

Ogre Battle 64 Neutral Encounter FAQ

by Red Maw

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Neutral Encounter FAQ
Red Maw 2004
GildedGold@Hotmail.com

Please E-Mail me if you feel something should be changed/added

If my suggestions/changes topic is still on OB64 general board,
please post there before you E-Mail me

Feel free to post this information elsewhere, I don't mind in the least
Yes, that means you can plagiarize me all you want

Do not E-Mail me with questions questions, there are plenty of
great faq's for this game available here at GameFaq's, and the
Ogre Battle 64 board is still active

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 - Highland of Soathon
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 - Mt. Ithaca
 - Azure Plains
 - Mt. Keryoleth
 - Wentinus I
 - Dardunnelles II
 - Gules Hills I
 - Fair Heights
 - Vert Plateau
 - Capitrium
 - Tremos Mt.s I

- Celesis
 - Tremos Mt.s II
 - Temple of Berthe I & II
 - Gules Hills II
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 - Ptia
 - Argent
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 Opening Tips & Notes
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Just so we are clear on a few things, when I say 'neutral encounter,' I mean when you are walking across the map, and you encounter a neutral creature all of a sudden, which could be several things, depending on where you are (see list at start of next section). The sequence begins like a battle, but now you have the 'Talk' option in your interrupt command menu. If you select talk, there is a chance the neutral creature will join your battalion.

The creature will always appear in the center of the middle row.

Generally, I find it is better to attack the target a few times, and then talk to them. That is how I have received best results in recruiting. When it is the neutral creatures turn to attack, it will either run, or attack you. If the creature has been badly hurt, i.e. you dropped it down to less than half it's HP, it will probably run, although some creatures, such as Undead, rarely run, others have more regard for their own safety, and will run at the slightest provocation.

If you want to recruit the creature, my suggestion would be to attack it with all your characters once, then right before it gets the chance to attack, hit the interrupt command, and choose 'talk.' Once you choose 'talk,' the creature will either join you, not be persuaded and keep attacking you, or not be persuaded and flee.

If you kill neutral encounters, there is a chance they will drop an item, some items are rarer than others.

Hunting for Neutral Encounters is pretty slow, the only way to make it go faster, is to obtain the Decoy Cap, obtained by recruiting Sheen, who is found at Azure Plains, in the stronghold of Coppermine. If you have a middle to low chaos frame (see chaos frame faq if you don't know what that

means), then, after winning Dardunelles II, take Sheen to Garu Kaio, and voila, when you equip it to a character, and have their unit walk around the map, neutral encounters will pop up much faster than normal.

It is my personal opinion that hunting for neutral encounters with more than one unit in the same terrain does not improve your odds of stumbling upon a neutral encounter.

Others disagree, perhaps I am unlucky, but it's your call to make.

I simply don't like having to keep telling multiple units to go back and forth multiple times, though once you get legions this is made easier. The only other use for legions being sweeping map for hidden items.

Some creatures are very rare, for instance if you get the idea of loading up on Ogre Blades like most people do, then go out and try it, not only do you realize that Ogre's don't always like to drop Ogre Blade's, but Ogre's are a pretty rare encounter, even with the Decoy cap. Another example I found as I was researching was that while I was scouring Mt. Keryoleth II, I forgot to change Sheen into a Hawkman, and subsequently put Decoy Cap back on him (He is normally a Raven). Over the course of hunting without it, I came across Opininci frequently, along with Sphinxes, and Cockatrices. Gorgons were rare, and I never came across an Ahzi Dahaka until I put the Decoy Cap on.

After you beat a mission, if you enter the stronghold you start at
(HQ) in area investigation, Hugo will tell you what creatures can be
found there, if you need quick reference, this can be helpful

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Neutral Encounters by Creature
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Quick list of Creatures that can be found in wild:

Dragons:

Young Dragon, Thunder Dragon, Earth Dragon, Black Dragon, Platinum Dragon, Red Dragon, Blue Dragon, Ahzi Dahaka, Hydra, Tiamat

Hawkmen:

Hawkman, Vultan, Raven

Golems:

Golem, Stone Golem, Baldr Golem

Undead:

Skeleton, Ghost

Nehterworlders:

Goblin, Gorgon, Ogre

Beasts & Other Creatures

Wyrm, Wyvern, Griffin, Opinincus, Hellhound, Cerberus, Cockatrice, Sphinx, Faerie, Gremlin, Pumpkinhead

Please note you CANNOT obtain a Saturos or Daemon in wild

You can obtain a Saturos via using Love & Peace

Daemon's cannot be obtained without a gameshark

Only 3/6 Of the high level dragon's are available in the wild

You cannot find a Flarebrass, Quetzalcoatl, or Bahamut in the wild

Zombies cannot be obtained in wild.

I forgot to include 'snowy' in many terrain descriptions.
It will be probably be obvious where this happened, just be advised that
if it says Highlands in one of my descriptions, but only Snowy Highlands
can be found on that level, it's just a typo on my part.

Layout:

Section

Creature

Area, Terrain, Exp. Level
Area, Terrain, Exp. Level
...etc

Items character may drop when killed

Creature

Area, Terrain, Exp. Level
Area, Terrain, Exp. Level
...etc

Items character may drop when killed

Dragons

Young Dragon

Tenne Plains, Forests, 2
Volmus Mine I, Forests, 2
Zenobian Border, Plains, 5
Gunther Piedmont, Plains, 7
Dardunnelles I, Barrens, 8
Alba, Highlands, 8

Heal Seed

Thunder Dragon

Dardunnelles I, Barrens, 8
Sable Lowlands, Barrens, 12
Mt. Keryoleth I, Barrens, 15
Gules Hills I, Barrens, 16

Celesis, Barrens, 20
Gules Hills II
Ptia, Snowy Barrens, 28
Latium, Barrens, 31

Heal Seed, Sum Mannus

Earth Dragon

Alba, Forests, 8
Azure Plains, Forests, 14
Mt. Keryoleth I, Forests, 15
Fair Heights, Forests, 17
Vert Plateau, Forests, 19
Temple of Berthe II Forests, 22

Heal Seed, Axe of Wyrm

Black Dragon

Mylesia II, Forests, 11
Capitrium, Snowy Barrens, 18
Tremos Mt.s I, Forests, 23
Barpheth, Forests, 27
Tybell, Forests, 30

Heal Seed, Kerykeion

Platinum Dragon

Crenel Canyon II, Barrens, 9
Highland of Soathon, Highlands, 11
Capitrium, Snowy Highlands, 18
Vert Plateau, Snowy Highlands, 19
Celesis, Snowy Highlands, 20
Barpheth, Snowy Highlands, 27
Argent, Snowy Highlands, 29

Heal Seed, Ytival

Red Dragon

Audvera Heights, Highlands, 12
Azure Plains, Highlands, 14
Fair Heights, Highlands, 17
Tremos Mt.s II, Highlands, 21
Blue Basilica, Highlands, 26
Aurua Plains, Highlands, 32

Heal Seed, Sword of Firedrake

Blue Dragon

Gunther Piedmont, Marsh, 7
Sable Lowlands, Highlands, 12
Gules Hills I, Marsh, 16
Gules Hills II
Tybell, Marsh, 30

Heal Seed, Cyanic Claw

Hydra

Wentinus II, Marsh, 34

Snow Orb, Heal Pack, Mirror of Soul

Ahzi Dahaka

Mt. Keryoleth II, Forests, 34

Bracer of Protection, Heal Pack, Naga Ring

Tiamat

Aurua Plains, Forests, 32

Angel Fruit, Goblet of Destiny, Urn of Chaos

Flarebrass, Bahamut, and Quetzalcoat1 cannot be obtained in wild

Hawkmen

Hawkman

Crenel Canyon I, 3
Mylesia I, Roads & Plains, 5
Volmus Mine II, Roads & Plains, 6
Dardunnelles I, Roads & Plains, 8
Crenel Canyon II, Roads & Plains, 9

Halt Hammer, Bandanna, Leather Armor

Vultan

Wentinus I, Roads & Plains, 16
Dardunnelles II, Roads & Plains, 16
Wentinus II, Roads & Plains, 34

Baldr Club, Hachigane, Hard Leather

Raven

Wentinus I, Roads & Plains, 16
Dardunnelles II, Roads & Plains, 16
Aurua Plains, Roads & Plains, 32

Baldr Axe, Armet, Hard Leather

Golems

Golem

Tenne Plains, Highlands, 2
Volmus Mine I, Highlands, 2
Mylesia I, Barrens, 5
Gunther Piedmont I, Highlands, 7

Heal Leaf, Power Fruit

Stone Golem

Audvera Heights, Barrens, 12
Azure Plains, Barrens, 14
Tremos Mountains II, Highlands, 21

Kite Shield, Plate Mail, Armet

Baldr Golem

Tremos Mt.s II, Snowy Highlands, 21
Romulus, Highlands 24
Argent, Snowy Barrens 29

Baldr Shield, Baldr Armor, Baldr Helmet

Undead

Skeleton

Volmus Mine II, Forests, 6
Dardunnelles I, Forests, 8
Sable Lowlands, Forests, 12
Dardunnelles II, Forests, 16
Capitrium, Snowy Forests, 18

Halt Hammer, Torn Cloth

Ghost

Volmus Mine II, Forests, 6
Dardunnelles I, Forests, 8
Sable Lowlands, Forests, 12
Dardunnelles II, Forests, 16

Torn Cloth

Zombies cannot be found in wild

Netherworlders

Goblin

Mt. Keryoleth I, Forests, 15
Tremos Mt.s II, Forests, 21
Ptia, Forests, 28
Blue Basilica, Forests, 26
Latium, Forests, 31

Heal Leaf, Short Sword, Plate Mail

Gorgon

Ptia, Snowy Forests, 28
Latium, Forests, 31
Mt. Keryoleth, Forests, 34

Revive Stone, Composite Bow, Love and Peace

Ogre

Tybell, Snowy Plains, 30

Warhammer, Leather Armor, Ogre Blade

It is impossible to find a Saturos or Daemon in the wild

Beasts & Other Creatures

Wyrm

Tenne Plains, Barrens, 2
Mylesia I, Highlands, 5
Volmus Mine II, Highlands, 6
Mylesia II, Highlands, 11

Power Fruit

Wyvern

Temple of Berthe II, Barrens, 22
Tremos Mt.s I, Highlands, 23
Latium, Highlands, 31
Wentinus II, Highlands, 34

Cup of Life, Champion Statuette, Angel Fruit

Griffin

Crenel Canyon I, Highlands, 3
Zenobian Border, Highlands, 5
Gunther Piedmont, Barrens, 7
Crenel Canyon II, Highlands, 9
Mt. Ithaca, Highlands, 13

Power Fruit

Opinincus

Celesis, ???, 20
Hugo says they are here, but I cannot find them. If they are here,
then I would assume they are in Highlands or Barrens, However I
could not find them anywhere on the map at all.

Temple of Berthe II, Highlands, 22
Romulus, Barrens, 24
Tybell, Highlands, 30
Mt. Keryoleth II, Highlands, 34

Angel Fruit, Crystal of Precision, Stone of Quickness

Hellhound

Crenel Canyon I, Forests, 3
Zenobian Border, Barrens, 5
Alba, Barrens, 8
Crenel Canyon II, Forests, 9
Highland of Soathon, Barrens, 11

Power Fruit

Cerberus

Gules Hills I, Forests, 16
Gules Hills II, Highlands,
Barpheth, Barrens, 27

Angel Fruit, Goblet of Destiny, Flag of Unity

Cockatrice

Audvera Heights, Forests, 12
Mt. Keryoleth I, Highlands, 15
Temple of Berthe II, Snowy Highlands, 22
Romulus, Highlands, 24
Mt. Keryoleth II, Barrens, 34

Revive Stone, Scroll of Discipline

Sphinx

Argent, Snowy Forests, 29
Latium, Highlands, 31
Mt. Keryoleth II, Highlands, 34

Angel Fruit, Altar of Resurrection

Faerie

Mylesia I, Plains, 5
Mylesia II, Plains, 11
Sable Lowlands, Plains, 12
Mt. Ithaca, Plains, 13
Fair Heights, Plains, 17

Heal Leaf, Silver Hourglass

Gremlin

Mylesia I, Forests, 5
Volmus Mine II, Plains, 6
Mylesia II, Forests, 11

Mt. Ithaca, Forests, 13
Fair Heights, Forests, 17

Heal Seed, Quit Gate

Pumpkinhead

Highland of Soathon, Forests, 11
Tremos Mt.s II, Forests, 21
Ptia, Forests, 28

Heal Leaf, Dowsing Rod

=====
Neutral Encounters by Location
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Layout:

Section

Level, exp level of encounters at location
Creature, Terrain
Creature Terrain
....Etc

Level, exp level of encounters at location
Creature, Terrain
Creature, Terrain
....Etc

Please note, when you start Volmus Mine II, Volmus Mine I's
encounters are gone, and never to be seen again, the same
standard is applied to every area you visit more than once

Prologue

Tenne Plains, 2
Young Dragon, Forrest
Wym, Barrens
Golem, Highlands

Volmus Mine I, 2
Young Dragon, Forests
Golem, Highlands

Chapter 1

Crenel Canyon I, 3

Hellhound, Forests
Griffin, Highlands
Hawkman, Roads & Plains

Zenobian Border, 5

Young Dragon, Plains
Hellhound, Barrens
Griffin, Highlands

Mylesia I, 5

Golem, Barrens
Wurm, Highlands
Faerie, Plains
Gremlin, Forests
Hawkman, Roads & Plains

Volmus Mine II, 6

Gremlin, Plains
Wurm, Highlands
Hawkman, Roads & Plains
Skeleton, Forests
Ghost, Forests

Gunther Piedmont, 7

Blue Dragon, Marsh
Golem, Highlands
Griffin, Barrens
Young Dragon, Plains

Dardunnelles I, 8

Thunder Dragon, Barrens
Skeleton, Forest
Ghost, Forest
Young Dragon, Barrens
Hawkman, Roads & Plains

Alba, 8

Earth Dragon, Forest
Young Dragon, Highlands
Hellhound, Barrens

Chapter 2

Crenel Canyon II, 9

Platinum Dragon, Barrens
Hellhound, Forest
Griffin, Highlands
Hawkman, Roads & Plains

Mylesia II, 11

Faerie, Plains
Black Dragon, Forest
Wyrms, Highland
Gremlin, Forest

Highland of Soathon, 11

Pumpkinhead, Forests
Platinum Dragon, Highlands
Hellhound, Barrens

Sable Lowlands, 12

Faerie, Plains
Blue Dragon, Highlands
Thunder Dragon, Barrens
Skeleton, Forest
Ghost, Forest

Audvera Heights, 12

Red Dragon, Highlands
Cockatrice, Forests
Stone Golem, Barrens

Mt. Ithaca, 13

Faerie, Plains
Gremlin, Forests
Griffin, Highlands

Azure Plains, 14

Stone Golem, Barrens
Red Dragon, Highlands
Earth Dragon, Forests

Mt. Keryoleth, 15

Cockatrice, Highlands
Goblin, Forests
Earth Dragon, Forests
Thunder Dragon, Barrens

Wentinus I, 16

Blue Dragon, Marsh
Vultan, Roads & Plains

Chapter 3

Dardunnelles II, 16

Black Dragon, Barrens
Skeleton, Forest
Ghost, Forest
Vultan, Plains & Roads
Raven, Plains & Roads

Gules Hills I, 16

Cerberus, Highlands
Blue Dragon, Marsh
Thunder Dragon, Barrens

Fair Heights, 17

Earth Dragon, Forests
Red Dragon, Highlands
Faerie, Plains
Gremlin, Forests

Vert Plateau, 19

Earth Dragon, Snowy Forests
Platinum Dragon, Snowy Highlands

Capitrium, 18

Platinum Dragon, Snowy Highlands
Skeleton, Snowy Forests
Black Dragon, Snowy Barrens

Tremos Mt.s I, 23

Black Dragon, Forests
Wyvern, Highlands

Celesis, 20

Thunder Dragon, Snowy Barrens
Platinum Dragon, Snowy Highlands
Opinincus, ???

Hugo says they are here, but I cannot find them. If they are here, then I would assume they are in Highlands or Barrens, However I could not find them anywhere on the map at all.

Tremos Mt.s II, 21

Red Dragon, Highlands
Stone Golem, Highlands
Goblin, Forests

Baldr Golem, Snowy Highland
Pumpkinhead, Forests

Temple of Berthe I & II, 22
Wyvern, Barrens
Earth Dragon, Forests
Cockatrice, Snowy Highlands
Opinincus, Highlands

Chapter 4

Gules Hills II, 23
Cerberus, Highlands
Blue Dragon, Marsh
Thunder Dragon, Barrens

Romulus, 24
Cockatrice, Highlands
Baldr Golem, Highlands
Opinincus, Barrens

Blue Basilica, 26
Red Dragon, Highlands
Goblin, Forests

Ptia, 28
Thunder Dragon, Snowy Barrens
Pumpkinhead, Forests
Gorgon, Snowy Forests
Goblin, Forest

Argent, 29
Sphinx, Snowy Forests
Baldr Golem, Snowy Barrens
Platinum Dragon, Snowy Highlands

Barpheth, 27
Cerberus, Barrens
Black Dragon, Forest
Platinum Dragon, Snowy Highlands

Tybell, 30
Ogre, Snowy Plains
Blue Dragon, Marsh
Black Dragon, Forests
Opinincus, Highlands

Latium, 31

Sphinx, Highlands
Wyvern, Highlands
Gorgon, Forests
Goblin, Forests
Thunder Dragon, Barrens

Aurua Plains, 32

Tiamat, Forests
Red Dragon, Highlands
Raven, Plains & Roads

Wentinus II, 34

Vultan, Plains & Roads
Hydra, Marsh
Wyvern, Highlands

Mt. Keryoleth II, 34

Ahzi Dahaka, Forests
Cockatrice, Barrens
Gorgon, Forests
Sphinx, Highlands
Opinincus, Highlands

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Miscellaneous Notes on Creatures
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Let me emphasize again you cannot get a Daemon, Saturos, Flarebrass, Bahamut, or Quetzalcoatl in the wild.

Early in the game, if you're looking for something that hits hard, pick up a Hellhound or two, they have exceptional attack power, and get 3 attacks in front row. Golems aren't too bad either, due to their ability to take physical attacks, though not as strong as hellhound's are attacking, they still are fairly strong, plus, they are immune to status changes, I.E., you will never see a sleeping/poisoned/paralyzed Golem.

You can get any of those by using Love and Peace, however (except the Daemon), or raising a Red/Platinum/Thunder Dragon to it's next respective form

Gremlins and Faeries are junk, in my opinion, simply because there are better options, but if you need to fill space, they're always open to you.

It's not worth picking up Young Dragons, in my opinion, it's better to go for one of the 6 elemental dragons, then raise it to it's higher form, it's just easier, I think.

Having a flying unit can be useful, they are good at chasing down retreating enemies since they have no terrain restrictions, the only catch is they tire out quickly. Hawkmen, Vultans, Seraphs, Wyrms, Wyverns, Griffins, Opininci, Sphinxes, Cockatrices, Ghosts, Gremlins, and Faeries, are what you can scrape together from neutral encounters. Angel Knights/Seraphs are also flying units, but alas, they cannot be found in the wild.

As far as dragons go, Quetzalcoatl (Upgraded Thunder Dragons) are the way to go, because of their attack paralyzes enemies (Paralyze is better than sleep because when you attack a sleeping character, they may wake up, if you attack a paralyzed character, they stay paralyzed). Ahzi Dahaka's are also pretty good because of their power down effect (Flarebrass' rarely cause enemies to power down). My favorite combination of dragons is either 2 Quetzalcoatl, or a Quetzalcoatl and an Azhi Dahaka.

I would not waste time catching Young Dragons, go straight for elemental dragons first. Though if you are looking for some decent attack power very early in the game, Young Dragons aren't so bad. Hellhounds are better, though

Recruiting neutral encounters is a great way to fill up space in your battalion, and many characters are quite effective.

Grabbing a few Ogres is useful just to make use of your most powerful two handed axes/hammers, since the only other class that uses them, Black Knights, are limited to 3, 4 if you get Carth (Although you can get more using Love and Peace)

Sphinx's are incredibly powerful, once you are able to acquire them, Wyverns and Opinicus' are practically obsolete.

Pumpkinhead's are more useful than their ridiculous appearance leads on, in fact they can be incredibly cheap, pumpkin smash halves the targets HP instantly, and pumpkin shower is even more powerful, though it hurts the pumpkinhead.

Cockatrices and Gorgons are great, but be advised, you don't get any experience from petrifying people. If you want to just get a unit out of the way, then petrifying it works well.

For the dragon's, wild Hydras, Tiamats, and Ahzi Dahaka tend to be less powerful than dragons you raise yourself, whereas Baldr Golems found in wild tend to be stronger than ones you raise yourself. Don't bother trying to get Baldr Golems on your own anyway, coming by combination magic in combat is rare enough, and the odds of it being wind/fire are low.

On Mt. Keryoleth II, as you can see, lots of high level, powerful monsters are up for grabs. If you are in need of cheap and effective units, grab some a Sphinx, Cockatrice, Ahzi Dahaka, or Gorgon, or two, or whatever. Ahzi Dahaka and Gorgons are comparatively rare to the others.

This holds true for other levels, the general rule is that the more powerful creatures are rarer.

For more detailed info on classes, check CyricZ's in depth faq.

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Neutral Encounters by Item
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Quick list of items available by killing creatures you find in wild

Portables

Heal Leaf, Heal Seed, Heal Pack, Power Fruit, Angel Fruit,

Altar of Resurrection, Revive Stone, Quit Gate

Stat Boosters

Champion Statuette, Scroll of Discipline, Urn of Chaos, Cup of Life,
Goblet of Destiny, Stone of Quickness, Crystal of Precision,
Bracer of Protection, Mirror of Soul, Flag of Unity

Expendables

Love and Peace, Silver Hourglass, Dowsing Rod

Weapons

Short Sword, Halt Hammer, Ogre Blade, Warhammer, Composite Bow, Baldr Axe,
Baldr Club, Sun Mannus, Axe of Wyrm, Sword of Firedrake, Kerykeion,
Ytival, Cyanic Claw

Armor

Leather Armor, Hard Leather, Baldr Armor, Plate Mail, Torn Cloth

Misc. Gear

Armet, Baldr Helmet, Machigane, Bandana, Snow Orb, Baldr Shield, Kite Shield,
Naga Ring

If you do not see an item here, it is not dropped by a Neutral Encounter.

Refer to Neutral Encounter's by Creature section to see where to
find creatures.

Layout:

Section

Item
Creature, Creature, etc

Item
Creature, Creature, etc

Portables

Heal Leaf
Pumpkinhead, Faerie, Golem, Goblin

Heal Seed
Gremlin, Young Dragon, Earth, Thunder, Platinum, Red, Black, and Blue Dragon's

Heal Pack
Hydra, Ahzi Dahaka

Power Fruit
Wyrm, Griffin, Hellhound, Golem

Angel Fruit
Opinincus, Sphinx, Cerberus, Tiamat, Wyvern

Altar of Resurrection
Sphinx

Revive Stone
Cockatrice, Gorgon

Quit Gate
Gremlin

Stat Boosters

Champion Statuette
Wyvern

Scroll of Discipline
Cockatrice

Urn of Chaos
Tiamat

Cup of Life
Wyvern

Goblet of Destiny
Cerberus, Tiamat

Stone of Quickness
Opinincus

Crystal of Precision
Opinincus

Bracer of Protection
Ahzi Dahaka

Mirror of Soul
Hydra

Flag of unity
Cerberus

Expendables

Love and Peace
Gorgon

Silver Hourglass
Faerie

Dowsing Rod
Pumpkinhead

Weapons

Short Sword
Goblin

Halt Hammer
Hawkman, Skeleton

Ogre Blade
Ogre

Warhammer
Ogre

Composite Bow
Gorgon

Baldr Axe
Raven

Baldr Club
Vultan

Sun Mannus
Thunder Dragon

Axe of Wyrn
Earth Dragon

Sword of Firedrake
Red Dragon

Kerykeion
Black Dragon

Ytival
Platinum Dragon

Cyanic Claw
Blue Dragon

Armor

Leather Armor
Hawkman, Ogre

Hard Leather
Vultan, Raven

Baldr Armor
Baldr Golem

Plate Mail
Goblin, Stone Golem

Torn Cloth
Skeleton, Ghost

Misc. Gear

Armet
Raven, Stone Golem

Baldr Helmet
Baldr Golem

Machigane
Vultan

Bandana
Hawkman

Snow Orb
Hydra

Baldr Shield
Baldr Golem

Kite Shield
Stone Golem

Naga Ring
Ahzi Dahaka

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Miscellaneous Notes on Items
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As I stated before, some item drops are rarer than others, if you are looking to load up on Ogre blades, don't count on seeing them one out of three times, although some people get lucky.

As you can see, stat boosting items are up for grabs by killing neutral encounters, if you are against using the item duplication glitch, mentioned in Codes & Secrets, this is another alternative open to you, though it can be very repetitive.

If you are strapped for cash, also, you can sell items you receive from neutral encounters, stat boosters sell the best. If you are not against using the item duplication trick, you can duplicate something expensive and sell it for infinite cash.

Notice that Love and Peace is available, if you want more Black Knights, Angel Knights, or anything else, you now have easy access if you stock up on these. Just for the record, you cannot use Love and Peace to acquire the following:
Daemon, Knight Templar, Grappler, unit leaders, and the last character left in a unit. Some characters are harder to win over with Love and Peace than others. Black Knights, for instance, may take a few tries before they join your battalion, having extra Love and Peaces makes it much easier.

Dowsing Rods are great for making sure you didn't miss any hidden items

Axes of Wyrms are the most powerful common 1 handed axe/hammer, if you use lot's of Ravens & Vultans, load up on these.

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Other Miscellaneous Notes
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Please note that I would not recommend mass recruiting from neutral encounters, or loading up on items from them until you get the Decoy Cap, unless your patience is very well honed, because neutral encounters are pretty rare without it, and it could take LONG time to get what you are looking for, depending on how lucky you get. How to get the decoy cap is explained in Opening Tips & Notes.

Check CyricZ's in depth faq for more information on the classes themselves, and to become better informed on which ones you may wish to add to your battalion, and what items you want to take the time to pick up, his faq has all the info on classes and items you could ask for.

If you are thirsty for all those items and characters now, and have a gameshark, check bearsman6's faq for codes to manipulate items, and Cralex's for manipulating classes of your characters.

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Credits

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CyricZ's faq, for making my trip through Ogre Battle 64 the best it could be, and for reference when making this faq

My original SNES, which still works,

unlike my original N64, which died right when I needed it most,

as I was writing my very first faq (This one)

Pirates

Ogre Battle 64 Board, for being receptive to schmucks like me

Family Guy, Futurama, The Simpsons, etc

Goldfish crackers, for being delicious

Green Tea, because it is also delicious

CJayC, because I like GFaqs, and for the manager of a site this

big, he actually responds to you with personality, cool guy

My kitten, because it's cuddly

My Aunt, for giving me her old computer that I'm typing on

Cralex, and his class hacking faq, because it rocks

Hoyle Playing Cards, because cards are great

Maddox, because he's great

My hunting unit, Sheen, 2 Ravens, and a Sphinx

The Onion, that's a great site too

Discraft, for making great Frisbees, even though they can't call

them frisbee's because that would be copyright infringement

bearsman6's faq, because his gameshark codes for items are great

DHippl0339, because he kicks major ass

The Commodore, great restaurant

Scarlet Magi, Biske, Rashidi, and the rest of the OB General board

And all those who I couldn't to remember record here being the

dumb bastard I am

Don't forget to E-Mail me with suggestions

GildedGold@Hotmail.com

Version History

03/26/04 Work begins

03/26/04 Creatures Section mostly done

03/28/04 Items section done

03/29/04 Mostly done, bit and pieces being thrown in

03/30/04 Fixed format up, hopefully faq will be accepted

04/02/04 Started Neutral Encounters by Location section

04/04/04 Mostly done, bit's and pieces will probably be added

04/05/04 Faq is posted, I spelled the title wrong *slaps self*

04/06/04 Updated, Zombies cannot be found in wild it turns out

04/11/04 Random info/thoughts added, a few new encounter locations

04/26/04 Few more notes & Locations added, mainly looking for more

Hawkman locations now, and if there are neutral encounters at the mission Aurua Plains II, "Caliber." Any help would be appreciated

Feel free to post this information elsewhere, I don't mind in the least

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