can be instantly killed during hand-to-hand combat so keep them away from enemies. They are my are my favorite to kill first since they will get very annoying when they start casting spells. Since they are the popular pick for one-hit kill, they can help you get the Berserk Emblem in no-time. Very useful at first but since other classes better than him will be available later in the game, he will just be ignored by society by then.

* Cleric

"Clerics rely on God for strength, miraculously healing comrades and helping lost souls return to heaven. One of the few classes that can use healing spells."

WEAPON: Staff, Wand, it increases their spell offense and defense.

REQUIREMENTS: MP 18, INT 28, ALI-N/L

COMMENT: A good party during battles always needs a healer to support them. They can equip up to 3 spells of Virtue except for Resurrection. They also have poor defenses and offenses and can be killed in one hit like Wizards do. Still, they are a must-have in every party and your battles will be hard without them. This class is still the best stepping-stone for being a Priest, a better version of Clerics that have higher INT and can cast Resurrection.

* Knight

"Knights display unwavering courage and value courtesy, honor, and pride. They surpass normal soldiers in ability and can cast certain spells of virtue."

WEAPON: Sword (One or Two-handed), Thrusting Sword, they draw and raise their sword in front of them then pray with their swords first before they strike the enemy, with some sound effects.

REQUIREMENTS: STR 51, AGI 53, ALI-L/N, Knight's Certificate Emblem

COMMENT: One of those better class, with great defense and offense both in physical and spells, you can leave them in the battlefield without much worries. They can equip low-level spells of virtue, preferably heal or lightning bow. Even if all classes are available near the end of the game, still Knights are very useful! You will just change class because you want some variety and you want to try other classes to compare them. Ivanna will be much better to stay in this class, so don't forget her duty as a great Knight of Rananculus!

* Priest

"Priests are trained in the use of higher level spells of virtue. Only this class can cast Resurrection, a spell that retrieves the souls of the dead and revives their flesh."

WEAPON: Staff, Wand, it increases their spell offense and defense

REQUIREMENTS: MP 76, INT 96, ALI-L/N, Under 10 killings, Heavenly Spirit

COMMENT: Much better from Clerics, they have very high INT and can equip Resurrection spell. They are appropriate to equip Lightning Bow or Divine Radiance since their high INT can inflict high damages with those spells. Heal More spell is very effective since it can restore HP in 5 AOE of about 150+. One of the best class so your party must have one!

* Angel Knight

"Only a seasoned warrior with a pure heart can transmigrate to become an Angel Knight. These flying characters have the ability to cast spells of virtue."

WEAPON: Thrusting Sword, preferably Needle of Light, they swing their swords before they thrust it to the enemy.

REQUIREMENTS: HP 215, MP 66, STR 89, INT 81, AGI 88, ALI-L, Archangel's Feather Emblem

TIP: To have one, make sure your character's alignment is Lawful or use Tome of Discipline during battle to change it. It will be easier to do this during training and you can save a lot of money if you use Resurrection spell instead of Altar of Resurrections. Kill then revive him or her to get Archangel's Feather Emblem. Kill and revive him or her all over again until Transmigration occur and he or she revives automatically and changes into an Angel Knight.

COMMENT: They are equipped with 2 special spells of virtue, Poignant Melody and Banish, which can be sometimes helpful. They are like a fusion of Knights and Hawkmen, and they are very useful in many situations like finishing a quest in only few turns since their movement is very broad, or chasing far-away enemies. Don't equip them with heavy equipments or their movement will decrease. They are very hard to get and they don't meet much of our expectations. Anyways, they are still very useful at all times!

b. MALE

Male, in nature, are still the masters of hand-to-hand combats. Their stat growth excels mostly on strength and defense. They are more appropriate to be in a class that uses physical attacks in battle as his major offense. It is a fact that your party will have their majority, for they are more reliable in battle than females for their tremendous strength, versatility and courage. Even though they are very poor as spell casters than females, we can't deny that they are the undisputed masters of the battlefield.

* Swordmaster

"Swordmasters can swiftly strike down opponents with blindingly fast sword-handling, and they can also use support spells."

WEAPON: Sword (One or Two-handed), Katana enables Swallow Daze skill, they draw their katanas from their sides then strike it sideways.

REQUIREMENTS: STR 95, AGI 111, Book of Initiation Emblem

COMMENT: A very useful and talented class, very agile and has a very broad range of movement. They have 2 special skills, Pelting Fury and Swallow's Daze, which are cool but not that accurate. They can equip 1 support spell, which can be handy with Fluid Magic. They are like a fusion of Ninjas and Warlocks with high defenses against magic, very useful and reliable in many situations but they virtually have poor defenses against physical attacks even if you equip them with strong equipments. Still, a good party still needs their kinds.

* Dragoon

"Also known as dragon slayers, these powerful male warriors can overwhelm dragons, or any creature, for that matter. They can only use missile type spells."

WEAPON: Sword (One or Two-handed) preferably VS dragon weapons, they raise their swords first before they strike the enemy, in finishing blows they throw their swords in mid-air then catch it before they strike and finish the enemy off.
Spear, they swing and turn it first before they thrust it to the enemy like Valkyries do.

REQUIREMENTS: HP 215, STR 109, AGI 94, ALI-N/C, Dragon's Scale Emblem

TIP: Equipped them with weapons that increases damage against dragons, it will increase the rate of Instant Death to dragons.

COMMENT: Extremely powerful class! They are the favorite target of Dragons since they are angry with them. They can only equip missile attack spells. With the strongest physical defense and offense among other classes, they can make your party deadlier, as well as a great treat as enemies. They can inflict higher damage to dragons or even kill them instantly (KO'd) with once strike. They are much better than Knights, but they have very weak defenses and offenses for spells but the equipments can make up with that. You should see it for yourself, for me this is the best class for Alphonse.

* Warlock

"A male spellcaster, deceptively harmless in appearance, who in reality manipulates awesome magical power. A Warlock can fight bravely at the front lines or sustain the troops with support spells from the rear."

WEAPON: Sword (One or Two-handed), quickly they draw their swords then raise it in front of them diagonally before they strike the enemy.

REQUIREMENTS: MP 78, STR 90, INT 76, ALI-L/N, The Pen and the Sword

COMMENT: Well-balanced class. He can equip 2 support spells, can battle hand-to-hand, have a special spell Barren Soul that uses the opposite element to damage the target, and have good defenses against physical and spell attacks. I think they are much better than Swordmasters, and they are very reliable most of the times. One of the best class in the game!

* Beast Tamer

"Beast Tamers are among the few humans that magic beasts such as Griffins will open their hearts to. These male warriors enhance magic beast's power when they are in close proximity."

WEAPON: Whip, both his hand holds it and stretching it before he hits the enemy with it.

REQUIREMENTS: HP 142, STR 34, No more than 1 beast killed

TIP: Equipped with a Cassowary Feather, they are effective at persuading magical beasts.

COMMENT: The only class that befriends magical beasts. He have no special skills, aside from enhancing magical beast's powers and have a great physical defense. The enhancement to magical beasts are not that strong and their attack could always miss or be dodged. They have poor defenses against magic spells. If you like collecting magical beasts, you should have one in your party. From the middle of the game onward, you'll not be needing magical beasts in your party anymore, as well as this class. Overall, they are not very useful nor reliable.

* High Priest

"High-ranking priests who have dedicated themselves absolutely to the teachings of the god Filarhh, for whom they receive protection. High Priests can use all spells of virtue."

WEAPON: Thrusting Sword, preferably Needle of Light, he draws his sword then swing it slowly before he strikes (not thrust)

the enemy.

REQUIREMENT: Rictor Lasanti only, Unique Class

TIP: With very high INT, Ignis Fatuus summon spell suits him aside from Heal Plus and other Virtue spells.

COMMENT: A much better version of Priests that can fight in the battlefield. He can also equip Resurrection spell, and can equip up to 3 Virtue spells. With fairly enough defenses both in physical and spell attacks, he is an extremely great asset in your party! You should get him when you have the opportunity or you will regret it!

* Summoner

"By meticulously researching spells, Summoners can call on the power of many spirits and demons. They can use all elemental and summon spells."

WEAPON: Staff, Wand, it increases his spell offense and defense but it would be better to use a sword...

REQUIREMENT: Elrik only, Unique Class

TIP: Use him with his daughter Euphaire, they make good team!

COMMENT: Better than wizards in terms of INT and performance in casting spells and hand-to-hand combat. He is very well-balanced and he can also fight physically with descent defenses against physical and spells. He is the one that can only summon a Golem, a cute creature that goes near the enemy and hug him/her then explodes to give damage to the enemy but it depends on the terrain if the Golem can reach the enemy or not. A very useful spell caster!

* Lich

"A Lich is a wizard ressurected using a Ring of the Dead. Liches are more powerful than wizards and have strong defenses against magical and physical attacks."

WEAPON: Anything will do...

REQUIREMENTS: MP 118 , INT 134, ALI-C, Ring of the Dead Accessory

TIP: There are only few Ring of the Dead in this game and you could only get it near the end of the game after you finished Ostorea Castle. To have a Lich in your party, equipped him with the Ring of the Dead, make sure his alignment is Chaotic or use Urn of Chaos during battle to change it, kill him or her and wait for Transmigration and he will be automatically revived and changes into a Lich. Very much easier than making an Angel Knight.

COMMENT: This awesome class is the best class in the entire game! With the greatest defenses against physical and spell attacks, they are almost invinsible and they don't need any armor anymore. They can equip 3 attack spells and they are the only ones who can equip Fiend's Grip, the strongest attack spell in the game. Even though their range of movement nor their spell's range are not that broad, he is still the greatest addition in your party. You don't know what you're missing if you don't include one of your characters to be a Lich.

* Lesser Demon, Saia

"Evil warriors that are loyal only to their own desires. Lesser Daemons are not as powerful as other daemons and can only use lower level bane spells. They are about as intelligent as humans."

* ??? Still Blank

Females excels their stat growth in intelligence, spell attack and spell defense. They are not that good in hand-to-hand combat compared to males, but they're always doing their best. Anyway, we should give way for them to compete with males, for they are more talented, compassionate and intelligent than males. They are more reliable and effective as spell casters and support the males in the battlefield. Still, a male is not complete without a female, and that's a fact!

* Valkyrie

"Valkyries are versatile female warriors who fight well both on land and water. They supplement their physical abilities with low level attack magic."

* Siren

"A stunningly beautiful spellcaster that is well acquainted with all kinds of powerful attack spells. Her INT and MP increase faster than a wizard's."

* Witch

"Witches specialize in using supporting spells such as Ray of Paralysis. They do not have strong attack spells and make poor fighters. A witch's beauty may be her strongest weapon."

* Dragon Tamer

"Dragon Tamers handle dragons gently and will enhance the power of dragons within a range of 3 panels. This female class can cast missile type magic and are unforgiving to those that would hurt a dragon."

* Shaman

"One who can hear the voices of the spirits that dwell in nature. Shaman are both with the ability to use elemental and summon spells."

* Sorceress

"Beautiful, solitary, and wise, a Sorceress is experienced in casting elemental and high level bane spells."

* THE Witch, Deneb

"A Witch and THE Witch, Deneb, are totally different, as different as pumpkin and squash! Do you understand how different they are? Don't get confused!"

* ????

* ????

ii. DEMI-HUMANS

Demi-humans are half-human and half-animal or beasts that looks like a beast or animal but behaves like a human. Except for hawkmen, they can't equip much like a human but they have unique skills that humans don't possess and can be handy in many situations. Not all of them are reliable, but they are worth having in your party!

a. Hawkman

"These valiant, winged fighters crave battle. They live much longer than humans, but maintain a youthful appearance. Because of their wings, terrain is not a factor."

b. Mermaid

"A demi-human whose upper body is human and lower body is fish. Mermaids live in the sea and can swim competently. Echoing from craggy shorelines, their voices can revitalize listeners."

c. Fairy

"Tiny, flying demi-humans. Though they're not very impressive at fighting, Fairies make cute mascots on the battlefield."

d. Giant

"Giants, while not intelligent enough to equip weapons, can swing their arms like logs and their fists like rocks to wreak havoc among the enemy."

e. Gorgon

"A monster with a snake-like body and snakes protruding from its head. Gorgons have the power to petrify enemies. Don't forget to equip a shield when facing them."

f. Gremlin

"Small flying demons with evil blood flowing through their veins. Contrary to their appearance, they are friendly and playful, just like mischievous little kids."

iii. UNDEAD

Undeads are just zombie version of the humans and other creatures that automatically revives when their HP runs out during battle. They can inflict damage with venom or poison, but their physical attack and defense are way too weak compared to living beings. Their color suits their kind, plain dark and no life at all. They have the gift of immortality but they can instantly be killed by Exorcism or Banish Spells. Collect them if you want to but don't use them in battle too much. Even though no enemy tries to vanquish them than you do, their kind is the suckiest of them all. They are better to be dead and RIP!

a. Ghosts

"An undead character whose soul exists outside of a physical body. Ghosts are unaffected by physical attacks. They can use low level bane spells, and though they may run out of HP, they will resurrect after a certain amount of time."

b. Dragon Zombie

"A dragon that's been revived after death. Terrifying and violent, Dragon Zombies attack using venom. They will also resurrect after being slain in battle."

c. Undead Soldier

"Undead Soldiers are restless souls which have been granted the power of darkness and the ability to resurrect. While they have the same abilities as they possessed before death, their first attacks now have poison."

d. Undead Knight

"Undead Knights are restless souls which have been granted the power of darkness and the ability to resurrect. While they have the same abilities as they possessed before death, their first attacks now have poison."

e. Undead Wizard

"Undead wizards are restless souls which have been granted the power of darkness and the ability to resurrect. While they have the same abilities as they possessed before death, their first attacks now have poison."

iv. MAGICAL BEASTS

Magical Beasts are wild animals which are mostly legendary and

mythical in nature. Each of them possess special skills which can be rather useful most of the times. They are best accompanied with a Beast Tamer, and you can encounter them often in the world map. They are useful in the first half of the game, but in the end, you will get bored using them during battle coz as you advance through the game, the legions of nature becomes obsolete!

a. Griffin

"A magical winged beast with the body of a lion and head of an eagle. Through Griffins' attack power is not high, they have a unique attack, Windstorm, that draws on the power of their wings. They are unaffected by terrain type."

b. Cockatrice

"A magical beast with the body of a chicken, a snake's tail, and scales. Since Cockatrices can fly, they're unaffected by terrain type. Their petrifying breath attack turns foes to stone."

c. Octopus

"A gigantic Octopus that is extremely powerful in water, but less effective on land. It's difficult to dodge its 8-legged assault."

d. Cerberus

"A mythical two-headed, four-legged canine whose breath can put foes to sleep."

v. DRAGONS

Most RPG's always have these kind of serpents around. More stronger and reliable than magic beasts, their stat growth increases the highest among other classes, that is why they are my favorite Snap! You will not get bored with them coz they can evolve to higher class of dragons and it depends on the alignment of what type of dragon it will evolve to. They are the best accompanied with a Dragon Tamer, and they are still useful until the end.

a. Thunder Dragon

"A dragon with the wind element. Thunder Dragons paralyze foes with their Thunder Breath and have no equals in physical battle. Their STR and HP increase at an astounding rate."

b. Red Dragon

"A dragon with the fire element. Fire Dragons confuse enemies with their Fire Breath and have no equals in physical battle. Their STR and HP increase at an astounding rate."

c. Earth Dragon

"A dragon with the earth element. Earth Dragons poison enemies with their Poison Breath and have no equals in physical battle. Their STR and HP increase at an astounding rate."

d. Blue Dragon

"Relying on the water element, Blue Dragons use their Cold Breath to put enemies to sleep. Their strength is unmatched and their HP increase at an astounding rate."

e. Mushus

"A dragon with silver-white scales. On the snowy plains, Mushus inspire awe with its dignified bearing. Its breath has the power of its element."

REQUIREMENTS: HP 259, STR 130, AGI 69, ALI-L

f. Naga

"A dragon with golden scales. Naga parades its distinctive

appearance most often near the waterfront, its preferred surroundings. Its breath has the power of its element."

REQUIREMENTS: HP 259, STR 130, AGI 69, ALI-N

g. Vrtra

"An evil dragon with pitch black scales, Vrtra inspire fear with its haunting wings. Its breath has the power of its element."

REQUIREMENTS: HP 259, STR 130, AGI 69, ALI-C

h. Dragon Zombie

"A dragon that's been revived after death. Terrifying and violent, Dragon Zombies attack using venom. They will also resurrect after being slain in battle."

REQUIREMENTS: Kill a dragon, then casts Necromancy to it.

vi. UNUSABLE CLASS & CHARACTERS

These are the characters or classes that are only made specially as your foe in the game. I don't know what is special about them, since you can get them around your party to compare. Of course, the final boss is the best among them coz he uses skill and spells with much more effects and damage than yours. If you ask me, all of them are not much of a challenge. Link VS mode is still more intense much like a chess game of Kasparov and Deep Blue.

a. Bandit

"An outlaw that attacks ships and plunders treasure. many pirates operate near Ovis because of the area's flourishing sea trade."

WEAPON: Axe

b. Duke Knight

"A knight that serves and defends the family of the Duke of Rananculus. Duke Knights are loyal retainers and well acquainted with both sword technique and spell casting. They cannot be persuaded."

c. Dark Stalker

"An invisible, evil assailant that camouflages itself in darkness and attacks unexpectedly. It is said that Dark Stalkers are kin to vampires and werewolves, but no one knows the truth."

d. Predator

"Unmerciful to the weak. Predators pride themselves on their attack power and strong defense. No matter how much blood they draw, their swords crave more."

e. Hell Gigantes

"Summoned from the depths of darkness in an unknown realm, the Hell Gigantes is a blood-thirsty giant with terrifying destructive power. Its iron-like body and powerful fists more than compensate for its low intelligence."

f. Daemon

"Denizens of the Netherworld that can be summoned by wizards. Their evil spirited nature, rather than their grotesque appearance, causes aversion."

g. Dark Angel

"A fallen angel at odds with God and exiled from heaven. Their feathers, like their hearts, have been stained black with corruption."

h. Venefika Cirvante

"A deceptive two faced sorcerer who only acts in his own best interest. He is an intelligent and powerful foe."

i. Venefika Letha

"An intelligent and deceptive sorceress with a brazen attitude. It seems she only uses her power for her own gain."

j. Swordmaster Margret

"Because of her rare talent with the sword, she has been educated in even the most coveted sword techniques. A swordsman like her only comes along once in a generation."

k. Esquire Nichart

"A servant of Naris Batraal, this knight is a master of the spear, which he proudly uses to salute his lord."

l. Duke Naris Batraal

m. ??? Unknown Rimmon

"Once human, Rimmon was driven to the brink of insanity where he was possessed by an evil fiend, a demon that clashed with humans in ancient times over rule of the land."

n. Shaher

o. Sacred Demon Shaher

VIII. Emblems (32)

Emblems are awards you receive in recognition of meeting the requirements of some heroic deeds, stupidity, and stubbornness during a battle, training or quests. Most of them are essential in enabling other classes to be available for use and some affects some of your stat growths. They are worth collecting since you can benefit something from it but not all are that easy to achieve. You will also be rated in this category if you beat the game with a progress bar showing the percentage of competing the collection. It does not necessarily mean one of your allies should win all 32 emblems, you just need all your party to reveal all 32 of them together.

1. Blood Reign

"Award for killing 25 foes. It terrifies enemies within 3 panels of the owner."

REWARD: Maybe scares away enemies to come near the owner.

ICON: A sword tainted with blood with a purple cloth surrounding the handle

ACQUIRE: Just kill 25 enemies, very simple!

2. Self-Preservation

"Awarded for using a counterattack to finish off a foe. Increases counterattack ability."

REWARD: Counterattack will be stronger than normal attacks.

ICON: A purple blue tag with some yellow mark at the middle.

ACQUIRE: Kill an enemy with a counterattack. You could normally get it during encounters.

3. Sniper

"Awarded for accuracy in missile attacks, Increases agility."

REWARD: Increases Agility by 10.

ICON: An apple with an arrow struck in it.

ACQUIRE: Just attack using a bow and you will get it in no time.

4. Centurion

"A tribute to one who defeats all enemies on the battlefield.
Increases power."
REWARD: Increases Strength by 20.
ICON: Blue flag with golden pole and striped border design.
ACQUIRE: Just give the finishing blows to all your enemies. It doesn't necessarily mean you are all alone in fighting them and lower their HP to critical alone either. Can be only be done at Fight it Out!, Encounter! and hardly Quests.
5. Dragon's Scale

"Honors one who slays at least 5 dragons. Required to change to Dragoon, but the trust of dragons will be lost."
REWARD: Enables Dragoon Class (Males only).
PENALTY: Can't persuade Dragons. Dragons will target you if you are near them.
ICON: Light greenish dragon scale.
ACQUIRE: Kill 5 Dragons.
6. Berserk

"Awarded in praise of ability to kill with one stroke. Affects changes in luck."
REWARD: -
ICON: Looks like a rusty dark skull helmet, I think...
ACQUIRE: To be easy, equip with the best weapon you have, preferably your Snapdragon sword, then kill any weakling enemies. Instant death weapons will also do, like using Brionac or Dragoons VS Dragons, but the above tip is more effective.
7. ???? Still Unknown
8. Charisma

"Honors extraordinary heroes with remarkable strength, intelligence, or agility."
REWARD: -
ICON: Looks like a red crown or ring of some sort.
ACQUIRE: Make your character's STR, INT or AGI points reach 350+. Equipments doesn't count here.
9. Animal Hunter

"Honors one who slays 5 ferocious beasts. Trust from beasts will be lost."
PENALTY: Can't persuade Magical Beasts, and they will target you if you are near them.
ICON: A sword placed in a paw mark in the ground with blood.
ACQUIRE: Kill 5 Magical Beasts.
10. ???? Still Unknown
11. Heavenly Spirit

"Awarded to healing comrades on the battlefield. Required to become a Priest."
REWARD: Enables Priest Class.
ICON: A sparkling silvery white snow crystal.
ACQUIRE: Use Healing Spells by being a Cleric or Knight. Heal your other allies or yourself 20 times to get it.
12. Bullpen Ace

"Given to those "belly-itchers" who couldn't "hit the broad side of a barn" in battle, despite their MVP status in training."
REWARD: Increases attack power during training.
ICON: Sort of a wooden sword with a face, headgear and shoulder protectors at the back used in sword trainings at dojos.

13. Exorcist

"Commends one who vanquishes 5 undead beings. It terrifies undead within 3 panels of the owner."

REWARD: Maybe scares away undead to come near you.

ICON: A golden crucifix with a silver necklace.

ACQUIRE: For a Cleric or Priest, use Faith spell to vanquish downed undead enemies that are about to revive or simply use Exorcism to banish those undead instantly. For Angel Knights, use banish that also works like Exorcism. You need to vanquish 5 undeads.

14. Vixen's Whisper

"Awarded for using feminine persuasions to befriend enemies. Required to become a Witch."

REWARD: Enables Witch Class and THE Witch Deneb (Females only)

ICON: A purple pointy hat with red stripe and a heart.

ACQUIRE: Your female character should successfully persuade a male enemy to join your party to get this.

15. Don Quixote

"Warning for those who rush into battle hastily, suffering a brutal counterattack. Are they playing a few cards short of a full deck?"

PENALTY: Decreases INT by 10.

ICON: Looks like a white flower in a basket or a windmill thing.

ACQUIRE: Easy if you are a Cleric, Wizard or any weakling, go in front of a strong enemy and attack him and his counterattack should deal you 70% or above of your HP to get this.

16. Bogus Hero

"All the training in the world won't amount too much if you choke on stage! This emblem's penalty can be negated by the emblem Miracle."

PENALTY: -

ICON: A broken sword.

ACQUIRE: To get it easy, hire any character from a shop then level it up for about 20 levels or higher in training mode.

17. The Pen and the Sword

"Awarded for experience in hand to hand combat as well as the use of destructive magic. Required to become a Warlock."

REWARD: Enables Warlock Class (Males only)

ICON: A dagger lying in front of a red book.

ACQUIRE: Just kill a handful of enemies with your physical attacks, spells and special skills.

18. War God

"Honors those who deal ferocious blows to their foes. Increases strength at the expense of intelligence."

REWARD: Increases STR by 30.

PENALTY: Decreases INT by 30.

ICON: Some sort of a silver mask helmet.

ACQUIRE: Just equip a very powerful weapon, preferably with a power of 60 and up or just use your Snapdragon swords, then target those weakling enemies.

19. Embodiment of Desires

"Recognizes expert treasure-hunting ability."

REWARD: -

ICON: A chest opened with lots of shining treasures inside.

ACQUIRE: Just pick up those item bags dropped in battle after killing an enemy or hunt for hidden items. 5 or more could get you one.

20. ???? Still Unknown

21. Gibe of Fallen Angel

"Dishonorable emblem for clergy members who slay numerous living beings despite their sworn duty."

PENALTY: Turns characters alignment to Chaotic.

ICON: A bluish-white spiral angel wing.

ACQUIRE: As a Cleric, Priest or High-priest, kill 3 enemies using physical attacks or using spells of virtue like Lightning Bow, Divine Radiance or Ignis Fatuus only!

22. Knight's Certificate

"Awarded to courageous warriors who attack head on. Required to become a Knight."

REWARD: Enables Knight Class

ICON: A knight's helmet.

ACQUIRE: Just continuously make an attack to enemies that are possible to be dodged or countered, it may take long but you will eventually get it.

23. Archangel's Feather

"Presented by Archangel when dead are revived. Required to become an Angel Knight."

REWARD: Needed to become an Angel Knight, still your character needs to be Lawful and be killed and be revived all over again during encounters to become an Angel Knight.

ICON: A pair of angel wings spread out with a halo on top.

ACQUIRE: Just kill your character then revive it using Resurrection spell, Altar of Resurrection or equipping Sacred Stone of Bliss.

24. ???? Still Unknown

25. Lancer

"Awarded for striking 2 enemies with one piercing attack. Required to become a Valkyrie."

REWARD: Enables Valkyrie Class (Females only)

ICON: A silver spear with a green ribbon.

ACQUIRE: Just successfully hit and damage two adjacent characters or enemies with one strike of your spear. Octopi can acquire this using his Strangling Tentacles skill if it successfully hit 2 characters.

26. Book of Initiation

"Awarded for skill in dodging enemies' attacks. Required to become a Swordmaster."

REWARD: Enables Swordmaster Class (Males only)

ICON: A golden scroll with a red ribbon.

ACQUIRE: Just continuously dodge any physical attack that hits you.

27. The Cycle of Life

"Designates character that has transmigrated to undead by Necromancy and is returned to original form by Reincarnation. Supports undead within 3 panels."

REWARD: Enhances undead allies power within 3 panels of the owner.

ICON: A white nest, a white whirlwind or a folded pair of wings with a golden star at the middle or inside it.

ACQUIRE: Kill a character, turn him into undead by reviving using Necromancy then make the undead character use Reincarnation scroll. There are plenty of Reincarnations scrolls as war trophies at Tundra Geology quest.

28. ???? Still Unknown

29. Philosopher's Stone

"Presented to spellcasters who effectively use area-effect spells and defeat many foes. Required to become a Siren."

REWARD: Enables Siren Class (Females only), not Harry Potter!

ICON: A purple gemstone with a strange shape and facet.

ACQUIRE: Kill 2 or more enemies with a single cast of an attack or summon spell with an AOE of 5 and above. Griffins can acquire this also using his Windstorm skill.

30. Miracle

"Praises the miraculous dodging of an attack when nearing death. One miracle leads to another."

REWARD: -

ICON: A silver sword in the middle of a blue halo.

ACQUIRE: If your character have a very little HP (10% or less) left and have been attacked by an enemy but dodged the attack. The best miracle is your HP is less than 20 and when you are being attacked at your back you surprisingly dodged it.

31. Mark of the Elite

"Praises those who fulfill the Winning Condition with only a few characters."

REWARD: 100 EXP level-up!

ICON: A white headgear or bandanna.

ACQUIRE: You just need 1 or 2 characters to clear a stage or encounter. Alphonse will always be here. Both will receive the emblem and the EXP. The persuaded character still counts as your characters. Even you persuaded an enemy, it is not counted as your party member yet until you decided it.

32. Relix's Emblem

"Prestigious for men who use their talents effectively and gain experience in all classes. Recovers fear and fosters success in battle."

REWARD: -

ICON: A green tower shield or key with gold stripe design.

ACQUIRE: For Alphonse, just beat the game and it will save the game with the war trophies from where you loaded excluding the time you are rated when you finished the game. When it returns to the title screen, you will see the Alphonse will have the emblem when you load it again but the time is still the same before your decided to attack Angel's Headstone.

IX. Weapons, Equipments & Expendables

i. Special Sets

a. 4 Divine Armaments

This set is very common as a random war trophy at Tundra Geology. Just beat the quest and defeat all enemies within 10 turns or less. This set concentrates on the Virtue element and could give you the greatest immunity to Bane spells if you equip it all in just a single ally. Even so, they are not very light for an Angel Knight but very suitable for a Knight or High Priest.

"One-handed (Virtue). Power 71, INT +8, Bane RES+5. Rumored to allow communication with the gods. Banish effect."
ACQUIRE: Random war trophy at Tundra Geology. Very common.
COMMENT: The best and strongest ready-made one-handed sword in the game with the highest power that also increases other stats when equip. Very common at Tundra Geology coz they always give me this and I already have 5 in my inventory! Tough luck!

- Fruede Helm

"Sacred helm of Filarhh. Repels darkness (Virtue).
PHYS DEF 30, Spell DEF 10. PHYS RES +10, BANE RES +10."
ACQUIRE: Random war trophy at Tundra Geology. Very rare.
COMMENT: You could conclude that it is the best helmet for it has the strongest defenses among the rest of headgears in the game.

- Saint's Shield

"One-handed Shield protected by Oberon (Virtue).
PHYS DEF 20, Spell DEF 15. PHYS RES +25, Bane RES +25."
ACQUIRE: Random war trophy at Tundra Geology. Rare.
Could also be won from a story battle.
COMMENT: You could conclude that it is the best shield for it has the strongest defenses (just a little) compared to other elemental shields in the game.

- Southern Cross

"Lucky armor with the emblem of the Southern Cross, rumored to have been worn by the gods. PHYS DEF 30, Spell DEF 30. PHYS RES +10, Bane RES +15."
ACQUIRE: Random war trophy at Tundra Geology. Rare.
COMMENT: Not the best armor in the game, and not very light either but very stylish and valiant in design.

b. 4 Relics of Wind

These variety of weapons are gifted with the power of the wind gods that governs the 4 directions. All of them are made of gold, and you can collect them all at story battles except only for Zephyrus. In greek mythology, they are the 4 chief Winds: the north wind Boreas, the west wind Zephyr, the south wind Notus, and the east wind Eurus.

- Zephyrus

"Two-handed piercing WPN (Wind). Power 70, Earth RES +5. Spear of Zephyrus, god of the West Wind, which never misses. 1 of 4 Relics of the Wind."
ACQUIRE: After you visit Berevra at Aquila, Chloeri will give this to you as a gift of thanks.
COMMENT: The 2nd strongest spear next to Longicolnis. Since in never misses, it still can be dodged. The character where you teached Clotho should equip this since this skill often misses.

- Boreas

"Two-handed weapon (Wind). Power 70, Earth RES +5. Deadly axe with the power of Boreas, god of the North Wind."
ACQUIRE: Win it from a story battle from one of your enemies. Very rare.
COMMENT: The 2nd strongest axe next to Bloody Cleaver.

- Eurus

"Two-handed (Wind). Power 62, Earth RES+5. Hammer with the power of Eurus, god of the East Wind."

ACQUIRE: Win it from a story battle from one of your enemies. Very rare.

COMMENT: A hammer with a power equal to Hammer of Tears. A good weapon for Saia or Hawkmen. Special hammers like this are very rare in this game.

- Notos

"One-handed (Wind). PWR 62. Double-edged sword of Notos, god of the South Wind. Earth RES +5."

ACQUIRE: Win it from a story battle from one of your enemies. Very rare.

COMMENT: It is the 2nd strongest sword, next to Oracion. One of the enemy at Batraal Chronology always equips this sword.

c. 4 Enchanted Hunting Wares

- Sherwood Bow

"Two-handed missile weapon. RNG 7, PWR 54. Mysterious bow that masks the bowman's presence, leaving targets offguard. PWR up VS beasts & dragons."

- Sherwood Hat

"Hat adorned with a branch fro Sherwood Forest. Improves attentiveness. PHYS DEF 6, Spell DEF 5. AGI +5, PHYS RES +2."

- Grincer Coat

"Camouflage cloak dyed in the colors of the forest. DEF up VS Beasts. PHYS DEF 18, Spell DEF 5. PHYS RES +6, Earth RES +2."

- Forest Boots

"Silent walking boots. PHYS DEF 9, Spell DEF 2, AGI +4, PHYS RES +3."

d. 4 Netherworld Weapons

- Brionac

"Two-handed piercing WPN (Bane). Power 62. Virtue RES +5. Can sometimes cause Instant Death."

- Answerer

"One-handed weapon (Bane). Power 68. Assassin sword whose name means 'to answer'. Virtue RES +5, Bane RES -2."

- ????

- ????

e. 4 Wares of Sweetness

- Sugar Cane

- Candy Helm

- Chocolate Shield

- Candy Armor

f. Dragon Equipments (Good for Dragon Tamers)

- Dragon Gem Sword

- Dragon Helm

- Dragon Shield

- Dragon Armor

- Dragon Eyes

- Dragon Gem

g. VS Dragon Equipments (Good for Dragons)

- Fafnir
- Sword of Tiamat
- Balmung
- Earth Dragon Axe

h. Snapdragon Swords

- Fire/Flame Sword
- Water/Ice Sword
- Earth/Green Sword
- Wind/Golden Sword
- Virtue/Star Sword
- Bane/Black Sword

ii. Weaponry

a. Swords (One and Two-Handed)

- Anbicion
- Oracion
"One-handed (Virtue). Power 71, INT +8, Bane RES+5. Rumored to allow communication with the gods. Banish effect. 1 of 4 Divine Armaments."
- Notos
"One-handed (Wind). PWR 62. Double-edged sword of Notos, god of the South Wind. Earth RES +5. 1 of 4 Relics of the Wind."
- Sword of Tiamat
- Laevateinn
- Sum Mannus
- Balmung
- Gram
- Firedrake Sword
- Fafnir
- Claymore
- Long Sword
- Short Sword

b. Thrusting Swords / Rapiers

- Answerer
"One-handed weapon (Bane). Power 68. Assassin sword whose name means 'to answer'. 1 of 4 Netherworld Weapons. Virtue RES +5, Bane RES -2."
- Needle of Light
- Dragon Gem Sword
- Peridot Sword
- Inca Rose
- Estoc

c. Spears

- Longicolnis
- Zephyrus
"Two-handed piercing WPN (Wind). Power 70, Earth RES +5. Spear of Zephyrus, god of the West Wind, which never misses. 1 of 4 Relics of the Wind."
- Brionac
"Two-handed piercing WPN (Bane). Power 62. Virtue RES +5. Can sometimes cause Instant Death."

- Osric's Spear
- Volcaetus
- Trident
- Pike

d. Bows

- Cresente
 - "Two-handed missile weapon (Virtue). Range 7, Power 60. Crescent bow once used by a lovestruck girl to send a love letter to the stars. AGI +8, Bane RES +5. Paralysis effect."
- Tundra Bow
- Sherwood Bow
 - "Two-handed missile weapon. RNG 7, PWR 54. Mysterious bow that masks the Bowman's presence, leaving targets offguard. PWR up VS beasts & dragons. 1 of 4 Enchanted Hunting Wares."
- Sandstorm Bow
- Flame Bow
- Thunder Bow
- Composite Bow
- Great Bow
- Bow Gun
- Short Bow

e. Katanas

- Matsukaze
- Yomugi-u
- Yu-giri
- Kagari-bi

f. Axes

- Bloody Cleaver
 - "One-handed (Bane). Power 72, Virtue RES +5. A huge butcher's knife. LifeForce effect."
- Boreas
 - "Two-handed weapon (Wind). Power 70, Earth RES +5. Deadly axe with the power of Boreas, god of the North Wind. 1 of 4 Relics of the Wind."
- Earth Dragon Axe
 - "One-handed (Earth). Power 68, Wind RES +5. Attack PWR up VS dragons. Wide blade used for decapitation."
- Frozen Axe
- Prox
- Francisca

g. Hammers & Flails

- Sanscion
- Euros
 - "Two-handed (Wind). Power 62, Earth RES+5. Hammer with the power of Euros, god of the East Wind. 1 of 4 Relics of Wind."

- Hammer of Tears
- Flame Flail
- Halt Hammer

i. Fans

- Gypsy Queen
"Caldia that has been tainted with evil (Bane).
One-handed. Power 52. Confusion effect. AGI +4,
Virtue RES +5. Bane RES -2."
- Hyacinth Fan
- Caldia
- Battle Fan

j. Staffs / Wands

- Kerykeion
- Sugar Cane
- Fire Wand
- Ice Wand
- Earth Wand
- Wind Wand
- Scipplay's Staff

k. Whips

- Holy Comet
- Rapture Rose
- Beast Whip
- Leather Whip

l. Shields

- Saint's Shield
"One-handed Shield protected by Oberon (Virtue).
PHYS DEF 20, Spell DEF 15. PHYS RES +25, Bane RES +25.
1 of 4 Divine Armaments."
- Dragon Shield
- Earth Shield
- Flame Shield
- Ice Shield
- Tower Shield

iii. Armory and Equipments

a. Armors & Mails

- Southern Cross
"Lucky armor with the emblem of the Southern Cross, rumored
to have been worn by the gods. 1 of 4 Divine Armaments.
PHYS DEF 30, Spell DEF 30. PHYS RES +10, Bane RES +15."
- Rune Plate
- Phoenix Mail
- Nathalork Mail
- Peregrine Mail
- Leviathan Mail
- Brigandine
- Black Armor
- Plate Mail
- Candy Armor
- Heavy Armor

- Earth Leather
- Flame Leather
- Thunder Chain
- Ice Chain
- Chain Mail
- Hard Leather

b. Robes & Garbs

- Robe of Abyss
- Robe of Wise
- Pure-White Dress
- Cloak of Oath
- Cloak of Authority
- Grincer Coat
 - "Camouflage cloak dyed in the colors of the forest.
 - DEF up VS Beasts. PHYS DEF 18, Spell DEF 5.
 - PHYS RES +6, Earth RES +2. 1 of 4 Enchanted Hunting Wares."
- Fur Coat
- Saint's Garb
- Fire Garb
- Water Garb
- Wind Garb
- Earth Garb
- Spell Robe
- Robe

c. Helms & Headgears

- Fruede Helm
 - "Sacred helm of Filarhh. Repels darkness (Virtue).
 - PHYS DEF 30, Spell DEF 10. PHYS RES +10, BANE RES +10.
 - 1 of 4 Divine Armaments."
- Dragon Helm
- Goblin Helm
- Iron Helm
- Candy Helm
- Holy Crown
- Plumed Headband
- Pointy Hat
- Sherwood Hat
 - "Hat adorned with a branch fro Sherwood Forest.
 - Improves attentiveness. PHYS DEF 6, Spell DEF 5.
 - AGI +5, PHYS RES +2. 1 of 4 Enchanted Hunting Wares."
- Leather Hat
- Bandanna

d. Boots

- Warp Shoes
- Forest Boots
 - "Silent walking boots. 1 of 4 Enchanted Hunting Wares.
 - PHYS DEF 9, Spell DEF 2, AGI +4, PHYS RES +3."
- Snow Boots
- Greasy Boots

e. Accessories

- Ring of the Dead

- Dragon Eyes
- Dragon Gem
- Firecrest
- Amulet
- Warp Ring
- Ring of Flight
- Ring of Flotation
- Sacred Ring
- Dark Ring
- Firedrake Ring
- Water Ring
- Wind Ring
- Earth Ring
- Pearl Necklace
- Necklace of Resistance
- Armlet of Agility
- Armlet of Wisdom
- Glass Pumpkin
- Cassowary Feather
- Sacrificial Doll
- Sacred Stone of Bliss

iv. Expendables

a. Healing and Recovery Items

- Healing Leaf
- Magic Leaf
- Healing Seed
- Magic Seed
- Healing Salve
- Magic Salve
- Healing Essence
- Wisdom Fruit
- Angel Fruit
- Antidote
- Revive Stone
- Spirit Fruit
- Altar of Resurrection

b. Stat Boosters & Attributes Changer

- Stone of Swiftiness
- Cup of Life
- Sword Emblem
- Crown of Intellect
- Sorcerer's Cup
- Tome of Discipline
- Urn of Chaos
- Mirror of Gods
- Reincarnation

c. Special Items

- Snapdragon
- Orb

X. Magic Spells & Special Skills

i. Elemental & Summon Spells

- a. Wind (Harnella)

- Air Blade
- Thunder Flare
- Thunderbird
- Harnella's Influence
- Summon Tempest
- Haste

b. Fire (Zoshonel)

- Fireball
- Firestorm
- Salamander
- Zoshonel's Influence
- Ray of Paralysis
- Clear Sky
- Molten Blade

c. Earth (Berthe)

- Acid Vapor
- Crag Crush
- Gnome
- Berthe's Influence
- Constrain
- Hurdle Wall
- Petrifying Cloud

d. Water (Grueza)

- Ice Javelin
- Ice Field
- Fenrir
- Grueza's Influence
- Purify
- Slumber Mist
- Poison Squall

e. Virtue (Ishtalle)

- Heal
- Heal Plus
- Full Heal
- Cleanse
- Tranquilize
- Faith
- Exorcism
- Lightning Bow
- Divine Radiance
- Ignis Fatuus

f. Bane (Asmodee)

- Nightmare
- Brain Sap
- Enfeeble
- Fiend's Grip
- Fluid Magic
- Time Flux
- Necromancy
- Cursed Existence
- Summon Darkness*

ii. Special Skills

a. Skill Scrolls

In greek mythology, they are THE FATES, given to men at birth evil and good to have. They were only three, Clotho, the Spinner, who spun the thread of life; Lachesis, the Disposer of Lots, who assigned to each man his destiny; Atropos, she who could not be turned, who carried the "abhorred shears" and cut the thread at death.

- Atropos
- Clotho
- Lachesis

b. Abilities & Talents

- Star Tiara (Eleanor)
- Energy Transfer (Euphaire, Shaman)
- Summon Golem (Elrik, Summoner)
- Temptation (Deneb)
- Magic Barrage (Glynicia & Lubina)
- Poignant Melody (Angel Knights)
- Banish (Angel Knights)
- Lullaby (Mermaids)
- Cheer (Mermaids)
- Shuriken Barrage (Ninjas)
- Fascination (Witches)
- Pelting Fury (Swordmasters)
- Swallow Daze (Swordmasters)
- Barren Soul (Warlocks)
- Fairy's Kiss (Fairies)
- Fairy's Embrace (Fairies)
- Magic Missile (Fairies)
- Thunder Arrow (Hawkmen)
- Titan Crush (Giants)
- Evil Eye (Gorgons)
- Windstorm (Griffins)
- Mezmerize (Cerberus)
- Petrifying Breath (Cockatrices)
- Strangling Tentacles (Octopus)
- Fire Breath (Dragons)
- Cold Breath (Dragons)
- Thunder Breath (Dragons)
- Poison Breath (Dragons)
- Venom Breath (Dragon Zombies)

XI. Tips and Tricks

i. Getting The Witch Deneb

She is a special character whom you can recruit by doing some requirements. She is definitely a Witch above the ordinary. She is more versatile and talented from a typical Witch, plus she can make you access a secret shop at Scabellum where she is the customer and not Alphonse and the Shopkeeper is the Pumpkin Head. I think you can make as many Deneb as you want in your party. Just follow the procedure as indicated below:

- 1) Hire a female soldier from any shop, preferably at Level 1 to save money. Name her exactly as "Deneb", case sensitive!
- 2) Change her class to Wizard of Cleric.

- 3) Level her up in training mode up to level 10 or higher.
- 4) Have an enemy encounter where at least 1 human class male is available as an enemy.
- 5) Lower his HP to critical, then have your "Deneb" persuaded him. If successful, she will have the Vixen's Whisper emblem.
- 6) After battle, change her class into a Witch.
If successful, she will say...
 " Me? Just an ordinary witch?
 I have a better idea.
 Why don't I surprise you."

ii. Snapdragon Tips

There are 6 elemental types of sword you can have by sacrificing an ally and snapping them into a strongest weapon in the game. The character's stat affects how great the bonuses you can get by turning them into a sword and equipping them, but its power is fixed to 85. This is the best thing about this game, and the greatest treat to all enemies. These are the most reliable weapons and could make a one-hit kill if you want to. Below are the guinea pigs you need to get them:

- 1) Fire / Flame Sword
SWORD: A red flaming sword with the power of fire.
BEST: Fire/Flame Naga
OTHERS: Red Dragons or any class with a fire element except Liches, Angel Knights, Undeads, Mushus and Vrtra.
- 2) Water / Ice Sword
SWORD: A ice-bladed sword with the power of water.
BEST: Water Naga
OTHERS: Water Dragons or any class with a water element except Liches, Angel Knights, Undeads, Mushus and Vrtra.
- 3) Wind / Thunder Sword
SWORD: A golden sword with the power of wind.
BEST: Wind/Thunder Naga
OTHERS: Thunder Dragons or any class with a wind element except Liches, Angel Knights, Undeads, Mushus and Vrtra.
- 4) Earth / Green Sword
SWORD: A huge dark green sword with the power of earth.
BEST: Earth Naga
OTHERS: Earth Dragons or any class with an earth element except Liches, Angel Knights, Undeads, Mushus and Vrtra.
- 5) Virtue / Star Sword
SWORD: A shining crystal star sword with power of virtue.
BEST: Mushus of any element
OTHERS: Angel Knights
- 6) Bane / Black Sword
SWORD: A sword of darkness with the power of bane.
BEST: Vrtras of any element
OTHERS: Undeads and Liches

Since these weapons are customizable by the player, its power

is unpredictable! Each of them could grant you amazing stat bonuses in all categories except for movement but it is very light compare to other weapons. With four Snapdragon scrolls available in the entire game, you could make four very destructive one-handed swords for your party. With the strongest physical attack power ever, how destructive it could be for your enemies if you equip a pair of it to one of your character or equip it to a Lich? It will be the end for them!

Why are dragons the best snaps? Because they have the highest stat among any other classes in this game. They alone can make the deadliest of weapons, and the stat bonuses while equipping them makes you almost invinsible to both physical and spell damages. You can even equip them alone without any other equipments with you and you can survive from a fight with just a very small damage or not at all (it depends on the user equipping it). Even though other classes could give you other special added effects when they are snapped, still its not that effective compared to dragons. That's why the item is called "Snapdragon" coz it is a gift from the dragons, and only the dragons could give you the best out of it! Just hear those dragon roars every time you strike the sword, it's damn so strong!

iii. Special Scene & Events

Coming Soon!

iv. Best of the Best

They are just my opinions... If you have reactions, just email!

BEST CHARACTER : Of course, ALPHONSE! Still depends on you...
BEST CLASS : Lich
BEST WEAPON : Snapdragon Swords
BEST SWORD : Oracion
BEST RAPIER : Answerer
BEST SPEAR : Brionac, not Longicolnis
BEST BOW : Crescente
BEST AXE : Bloody Cleaver
BEST HAMMER : Euros
BEST KATANA : Matzukaze, the looks...
BEST FAN : Gypsy Queen
BEST WAND : Kerykeion
BEST WHIP : Holy Comet
BEST SHIELD : Saint's Shield
BEST ARMOR : Rune Armor
BEST HELMET : Fruede Helm
BEST BOOTS : Warp Boots
BEST ACCESSORY : Ring of the Dead
BEST ITEM : Definitely, it's Snapdragon!
BEST AOE SPELL : Fiend's Grip, it depends on element & INT...
BEST SKILL : Atropos, it depends on the character...
BEST ELEMENT : All are equal!

v. Other Tips

Coming Soon!

I just added this section to compare it to yours and be of good reference for you game.

i. My Party

Coming Soon!

ii. My Snaps

Dragnark - Virtue / Star Sword made of LV 36 Earth Mushus

Analize - Bane / Black Sword made of persuaded LV 40
Fire Vrtra

Makariar - Earth / Green Sword made of persuaded LV 42
Earth Naga, my strongest.

Sword stats coming soon!

iii. My Ending Result

- 1st Beat -

END RESULT : Ending B
Fallen : 3
Dismissed : 0
Vanquished : 487
Class% : Approximately 80%
Item% : Approximately 70%
Emblem% : Approximately 60%
Total Time : 64h 32m

XIII. Please, Help! Could you answer my Questions?

As you can see, this FAQ is not yet complete. Please help me finish it. Credits awaits for those who deserves it.
As for my questions:

- 1) Where the hell is the Dowsing Rod in this game?
- 2) What is the Class of Naris Batraal and its description?
- 3) Where exactly are the hidden items in every battlefield in this game?
- 4) What are the other 2 Netherworld weapons?

That's all for now!

XIV. Credits

I would like to give thanks to the following people and company who made a big part out of this FAQ, they are:

YOURS TRULY - for the effort of making this FAQ

ATLUS & QUEST - for this great game for GBA

neoseeker.com - for posting it

www.proboards.com - for my message board & community

And for those I forgot to mention, you know who you are...

XV. Disclaimers

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MY ADVICE:

" Study first before videogames! Don't be a videogame addict! "

- END OF DOCUMENT -