

# Ogre Battle 64 FAQ/Walkthrough

by CyricZ

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Ogre Battle 64 - Person of Lordly Caliber
An FAQ/Walkthrough by CyricZ
Version 3.1
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1. Introduction

Hi, there! Welcome to my second FAQ! This FAQ is for the new Atlus Strategy/RPG Ogre Battle 64: Person of Lordly Caliber.

Now, having finally beat the game, I'm ready to accept anything and everything

One last thing. If you have a question about the game, be sure to check BOTH, I say, BOTH FAQs to see if your question has been answered. Every email asking about something little means I have that much less time to put more of the good stuff in here. ^\_^

For questions about Chaos Frame, go straight to the Advanced FAQ!

That said, let's get down to that business thing. ~\_^

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## 2. Preliminary FAQ

Q: What is Ogre Battle 64?

A: Ogre Battle 64 is a strategy/RPG developed by Quest and Atlus for the Nintendo 64.

Q: Is this Ogre Battle like Ogre Battle PSX?

A: No, this is not a remake of the original Ogre Battle. This is a brand new story and a brand new game setup.

Q: How do I upgrade Soldiers?

A: Check my section on Classes. Basically, keep fighting battles.

Q: How do I use Elem Pedra?

A: The Interrupt Meter at the top of the screen has to fill three times. Usually, the battle will start with the Interrupt Meter filled once. You won't be able to use Elem Pedra too much early in the game, because battles won't take a very long time.

Q: Why can't I advance in class?

A: There are several requirements to being able to advance in class. The very first thing you need to do is find the basic set of equipment for your target class. What you want is to check shops whenever you enter a new area and find any equipment you have none of, then buy it.

The other requirements are simple in comparison. You'll need to have reached specific levels in your physical attributes and experience level. Also, you'll need to be at a specific alignment for most classes.

Q: Why can't I get (insert class here)? I have everything I need!

A: Obviously, you don't. Remember, you need the proper stats, alignment, and equipment for a class to appear on the board.

Q: Okay. I have all the stats, alignment, and equipment, but I STILL can't get the class! What's wrong?

A: One last thing. Make sure your stats are not increased past their limit due to a weapon or armor modifying your strength. The class limits are derived from BASE stats, not one's increased to due to equipment.

Q: How do I determine my Alignment?

A: There's a small balance above the picture of your character that has a letter on it (C, N, or L). The numerical values roughly correspond to these positions of the balance.

Very Chaotic: 0-14  
Chaotic: 15-29  
Neutral, toward Chaotic: 30-44  
Neutral: 45-55  
Neutral, toward Lawful: 56-70  
Lawful: 71-85  
Very Lawful: 86-100

Q: How can I adjust my Alignment?

A: To lower your Alignment:

Fight enemies of high Alignment (Clerics, Knights, Valkyries)  
Fight enemies that have collectively lower levels.  
Use an Urn of Chaos on a character. (doesn't do that much, though)  
Arrange low Alignment characters together.

Probably the best way to lower a specific character's Alignment is to make a unit with a bunch of Undead and make that character the leader. Fight some Neutral Encounters and watch the Ali. fall...

To raise your Alignment:

Fight enemies of low Alignment (Wizards, Skeletons, Witches)  
Fight enemies that have collectively higher levels.  
Use a Scroll of Discipline on a character. (same as Urn of Chaos)  
Arrange high Alignment characters together.  
To raise a specific character's Alignment, stick that person with a largely Lawful unit, or with a bunch of Platinum Dragons or Bahamuts.

Q: How can I find new non-human characters?

A: Search areas that you've already cleared. You'll find many different characters in areas that you've beaten. To find out what you can find, enter the Stronghold you start the area in. When you enter, Hugo the Tactician will give you some info on characters in the area.

One thing you can always find wherever you are is Hawkmen and their upgraded classes. You can always find these on roads in an area.

Q: Where can I find (insert a Rare Item here)?

A: Here's the deal. You can go the Edit command under Notepad or Wordpad and use the "Find" feature. Use Find and enter what you're looking for. If you use it and you find it, you're happy. If it's not in here, I don't know it, so I suggest not bothering to ask.

Q: Where can I find (insert Non-Rare Weapon/Armor/whatever here)?

A: A lot of the wacky stuff I find is from enemy units, and I believe that these item drops are random, largely. So, if you search for it, and find it in my Item List, but not in any Shop, or in a Hidden Item list, assume I got it from an enemy unit, in which case, you're on your own.

Q: What is a Goethic?

A: The Goethic is the Japanese name for the Archmage. I know that both classes are listed in the manual. This is obviously a typo.

Q: How do I equip things on Magnus' unit?

A: To collectively equip things or change stuff around, you should wait until you're between battles. You can access the Organize Screen from the World Map.

Q: Someone died and they turned into a Zombie! Can I get them back?

A: 'Fraid not... Zombies are irreversible...

Q: Can I save to a Controller Pak?

A: Sure can. Just hold Start as you turn on the game.

Q: I have a choice between two or three directions. Which way should I go?

A: Check the Scene Progression topic. In addition to seeing how the scenes are structured together, I explain, in plain English, the consequences of going each way.

Q: What do Goblets of Destiny do?

A: Goblets affect an invisible stat called Luck. Luck affects how often you'll perform a critical hit, and also how often you'll dodge attacks.

Q: What's a Chaos Frame?

A: Check the Advanced FAQ section. Suffice to say it's a major player throughout the game.

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### 3. Menus and Basic Tips for Battle

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#### Menus

Since a lot of people don't have the manual that came with the game, I'll cover how to use the menus in the game

#### Main Menu -

New Game: Start a new game to save Palatinus from evil.

Load Game: Load a previously saved adventure or suspended data.

Tutorial: Access the VERY HELPFUL tutorial.

Stereo/Mono: Switch the Sound Mode

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World Map Menu (Press R on the World Map)

Organize Screen (Eight small circles with an arrow): Access the

all-important Organize Screen (see later for its menus)

Hugo Report (Picture of Hugo): Access the Hugo Report

- People: Take a closer look at important people in game.
- Events: Replay some of the cutscenes you've seen in the game.
- Miscellany: Learn some of the history of Palatinus in this section.  
New topics are added periodically.
- Tips: Learn some VERY HELPFUL tips about the game. More are added as you learn new tactics (Legions, Seiging)

Area Investigation (Magnifying Glass): On an already cleared area, you can further look at it to find items, talk to people, etc.

Training (Muscle guy body-building): If you can access this, you'll pick a unit, and then enter into a battle with one of several pre-set "enemy" units. You'll fight until one side is knocked out. The enemy units are generally the same level as you, but unit structure becomes much more refined in later areas. You'll gain experience through these battles, but you cannot change class in battle with Training.

Settings (sliding bars): Here you can change certain factors of the game.

- Message Speed: (Slow, Normal, Fast) Sets the speed at which text is displayed.
- Cursor Speed: (Slower, Slow, Normal, Fast, Faster) Sets the speed at which the cursor moves around the screen.
- Help Display: (On, Off) If this is on, you'll get messages telling you what everything is that you do (gets annoying after a while).
- Icon Name Display: (On, Off) If this is on, you'll get a small text under icons saying what they are.
- Game Speed: (Slow, Normal, Fast) Sets the speed at which the game moves on the Field Map.
- Legion Indicator: (On, Off) If this is on, there will be a numbered icon above each of your units in a Legion.
- Destination Display: (On, Off) If this is on, when you select a destination for a unit to travel to, you'll get a small text describing the area.
- Unit Report Type: Sets how your units report in.  
First Person: Your unit leader talks to you about what happens.  
Third Person: You get a simple alert text.  
None: You get no report.
- Battle Action Name: (On, Off) If this is on, you'll get small text windows describing special and magical attacks in battle.
- Battle Animation: (On, Off) If this is on, you'll get the full animation of attacks. If off, you'll just get a text description and a depiction of change in health.
- Quick Exit: (On, Off) If this is on, you can press L to quickly exit the Organize Screen.
- Cancel All: (On, Off) If this is on, you can press R to cancel all actions made on the Organize Screen.
- Sound Settings: (Stereo, Mono) Allows you to change the sound.
- Restore Defaults: Returns Settings to their original modes.

Save (feather quill): Allows you to save your adventure to one of two save slots.

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Field Map Menu (Press R on the Field Map)

Dispatch (square with an arrow): Allows you to select one of your units to deploy.

Organize Screen (Eight small circles with an arrow): Access the all-important Organize Screen (see later for its menus)

Use Item (pot): Allows you to use a Field Map item (Silver Hourglass, Dowsing Rod, Love and Peace)

Elem Pedra (ankh): Allows you to view what Pedras you have and whether or not they are available for use.

Settings (sliding bars): See Setting under World Map Menu

Suspend (feather quill): Allows you to halt a game in the middle of a battle. This will be erased after you access it again, so it's highly recommended that you save normally using the World Map Menu.

End (closed door): In Area Investigation, this will bring you back to the World Map.

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Unit Menu (Press A on a Unit)

Commands (stick with two arrows):

-Move (flag): Allows you to assign a destination for your unit. You may select up to three waypoints in one command. Your unit will take its best route to each waypoint.

-Direction (stick with four arrows): Most useful for stationary units. This allows you to change which way your unit faces. Good for receiving enemy attacks.

-Orders (little guy with a message bubble): This is only accessible by non-Magnus units. You can change the unit's Move and Wait Orders.

Move Orders:

Direct: Unit will not deviate from its course, period.

Hit: Unit will initiate attacks if it gets close to an enemy unit.

Evade: Unit will avoid enemy units while it moves.

Wait Orders:

Guard: Unit will not move from its spot.

Initiate: Unit will move towards nearby enemy units.

Retreat: Until will move away from approaching enemy units.

-Display Destination (distant flag): Only accessible when a unit is moving, this displays its destination, in case you forget...

-Retreat (square with a blue arrow): Only accessible when a non-Magnus unit is on the Headquarters. It will leave the battle and may be adjusted on the Organize Screen.

Unit Commands (blue and white square):

-Battle Strategy (crossed swords): Allows you to set your unit's Battle Tactics.

Autonomous: Each character attacks whoever is most convenient for them.

Attack Strongest: Each character will attack the target with the highest Hit Points. Mind you that your characters' attacking range may effect this.

Attack Leader: If they can, each target will attack the Leader of the enemy unit.

Attack Weakest: Each character will attack the target with the lowest Hit Points. Mind you that your characters' attacking range

may effect this.

- Formation (blue and white square with yellow lines): Allows you to adjust the formation of your unit.
- Use Item (pot): Allows your unit to use any items they are carrying.
- Change Leader (yellow medal): Allows you to select a new leader for the unit using the characters in the unit if one is eligible.

Legion Commands (five green squares):

Note: This is only accessible for the Legion Core

- Formation (green squares changing position): Allows you to change the orientation of your Legion: Mobile Wall, Right Ahead, Left Ahead, Grand Arrow, Wedge Shift, Dual Wedge, Funnel Shift, Wing Shift
- Division Placement (yellow, green and blue squares): Changes the placement of units in a Legion.

Stronghold Commands (small fort):

Note: This is only accessible when the unit is on a Stronghold

- Enter Stronghold (arrow leading into a fort): Your unit gathers information from within the stronghold.
- Stronghold Information (fort with a message bubble): Learn the Stronghold's name, allegiance, population and morale.
- Exchange Characters (two units with arrows between them): If two units are on a stronghold, they may exchange characters.
- Exchange Items (two bags with arrows between them): If two units are on a stronghold, they may exchange items.
- Exchange Units (yellow, green, and blue squares): Allows a Legion (or more than one) to exchange units if another unit or Legion is on the stronghold.
- Shop (house): Allows the unit to purchase items at the shop. The items may be directly placed with a unit, or they may be sent to the depot.
- Witch's Den (dark house): Allows the unit to see the Witch, whereby they may revive deceased or petrified members of the unit.

Camp (tent): Allows fatigued units to rest up if they're weary.

Status (group of people): Allows you to check each character in a unit.

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Organize Screen Menus:

Note: No commands may not be performed on dispatched units. For this reason, it's advisable that you perform most of your organize work between missions.

Character Commands (little guy):

- Equip Item (putting a hat on a head): Allows you to pick a character, and equip items to it.
- Unequip Item (removing a hat from a head): Allows you to pick a character and return it to its default equipment.
- Change Class (black figure with an orange flash): Allows you to pick a character, then possibly access the Class Change Menu, where you can pick a new class for it to change to. Class can only be changed by the user on human males or females (or Hawkmen) who are not leaders and who are not a special class (i.e. Magnus).
- Discharge (skull): Allows you to remove any person (besides Magnus) from your battalion, forever.
- Change Name (peg with script): Allows you to change the name of any non-Special Characters.



#### Unit Commands (unit square):

- Form Unit (diagonal facing unit square): Allows you to create a unit. There must be an eligible Leader in your reserves for this to happen.
- Add Character (arrow pointing to a unit square): Allows you to add characters to a unit.
- Remove Character (arrow pointing away from a unit square): Allows you to remove a character from a unit.
- Formation (unit square with yellow lines): Allows you to adjust the formation of your unit.
- Exchange Characters (two units with arrows between them): Allows you to exchange characters between two units.
- Change Leader (yellow medal): Allows you to select a new leader for the unit using the characters in the unit if one is eligible.
- Battle Strategy (crossed swords): Allows you to set your unit's Battle Tactics.
  - Autonomous: Each character attacks whoever is most convenient for them.
  - Attack Strongest: Each character will attack the target with the highest Hit Points. Mind you that your characters' attacking range may effect this.
  - Attack Leader: If they can, each target will attack the Leader of the enemy unit.
  - Attack Weakest: Each character will attack the target with the lowest Hit Points. Mind you that your characters' attacking range may effect this.
- Carry Item (pot): Allows you to take items from your depot and give them to the unit for use in battle.

#### Legion Commands (five green squares):

- Form Legion (diagonal facing Legion setup): Allows you to create a Legion. There must be an eligible Legion Leader in your reserves for this to happen.
- Add Unit (arrow pointing to a Legion setup): Allows you to add units to a Legion.
- Remove Unit (arrow pointing away from a Legion setup): Allows you to remove a unit from a Legion.
- Formation (green squares changing position): Allows you to change the orientation of your Legion: Mobile Wall, Right Ahead, Left Ahead, Grand Arrow, Wedge Shift, Dual Wedge, Funnel Shift, Wing Shift
- Division Placement (yellow, green and blue squares): Changes the placement of units in a Legion.

#### Class Commands (helmet):

- List Class (peg with squares around it): You'll see how many of each class you have and how many (potentially) of each class you could have. Use the C buttons to move around your units. If you pick a class and the proper character with the C Buttons, you can change that character's clas.
- Buy Equipment (coin pointing to a sword): You can buy a set of equipment for most classes.
- Replace Soldiers (group of Soldiers): If any of your units has only one or two Soldiers in a spot, you can use this to replenish the Soldiers from the reserves.

#### Item Commands (pot):

- Use Item (arrow out of pot): You can use one of your expendables on a character or unit.
- Remove Item (hat being removed from a head): You can pick an item, and it will be unequipped from everyone who has it, unless it's basic equipment.

- List Item (yellow charts): You can look at all your items, and manually adjust their position in the list.
- Sort Item (green to blue charts): You can sort your items according to Type, Stats, Cost, Element, Quantity, or Alphabetically, in ascending or descending order.
- Sell Item (trash can): You can sell an item for cash if it's not equipped.

Sort (green to blue charts): You can sort your units, reserves, and Legions according to Number, Level, Attack, Defense, Alignment, Movement Type, Class (reserves), or Element (reserves).

Exit (closed door): Exits the Organize Screen

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Status Windows:

Now, that we've covered all the menus, let's go over what everything in the Status Windows mean.

Character Window:

Sometimes you can see abridged versions of these in other situations (like observing a Unit's Status). This is the window you see in the Organize Screen.

Top Row (left to right):

- Number: This is the order at which the character joined the battalion. Magnus, naturally, is number one.
- Legion Icon: Directly next to Number is an indication of whether or not the character is in a Legion. If so, you'll see the green squares, and the unit's place will be yellow.
- Unit Icon: Next to that is the icon of whether or not the character is in a unit.
- Level: The character's Exp. Level
- Experience: Out of a 100, this is how far your character has to go to reach the next Exp. Level
- Items Carryable: Next to the pot is a number (between 1 and 4) showing how many items this class can contribute to the unit's item load.
- HP: This portrays the character's current and maximum HP.

Second Row: (left to right):

- Leader Icon: If empty, the character cannot be a leader. If there's a red medal, it can be a Unit Leader. If there's a blue medal, it can be a Legion Leader.
- Element: The character's ruling element. Red flames for Fire. Yellow chevrons for Wind. Blue drop for Water. Green spikes for Earth. Some characters have no element.
- Alignment: Represented as a vague balance. This icon gives you a general clue as to your Alignment:
  - Very Chaotic: 0-14
  - Chaotic: 15-29
  - Neutral, toward Chaotic: 30-44
  - Neutral: 45-55
  - Neutral, toward Lawful: 56-70
  - Lawful: 71-85
  - Very Lawful: 86-100
- Name: Your character's top-secret handle.
- Class: Your character's calling in life.
- Movement Type: Your character's Terrain class. All characters must be

of the same type for a non-Plains class to be effective.

Third Row: (left to right):

-Portrait: Your character's lovely visage.

-Statistics: Your character's stats:

Strength: How hard you hit.

Vitality: How well you can take a hit.

Intelligence: How well you can cast spells.

Mentality: How well you can absorb spells cast on you.

Agility: How fast you attack.

Dexterity: How well you can dodge.

-Attacks: From top to bottom, these are your front, middle, and back row attacks. From left to right, you have the description of the attack, the strength of the attack, and the number of times it can be used. You also have a sword or staff indicating that it's a non-magic or magic attack, respectively.

-Physical Defense: This is the character's defense against physical attacks, modified by its equipment.

-Magical Defense: This is the character's defense against magical attacks, modified by its equipment.

Bottom Section:

In the middle, you have your character as he/she/it appears in battle.

Your weapon is the only thing that visibly changes.

Around the character, you'll have your equipment.

Upper Left: Main Weapon

Lower Left: Shield, Spellbook, or some kind of Accessory

Upper Right: Body Armor

Lower Right: Helmet, or some kind of Accessory

Not all characters use all of these equipment slots.

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Basic Tips

READ THE INSTRUCTION MANUAL and USE THE TUTORIAL! Trust me on this one. You'll gain incredibly valuable information from these two sources.

Starting the Game:

In the beginning, balance your units. An average of two soldier units for each of your six units should be fine.

In Battle:

When you dispatch your units, always use the buddy system. Never send out units alone.

Always, always, always have your Battle Strategy set to Attack Leader. Leaderless units are helpless, and a leaderless enemy boss is a won mission.

Don't be afraid to Retreat if you're in trouble. Better to lose a round of combat than lose a person and have to pay for their resurrection.

Know which way you and your enemy are facing. As you engage a certain

way, your unit will be rotated. This can make for some serious complications during confrontations for the unit facing the wrong way.

When reaching strongholds, you'll either liberate or capture them. You'll liberate them if the alignment of your group is close to the morale of the stronghold. Otherwise, it'll be captured. Liberating strongholds increase the people's attitude of you. Capturing decreases it.

Also, you'll see strongholds that are controlled by neither you or the enemy. If you wish to maintain the people's view of you, leave them alone until after the battle. Only capture them if they have Witch's Huts or Shops that you absolutely need...

Between Battles:

Training really helps, but only really for units you want to have low Alignment. You can build up serious levels using this, but it's a real strain on your War Fund.

As far as Training, and even regular battles go, keep an eye on your experience, because you cannot exceed 100. The experience you get from defeating enemies gets rolled back to zero when you gain a level, so if you're going for maximum return, don't try to engage an enemy you know you'll get a lot of experience from, because a lot of it will be wasted.

Don't bother with Legions when you get them. They're far more trouble than they're worth.

In-battle strategies submitted by Anthony Gargon:

Both your parties and enemy parties tend to attack toward the center of each row, even if using attack leader as a strategy. If you have your leader in the front row, put him off to 1 side and they will receive 2/3rds of the potential hits.

Melee attacks cannot go through an empty column to attack characters behind others. If you don't want a rear or middle row characters getting hit, make sure someone is in front of them. It doesn't matter if the center column is wide open. If you've got characters on all 4 corners, stick a 5th behind one of the other front line characters, don't leave him alone in the middle center.

Magical attacks target rear row characters first. If you want your Zombies to become Skeletons or Golems to be petrified into Stone Golems or hardened into Baldr Golems, put them in the rear so they can get nailed by the appropriate magic.

If you know you are going to lose a battle on damage dealt, or don't need to win the battle but want to wear down an enemy unit, pay attention to who gets initiative. If you attack first, the enemy will go next, then your characters with 2 or 3 attacks, then the enemy will go again. It is often possible to retreat before the enemy takes their 2nd attack, denying them a chance to hurt you more or heal damage if they have a Cleric. Hit Interrupt as soon as you use your last 2nd round attack. It is always possible to retreat before enemy units with 3 attacks use their 3rd hit. This won't deny you any experience points if you have killed an enemy. You WILL be denied soldier points for your leader and be forced to move back, even if you have dealt more damage. Still, I have found this tactic VERY handy. Even if you lose

initiative it is still possible to retreat after you take your first turn if you were heavily damaged on the enemy's first turn. Using the buddy system you can soften up a superior force considerably with this tactic.

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#### 4. Classes

This is really the heart of the game. The classes you pick to use in your battles decide how you progress through the game.

Here's my setup for describing the classes...

**Class:** The name of the unit and how he fits into the grand scheme of things.

**Appearance:** What the character looks like so you can identify it.

**Terrain:** The Terrain Class of this Character

**Equipment:** This is the equipment a character needs to become this class.

**Right Hand:** Usually the basic weapon the character uses.

**Left Hand:** Could be one of a few things. Shield, Spellbook, or Accessory. Could also be empty.

**Body:** The body armor the character uses.

**Head:** Either a Headgear piece or an Accessory.

**Cost:** General cost of purchasing a character's entire set of equipment straight off the rack.

**Attacks:**

**Front:** Attack used in the front row and relative strength to the others.

**Middle:** Same as Front only for the middle row.

**Back:** Same as Front only for the back row.

Attacks will have a relative strength as a letter level. A is the strongest attack the unit can have. B is less strong. C is the weakest. These levels should be taken with a grain of salt, though, considering the letters are considering one attack and how it affects a single person. For instance, a Flarebrass' Crimson Note OBVIOUSLY does more damage overall than its Fire Breath, but on one person, the Fire Breath will hit harder.

Assume attacks are physical unless marked with (\*). Magic attacks will be rated separately, since their strength can be changed independently of physical attacks.

**Requirements:** This covers the general alignment and statistics required for the class to be available. Note that not every stat requires a number for advancing.

**My thoughts:** How generally useful I consider this character to be.

**Level Up Increases:** How much a classes stats increase with each level up.

**Story:** Specific to Special Characters only, I'll give a little

background on these people, without giving away any spoilers.

Okay. Let's start with Mr. (or Ms.) Basic.

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Class: Soldier (Basic Human Unit)

Appearance: Little guy with a brown hat and a spear. Usually found in groups of three.

Terrain: Plains

Equipment:

Right Hand: Short Spear \*cannot change\*

Left Hand: N/A

Body: Half Armor \*cannot change\*

Head: N/A

Cost: 0 (You always have an infinite amount of this equipment.)

Attacks:

Front: Thrust X 1 - A

Middle: Thrust X 1 - B

Back: Thrust X 1 - C

My thoughts: What can I say? The only way to get new human units is through Soldiers. You're gonna have to use a lot of these little guys if you wanna get anywhere in this game, since most of the Leaders of your units will be human.

Soldiers are in a character slot in groups of three. Their collective HP is divided into thirds for each Soldier. Once a Soldier group loses a third of it's HP, one dies, and after two-thirds, a second, and so on.

Soldiers don't gain experience like other units do. There's a special way of upgrading them. Here's the lowdown.

Whenever you win a battle (you end a round and you get the word "WIN"), each soldier that survives in your unit will earn 2 Soldier Exp for the unit leader. For instance, if your unit has six soldiers, winning a battle will earn that unit's leader 12 Soldier Exp.

Now, when that unit's leader gains a total of 100 Soldier Exp., one of the Soldiers upgrades into the basic Human Unit that is the same gender as the unit's leader. For instance, a unit led by a Knight will produce a Fighter if a Soldier advances, while one led by a Valkyrie will produce an Amazon.

One of the Soldiers immediately changes into that class, IF you have a spare set of equipment for that class. Then the remaining two Soldiers in that cluster of Soldiers will be returned to your reserves.

A good strategy for letting Soldiers gain experience at more difficult points in the game is to put them in middle row behind another unit. They attack with a little less power (which isn't much to begin with), and they're shielded from physical attacks.

You can ONLY promote Soldiers during actual battles. Neutral Encounters and Training won't do it...

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#### A. Male Human Classes

Class: Fighter (Basic Male Human Unit)

Appearance: Small guy in light armor with a small sword.

Terrain: Plains

Equipment:

Right Hand: Short Sword

Left Hand: Round Shield

Body: Chain Mail

Head: Iron Helm

Cost: 190

Attacks:

Front: Slash X 2 - A

Middle: Slash X 1 - B

Back: Slash X 1 - C

My thoughts: Yep. Your basic dude. These guys really aren't that bad, but, of course, you're only keeping them around so you can upgrade them to something better. Later on, this class will probably become entirely obsolete, since upgraded Soldiers will have high enough levels to immediately become stronger classes.

Best strategy, naturally, is to put him in the front row.

Level Up Increases:

HP: +5

STR: +4

VIT: +3

INT: +3

MEN: +3

AGI: +2

DEX: +3

\*\*\*\*\*

Class: Knight

Appearance: Tall guy in full armor, with a big sword and shield.

Terrain: Plains

Equipment:

Right Hand: Baldr Sword

Left Hand: Kite Shield

Body: Plate Armor

Head: Armet

Cost: 570

Attacks:

Front: Slash X 2 - A  
Middle: Slash X 1 - B  
Back: Slash X 1 - C

Requirements:

ALI: 40-100

STR: 72

VIT: 67

My thoughts: Combine one part fighter and two parts beefiness and what do you get? A Knight! In essence, this guy really is nothing more fancy than an upgraded Fighter. That's not a problem if that's what you're looking for, of course... His sword hits hard and he's generally pretty fast. He's got a good mix of offensive and defensive capabilities. I suggest getting several of these, like five or six.

If there's only one problem with the Knight, it's that he's a pretty costly unit, as you can see from his listed Cost.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +4  
INT: +3  
MEN: +4  
AGI: +4  
DEX: +3

\*\*\*\*\*

Class: Berserker

Appearance: Beefy, bearded thug with a horned helmet.

Terrain: Plains

Equipment:

Right Hand: Francisca  
Left Hand: N/A  
Body: Leather Armor  
Head: Iron Helm

Cost: 220

Attacks:

Front: Strike X 2 - A  
Middle: Strike X 1 - B  
Back: Strike X 1 - C

Requirements:

ALI: 0-60



STR: 72

VIT: 67

My thoughts: This is, more or less, the Alignment opposite of a Knight. If you have a low Alignment unit that needs some front row muscle, this guy's your thug. He's got good power, with a little bit reduced magical defense. Get a couple of these for low Alignment units.

Level Up Increases:

HP: +5

STR: +5

VIT: +5

INT: +3

MEN: +4

AGI: +4

DEX: +3

\*\*\*\*\*

Class: Fencer

Appearance: Wears a pointy hat and carries a large, two-handed sword.

Terrain: Plains

Equipment:

Right Hand: Bastard Sword

Left Hand: N/A

Body: Cloth Armor

Head: Jin-gasa

Cost: 250

Attacks:

Front: Slash X 2 - A

Middle: Slash X 1 - B

Back: Slash X 1 - C

Requirements:

ALI: 30-100

STR: 72

DEX: 62

My thoughts: I consider this guy the poor man's Knight. He's got generally the same attack power as a Knight, and a rather high Dexterity, but he's got a reduced defense. It's not that much of a change, though, so you might wanna consider having a couple if it'll keep expenses down. In fact, I suggest having about three or four to grab any good Greatswords...

Level Up Increases:

HP: +4

STR: +5

VIT: +3  
INT: +3  
MEN: +5  
AGI: +5  
DEX: +5

\*\*\*\*\*

Class: Phalanx

Appearance: Heavily armored guy carrying a sizable shield and a spear.

Terrain: Plains

Equipment:

Right Hand: Spear  
Left Hand: Large Shield  
Body: Plate Mail  
Head: Iron Helm

Cost: 570

Attacks:

Front: Pierce X 2 - A  
Middle: Pierce X 1 - B  
Back: Pierce X 1 - C

Requirements:

ALI: 20-80

STR: 76  
VIT: 70

My thoughts: This is Mr. Physical Defense. He's no more powerful attack-wise than a Knight, but he can take some serious hits and keep coming back for more. Definitely a good front row center man. Sadly, this power can kind of go to waste if he doesn't have a good attack. I suggest having no more than two or three to occupy your good spears...

Level Up Increases:

HP: +5  
STR: +4  
VIT: +5  
INT: +3  
MEN: +4  
AGI: +3  
DEX: +3

\*\*\*\*\*

Class: Beast Tamer

Appearance: Bearded man with wild hair, little armor, and a whip.

Terrain: Mountains

Equipment:

Right Hand: Leather Whip  
Left Hand: N/A  
Body: Leather Armor  
Head: N/A

Cost: 120

Attacks:

Front: Lash X 2 - A  
Middle: Lash X 2 - B  
Back: Lash X 1 - C

Requirements:

ALI: 0-60

STR: 72

VIT: 67

My thoughts: Okay. This guy is only a decent fighter, but he does have a couple of special attributes. Put him in a unit with a monster of some kind, and that monster will fight better. A good tradeoff, I think. He's probably not good to be put in a fighting unit. If you feel like making a Beast Unit, put him in charge.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +4  
INT: +3  
MEN: +3  
AGI: +4  
DEX: +4

\*\*\*\*\*

Class: Doll Master

Appearance: Robed man with a puppet sitting in front of him.

Terrain: Plains

Equipment:

Right Hand: Marionette  
Left Hand: Amulet  
Body: Robe  
Head: Bandanna

Cost: 210

Attacks:

Front: Pull Strings X 2 - A  
Middle: Pull Strings X 2 - B  
Back: Pull Strings X 1 - C

Requirements:

ALI: 20-80

INT: 60

MEN: 66

DEX: 65

My thoughts: This guy's interesting. Basically, his hook is that he brings inanimate objects to life. A pretty good power, if you ask me. So, his main attack is animating the doll he's equipped with and attacking the enemy with it. It has decent power to it. The fact that he gets two attacks in the middle row makes him a good candidate for a middle row character. He's also got a decent magic defense, making him able to withstand magic attacks that are thrown his way while behind the front line.

Another cool thing about him involves another kind of formerly inanimate object: Golems. Put a Doll Master in a unit with a Golem and the Golem will be stronger.

Level Up Increases:

HP: +4

STR: +4

VIT: +4

INT: +5

MEN: +4

AGI: +4

DEX: +5

\*\*\*\*\*

Class: Ninja

Appearance: Figure in ninja cloak-like garb, wielding claws.

Terrain: Forests

Equipment:

Right Hand: Iron Claw

Left Hand: N/A

Body: Ninja's Garb

Head: Hachigane

Cost: 260

Attacks:

Front: Rend X 2 - A

Middle: Rend X 1 - B

Back: Rend X 1 - C

Requirements:

ALI: 0-60

AGI: 52

DEX: 59

My thoughts: This guy's quick. He's a bit weaker than an average Knight, but he's got the Agility to make up for it. That's about all

that's special. Have one or two for your low Alignment units.

Level Up Increases:

HP: +4  
STR: +5  
VIT: +3  
INT: +4  
MEN: +4  
AGI: +6  
DEX: +4

\*\*\*\*\*

Class: Wizard

Appearance: Bearded old man in a full robe and carrying a staff.

Terrain: Plains

Equipment:

Right Hand: Scipplay Staff  
Left Hand: Spellbook  
Body: Robe  
Head: Amulet

Cost: 190

Attacks:

Front: Elemental Magic\* X 1 - C  
Middle: Elemental Magic\* X 1 - B  
Back: Elemental Magic\* X 2 - A

Requirements:

ALI: 0-60

INT: 57

MEN: 63

My thoughts: Ah, yes. The male spellcaster. This is generally the only male unit you'll want in the back row. He can't take the physical hurt, but can stand magic to some degree. He'll cast different spells depending on his ruling element:

Wind: Lightning  
Fire: Fireball  
Earth: Acid Vapor  
Water: Ice Blast  
Bane: Word of Pain

Depending on the spellbook you equip, these spells can change.

I suggest having about two or three of these to complement two or three Sorceresses.

Level Up Increases:

HP: +3

STR: +3  
VIT: +3  
INT: +6  
MEN: +4  
AGI: +3  
DEX: +3

\*\*\*\*\*

Class: Paladin

Appearance: A knight looking fellow, wearing white, gold, blue, and purple armor, and helmet.

Terrain: Plains

Equipment:

Right Hand: Blessed Sword

Left Hand: Kite Shield

Body: Baldr Armor

Head: Baldr Helm

Cost: 1060

Attacks:

Front: Slash X 3 - A

Middle: Slash X 2 - B

Back: Slash/Elemental Magic\* X 2 - C/A

Requirements:

ALI: 60-100

STR: 123

VIT: 103

DEX: 89

My thoughts: Look! Up in the sky! It's a bird! It's a plane! It's Super Knight! These guys rock da house. They've got a lovely three attacks in front, and they can use magic in the back, so you don't have too many problems if you're back attacked. They have decent everything as far as skills go, so stock up on these holy boys! Any Knights you have should become these guys quickest, so you'll end up having about five or six, which is good.

The magic is determined by the element of the sword you're using.

Level Up Increases:

HP: +6

STR: +6

VIT: +5

INT: +4

MEN: +5

AGI: +4

DEX: +4

\*\*\*\*\*

Class: Black Knight

Appearance: Horned Helmet, Black and gold armor, and a cape.

Terrain: Plains

Equipment:

Right Hand: Satan's Bullova

Left Hand: Valiant Mantle

Body: Baldr Armor

Head: Armet

Cost: 940 (This is for everything but Valiant Mantles, which cannot be bought.)

Attacks:

Front: Cleave X 2 - A

Middle: Cleave X 2 - B

Back: Cleave/Elemental Magic\* X 2 - C/A

Requirements:

ALI: 0-40

STR: 117

VIT: 112

My thoughts: A really, really nasty guy. He's the upgraded Berserker. He's good in the front or back, but you'll probably want to stick him in the front to maintain combat purposes. Take as many as you can get Valiant Mantles for, because this is the only truly decent front row Chaotic fighter. He'll hit VERY hard later in the game as his STR skyrockets.

Finding Valiant Mantles: This can get tricky, because there's only one definite spot to find a Valiant Mantle in the entire game, and that's in the Sable Lowlands. You may, however, get lucky, and find a couple of Valiant Mantles from enemy groups in the same area.

Level Up Increases:

HP: +6

STR: +7

VIT: +6

INT: +5

MEN: +5

AGI: +4

DEX: +4

\*\*\*\*\*

Class: Sword Master

Appearance: Older guy in a brown robe holding his sword down at his side.

Terrain: Plains

Equipment:

Right Hand: Claymore

Left Hand: N/A

Body: Cloth Armor

Head: Hachigane

Cost: 420

Attacks:

Front: Slash X 3 - A

Middle: Slash X 2 - C

Back: Sonic Boom X 2 - B

Requirements:

ALI: 40-100

STR: 127

DEX: 117

My thoughts: Sonic Boom isn't a very good attack, in my opinion. The attack hits an enemy and hits the Sword Master in return. I say keep the bugger in the front. Like the Fencer, he has good attack power and evasion. Turn Fencers into these guys.

Level Up Increases:

HP: +5

STR: +5

VIT: +4

INT: +4

MEN: +4

AGI: +5

DEX: +7

\*\*\*\*\*

Class: Cataphract

Appearance: Large, heavily armored guy, carrying a big spear and a large shield.

Terrain: Plains

Equipment:

Right Hand: Baldr Spear

Left Hand: Tower Shield

Body: Heavy Armor

Head: Armet

Cost: 1350

Attacks:

Front: Pierce X 2 - A

Middle: Pierce X 2 - B

Back: Pierce X 2 - C

Requirements:



ALI: 30-80

STR: 124

VIT: 130

My thoughts: A walking brick wall! These guys are dynamos at physical defense. Like Phalanxes, these guys aren't very powerful on the attack, so only have a couple to use your good Spears.

Level Up Increases:

HP: +6

STR: +5

VIT: +7

INT: +3

MEN: +4

AGI: +3

DEX: +4

\*\*\*\*\*

Class: Beast Master

Appearance: White-bearded man with balding, little armor, and a whip.

Terrain: Mountains

Equipment:

Right Hand: Rupture Rose

Left Hand: N/A

Body: Hard Leather

Head: N/A

Cost: 270

Attacks:

Front: Lash X 2 - A

Middle: Lash X 2 - B

Back: Lash X 2 - C

Requirements:

ALI: 0-45

STR: 117

VIT: 103

My thoughts: Like the Beast Tamer, the Beast Master increases the power of your Beast unit. Only use him for that, because he's not all that hot a fighter.

Level Up Increases:

HP: +6

STR: +6

VIT: +6

INT: +3

MEN: +4

AGI: +4

DEX: +4

\*\*\*\*\*

Class: Enchanter

Appearance: Robed guy with long hair, and, of course, a doll.

Terrain: Plains

Equipment:

Right Hand: Fool

Left Hand: Amulet

Body: Magician's Robe

Head: Bandanna

Cost: 500

Attacks:

Front: Pull Strings X 3 - A

Middle: Pull Strings X 2 - B

Back: Pull Strings X 2 - C

Requirements:

ALI: 25-75

INT: 110

MEN: 106

DEX: 115

My thoughts: More or less the same deal as a Doll Master. He'll have more attacks in the front, but he'll be a bit more vulnerable. Sticking him with Golems will increase their ability, naturally. I suggest having no more than one or two to use Dolls for.

Level Up Increases:

HP: +5

STR: +4

VIT: +4

INT: +5

MEN: +5

AGI: +4

DEX: +5

\*\*\*\*\*

Class: Ninja Master

Appearance: A Ninja in dark brown clothing wearing a metal mask.

Terrain: Forests

Equipment:

Right Hand: Baldr Claw

Left Hand: N/A

Body: Ninja Garb  
Head: Hannya Mask

Cost: 510

Attacks:

Front: Rend X 3 - A  
Middle: Rend X 2 - B  
Back: Ninja Art\* X 2 - A

Requirements:

ALI: 0-40

INT: 94  
AGI: 112  
DEX: 99

My thoughts: Ninja Masters are pretty darn good. Their Ninja Art has really decent power, can hit just like an Archmage spell, and can change element regardless of the element of the Master. I like these guys, even though I only have one. You should have one or two yourself in case you run short on Black Knights for your frontlines...

Level Up Increases:

HP: +5  
STR: +4  
VIT: +4  
INT: +5  
MEN: +4  
AGI: +6  
DEX: +5

\*\*\*\*\*

Class: Archmage

Appearance: Bearded old man in a robe with an odd hat on and a staff.

Terrain: Plains

Equipment:

Right Hand: Arc Wand  
Left Hand: Spellbook  
Body: Magician's Robe  
Head: Amulet

Cost: 410

Attacks:

Front: Elemental Magic\* X 1 - C  
Middle: Elemental Magic\* X 2 - B  
Back: Elemental Magic Plus\* X 2 - A

Requirements:

ALI: 0-40

INT: 123

MEN: 107

My thoughts: These guys are beefed up Wizards. Magic Plus is area effect magic. Your Archmage attacks a target within a four square block and all enemies in that four square block are hit, or it'll attack a target and hit adjacent targets for lesser damage. Naturally, change any Wizards you have into Archmages and leave it at that.

Wind: Thunder Flare

Fire: Fire Storm

Earth: Crag Press

Water: Ice Field

Bane: Dark Quest

Level Up Increases:

HP: +4

STR: +3

VIT: +3

INT: +7

MEN: +5

AGI: +3

DEX: +3

\*\*\*\*\*

Class: Dragoon

Appearance: Man wearing full gold armor, and pretty gold helmet, carrying a big sword.

Terrain: Plains

Equipment:

Right Hand: Sword of Tiamat

Left Hand: N/A

Body: Dragon Armor

Head: Dragon Helmet

Cost: Cannot be bought normally.

Attacks:

Front: Slash X 3 - A

Middle: Slash X 2 - B

Back: Slash X 2 - C

Requirements:

ALI: 0-100

STR: 127

VIT: 111

DEX: 95

My thoughts: A large quest is to be undertaken to get one of these guys, and you can have only one. The quest isn't especially hard, but it can only be completed rather late in the game. Dragoons have some serious attack power on them and they're very strong defense-wise. They're

also very good at slaying Dragons. Getting one is seriously recommended by me. I suggest making him Chaotic, since there aren't many Chaotic fighters that have three attacks.

Level Up Increases:

HP: +6  
STR: +6  
VIT: +6  
INT: +3  
MEN: +4  
AGI: +4  
DEX: +4

Starting the Dragoon Quest: Go to Idorf after finishing the Mylesia mission. You'll learn about Dragoons and the armorers who made stuff for them, AND their locations.

Getting Dragon Helms: Go to Burgunny in Gunther Piedmont during the nighttime. Here, you'll see a drunk. Go back during the day, and an elderly woman will tell you about him and his wife, who lives in Senal in Volmus. Pay her a visit, then go back to Burgunny and you'll find the happy couple reunited. Visit one more time (during the day) and you'll be able to purchase a Dragon Helm for 250 Goth.

Getting Dragon Armor: Go to Kynora in Mount Ithaca during the day, and you'll meet an old man who'll talk about Dragon Armor and will tell you about the ore, Condrite. You can find that ore in the market in Melphy, Dardunnelles on the 6th day of any month during the daytime (about 9:00 to 18:00). Buy the Condrite for 200 Goth and take it to the old man, who will fashion the armor free of charge.

Getting the Sword of Tiamat: You MUST have received the pieces of armor through the side quests above, otherwise this won't work. Return to Idorf with these two items after starting Chapter 3. You'll be told about the barkeep in Elaine, Fair Heights. Go there after finishing the mission and he'll tell you about Grozz Nuy and he'll give you the Dragon Scale. He'll tell you he found the dragon in the forest outside Pinneg, Celesis. Enter the stronghold of Pinneg after you beat that scene with a unit whose leader you want to fight and you'll head into the forest, drop the Dragon Scale and fight Grozz Nuy.

Fighting Grozz Nuy isn't that tough, since he only gets one attack per round, and if you're smart, you used someone with MORE than one attack per round. Just make sure your character can cause a good amount of damage and you'll win and get the Sword of Tiamat, and the Dragoon class will be open to you.

One last note: I DON'T KNOW WHO STARTED THIS, BUT YOU DO NOT NEED A DRAGON SHIELD TO MAKE A DRAGOON!!!

\*\*\*\*\*

Class: Vampire

Appearance: A guy with pointy ears wearing a purple fuzzy garment

Terrain: Plains

Equipment:

Right Hand: N/A

Left Hand: N/A

Body: Count's Garment \*cannot be changed\*

Head: Bloody Emblem \*cannot be changed\*

Attacks:

Front: Life Drain X 2 - A

Middle: Life Drain X 2 - A

Back: Life Drain X 2 - A

Requirements:

ALI: 0-50

VIT: 52

MEN: 63

AGI: 54

My thoughts: Vampires aren't all as one would expect them to be. There are several restrictions. The biggest one is that you can't move during the daytime if you have a Vampire in your unit. During the day, the Vampire must remain in his coffin, and he'll have a "Take a Peek" attack, which does nothing. Life Drain is merely an "okay" attack. Still, they're nearly invulnerable in their coffins, so Vampires may be good for a base defense unit.

Level Up Increases:

HP: +5

STR: +4

VIT: +4

INT: +5

MEN: +5

AGI: +4

DEX: +4

Getting the Bloody Emblem: Go to Elegorea, Mylesia with a Chaotic Male leader. You'll speak to Lestat the Undead. He'll ask you four questions to see if you're worthy of becoming a Vampire. Your answers will have to be as such based on the time of day:

Time of Day Answer Order

00:00-01:29 1,1,1,1

01:30-02:59 2,2,2,2

03:00-04:29 1,1,1,1

04:30-05:59 2,2,2,1

06:00-07:29 1,1,2,1

07:30-08:59 2,2,1,2

09:00-10:29 1,1,2,2

10:30-11:59 2,2,1,1

12:00-13:29 1,2,1,1

13:30-14:59 2,1,2,2

15:00-16:29 1,2,1,2

16:30-17:59 2,1,2,1

18:00-19:29 1,2,2,1

19:30-20:59 2,1,1,2

21:00-22:29 1,2,2,2

22:30-23:59 2,1,1,1

You may return at any time (with someone besides Troi or one who already answered the questions) to get more Bloody Emblems. They can be sold for decent cash.

Getting a Count's Garment: No store sells these, and the first place you can find one lying around is Aurua Plains, which is quite late in the game. You may, however, get lucky and find one earlier from an enemy.

\*\*\*\*\*

Class: Lich

Appearance: Very thin person with skeleton hands, hunched over with a large staff and wearing a black cloak.

Terrain: Plains

Equipment:

Right Hand: Kerykeion

Left Hand: Book of Bane

Body: Bloodstained Robe

Head: Ring of the Dead       \*cannot be changed\*

Attacks:

Front: Elemental Magic Plus\* X 2 - C

Middle: Elemental Magic Plus\* X 2 - B

Back: Elemental Magic Plus\* X 3 - A

Requirements:

ALI: 0-30

INT: 24

MEN: 51

My thoughts: Amazing. Just amazing. These are the baddest guys out there. They've got extra magic stank on them, so they'll slam the enemies and not even break a sweat. Of course, they probably don't have sweat glands anymore, anyway... The only bad thing about Liches is that you can only get so many Rings of the Dead. I know how to get two. The really good thing is that you don't have to kill your Archmage or Siren to make one. Just go directly to the Class Change screen. Male Liches are exactly the same as female Liches. Guess they lose their gender. That's something I'd rather not dig too deep into.

Level Up Increases:

HP: +3

STR: +3

VIT: +3

INT: +8

MEN: +5

AGI: +3

DEX: +4

Getting the Ring of the Dead: Go to Banna Barra, Celesis. A young girl will give you the Dark Invitation. Go with Magnus to Quelluan, Zenobian Border, and you will receive the Ring. You can also find a ring in the first Tremos Mountains stage north of Congool.

There seems to be some confusion about this, so let me just say that you do NOT have to kill someone to make a Lich. Once you have all the equipment and requirements, the Lich will appear as a class change on the class change screen and you can go from there.

Getting a Kerykeion: No store sells these, but you can get one from fighting neutral Black Dragons in the forests of Mylesia II.

Getting a Bloodstained Robe: No store sells these, but you can find one in Gules Hills. Check that mission for the location.

\*\*\*\*\*

Class: Centurion

Appearance: Man with sword, shield, armor, and a large plume on his helmet.

Terrain: Plains

Equipment:

Right Hand: Baldr Sword

Left Hand: Kite Shield

Body: Plate Armor

Head: Armet

Cost: 570

Attacks:

Front: Slash X 2 - A

Middle: Slash X 1 - B

Back: Slash X 1 - C

Requirements:

ALI: 0-100

VIT: 52

INT: 62

MEN: 52

DEX: 54

Must have promoted seven Soldiers.

My thoughts: I don't consider Centurions all that great. You can go to the Legion FAQ for my opinion on Legions as a whole. If you really want a Legion, I'd use one of the special characters.

Level Up Increases:

HP: +5

STR: +5

VIT: +4

INT: +4

MEN: +5

AGI: +4

DEX: +4



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## B. Female Human Classes

Class: Amazon (Basic Female Unit)

Appearance: Blonde lady carrying a bow and wearing mostly white.

Terrain: Forests

Equipment:

Right Hand: Short Bow

Left Hand: N/A

Body: Leather Armor

Head: Bandanna

Cost: 110

Attacks:

Front: Shoot X 1 - A

Middle: Shoot X 1 - B

Back: Shoot X 2 - C

My thoughts: Although her power is lowest in the back, the fact that she gets to attack twice more than makes up for it. Once again, this class will become obsolete as you gain levels and Soldiers can be directly upgraded.

Level Up Increases:

HP: +4

STR: +4

VIT: +2

INT: +3

MEN: +3

AGI: +3

DEX: +3

\*\*\*\*\*

Class: Archer

Appearance: Woman with a green feathered hat and costume, and a bow.

Terrain: Forests

Equipment:

Right Hand: Great Bow

Left Hand: N/A

Body: Leather Armor

Head: Leather Hat

Cost: 190

Attacks:

Front: Shoot X 1 - A

Middle: Shoot X 2 - B

Back: Shoot X 2 - C

Requirements:

ALI: 20-80

STR: 72

DEX: 69

My thoughts: This is for all you fans of the SATs. An analogy -  
Fighter : Knight :: Amazon : ? If you said Archer, you'd be right.  
This is nothing more fancy than a stronger Amazon, which is fine if  
that's what you desire. Since she attacks twice in the middle, she's  
one of the few good middle row units. Have a few of these for attacking  
from afar.

Level Up Increases:

HP: +4

STR: +4

VIT: +4

INT: +3

MEN: +4

AGI: +4

DEX: +5

\*\*\*\*\*

Class: Dragon Tamer

Appearance: Woman with the skull of a dragon on her head

Terrain: Plains

Equipment:

Right Hand: Rapier

Left Hand: N/A

Body: Chain Mail

Head: Bone Helm

Cost: 200

Attacks:

Front: Thrust X 2 - A

Middle: Thrust X 1 - B

Back: Thrust X 1 - C

Requirements:

ALI: 30-90

STR: 72

VIT: 57

DEX: 69

My thoughts: On the surface, this lady appears to be nothing more than  
a frontline swordswoman. Of course, the fact that she's called the  
Dragon Tamer denotes that she maintains power of those beasts so  
powerful that they have an entire type of class dedicated to them. As

can be expected, putting Dragons in units with her will increase their power. Like the Beast Tamer, you should probably just keep her in a Dragon unit.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +5  
INT: +4  
MEN: +4  
AGI: +3  
DEX: +4

\*\*\*\*\*

Class: Valkyrie

Appearance: Female soldier with wings on her head.

Terrain: Snow

Equipment:

Right Hand: Spear  
Left Hand: Round Shield  
Body: Breastplate  
Helm: Plumed Headband

Cost: 410

Attacks:

Front: Cleave X 2 - A  
Middle: Cleave X 1 - B  
Back: Lightning\* X 2 - A

Requirements:

ALI: 40-100

STR: 72  
VIT: 57  
INT: 62

My thoughts: This is a pretty versatile class. She's good in both front and back rows. She's also one of the few classes that has both physical and magic attacks. You should consider this your main combat femme. Three or four should be fine, in addition to Leia, whose Blaze Knight abilities mirror those of a Valkyrie.

Level Up Increases:

HP: +4  
STR: +4  
VIT: +4  
INT: +4  
MEN: +4  
AGI: +4  
DEX: +4

\*\*\*\*\*

Class: Witch

Terrain: Plains

Appearance: A girl with a wand and a pointy hat

Equipment:

Right Hand: Scipplay Staff

Left Hand: Spellbook

Body: Witch's Dress

Head: Pointy Hat

Cost: 300

Attacks:

Front: Effect Magic\* X 1

Middle: Effect Magic\* X 1

Back: Effect Magic\* X 2

Requirements:

ALI: 0-60

INT: 65

MEN: 68

DEX: 72

My thoughts: Okay. I used to think Witches were really bad, but they actually aren't that shabby. If you have an enemy unit with a really nasty character, a Witch that can use a Sleep or Paralyze spell may be just what the doctor ordered. Still, though, that's kind of specialized, so I suggest having no more than one or two on the sidelines...

Anyway, here's her elements.

Wind: Electroshock (Paralyze)

Fire: Ray of Paralysis (Paralyze)

Earth: Poison Cloud (Poison)

Water: Slumber Mist (Sleep)

Bane: Nightmare (Sleep)

Level Up Increases:

HP: +4

STR: +3

VIT: +3

INT: +6

MEN: +5

AGI: +4

DEX: +4

\*\*\*\*\*

Class: Sorceress

Appearance: Lady in tight-fitting outfit and high heels, wielding a wand

Terrain: Plains

Equipment:

Right Hand: Scipplay Staff

Left Hand: Spellbook

Body: Witch's Dress

Head: Amulet

Cost: 240

Attacks:

Front: Elemental Magic\* X 1 - C

Middle: Elemental Magic\* X 1 - B

Back: Elemental Magic\* X 2 - A

Requirements:

ALI: 0-60

INT: 62

MEN: 65

My thoughts: This is the female version of the Wizard. She has more magical defense, but far less physical defense, which shouldn't matter, because you'll never put her in harm's way, right? Anyway, she uses the same elemental magic as the Wizard. Have two or three for the back of your Chaotic units.

Wind: Lightning

Fire: Fireball

Earth: Acid Vapor

Water: Ice Blast

Bane: Word of Pain

Depending on the spellbook you equip, these spells can change.

Level Up Increases:

HP: +3

STR: +3

VIT: +3

INT: +5

MEN: +5

AGI: +3

DEX: +3

\*\*\*\*\*

Class: Cleric

Appearance: Braided girl in a full hooded robe.

Terrain: Plains

Equipment:

Right Hand: Light Mace

Left Hand: N/A

Body: Cleric's Vestment  
Head: Rosary

Cost: 130

Attacks:

Front: Healing X 1 - C  
Middle: Healing X 1 - B  
Back: Healing X 2 - A

Requirements:

ALI: 45-100

INT: 59  
MEN: 62

My thoughts: Bow down to the Cleric. Bow down to her. This is the only major healing unit in the game. You'll learn to love her. She can heal you. Do I really need to say more? Okay, she's got a good magical defense, too. You should have one in every Lawful unit you have.

Level Up Increases:

HP: +4  
STR: +3  
VIT: +4  
INT: +5  
MEN: +5  
AGI: +3  
DEX: +3

\*\*\*\*\*

Class: Diana

Appearance: A girl wearing a body suit and an elaborate headpiece, and carrying a bow.

Terrain: Forests

Equipment:

Right Hand: Ytival  
Left Hand: N/A  
Body: Hard Leather  
Head: Plumed Headband

Cost: 480

Attacks:

Front: Shoot X 1 - A  
Middle: Shoot X 2 - B  
Back: Shoot X 3 - C

Requirements:

ALI: 20-70

STR: 116  
DEX: 124

Lunatick's thoughts: Pretty much a beefed-up archer. They have really good power and decent defenses, but they make great back row characters since they can attack three times. Upgrade your Archers to these ladies.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +5  
INT: +4  
MEN: +4  
AGI: +5  
DEX: +6

\*\*\*\*\*

Class: Dragon Master

Appearance: Woman wearing a headband with dragon wings and carrying a rapier.

Terrain: Plains

Equipment:

Right Hand: Estoc  
Left Hand: N/A  
Body: Scale Armor  
Head: Plumed Headband

Cost: 510

Attacks:

Front: Thrust X 2 - A  
Middle: Thrust X 2 - B  
Back: Thrust X 2 - C

Requirements:

ALI: 50-90

STR: 127  
VIT: 112  
DEX: 113

My thoughts: This is the upgraded form of the Dragon Tamer. She's much better at controlling dragons, and what I really like about her is that she gets two attacks no matter where you put her, so you're really not losing much by sticking her in the back row. Use her for your Dragon Unit.

Level Up Increases:

HP: +6  
STR: +6  
VIT: +5

INT: +3  
MEN: +4  
AGI: +4  
DEX: +4

\*\*\*\*\*

Class: Freya

Appearance: Woman wearing lots of metal armor, a metal helmet with wings, and carrying a spear.

Terrain: Snow

Equipment:

Right Hand: Thunder Spear  
Left Hand: Buckler  
Body: Baldr Mail  
Head: Armet

Cost: 730

Attacks:

Front: Cleave X 2 - A  
Middle: Cleave X 2 - B  
Back: Cleave/Elemental Magic Plus\* X 2 - C/A

Requirements:

ALI: 60-100

STR: 116  
VIT: 101  
INT: 106

My thoughts: These lovely ladies are Valkyries squared. To get her back row attack to be magic, you need an elemental spear, like the Thunder Spear. Put them in the back for a weaker version of a magic user.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +4  
INT: +5  
MEN: +5  
AGI: +4  
DEX: +4

\*\*\*\*\*

Class: Siren

Appearance: Purple haired girl with a fur coat and a wand.

Terrain: Plains

Equipment:



Right Hand: Arc Wand  
Left Hand: Spellbook  
Body: Fur Coat  
Head: Amulet

Cost: 540

Attacks:

Front: Elemental Magic\* X 1 - C  
Middle: Elemental Magic\* X 2 - B  
Back: Elemental Magic Plus\* X 2 - A

Requirements:

ALI: 0-45

INT: 125

MEN: 128

By the same token as Archmages are better Wizards, Sirens are better Sorceresses. As before, Magic Plus is area effect magic. Your Siren attacks a target within a four square block and all enemies in that four square block are hit, or she attacks a specific target and all adjacent enemies are hit for lesser damage.

Wind: Thunder Flare  
Fire: Fire Storm  
Earth: Crag Press  
Water: Ice Field  
Bane: Dark Quest

Level Up Increases:

HP: +4  
STR: +3  
VIT: +3  
INT: +7  
MEN: +5  
AGI: +3  
DEX: +3

\*\*\*\*\*

Class: Priest

Appearance: Looks a lot like a Cleric only yellowish-green.

Terrain: Plains

Equipment:

Right Hand: Baldr Mace  
Left Hand: N/A  
Body: Robe of the Wise  
Head: Rosary

Cost: 530

Attacks:

Front: Healing Plus\* X 1 - C  
Middle: Healing Plus\* X 1 - B  
Back: Healing Plus\* X 2 - A

Requirements:

ALI: 65-100

INT: 109  
MEN: 112

My thoughts: Forget bowing. Get down on your knees and WORSHIP HER!!!  
This is the Super Cleric. Healing Plus is stronger than normal  
Healing, and it heals a four square block of characters for roughly the  
same amount, or she heals a character and all adjacent for a smaller  
amount. Definitely a must-have for any unit on the go.

Level Up Increases:

HP: +5  
STR: +3  
VIT: +4  
INT: +5  
MEN: +6  
AGI: +3  
DEX: +3

\*\*\*\*\*

Class: Princess

Appearance: Woman in full gown and crown, with a fan

Terrain: Plains

Equipment:

Right Hand: Battle Fan  
Left Hand: Spellbook  
Body: Pure-White Dress  
Head: Dream Tiara           \*cannot be changed\*

Cost: Cannot be bought

Attacks:

Front: Elemental Magic\* X 1 - C  
Middle: Elemental Magic\* X 2 - B  
Back: Elemental Magic Plus\* X 2 - A

Requirements:

ALI: 70-100

My thoughts: Worship her too!!! You can only have but one, but you'll  
definitely want to add this gem of royalty to your army. Sure, she  
seems just like another spellcaster, only high Alignment, but get THIS!

Put in her in any unit as a leader, and every other character besides  
her will get an EXTRA ATTACK! SWEET!! This mean you can potentially  
have 18 attacks per round. Some are lucky to get 12... You should be

grateful... ^\_^

She can also lead a Legion.

Level Up Increases:

HP: +4  
STR: +3  
VIT: +2  
INT: +5  
MEN: +5  
AGI: +3  
DEX: +3

Getting the Pure-White Dress: Go to Bourdeux, Tenne Plains, with any female led group. You'll be told about dresses and silk. Go to Melphy, Dardunnelles on the 15th of any month during the daytime (9:00 to 18:00) and you'll find a peddler who will sell you a Bolt of Silk for 2000 Goth. Buy it, and take it to the dressmaker in Billney, Tenne Plains, with a female leader who will make it into a Pure-White Dress for 2500 Goth.

Getting the Dream Tiara: Go to Clemona, Blue Basilica and an old man will tell you a tale about love never found. He'll give you the Package for Gelda. Take it to Boolem, Crenel Canyon, and you'll run into an old lady, who'll tell you to take it to Elle, Zenobia Border. An old man there will tell you her family moved to Soathon. Are we getting tired of this wild goose chase yet? Go to Tristle, and you'll get the Letter from Gelda. Head back to Clemona and the old man will give you the Dream Tiara. It's all quite a tearjerker... ;\_;

Getting a Battle Fan: No store sells these, but you can pick one up in Gules Hills as a Hidden Item. Refer to that mission to find out where.

\*\*\*\*\*

Class: Lich

Appearance: Very thin person with skeleton hands, hunched over with a large staff and wearing a black cloak.

Terrain: Plains

Equipment:

Right Hand: Kerykeion  
Left Hand: Book of Bane  
Body: Bloodstained Robe  
Head: Ring of the Dead      \*cannot be changed\*

Attacks:

Front: Elemental Magic Plus\* X 2 - C  
Middle: Elemental Magic Plus\* X 2 - B  
Back: Elemental Magic Plus\* X 3 - A

Requirements:

ALI: 0-30

INT: 24

MEN: 51

My thoughts: Amazing. Just amazing. These are the baddest guys out there. They've got extra magic stank on them, so they'll slam the enemies and not even break a sweat. Of course, they probably don't have sweat glands anymore, anyway... The only bad thing about Liches is that you can only get so many Rings of the Dead. I know how to get two. The really good thing is that you don't have to kill your Archmage or Siren to make one. Female Liches are no different from male Liches, by the way.

Level Up Increases:

HP: +3  
STR: +3  
VIT: +3  
INT: +8  
MEN: +5  
AGI: +3  
DEX: +4

Getting the Ring of the Dead: Go to Banna Barra, Celesis. A young girl will give you the Dark Invitation. Go with Magnus to Quelluan, Zenobian Border, and you will receive the Ring. You can also find a ring in the first Tremos Mountains stage north of Congool.

There seems to be some confusion about this, so let me just say that you do NOT have to kill someone to make a Lich. Once you have all the equipment and requirements, the Lich will appear as a class change on the class change screen and you can go from there.

Getting a Kerykeion: No store sells these, but you can get one from fighting neutral Black Dragons in the forests of Mylesia II.

Getting a Bloodstained Robe: No store sells these, but you can find one in Gules Hills. Check that mission for the location.

\*\*\*\*\*

Class: Centurion

Appearance: Woman with sword, shield, armor, and a large plume on her conical hat.

Terrain: Plains

Equipment:

Right Hand: Baldr Sword  
Left Hand: Buckler  
Body: Plate Armor  
Head: Baldr Helm

Cost: 590

Attacks:

Front: Slash X 2 - A  
Middle: Slash X 1 - B  
Back: Slash X 1 - C

Requirements:

ALI: 0-100

VIT: 52

INT: 62

MEN: 52

DEX: 54

Must have promoted seven Soldiers.

My thoughts: I don't consider Centurions all that great. You can go to the Legion FAQ for my opinion on Legions as a whole. If you really want a Legion, I'd use one of the special characters.

Level Up Increases:

HP: +5

STR: +5

VIT: +4

INT: +4

MEN: +5

AGI: +4

DEX: +4

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\*\*\*\*\*

C. Undead Classes

You can get low level Undead Classes in one of two ways. My preferred way is to find them in wilderness. The other way is to have one of your characters die. If they remain dead long enough, and you have equipment for them, they will become Undead.

The really special thing about low level Undead (Zombie, Skeleton, Ghost) is that they will be revived after a battle if eliminated through standard means. The only way they can be completely destroyed is if the entire unit is wiped out, or they are attacked by a holy weapon. This doesn't work for Angel Knights or Seraphim, though...

\*\*\*\*\*

Class: Zombie

Appearance: Looks like a dessicated human with green and white bandages

Terrain: Marsh

Equipment:

Right Hand: N/A

Left Hand: N/A

Body: Old Clothing

Head: N/A

Attacks:

Front: Bite X 2 - A

Middle: Bite X 1 - B

Back: Bite X 1 - C

My thoughts: Zombies are the most basic undead. Bite attacks don't do much damage. Really, probably the only thing you'll want Zombies for is to shield more powerful units. They'll automatically change to Skeletons if hit with a Fire magic attack.

Level Up Increases:

Male:

HP: +5  
STR: +4  
VIT: +3  
INT: +2  
MEN: +3  
AGI: +3  
DEX: +3

Female:

HP: +4  
STR: +4  
VIT: +2  
INT: +2  
MEN: +3  
AGI: +3  
DEX: +3

\*\*\*\*\*

Class: Skeleton

Appearance: A...uh...skeleton...

Terrain: Plains

Equipment:

Right Hand: Halt Hammer  
Left Hand: N/A  
Body: Torn Cloth  
Head: N/A

Attacks:

Front: Strike X 2 - A  
Middle: Strike X 1 - B  
Back: Strike X 1 - C

My thoughts: This is a good fighter. Not really much to this class but being the standard Undead fighter. What gives this guy an advantage over Zombies is that you can change his weapon. If a Zombie is hit by a fire attack, he'll become a Skeleton.

Level Up Increases:

HP: +4  
STR: +5  
VIT: +2  
INT: +2  
MEN: +3  
AGI: +4

DEX: +4

\*\*\*\*\*

Class: Ghost

Appearance: Basically a floating sheet

Terrain: Sky

Equipment:

Right Hand: N/A

Left Hand: N/A

Body: Torn Cloth

Head: N/A

Attacks:

Front: Nightmare\* X 1 - C

Middle: Nightmare\* X 1 - B

Back: Nightmare\* X 2 - A

My thoughts: Ghosts aren't as useful as Skeletons. Nightmare is okay and all for causing a Sleep effect, but it really kind of defeats the "use Undead to shield more powerful units" theory. If you hit a Skeleton with a combination Wind and Fire attack, it'll become a Ghost.

Level Up Increases:

HP: +3

STR: +3

VIT: +2

INT: +5

MEN: +3

AGI: +3

DEX: +3

\*\*\*\*\*

Class: Angel Knight

Appearance: Blonde girl with a rapier and a large shield. Also has a halo and wings.

Terrain: Sky

Equipment:

Right Hand: Needle of Light

Left Hand: Kite Shield

Body: Plate Mail

Head: N/A

Attacks:

Front: Pierce X 2 - A

Middle: Banish X 1 - B

Back: Banish X 2 - C

Requirements:

ALI: 50-100

STR: 60

VIT: 61

DEX: 57

My thoughts: Probably the hardest class to get, and there's an element of risk involved in getting her. This class is female specific. She has all around good skills, and a particularly high Dexterity rate. Banish is a Virtue attack where she tosses her halo at an enemy.

Like many undead, a person has the chance of becoming an Angel Knight only if you kill a character. If you have the proper stats and equipment, you have a CHANCE of her becoming an Angel Knight when she turns undead. There's a much larger chance that she'll become a Zombie, at which point you'll have to try with another girl...

One way to give yourself a better chance is to use Goblets of Destiny. If you see "LUK UP!" when you use it, you're in good shape. If you don't, reset. Also, I heard it through the grapevine that equipping Katreda's Angel Brooch on your character increases your chances...

If you want my honest opinion, I think you should save your Love and Peaces for these people. You'll first run into a bunch of them in Celesis.

Here's an interesting method by Thomas Haver:

- 1) Have spare Angel Knight equipment (Needle of Light, Plate Mail, Kite Shield)
- 2) Make a unit with the female characters you wish to use to become an Angel Knight
- 3) Equip the unit with Mastaba's Barrier (70th birthday gift). I always wondered why it was open ended with the item description about preventing characters from turning into undead (...but does it really?). The item assures you that no zombie's are created if the character dies... only Angel Knights.
- 4) Get your female character killed in battle, and she will turn into an Angel Knight.

The first time I tried this, I killed two female characters; one was a Freya and the other was a Cleric with Angel's Brooch equipped; the Cleric turned into an Angel Knight. The next battle, I killed another Cleric equipped with an Angel's Brooch and a Freya; both turned into Angel Knights. A third time with just a Freya yielded another Angel Knight. With Mastaba's Barrier, there is no chance they will turn into zombies. Therefore, you have an endless supply of Angel Knights. I'm still not certain about whether or not Angel's Brooch affects the outcome, but since it is a relatively weak item with a suggestive name and description, it doesn't hurt to equip it.

Level Up Increases:

HP: +4

STR: +4

VIT: +4

INT: +3



MEN: +4  
AGI: +4  
DEX: +5

Getting the Needle of Light: After Chapter 3 begins, go to Melphy, Dardunnelles, on the 21st day of any month, during the daytime (9:00 to 18:00). A peddler will try to sell you one for 350 Goth. Take it.

\*\*\*\*\*

Class: Seraph

Appearance: Blue-haired angel with four wings and a rapier.

Terrain: Sky

Equipment:

Right Hand: Needle of Light  
Left Hand: Kite Shield  
Body: Baldr Mail  
Head: N/A

Attacks:

Front: Pierce X 2 - A  
Middle: Banish X 2 - B  
Back: Jihad X 2 - C

Requirements:

Previously Angel Knight

ALI: 75-100

INT: 108  
MEN: 125  
DEX: 127

My thoughts: Oh, man. These holy lovelies are SWEET! Angel Knights are really nothing compared to these. Jihad hits ALL enemies with Virtue-type damage and OBLITERATES Undead!

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +4  
STR: +4  
VIT: +4  
INT: +4  
MEN: +4  
AGI: +4  
DEX: +6

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D. Demi-Human Classes

These classes consist mostly of non-leaders. They're all 1 tile characters, so there's room for a few in a unit.

Class: Hawkman

Appearance: Winged man carrying an axe or hammer.

Terrain: Sky

Equipment:

Right Hand: Hilt Hammer

Left Hand: N/A

Body: Leather Armor

Head: Bandanna

Cost: 190

Attacks:

Front: Strike X 2 - A

Middle: Strike X 1 - B

Back: Strike X 1 - C

My thoughts: The Hawkman is a decent fighter. His biggest advantage is that he's a Sky unit. He swoops and soars with the best of 'em.

Level Up Increases:

HP: +4

STR: +4

VIT: +3

INT: +3

MEN: +3

AGI: +4

DEX: +3

\*\*\*\*\*

Class: Vultan

Appearance: Winged man with gold and silver armor with hair coming out of his helmet.

Terrain: Sky

Equipment:

Right Hand: Baldr Club

Left Hand: N/A

Body: Hard Leather

Head: Hachigane

Cost: 490

Attacks:

Front: Strike X 2 - A

Middle: Strike X 1 - B

Back: Wind Shot X 2 - C

Requirements:

ALI: 40-100

STR: 103

AGI: 97

DEX: 80

My thoughts: O holy Hawkman. He's your high alignment Hawkman. In my opinion, keeping him in the front is the best course of action. He'll hit for more power than the standard Hawkman, and he's got the sky thing goin' on. So, have him lead any flying unit you have.

Level Up Increases:

HP: +5

STR: +5

VIT: +4

INT: +3

MEN: +4

AGI: +6

DEX: +4

\*\*\*\*\*

Class: Raven

Appearance: Winged man wearing dark armor and a helmet

Terrain: Sky

Equipment:

Right Hand: Baldr Axe

Left Hand: N/A

Body: Hard Leather

Head: Armet

Cost: 570

Attacks:

Front: Strike X 2 - A

Middle: Strike X 1 - B

Back: Thunder Arrow X 2 - C

Requirements:

ALI: 0-60

STR: 99

AGI: 93

DEX: 77

My thoughts: This guy is a Hawkman gone bad. This is one of the few classes that's just as good in the front as it is in the back. The Thunder Arrow, naturally, hits best against earth elementals, and the physical attacks are quite damaging. Have him lead any flying unit you have.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +4  
INT: +3  
MEN: +4  
AGI: +5  
DEX: +5

\*\*\*\*\*

Class: Pumpkinhead

Appearance: A kid with a pumpkin for a head.

Terrain: Forests

Equipment:

Right Hand: N/A

Left Hand: N/A

Body: Plain Clothing

Head: Glass Pumpkin           \*cannot be changed\*

Attacks:

Front: Pumpkin Smash X 2 - A

Middle: Pumpkin Smash X 1 - A

Back: Pumpkin Shower X 1 - A

My thoughts: These odd gentlemen are a very valuable find. This is a similar pumpkin that was fought in the original Ogre Battle. Created by Deneb, this kid has an amazing power. By throwing his head at enemies, he can take off half their health. This is great against guys of high HP, not so much against guys of low HP, naturally...

The Pumpkin Shower is far more damaging. Several pumpkins rain down on the opposition, about five to seven times, and each takes off half the HP of a target. This targets all units in a four-square area. Unfortunately, this also takes off half the HP of the Pumpkinhead. So, if he's in a non-Cleric unit, put him in the front, and in the back if the unit has a Cleric.

Level Up Increases:

HP: +4  
STR: +4  
VIT: +6  
INT: +2  
MEN: +3  
AGI: +4  
DEX: +2

\*\*\*\*\*

Class: Gremlin

Appearance: It looks like a small bat with a big head and a pointy tail

Terrain: Sky

Equipment:

Attacks:

Front: Throw a Kiss X 2 - A  
Middle: Throw a Kiss X 1 - B  
Back: Abyss X 2 - A

Lunatick's thoughts: Semi-useful to have, but nothing special. Throw a Kiss reduces the attack power of whomever it hits, and Abyss hits for light damage putting them to sleep. They have low HP, but they dodge attacks like crazy, and have high magic defense.

Level Up Increases:

HP: +3  
STR: +2  
VIT: +3  
INT: +5  
MEN: +6  
AGI: +6  
DEX: +6

\*\*\*\*\*

Class: Faerie

Appearance: A little girl with wings

Terrain: Sky

Equipment:

Right Hand: N/A  
Left Hand: N/A  
Body: Tiny Clothing \*cannot be changed\*  
Head: N/A

Attacks:

Front: Throw a Kiss X 1 - A  
Middle: Throw a Kiss X 1 - B  
Back: Magic Missile X 2 - C

Lunatick's thoughts: Not too useful unless you have nothing better to use. They use Throw a Kiss on your allies raising their attack power. Magic Missile hits for light damage, and is virtually useless. However, it is a Virtue based attack which can be somewhat handy when dealing with evil, or undead characters.

Level Up Increases:

HP: +3  
STR: +2  
VIT: +3  
INT: +4  
MEN: +6  
AGI: +6  
DEX: +5

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## E. Dragon Classes

These are the epitome of all beasts. They have a large amount of class change available to them depending on their alignment and ruling element. They're two tile characters.

\*\*\*\*\*

Class: Young Dragon

Appearance: A little, plump yellow rat with wings and a beak.

Terrain: Mountains

Attacks:

Front: Bite X 2 - A

Middle: Bite X 1 - B

Back: Bite X 1 - C

Lunatik's thoughts: A good early game unit. Eventually, it will evolve into something more powerful, depending on its element and alignment. It's power is enhanced by Dragon Tamers and Masters.

Level Up Increases:

HP: +5

STR: +4

VIT: +5

INT: +2

MEN: +3

AGI: +2

DEX: +3

\*\*\*\*\*

Class: Thunder Dragon

Appearance: A purple dragon

Terrain: Plains

Attacks:

Front: Bite X 2 - A

Middle: Bite X 1 - B

Back: Lightning Breath X 1 - C

Requirements - Wind Elemental

ALI: 20-80

AGI: 61

DEX: 81

My thoughts: Just like other mid level dragons, a decent fighter that should probably be in the front row. Eventually, it will become a Quetzalcoatl. Breath slightly damages adjacent characters.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +6  
STR: +5  
VIT: +5  
INT: +3  
MEN: +4  
AGI: +4  
DEX: +5

\*\*\*\*\*

Class: Red Dragon

Appearance: A red dragon

Terrain: Mountains

Attacks:

Front: Bite X 2 - A  
Middle: Bite X 1 - B  
Back: Fire Breath X 1 - C

Requirements - Fire Elemental

ALI: 20-80

STR: 108  
AGI: 61

My thoughts: Just like other mid level dragons, a decent fighter that should probably be in the front row. Eventually, it will become a Flarebrass. Breath slightly damages adjacent characters.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +6  
STR: +6  
VIT: +5  
INT: +3  
MEN: +4  
AGI: +4  
DEX: +4

\*\*\*\*\*

Class: Earth Dragon

Appearance: A green dragon

Terrain: Plains

Attacks:

Front: Bite X 2 - A  
Middle: Bite X 1 - B  
Back: Acid Breath X 1 - C

Requirements - Earth Elemental

ALI: 20-80

VIT: 109

MEN: 98

My thoughts: Just like other mid level dragons, a decent fighter that should probably be in the front row. Eventually, it will become an Azhi Dahaka. Breath slightly damages adjacent characters.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +7

STR: +5

VIT: +6

INT: +3

MEN: +4

AGI: +3

DEX: +4

\*\*\*\*\*

Class: Blue Dragon

Appearance: A blue dragon

Terrain: Marsh

Attacks:

Front: Bite X 2 - A

Middle: Bite X 1 - B

Back: Breath of Cold X 1 - C

Requirements: Water Elemental

ALI: 20-80

MEN: 98

DEX: 81

Lunatick's thoughts: Just like other mid level dragons, a decent fighter that should probably be in the front row. Eventually, it will become a Hydra. Breath slightly damages adjacent characters.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +6

STR: +5

VIT: +5

INT: +3

MEN: +5

AGI: +3

DEX: +5



\*\*\*\*\*

Class: Platinum Dragon

Appearance: A white dragon

Terrain: Snow

Attacks:

Front: Bite X 2 - A

Middle: Bite X 1 - B

Back: Sacred Breath X 1 - C

Requirements:

ALI: 65-100

VIT: 114

INT: 73

MEN: 101

Lunatik's thoughts: Just like other mid level dragons, a decent fighter that should probably be in the front row. Eventually, it will become a Bahmut. Breath slightly damages adjacent characters.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +6

STR: +5

VIT: +6

INT: +4

MEN: +4

AGI: +3

DEX: +4

\*\*\*\*\*

Class: Black Dragon

Appearance: A black dragon

Terrain: Plains

Attacks:

Front: Bite X 2 - A

Middle: Bite X 1 - B

Back: Rotten Breath X 1 - C

Requirements:

ALI: 0-35

STR: 112

INT: 73

My thoughts: Just like other mid level dragons, a decent fighter that

should probably be in the front row. Eventually, it will become a Tiamat. Breath slightly damages adjacent characters.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +6  
STR: +6  
VIT: +5  
INT: +4  
MEN: +4  
AGI: +3  
DEX: +5

\*\*\*\*\*

Class: Quetzalcoat1

Appearance: An Eastern-looking dragon, snake-like in appearance.

Terrain: Plains

Attacks:

Front: Lightning Breath X 2 - A  
Middle: Lightning Breath X 2 - B  
Back: Radiant Gale X 2 - C

Requirements - Previously Thunder Dragon

ALI: 25-75

AGI: 93  
DEX: 121

My thoughts: A great class if you can get it, like the other high level dragons. In the back is my personal choice for course of action, as Radiant Gale hits all enemies and paralyzes them.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +7  
STR: +6  
VIT: +6  
INT: +4  
MEN: +5  
AGI: +4  
DEX: +5

\*\*\*\*\*

Class: Flarebrass

Appearance: A beefy, Western red dragon standing tall on two legs.

Terrain: Mountains

Attacks:

Front: Fire Breath X 2 - A  
Middle: Fire Breath X 2 - B  
Back: Crimson Note X 2 - C

Requirements - Previously Red Dragon

ALI: 25-75

STR: 156  
AGI: 93

My thoughts: A great class if you can get it, like the other high level dragons. In the back is my personal choice for course of action, as Crimson Note hits all enemies and lowers their power.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +7  
STR: +6  
VIT: +6  
INT: +4  
MEN: +5  
AGI: +4  
DEX: +4

\*\*\*\*\*

Class: Ahzi Dahaka

Appearance: A brownish green dinosaur-type dragon on all fours and with scales.

Terrain: Plains

Attacks:

Front: Acid Breath X 2 - A  
Middle: Acid Breath X 2 - B  
Back: Earthquake X 2 - C

Requirements - Previously Earth Dragon

ALI: 25-75

VIT: 157  
MEN: 130

My thoughts: A great class if you can get it, like the other high level dragons. In the back is my personal choice for course of action, as Earthquake hits all enemies and lowers their power. Unfortunately, Earthquake doesn't hit any enemies of the Sky terrain type, unless they're asleep or paralyzed.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +8  
STR: +7  
VIT: +7  
INT: +4  
MEN: +5  
AGI: +3  
DEX: +4

\*\*\*\*\*

Class: Hydra

Appearance: A bright blue, five-headed dragon.

Terrain: Marsh

Attacks:

Front: Breath of Cold X 2 - A  
Middle: Breath of Cold X 2 - B  
Back: Clear Disaster X 2 - C

Requirements - Previously Blue Dragon

ALI: 25-75

MEN: 138  
DEX: 121

My thoughts: A great class if you can get it, like the other high level dragons. In the back is my personal choice for course of action, as Clear Disaster hits all enemies and puts them to sleep.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +7  
STR: +6  
VIT: +6  
INT: +5  
MEN: +6  
AGI: +3  
DEX: +5

\*\*\*\*\*

Class: Bahamut

Appearance: A big white dragon standing tall on its four legs.

Terrain: Snow

Attacks:

Front: Sacred Breath X 2 - A  
Middle: Sacred Breath X 2 - B  
Back: Divine Ray X 2 - C

Requirements: Previously Platinum Dragon

ALI: 75-100

VIT: 162

INT: 105

MEN: 133

Lunatick's thoughts: The evolved version of Platinum Dragon, and one of the Ultimate Dragon Forms. It's Sacred Breath is good and all, but Divine Ray blows it away. Divine Ray does moderate to heavy virtue type damage to all enemies twice in one fight. Plus, it looks pretty cool. Very powerful.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +7

STR: +6

VIT: +7

INT: +5

MEN: +5

AGI: +3

DEX: +4

\*\*\*\*\*

Class: Tiamat

Appearance: A wiry, yet muscular, black dragon standing on two legs.

Terrain: Plains

Attacks:

Front: Rotten Breath X 2 - A

Middle: Rotten Breath X 2 - B

Back: Evil Dead X 2 - C

Requirements - Previously Black Dragon

ALI: 0-25

STR: 160

INT: 105

DEX: 124

My thoughts: A great class if you can get it, like the other high level dragons. In the back is my personal choice for course of action, as Evil Dead hits all enemies and puts them to sleep.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +7

STR: +6

VIT: +6

INT: +5  
MEN: +5  
AGI: +3  
DEX: +5

\*\*\*\*\*  
\*\*\*\*\*

#### F. Monster Classes

These bad boys are 2 tile characters. They make up for the assuming the role of 2 characters by being about as strong as two characters. Most are quite strong or can attack multiple times.

\*\*\*\*\*

Class: Wyrm

Appearance: A lizard that's more wing than body.

Terrain: Sky

Attacks:

Front: Bite X 2 - A  
Middle: Bite X 2 - B  
Back: Bite X 2 - C

My thoughts: The thing that sets this monster apart is it's flying ability. Other than that, he's a better-than-average attacker with a nasty set of teeth.

Level Up Increases:

HP: +4  
STR: +5  
VIT: +5  
INT: +3  
MEN: +3  
AGI: +5  
DEX: +4

\*\*\*\*\*

Class: Wyvern

Appearance: A bit more muscular than a Wyrm, and has a purple and white crest on its head.

Terrain: Sky

Attacks:

Front: Bite X 2 - A  
Middle: Bite X 2 - B  
Back: Fire Breath X 2 - A

Requirements:

ALI: 10-55

STR: 140

AGI: 124  
DEX: 102

Lunatick's thoughts: Not too shabby of a flying character. Good attack from the front row, good defense. Fire Breath can hit multiple targets at once for a moderate amount of damage.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +5  
INT: +3  
MEN: +4  
AGI: +6  
DEX: +4

\*\*\*\*\*

Class: Griffin

Appearance: An eagle's head and wings on a lion's body.

Terrain: Sky

Attacks:

Front: Claw X 2 - A  
Middle: Claw X 1 - B  
Back: Wind Shot X 2 - A

My thoughts: Wyrms are good for low alignment sky units, and Griffins are good for high alignment sky units. Have fun with them if you like sky units.

Level Up Increases:

HP: +4  
STR: +4  
VIT: +4  
INT: +3  
MEN: +4  
AGI: +6  
DEX: +4

\*\*\*\*\*

Class: Opinincus

Appearance: A bigger, blue-beaked, blue-clawed Griffin

Terrain: Sky

Attacks:

Front: Claw X 2 - A  
Middle: Claw X 1 - B  
Back: Wind Storm X 2 - C

Requirements: Previously Griffin, Partially Chaotic to Partially Lawful Alignment

MEN: 105  
AGI: 127  
DEX: 91

My thoughts: The upgraded Griffins. These guys are probably better in the front because Wind Storm generally doesn't hit all that hard...

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +5  
INT: +4  
MEN: +4  
AGI: +6  
DEX: +5

\*\*\*\*\*

Class: Cockatrice

Appearance: Looks like a chicken with a lizard's tail.

Terrain: Sky

Attacks:

Front: Peck X 2 - A  
Middle: Peck X 1 - B  
Back: Petrify X 2 - C

Lunatick's thoughts: Ooh baby, these are good. Peck is alright, but put them in the back for some grade "A" damage. Petrify can hit multiple targets at once for moderate damage, and has a chance of Petrifying them. That's right. Instant kill. They are pretty good at evading, but they don't have very good defense. I would recomend getting at least one of these.

My backup thoughts: Petrifying enemies doesn't get you any experience. Use caution when petrifying.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +5  
INT: +2  
MEN: +3  
AGI: +6  
DEX: +6

\*\*\*\*\*

Class: Sphinx



Appearance: A beast with a woman's front and wings

Terrain: Sky

Attacks:

Front: Claw X 2 - A

Middle: Evocation X 1 - B

Back: Evocation X 2 - A

My thoughts: These beasts are great! Put them in the back and you have a beast spellcaster. They pick any element, like Ninja Masters, but they have the power of an Archmage or Siren, so all you're trading here is the space.

Level Up Increases:

HP: +4

STR: +4

VIT: +4

INT: +6

MEN: +5

AGI: +5

DEX: +5

\*\*\*\*\*

Class: Hellhound

Appearance: A wolf with two heads

Terrain: Mountains

Attacks:

Front: Bite X 3 - A

Middle: Bite X 2 - B

Back: Bite X 1 - C

My thoughts: This is a very powerful unit. The main reason for his power is the three attacks he gets. There's nothing much else special about him, though.

Level Up Increases:

HP: +6

STR: +5

VIT: +5

INT: +4

MEN: +3

AGI: +4

DEX: +3

\*\*\*\*\*

Class: Cerberus

Appearance: Looks like a pit bull with three heads

Terrain: Mountains

Attacks:

Front: Bite X 3 - A  
Middle: Bite X 2 - B  
Back: Mesmerize X 2 - C

Requirements: Neutral to Chaotic Alignment

STR: 139  
VIT: 138  
MEN: 90

My thoughts: These guys are Hellhounds times ten! Well, actually, Hellhounds times one and a half. They have wonderful attack power and defense. I'd put these puppies on the front line.

It should be noted that this class change occurs automatically after a battle. That's an actual battle, not training.

Level Up Increases:

HP: +6  
STR: +6  
VIT: +5  
INT: +5  
MEN: +3  
AGI: +4  
DEX: +3

\*\*\*\*\*  
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#### G. Golem Classes

These rock boyos have their own class group. Not too bad for your troubles...

\*\*\*\*\*

Class: Golem

Appearance: A large man-shaped cluster of rocks.

Terrain: Mountains

Attacks:

Front: Crush X 3 - A  
Middle: Crush X 2 - B  
Back: Crush X 1 - C

My thoughts: These guys can take serious hits. They're also pretty strong in their own right. One of the disadvantages I've found in this class is they don't always hit well. They can't have their status changed, though, so they can't be put to sleep, poisoned, or paralyzed.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +6  
INT: +3

MEN: +3  
AGI: +3  
DEX: +4

\*\*\*\*\*

Class: Stone Golem

Appearance: A gray-colored man-shaped cluster of rocks.

Terrain: Mountains

Attacks:

Front: Crush X 3 - A  
Middle: Crush X 2 - B  
Back: Crush X 1 - C

Requirements: Golem becomes petrified while...

STR: 104  
VIT: 129

My thoughts: This is what happens when a Golem is petrified. This is stronger and more agile than the standard version of Golem. Not much more to be said.

The class change occurs automatically during battle, once the Golem is petrified. If your stats aren't at the proper levels, though, your Golem will simply be petrified.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +7  
INT: +3  
MEN: +4  
AGI: +3  
DEX: +4

\*\*\*\*\*

Class: Baldr Golem

Appearance: A bluish-colored man-shaped cluster of rocks.

Terrain: Mountains

Attacks:

Front: Crush X 3 - A  
Middle: Crush X 2 - B  
Back: Crush X 1 - C

Requirements: Stone Golem gets hit with a wind/fire combo while...

STR: 144  
VIT: 185

My thoughts: Wind and Fire. Kinda like tempering the Golem, like you'd temper any metal. Anyhoo. These are the best Golems to have

because they'll have increased stats of Stones...

This class change occurs automatically during battle, if the Stone Golem is at the proper stat levels.

Level Up Increases:

HP: +5  
STR: +6  
VIT: +7  
INT: +3  
MEN: +4  
AGI: +4  
DEX: +4

\*\*\*\*\*  
\*\*\*\*\*

#### H. Demon Classes

This is the hidden set of classes. These are monsters from the Netherworld that have invaded the human world.

\*\*\*\*\*

Class: Goblin

Appearance: Odd-looking toothy guy in plate mail.

Terrain: Plains

Equipment:

Right Hand: Short Sword  
Left Hand: N/A  
Body: Plate Mail  
Head: N/A

Attacks:

Front: Slash X 2 - A  
Middle: Slash X 1 - B  
Back: Slash X 1 - C

My thoughts: Even for demons, I don't consider these guys worth the effort. They're not all that strong. As far as I know, they don't evolve, and by the time you can get them, you probably have guys that are much better.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +3  
INT: +2  
MEN: +3  
AGI: +4  
DEX: +2

\*\*\*\*\*

Class: Ogre

Appearance: Huge grey-skinned humanoid carrying a massive hammer.

Terrain: Plains

Equipment:

Right Hand: Warhammer

Left Hand: N/A

Body: Leather Armor

Head: N/A

Attacks:

Front: Crush X 3 - A

Middle: Crush X 2 - B

Back: Crush X 1 - C

My thoughts: Ogres have some considerable power to them. They're big characters, but they don't hit as often as most other characters...

Level Up Increases:

HP: +7

STR: +6

VIT: +5

INT: +3

MEN: +4

AGI: +3

DEX: +3

\*\*\*\*\*

Class: Saturos

Appearance: Goat-legged demon with horns and a big axe.

Terrain: Plains

Equipment:

Right Hand: Evil Axe

Left Hand: N/A

Body: Hard Leather

Head: N/A

Attacks:

Front: Strike X 2 - A

Middle: Strike X 2 - B

Back: Strike/Elemental Magic\* X 2 - C/A

My thoughts: If you notice similarities between this guy and the Black Knight, you're quite observant. A Saturos is pretty much a Black Knight for the demon crew. He's one of the few demons that can lead a unit, so he's quite useful to them.

Level Up Increases:

HP: +4

STR: +4

VIT: +3  
INT: +5  
MEN: +4  
AGI: +4  
DEX: +4

\*\*\*\*\*

Class: Gorgon

Appearance: Top half woman, lower half snake, and snakes for hair.

Terrain: Plains

Equipment:

Right Hand: Baldr Bow

Left Hand: N/A

Body: Leather Armor

Head: N/A

Attacks:

Front: Gaze of Terror X 1 - A

Middle: Shoot X 1 - B

Back: Shoot X 2 - C

My thoughts: Gaze of Terror targets ALL enemies. Gorgons are unbelievably cheap, since they have the ability to completely petrify a unit in nothing flat. It will be blocked however, by any character with a shield.

Level Up Increases:

HP: +4

STR: +4

VIT: +3

INT: +3

MEN: +4

AGI: +5

DEX: +5

\*\*\*\*\*

\*\*\*\*\*

## I. Enemy Character Classes

You cannot control these guys... Ever... Stop asking me if you can. These are special classes used by the enemy, mostly for story purposes.

Only exception is Vad the Grappler, but he's a special one...

\*\*\*\*\*

### Normal Enemies

\*\*\*\*\*

Class: Grappler

Appearance: Dark-skinned fellow with claws and a headband.

Attacks:

Front: Rend X 2 - B  
Middle: Rend X 2 - C  
Back: Fatal Dance X 1 - A

My thoughts: These guys are warriors of Nirdam, the Bolmaukans. They were forced into slavery in a joint venture by Lodis and Palatinus. They used to be a proud people, and now they fight just to survive.

As you can see, Fatal Dance is more powerful than the Grappler's front line attack. Be cautious when fighting these guys, they can rack up damage really quick.

\*\*\*\*\*

Class: Knight Templar

Appearance: Knight in full armor and a large shield. His helmet has an opening shaped like a cross.

Attacks:

Front: Slash X 3 - A  
Middle: Slash X 2 - B  
Back: Slash/Elemental Magic X 2 - C/A

My thoughts: In case you haven't noticed, these guys are just like Paladins. They have a bit of a higher defense and a lower offense, but they're more or less the same. These are the holy knights of the Lodis Empire. They fight for their beliefs in Lodisism.

\*\*\*\*\*

Class: Daemon

Appearance: Blue skinned, winged guy. Pretty nasty looking.

Attacks:

Front: Strike X 2 - A  
Middle: Strike X 2 - B  
Back: Strike/Elemental Magic X 2 C/A

My thoughts: Despite their fearsome appearance, these guys are really no worse than Saturoses. You'll only face a few of them. These guys are the Legion leaders of the demon army. Only thing is, you never see them lead a Legion...

\*\*\*\*\*

Class: Knight of Danika

Appearance: Humanoid in full, oddly-shaped armor, carrying a sword.

Attacks:

Front: Slash X 3 - A  
Middle: Slash X 2 - B

Back: Slash X 2 - C

My thoughts: These are the protectors of Danika's slumber. They were created from her limbs by the goddess Berthe. There are only four in the entire game. They're quite strong. 'Nuff said...

The actual name of this class is "Gatekeeper", but the only Gatekeepers in the game are the Knights, so I made an executive decision and decided to call them, officially, Knights of Danika.

\*\*\*\*\*

Bosses

\*\*\*\*\*

Class: General - See Quass Debonair

Who: Quass Debonair (Zenobia Border)

\*\*\*\*\*

Class: Vanity

Appearance: Blonde nobleman carrying a thin sword.

Attacks:

Front: Thrust X 2 - A

Middle: Thrust X 2 - B

Back: Some kind of Magic\* X 2 - A

Who: Godeslas Branic (Alba) (uses Infest), Kerikov Barthes (Celesis) (uses Ice Field), Numitol Silvis (Argent) (uses Ice Field)

My thoughts: Vanity's are pretty much fighting noblemen. They may have some inherent strengths, but largely they rely on their fellow soldiers.

\*\*\*\*\*

Class: Superior Knight

Appearance: Knight without a helmet.

Attacks:

Front: Slash X 2 - A

Middle: Slash X 2 - B

Back: Slash X 2 - C

Who: Eurynome Rhade (Mylesia II, Mount Ithaca), Xevac Nulaton (Romulus)

My thoughts: Superior Knights can be pretty nasty. They have more power than a standard Knight.

\*\*\*\*\*

Class: Solidblade - See Ankiseth Gallant



Who: Ankiseth Gallant (Highland of Soathon, Wentinus I)

\*\*\*\*\*

Class: Temple Command

Appearance: An armored man standing with his sword out in front of him, or standing like a Knight Templar.

Attacks:

Front: Slash X 3 - A

Middle: Slash X 2 - B

Back: Evocation\* X 2 - A

Who: Baldwin Glendale (Wentinus I, Wentinus II, Mount Keryoleth II), Prufas Watts (Gules Hills I, Temple of Berthe I), Amazeroth Ludon (Ptia), Vapula Simburg (Blue Basilica), Thamuz Delville (Aurua Plains)

My thoughts: It's interesting how they make TC's stronger only by moving them around. In the beginning, you face TC's in the middle row, where they are weakest. Then later on, you'll fight them in the front row, where they're stronger. Finally, for the last battle with Baldwin, he'll be in the back, where he can use Evocation, which can be quite nasty.

\*\*\*\*\*

Class: Dark Prince

Appearance: Blonde man with a thrusting sword.

Attacks:

Front: Thrust X 2 - A

Middle: Thrust X 2 - B

Back: Dark Lore\* X 2 - A

Who: Amrius Dulmare (Fort Romulus)

My thoughts: Amrius fights you twice in one scene. The first time, he's all alone in the middle. The second time, he has helpers and is in the back, where he can use Dark Lore, which is equivalent to using a Pedra of Bane. Nasty.

\*\*\*\*\*

Class: Flail Monarch

Appearance: Bearded man with a scepter.

Attacks:

Front: ????

Middle: ????

Back: Lava Flow X 2 - A

Who: Procus Dulmare (Winnea)

My thoughts: The combination magic is a pain, but he's pretty wimpy,

largely. Unfortunately, he's got two Ogres to be a pain.

\*\*\*\*\*

Class: Overlord

Appearance: Purple haired young man.

Attacks:

Front: Thrust X 2 - A

Middle: Thrust X 2 - B

Back: Blue Spiral\* X 2 - A

Who: Yumil Dulmare (Winnea)

My thoughts: It's not so much the fact that Yumil's tough, it's that he has two Knights of Danika as guards.

\*\*\*\*\*

Class: Death Templar

Appearance: Noble-looking Temple Commander

Attacks:

Front: Slash X 3 - A

Middle: Slash X 3 - B

Back: Infest\* X 3 - A

Who: Richard Glendale (Castle Talpaea)

My thoughts: Richard's strong; stronger than even a Temple Command, but that's about all that's special.

\*\*\*\*\*

Class: Warlock - See Saradin Carm

Who: Saradin Carm (Aurua Plains II)

\*\*\*\*\*

Class: Lord - See Destin Faroda

Who: Destin Faroda (Aurua Plains II)

\*\*\*\*\*

\*\*\*\*\*

### 5. Special Character Classes

There are many characters in the game that can't be picked up with normal means. These guys are usually quite a bit more powerful than your average Joe, and they have story potential, as well...

\*\*\*\*\*

Magnus Gallant

Appearance: Purple-haired guy in armor, with his sword behind him.

Starting Class: Gladiator

Age: 18

Terrain: Plains

Equipment:

Right Hand: Short Sword

Left Hand: Blue Sash \*cannot be changed\*

Body: Plate Mail

Head: N/A

Attacks:

Front: Slash X 2 - A

Middle: Slash X 1 - B

Back: Slash/Elemental Magic\* X 2 - C/A

My thoughts: Magnus is odd in the sense that he can do two attacks in the front and back, but not middle. Still, since he's the only life this game really depends on, keeping him in the back is, by far, the best course of action early on. However, later in the game, after you get Priests and Healing is less of an issue (ALWAYS have a Cleric or Priest with Magnus), you might want to put him in front, as certain swords cause him to have magic attacks which are generally less effective than physical attacks.

Story: Magnus joined the Palatinean military to escape his father and the humiliation of his father's past. He graduates the military academy and is almost immediately dispatched for the Southern Division.

Level Up Increases:

HP: +5

STR: +5

VIT: +3

INT: +4

MEN: +3

AGI: +3

DEX: +3

---

Second Class: Vanguard

Terrain: Plains

Equipment:

Right Hand: Baldr Sword

Left Hand: Blue Sash \*cannot be changed\*

Body: Baldr Mail

Head: N/A

Attacks:

Front: Slash X 2 - A

Middle: Slash X 2 - B

Back: Slash/Elemental Magic Plus\* X 2 - C/A

My thoughts: Like all second classes, Magnus becomes a Vanguard at the beginning of Chapter 3 and can command a Legion. The Elemental Magic Plus is a possibility depending on the element of equipped swords.

Level Up Increases:

HP: +5  
STR: +5  
VIT: +3  
INT: +4  
MEN: +4  
AGI: +3  
DEX: +4

---

Final Class: General

Appearance: The same old Magnus, with heavy armor on.

Equipment:

Right Hand: Baldr Sword  
Left Hand: Blue Sash \*cannot be changed\*  
Body: Baldr Armor  
Head: N/A

Attacks:

Front: Slash X 3 - A  
Middle: Slash X 2 - B  
Back: Blast X 2 - C

My thoughts: Magnus becomes a General at the beginning of the Final Chapter. He can now use Full-Body Armor, and fire Blasts from his sword, which change depending on the element of the sword he uses.

Physical: Sonic Blast  
Wind: Wind Blast  
Fire: Fire Blast  
Earth: Earth Blast  
Water: Aqua Blast  
Virtue: Holy Blast  
Bane: Dark Blast

Even though it's a pretty new thing, the blasts aren't all that effective, and unless you're adamant about keeping Magnus in the back, you're probably better off with him in the front.

Level Up Increases:

HP: +6  
STR: +6  
VIT: +4  
INT: +4  
MEN: +4  
AGI: +4  
DEX: +5

\*\*\*\*\*

Diomedes Rangué

Appearance: Looks like a Knight without a helmet, and wears a blue sash.

Starting Class: Gladiator

Age: 19

Terrain: Plains

Equipment:

Right Hand: Baldr Sword

Left Hand: Blue Sash \*cannot be changed\*

Body: Plate Armor

Head: N/A

Attacks:

Front: Slash X 2 - A

Middle: Slash X 2 - B

Back: Slash X 2 - C

My thoughts: Dio's pretty powerful. You're still probably going to want to keep him in the middle instead of the front, because he is that valuable.

Story: Not much is relevant about Dio's past. Suffice to say that he's a little cocksure of himself and his abilities.

How to get him: He automatically joins in Scene 1.

How to lose him: If you agree to fight him before Scene 1 starts, and if you say "... " when Rhade orders you to kill Frederick, he'll leave.

Level Up Increases:

HP: +5

STR: +5

VIT: +3

INT: +4

MEN: +3

AGI: +3

DEX: +3

---

Second Class: Warrior

Terrain: Plains

Equipment:

Right Hand: Blessed Sword

Left Hand: Blue Sash \*cannot be changed\*

Body: Baldr Armor

Head: N/A

Attacks:

Front: Slash X 3 - A

Middle: Slash X 2 - B

Back: Slash/Elemental Magic\* X 2 - C/A

My thoughts: Like all second classes, Dio becomes a Warrior at the

beginning of Chapter 3 and can command a Legion. The Elemental Magic is a possibility depending on the element of equipped swords. I'd go for front row in this case, for the sake of three attacks.

Level Up Increases:

HP: +6  
STR: +6  
VIT: +5  
INT: +4  
MEN: +5  
AGI: +4  
DEX: +4

\*\*\*\*\*

Leia Silvis

Appearance: Valkyrie without wings and having a long blonde ponytail.

Starting Class: Blaze Knight

Age: 17

Terrain: Snow

Equipment:

Right Hand: Spear  
Left Hand: Round Shield  
Body: Breastplate  
Head: N/A

Attacks:

Front: Cleave X 2 - A  
Middle: Cleave X 1 - B  
Back: Lightning\* X 2 - A

My thoughts: Leia's pretty much a Valkyrie. The only thing separating the two is the fact that she wears no headgear.

Story: Leia joined the Palatinus Military to escape her father, whom she needs to separate herself from. She grew up amongst the nobility, but feels it is her place to be in the military.

How to get her: She automatically joins in Scene 3.

Level Up Increases:

HP: +4  
STR: +4  
VIT: +4  
INT: +4  
MEN: +4  
AGI: +4  
DEX: +4

---

Second Class: Rune Knight

Terrain: Snow

Equipment:

Right Hand: Thunder Spear

Left Hand: Buckler

Body: Baldr Mail

Head: N/A

Attacks:

Front: Cleave X 2 - A

Middle: Cleave X 2 - B

Back: Cleave/Elemental Magic Plus\* X 2 - C/A

My thoughts: Like all second classes, Leia becomes a Rune Knight at the beginning of Chapter 3 and can command a Legion. Oddly enough, she loses her Lightning ability and gains a Elemental Magic Plus thing just like Magnus and Dio. Depending on the spear equipped, she'll do different attacks in the back.

Level Up Increases:

HP: +5

STR: +5

VIT: +4

INT: +5

MEN: +5

AGI: +4

DEX: +4

\*\*\*\*\*

Troi Tyton

Class: Phalanx

Appearance: Gold-armored Phalanx

Age: 16

Terrain: See Phalanx

Equipment: See Phalanx

Attacks: See Phalanx

My thoughts: See Phalanx

Story: There's not much to say about Troi. He's a pretty cheerful guy and shows a big interest in your battalion.

How to get him: Go to Elgorea, Mylesia in Scene 4 (The Path Diverges).

Troi will walk right up to you and ask to join, no matter what.

\*\*\*\*\*

Katreda Birall

Class: Cleric

Appearance: Pink-robed Cleric

Age: 15

Terrain: See Cleric

Equipment: See Cleric

Attacks: See Cleric

My thoughts: See Cleric

Story: Katreda's a cheerful girl. She joins up to find her father, who was captured by the Southern Division.

How to get her: Go to Cayes, Gunther Piedmont during Scene 7 (A New Beginning) and she will ask to join so that she can help her father.

\*\*\*\*\*

Asnabel Birall

Class: Berserker

Appearance: Purple-clothed Berserker

Age: 38

Terrain: See Berserker

Equipment: See Berserker

Attacks: See Berserker

My thoughts: See Berserker

Story: Captured by the Southern Division, Asnabel was forced into labor at the mines of Gunther Piedmont. Once freed, he'll become a valuable asset to the team. He is known as Asnabel the Iron Hammer.

How to get him: Katreda must have (at least) asked to join your party, when you finish liberating Gunther Piedmont in Scene 7 (A New Beginning).

\*\*\*\*\*

Aisha Knudel

Class: Priest

Appearance: Pink clothed, hoodless Priest.

Age: 19

Terrain: See Priest

Equipment: See Priest

Attacks: See Priest



My thoughts: See Priest

Story: One of the visitors from Zenobia, Aisha is the daughter of the renowned Roshfel Priest, Foris. While Destin and his troops were on the Island of Avalon, Aisha joined to help fight Gares, son of Empress Endora.

How to get her: You must not have said "... " at Frederick's execution. Go to Puld, Audvera Heights during Scene 13 (Thoughts), and she'll ask to join your party.

\*\*\*\*\*

Liedel Klein

Class: Archer

Appearance: Archer wearing red and having blonde hair.

Age: 22

Terrain: See Archer

Equipment: See Archer

Attacks: See Archer

My thoughts: See Archer

Story: A former member of the Central Division, specifically the Red Branch. She believed that the Revolution was the cause of the demons. When she find out that this isn't the truth, she'll join to find out what is.

How to get her: You must have a high Chaos Frame. Beat her in the Sable Lowlands mission and she'll ask to join your party.

\*\*\*\*\*

Vad Orok Zlenka

Class: Grappler

Appearance: Dark-skinned warrior wielding claws.

Age: 29

Terrain: Plains

Equipment:

Right Hand: Touelno

Left Hand: N/A

Body: Thunder Chain

Head: Hachigane

Attacks:

Front: Rend X 3 - A

Middle: Rend X 2 - B

Back: Fatal Dance X 2 - C

My thoughts: Although Fatal Dance technically does less damage, Vad strikes several times, adding up damage, so Fatal Dance is actually stronger. It's up to you whether you want more attacks or a stronger attack.

Story: Vad, like many other Bolmaukans, was forced into subjugation by the Lodis Empire. Although he worked for the Central Division, he strove to maintain his honor.

How to get him: In the Mount Ithaca mission (Uncertainty), first go north and liberate Ketican, which will destroy the bridge. Once this is done, Vad will not move, and you must avoid attacking him. Do this, and he'll offer to join after the battle. You must have at least beat Audvera Heights or Sable Lowlands.

Level Up Increases:

HP: +5

STR: +4

VIT: +4

INT: +4

MEN: +4

AGI: +6

DEX: +4

\*\*\*\*\*

Saradin Carm

Class: Warlock

Appearance: Non-hooded white-haired wizard-looking gentleman.

Age: 61

Terrain: Plains

Equipment:

Right Hand: Hemlock \*cannot be changed\*

Left Hand: Spellbook

Body: Magician's Robe

Head: Amulet

Attacks:

Front: Effect Magic\* X 1 - C

Middle: Elemental Magic\* X 2 - B

Back: Elemental Magic Plus\* X 2 - A

My thoughts: Saradin's got some stank on him. In the back he's an early Archmage, so stick him in the back for best results. You can't dequip his staff, the Hemlock, though...

Story: Another of the visiting Zenobian fighters, Saradin was once a student of Rashidi, the Sage of Zeteginea. He turned against the

Empire when he learned of Rashidi's evil. His student, Albeleo, turns him to stone, and Destin frees him on a mission to the Balmorian Ruins.

How to get him: You must not have said "... " at Frederick's execution. Beat Scene 15 (Uncertainty) and he'll ask to join your party.

Level Up Increases:

HP: +4  
STR: +3  
VIT: +3  
INT: +7  
MEN: +5  
AGI: +3  
DEX: +3

\*\*\*\*\*

Sheen Cocteau

Class: Hawkman

Appearance: Brown-haired Hawkman

Age: 78

Terrain: See Hawkman

Equipment: See Hawkman

Attacks: See Hawkman

My thoughts: See Hawkman

Story: Sheen considers himself quite the ladies' man. He's a free-spirited Hawkman, and enjoys life. He's old by human standards, but Hawkmen are an elder race, and long-lived, so he still looks young.

How to get him: You must have a low to neutral Chaos Frame. Go to Coppermine, Azure Plains, during Scene 17 (Visitors from the West), and he'll ask to join your party.

\*\*\*\*\*

Ankiset Gallant

Class: Solidblade

Appearance: Similar to Magnus only taller and older looking.

Age: 44

Terrain: Plains

Equipment:

Right Hand: Blessed Sword

Left Hand: Blue Sash \*cannot be changed\*

Body: Plate Mail

Head: N/A

Attacks:

Front: Slash X 3 - A

Middle: Slash X 2 - B

Back: Clay Assault\* X 2 - A

My thoughts: Good for either front or back rows. Ankiseth has Clay Assault in the back row regardless of what's equipped on him. When I got him, he was of quite a high level, so he towered over everyone else. He can lead a Legion.

Story: Ankiseth the Steadfast has made quite a name for himself over the years. He's charged with protecting Prince Yumil, and is responsible for Magnus and Yumil becoming close friends since childhood. Unfortunately, his notoriety came back on him when he was forced to kill a nobleman attacking the Prince. This resulted in him falling from favor with the populus.

How to get him: At the beginning of Scene 18 (The Grim Path), you must choose to meet with your father. Keep him alive for the battle, and, if you have a medium to high Chaos Frame, choose to have him join you after the battle.

Level Up Increases:

HP: +6

STR: +6

VIT: +6

INT: +5

MEN: +5

AGI: +4

DEX: +5

\*\*\*\*\*

Meredia O'Keife

Class: Siren

Appearance: Blue-haired, white-clothed Siren

Age: 18

Terrain: See Siren

Equipment: See Siren

Attacks: See Siren

My thoughts: See Siren

Story: Meredia has been friends with Leia ever since they were children. When Leia joined the military, Meredia decided to stay behind in their homeland of Argent.

How to get her: At the beginning of Scene 21 (The Eastern Orthodox Church), Meredia will show up if Leia is still alive. She'll ask to join your party.

\*\*\*\*\*

Europea Rheda

Class: Centurion (Female)

Appearance: Red-haired Centurion without the goofy hat.

Age: 25

Terrain: See Centurion (Female)

Equipment: See Centurion (Female)

Attacks:

Front: Slash X 2 - A

Middle: Slash X 2 - B

Back: Slash X 1 - C

My thoughts: Quite a bit better than a normal Centurion, actually. She has a lot of power to her. A good frontline female character.

Story: Europea the Astral Knight is the head of the Berthan Sentinels of Celesis. As being such a holy knight, she is sometimes required to make difficult moral decisions.

How to get her: Take Magnus to Fort Hillverich during Scene 22 (Suspicion). You'll speak to Europea and she'll head for the enemy headquarters. Make sure she doesn't die, and she'll offer to join you.

\*\*\*\*\*

Paul Lukische

Class: Enchanter

Appearance: Silver-haired Enchanter

Terrain: See Enchanter

Equipment: See Enchanter

Attacks: See Enchanter

My thoughts: See Enchanter

Story: Paul, the Devil Child, stopped practicing magic after he turned his friend into stone. He blames himself for releasing the demons from the netherworld.

How to get him: In Scene 23 (The Mercenaries), go to Corpino to learn about Paul. Go to Coongul and you will meet Paul. Say "Is that what you want?" and you'll leave. Beat the scene (answer the question Kageiye asks either way) and Paul will join you.

\*\*\*\*\*

Biske La Varet

Class: Lycanthrope/Werewolf

Appearance: Gruff-looking blonde man with little armor/Grey wolf man

Age: 30

Terrain: Plains

Equipment:

Right Hand: Baldr Sword \*cannot change while a wolf\*

Left Hand: N/A

Body: Plate Armor \*cannot change while a wolf\*

Head: N/A

Attacks:

Lycanthrope:

Front: Slash X 2 - A

Middle: Slash X 1 - B

Back: Slash X 1 - C

Werewolf:

Front: Claw X 3 - A

Middle: Claw X 2 - B

Back: Claw X 1 - C

My thoughts: Biske is a Lycanthrope by day and a Werewolf by night. He's a vicious character, and hits much harder, and more often, in the wolf form.

Story: Cursed with the blood of the wolf, Biske fought the Central Division. He was imprisoned by Ankiseth Gallant and sentenced to rot in a cell for the remainder of his life.

How to get him: You must not have Aisha, Saradin, or Ankiseth. Fight him during Scene 24 (The Rebel). If you beat him, ask him to join you, and he will do so.

Level Up Increases:

HP: +6

STR: +6

VIT: +6

INT: +4

MEN: +5

AGI: +5

DEX: +5

\*\*\*\*\*

Quass Debonair

Class: General

Appearance: Tall guy with long, blonde hair and a rather big sword.

Age: 31

Terrain: Plains

Equipment:

Right Hand: Sonic Blade \*cannot be changed\*  
Left Hand: Tunic \*cannot be changed\*  
Body: Breidablick  
Head: N/A

Attacks:

Front: Slash X 3 - A  
Middle: Slash X 2 - B  
Back: Sonic Blade X 2 - C

My thoughts: Debonair's a great character. You're probably best off putting him in the front row. Sonic Blade hits a back row character, but not all that hard. You can't dequip his Sonic Blade or Tunic. He can also lead a Legion.

Story: Debonair of the Wind was one of the four Devas of Zeteginea. He joined Destin's troop during the Zenobian War, while his troops were in Shangrila. He now joins Destin in the north to help the Revolution.

How to get him: You need Aisha, Saradin, and a high Chaos Frame. In Scene 26 (No Man's Land), take Magnus to Ibu Deli. You'll run into Debonair there. If the requirements are met, he'll ask to join.

Level Up Increases:

HP: +6  
STR: +6  
VIT: +4  
INT: +4  
MEN: +4  
AGI: +4  
DEX: +5

\*\*\*\*\*

Destin Faroda

Class: Lord

Appearance: Orange-haired guy with a rather large sword.

Age: 27

Terrain: Plains

Equipment:

Right Hand: Sigmund  
Left Hand: Tunic \*cannot be changed\*  
Body: Phoenix Mail  
Head: N/A

Attacks:

Front: Slash X 3 - A  
Middle: Slash X 3 - B  
Back: Slash/Elemental Magic\* X 2 - C/A

My thoughts: Destin makes for an excellent front row combatant, so stick him there. He can also lead a Legion.

Story: Many revolutions begin with one man. Destin Faroda was that man

when, years ago, he rose up against the tyranny of Empress Endora of Zeteginea. He freed Zenobia and rid the land of the evil Sage, Rashidi. At the end of the Zenobian War, Tristran Zenobia became King and Destin his greatest general. He joins the Palatinean Revolution early.

How to get him: In Scene 29 (The March to Latium), take Magnus' group to Kurashino, Gules Hills. If you have all the Zenobians (Aisha, Saradin, and Debonair) up to this point, Destin will join you.

Level Up Increases:

HP: +6  
STR: +6  
VIT: +6  
INT: +4  
MEN: +5  
AGI: +4  
DEX: +4

\*\*\*\*\*

Gilbert Oblion

Class: Beast Master

Appearance: Yellow-clothed Beast Master

Age: 51

Terrain: See Beast Master

Equipment: See Beast Master

Attacks: See Beast Master

My thoughts: See Beast Master

Story: One of Destin's closest advisors in this war, Gilbert is the former leader of the Beast Division of Zenobia. He's never far from Destin's side. He joined Destin early in the Zenobia campaign, when confronted by the winged warrior, Canopus.

How to get him: In Scene 29 (The March to Latium), take Magnus' group to Kurashino, Gules Hills. If you have all the Zenobians up to this point (Aisha, Saradin, and Debonair), and a high Chaos Frame, Gilbert will join you.

\*\*\*\*\*

Carth Forleizen

Class: Black Knight

Appearance: Black Knight with a red cape with a cross on it.

Age: 29

Terrain: See Black Knight

Equipment:



Right Hand: Boreas  
Left Hand: Valiant Mantle  
Body: Baldr Armor  
Head: Armet

Attacks: See Black Knight

My thoughts: See Black Knight

Story: Carth was once a Knight of Lodis, who fought for the belief of Filarrh, the sun god. He became disillusioned when he learnt of Lodis', and the Brigade of the Radiant Cross' fall to the Infernal Aura, thus he earned the name Carth the Disillusioned.

How to get him: You must have a low to medium Chaos Frame, and no Zenobians can join your party. In Scene 32 (The Disillusioned), go to Furge, and a young boy will tell you that a soldier is fighting all alone in the forest. Go to Torab Ni, and you'll meet Carth, where he'll take his unit and assault the Enemy Headquarters. Make sure he stays alive, and you can ask him to join.

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## 6. Items

Yeah. I think I have most of them, now...

Here's the key:

Description: The description of the item, as listed in the game.

Stat Change: How the item changes your basic stats (STR, VIT, INT, MEN, AGI, DEX).

Resistances: How the item changes your resistances to being struck or elements.

Effect: A rare one, but some weapons have a status effect on an enemy. This also applies to descriptions of what certain valuables do.

Effect Invalid: Another rare one. A few pieces of armor offer protection from certain status changes.

Element: The ruling element of the weapon, if it's not Physical or Variable.

Cost: The cost of the item. This does not necessarily mean you can buy it, but is used as a selling baseline. You can sell any item for 1/4 it's listed cost. Items in parentheses cannot be bought in shops.

Shop: If the item can be bought in a shop, this is where.

See Also: If there's a bigger story behind this item, this is where (in the FAQ you can find the info).

If you want to know if something can be bought, just search the document to see if it shows up later in shops. Suffice to say that many of the stronger weapons/armors cannot be bought.

I've arranged all helm/headgear/shields/body armor according to Strike Resistance modifier, then Cost, then Element.

I've arranged all weapons according Strength modifier, then Cost, then Element.

I've arranged all Accessories according to Cost first, then Element.

I've arranged all Valuables according to their cost, then alphabetically.

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#### A. Helmets/Headgear

##### Headgear --

Can be used by: Fencer, Doll Master, Ninja, Sword Master, Enchanter, Ninja Master, Amazon, Archer, Valkyrie, Witch, Diana, Dragon Master, Hawkman, Vultan

##### Bandanna

Description: Large piece of cloth wrapped around the head to improve one's courage.

Stat Change: MEN+2

Resistances: Strike +1

Cost: 20

Shop: Tenne Plains, Volmus Mine, Gunther Piedmont, Alba, Mount Ithaca, Tremos Mountains I, Argent

##### Plumed Headband

Description: Headband adorned with white feathers, known to bring good luck.

Resistances: Strike +1, Holy -1, Dark +3

Element: Virtue

Cost: 60

Shop: Dardunelles, Mount Ithaca, Mount Keryoleth, Gules Hills, Vert Plateau, Temple of Berthe, Tybell

##### Decoy Cap

Description: Magical cap that attracts wild beasts by drawing their attention to the wearer.

Resistances: Strike +1

Cost: (300)

See Also: Miscellany, Rare Items

NOTE: This cap increases the chances of encounters by neutral enemies.

##### Hachigane

Description: Headband adorned with iron plates to protect its wearer.

Resistances: Strike +2

Cost: 40

Shop: Volmus Mine, Mount Keryoleth, Barpheth

##### Leather Hat

Description: Popular leather headpiece.

Resistances: Strike +2

Cost: 40

Shop: Mylesia, Gunther Piedmont, Gules Hills

##### Jin-gasa

Description: Broad, conical hat which protects the wearer from rain and snow.

Stat Change: DEX+1

Resistances: Strike +2

Cost: 50

Shop: Zenobian Border

#### Pointy Hat

Description: Cone-shaped leather hat with a wide brim. The witch's trademark.

Stat Change: INT+1

Resistances: Strike +2

Cost: 100

Shop: Alba, Audvera Heights

#### Hannya Mask

Description: The mask of Hannya, female demon portrayed as the incarnation of agony, hatred and rage.

Stat Change: MEN+2, AGI+2

Resistances: Strike +3

Cost: 180

Shop: Barpheth

See Also: Crenel Canyon II, Reward

#### Burning Band

Description: Headband made from the whisker of a fire Drake. It protects its wearer from cold.

Resistances: Strike +3, Fire -2, Water +5,

Element: Flame

Cost: (250)

#### Ice Bandanna

Description: Magical bandanna woven with the breath of a snow spirit.

Resistances: Strike +3, Fire +5, Water -2

Element: Water

Cost: (250)

#### Celestial Veil

Description: Beautiful veil that protects the wearer from darkness,

Stat Change: INT+4

Resistances: Strike +4, Holy -4, Dark +8

Effect Invalid: Petrify

Element: Virtue

Cost: (550)

#### Red Branch

Description: Hat with red branches attached like antlers. It sharpens the wearer's concentration.

Stat Changes: DEX+10

Resistances: Strike +5, Wind -1, Earth +4

Element: Wind

Cost: (950)

See Also: Miscellany, Rare Items

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#### Helms --

Can be used by: Fighter, Knight, Berserker, Phalanx, Paladin, Black Knight, Cataphract, Dragoon, Centurion(male), Dragon Tamer, Freya, Centurion(female), Raven

#### Iron Helm

Description: Iron skullcap that leaves portion of the head unprotected.

Resistances: Strike +2

Cost: 30

Shop: Tenne Plains, Volmus Mine, Mylesia, Gunther Piedmont, Alba, Fair Heights, Tremos Mountains II, Ptia, Blue Basilica, Latium

#### Bone Helm

Description: Helm modeled after a dragon skull. Mostly ornamental, it does not offer much protection.

Resistances: Strike +2

Cost: 50

Shop: Zenobian Border, Vert Plateau

#### Armet

Description: Iron helm that covers the entire head; it offers good protection, but decreases visibility.

Resistances: Strike +4

Cost: 120

Shop: Mylesia, Audvera Heights, Azure Plains, Wentinus, Fair Heights, Tremos Mountains I, Tremos Mountains II, Temple of Berthe, Ptia, Blue Basilica

#### Dragon Helm

Description: Sturdy helm made of dragon skull. Very effective against dragon attacks.

Resistances: Strike +4, Fire +4

Element: Fire

Cost: 250

See Also: Classes, Dragoon

#### Baldr Helm

Description: Helm made of Baldr, a metal that increases one's magical ability.

Stat Change: INT+1

Resistances: Strike +5

Cost: 170

Shop: Sable Lowlands, Romulus, Latium

#### Helm of Thunderclap

Description: Helm fabled to have originated from the war cry of the thunder god, Thor.

Resistances: Strike +6, Wind -2, Earth +8

Element: Wind

Cost: 410

Shop: Latium

#### Helm of the Fearless

Description: Helm worn by a swordmaster who has vanquished one hundred opponents.

Stat Change: STR+20, AGI-15, DEX+5

Resistances: Strike +6, Holy +3, Dark -1

Element: Bane

Cost: (1550)

See Also: Miscellany, Rare Items

#### Freude Helm

Description: Holy helm, blessed by Filarrh, the sun god, that repels the power of evil.

Stat Change: MEN+2

Resistances: Strike +7, Holy -4, Dark +10

Element: Virtue

Effect Invalid: Sleep

Cost: (700)

### Ogre Helm

Description: Helm forged by the Ogre; It is very heavy, but provides exceptional protection.

Stat Change: STR+5, INT-5

Resistances: Strike +8, Holy +10, Dark -5

Element: Bane

Cost: (1200)

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### B. Weapons

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#### Swords --

Can be used by: Fighter, Knight, Paladin, Centurion (male), Centurion (female), Goblin, Gladiator, Vanguard, General(Magnus), Warrior, Solidblade, Lycanthrope

#### Short Sword

Description: Sword popular for its ease of use.

Stat Change: STR+3

Cost: 20

Shop: Tenne Plains, Volmus Mine, Gunther Piedmont, Alba

#### Baldr Sword

Description: Sword forged from Baldr, a metal that increases one's magical ability

Stat Change: STR+5, INT+3

Cost: 150

Shop: Mylesia, Zenobian Border, Gunther Piedmont, Alba, Romulus

#### Stone Sword

Description: Sword chiseled from an ancient boulder, believed to contain the spirit of a god.

Stat Change: STR+7, VIT+5

Resistances: Wind +4, Earth -1

Element: Earth

Cost: 200

Shop: Vert Plateau

#### Falchion

Description: Curved single-edged sword with a broad blade designed to slash the opponent.

Stat Change: STR+8

Cost: 400

Shop: Romulus, Aurua Plains

#### Sword of Firedrake

Description: A dragon slayer made from the scale of a firedrake.

Stat Change: STR+8

Resistances: Fire -1, Water +4

Element: Flame

Cost: 300

Shop: Latium

See Also: Mount Ithaca, Reward

#### Glamdring

Description: Forged by an Elven blacksmith, the blade of this sword emits an unceasing red glow.

Stat Change: STR+9

Resistances: Water +3

Element: Flame

Cost: 400

Shop: Romulus

Blessed Sword

Description: Baldr sword blessed by a priest.

Stat Change: STR+9, INT+3

Element: Virtue

Cost: 400

Shop: Sable Lowlands, Mount Ithaca, Romulus, Latium

See Also: Highland of Soathon, Reward

Sum Mannus

Description: Sword of lightning made from the scale of a thunder dragon.

Stat Change: STR+11

Resistances: Wind -1, Earth +4

Element: Wind

Cost: 500

Shop: Romulus, Latium

See Also: Dardunnelles I, Reward

Ice Blade

Description: Sword chiseled from unmelting ice.

Stat Change: STR+13

Resistances: Fire +4, Water -1

Element: Water

Cost: 600

Shop: Latium

See Also: Azure Plains, Reward

Dainslaif

Description: Bloodthirsty sword which urges the wielder to fight.

Stat Change: STR+14

Resistances: Holy +4, Dark -1

Element: Bane

Cost: (850)

Noish's Promise:

Description: The altered form of a young man, who transformed himself to search for the lost soul of his true love.

Stat Change: STR+15, MEN+11

Cost: (3500)

See Also: Miscellany, Birthdays

Adamant Katana

Description: Broad-bladed sabre tempered in the eastern kingdom of Zipang.

Stat Change: STR+16

Resistances: Wind +8, Earth -3

Element: Earth

Cost: (1500)

See Also: Temple of Berthe I, Reward

Evil Blade

Description: Fiendish sword used by the swordsmen of the netherworld.

Stat Change: STR+17

Resistances: Holy +8, Dark -3

Effect: Sleep

Element: Bane

Cost: (1500)

See Also: Capitrium, Reward

#### Flamberge

Description: A greatsword with an undulating blade, often used for ceremonial purposes.

Stat Change: STR+18

Cost: (1400)

#### Penitence

Description: Holy sword said to have been brought from the heavens by a fallen angel.

Stat Change: STR+18

Resistances: Holy -1, Dark +4

Element: Virtue

Cost: (1500)

#### Laevateinn

Description: The flaming sword of Surt, said to consume the world by fire at the time of Ragnarok.

Stat Change: STR+18

Resistances: Fire -3, Water +8

Element: Flame

Cost: (1600)

See Also: Ptia, Reward

#### Nephrite Sword

Description: Sword made of jade which contains the power of unholy water.

Stat Change: STR+18

Resistances: Fire +8, Water -3

Element: Water

Cost: (1600)

See Also: Blue Basilica, Reward

#### Notos

Description: Sword that holds the power of Notos, the god of the south wind. One of the four Relics of the Wind.

Stat Change: STR+19, AGI+5

Resistances: Wind -2, Earth +7

Element: Wind

Cost: (1750)

#### Oracion

Description: A shining sword of virtue which grants the wielder the ability to communicate with the gods.

Stat Change: STR+21

Resistances: Holy -3, Dark +8

Element: Virtue

Cost: (2100)

See Also: Castle Talpaea, Reward

#### Fafnir

Description: The sword used by an ancient hero to slay the evil dragon, Fafnir.

Stat Change: STR+22

Cost: (1850)

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#### Greatswords --

Can be used by: Fencer, Sword Master, Dragoon, General(Debonair, Sonic Blade only), Lord

#### Bastard Sword

Description: Common, large, double-edged sword designed to do damage by its sheer size.

Stat Change: STR+6

Cost: 180

See Also: Dardunnelles I, Hidden Items

#### Yomogi-u

Description: Daito, exotic long sword of the East, that amplifies its wielder's power.

Stat Change: STR+7, DEX+3

Resistances: Wind +4, Earth -1

Element: Earth

Cost: (300)

#### Claymore

Description: Greatsword with an oversized guard.

Stat Change: STR+9

Cost: 360

Shop: Mount Keryoleth

See Also: Azure Plains, Hidden Items

#### Glaive of Champion

Description: The legendary warsword of Sigurd.

Stat Change: STR+11

Cost: 500

Shop: Capitrium, Latium

#### Kusanagi

Description: Sacred sword found in the tail of a dragon. It looks tarnished, but emits bright light when brandished.

Stat Change: STR+11

Resistance: Dark +2

Element: Virtue

Cost: (550)

#### Matsukaze

Description: Daito, exotic long sword of the East, with the power to create blades of wind.

Stat Change: STR+12, DEX+4

Resistances: Wind -1, Earth +4

Element: Wind

Cost: (650)

See Also: Winnea, Hidden Items

#### Malachite Sword

Description: Sword forged in the netherworld that freezes what it hits.

Stat Change: STR+12

Resistances: Fire +4, Water -1

Element: Water

Cost: (650)

See Also: Winnea, Hidden Items



#### Gram

Description: Forged by an Elven blacksmith, the blade of this greatsword is made to slay dragons.

Stat Change: STR +13

Resistances: Wind +8, Earth -3

Element: Earth

Cost: (750)

See Also: Romulus, Reward

#### Kagari-bi

Description: Daito, exotic long sword of the East, that becomes engulfed in flame when brandished.

Stat Change: STR+13, DEX+4

Resistances: Fire -1, Water +4

Element: Flame

Cost: (750)

#### Sigmund

Description: Sword tempered with lightning by Thor.

Stat Change: STR+14

Resistances: Wind -3, Earth +8

Element: Wind

Cost: (650)

#### Durandel

Description: The lost technology of the ancient Mistralians entrapped the power of bane in this sword.

Stat Change: STR+14

Resistances: Holy +8, Dark -3

Element: Bane

Cost: (700)

#### Sonic Blade

Description: Legendary long sword carved from a scale of the elder dragon.

Stat Change: STR+15

Cost: (1000)

#### Sword of Tiamat

Description: Dragon slayer made of Tiamat's fang.

Stat Change: STR+15

Cost: (1200)

See Also: Classes, Dragoon

#### Yu-giri

Description: Daito, exotic long sword of the East, whose blade is bedewed at all times.

Stat Change: STR+17, DEX+5

Resistances: Fire +8, Water -3

Element: Water

Cost: (1500)

See Also: Tremos Mountains I, Reward

#### Balmung

Description: Two-handed sword made from the claw of the evil dragon, Fafnir.

Stat Change: STR+19

Cost: (1750)

### Chaladholg

Description: Holy sword, also known as the Demon Slayer, for beheading countless evil beings.

Stat Change: STR+22

Resistances: Holy -4, Dark +10

Element: Virtue

Cost: (2100)

See Also: Celesis, Hidden Items

### Ogre Blade

Description: Gigantic weapon forged by the Ogre; its form is too irregular and unrefined to be acknowledged as a sword.

Stat Change: STR+25, INT-4

Resistances: Holy +15, Dark -10

Element: Bane

Cost: (2550)

See Also: Tybell, Reward

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### Thrusting Swords --

Can be used by: Dragon Tamer, Dragon Master, Angel Knight, Seraphim

### Rapier

Description: Light, sharp-tipped sword designed to thrust at the joints in armor.

Stat Change: STR+4

Cost: 30

Shop: Zenobian Border, Vert Plateau

See Also: Crenel Canyon, Hidden Items

### Estoc

Description: Light, sharp-tipped sword with a knuckle guard on its hilt.

Stat Change: STR+6

Cost: 250

Shop: Mount Ithaca, Vert Plateau

See Also: Alba, Reward

### Peridot Sword

Description: Sword made from a frozen peridot

Stat Change: STR+7

Resistances: Fire +4, Water -1

Element: Water

Cost: 350

See Also: Tremos Mountains II, Hidden Items

### Needle of Light

Description: Thin blade of virtue created by the element of virtue.

Stat Change: STR+7

Resistances: Dark +3

Element: Virtue

Cost: 350

See Also: Classes, Angel Knight

### Main Gauche

Description: Dagger used for parrying attacks. It has a peculiar shape, but is very easy to handle.

Stat Change: STR+8

Cost: 400

Shop: Vert Plateau, Latium, Aurua Plains

Sword of Dragon Gem

Description: Sword chiseled from a Dragon Gem, a jewel with the ability to communicate with dragons.

Stat Change: STR+13

Cost: (600)

See Also: Blue Basilica, Hidden Items

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One-Handed Axe/Hammer --

Can be used by: Berserker, Skeleton, Hawkman, Vultan, Raven, Saturos

Halt Hammer

Description: Hammer used for smashing rocks.

Stat Change: STR+4

Cost: 110

Shop: Volmus Mine, Zenobian Border, Blue Basilica

Francisca

Description: Small hand axe that can be wielded with relative ease.

Stat Change: STR+5

Cost: 130

Shop: Mylesia, Blue Basilica

See Also: Tenne Plains, Reward

Baldr Club

Description: Cudgel made of Baldr, a metal that increases one's magical ability.

Stat Change: STR+6, INT+3

Cost: 220

Shop: Highland of Soathon, Audvera Heights, Blue Basilica

Baldr Axe

Description: Axe made of Baldr, a metal that increases one's magical ability.

Stat Change: STR+7, INT+3

Cost: 300

Shop: Highland of Soathon, Audvera Heights, Blue Basilica

Evil Axe

Description: Cursed axe used by demons to behead their foes.

Stat Change: STR+8

Resistances: Holy +3

Element: Bane

Cost: (410)

Flame Flail

Description: The flail of the Order of Alnari which emits heat and light when swung.

Stat Change: STR+10

Resistances: Water +3

Element: Flame

Cost: 490

Shop: Blue Basilica

See Also: Gunther Piedmont, Reward

Frozen Axe

Description: Silvery axe suited for battle in cold climates, hence its  
nickname, Winter General.  
Stat Change: STR+11  
Resistances: Water -1  
Element: Water  
Cost: 500  
Shop: Temple of Berthe, Aurua Plains

#### Aqua Hammer

Description: The beautiful hammer told to have arisen from the tear of  
Basque, god of the sea.  
Stat Change: STR+15  
Resistances: Water -3  
Element: Water  
Cost: (900)

#### Euros

Description: Hammer that holds the power of Euros, god of the east wind.  
One of the four Relics of Wind.  
Stat Change: STR+16, AGI+5  
Resistances: Wind -1, Earth +6  
Element: Wind  
Cost: (1050)

#### Axe of Wyrm

Description: Broad-bladed axe designed to slay dragons, often used for  
execution.  
Stat Change: STR+18  
Resistances: Earth -3  
Element: Earth  
Cost: (1550)  
See Also: Neutral Encounters, Earth Dragon

#### Celestial Hammer

Description: Holy hammer engraved with the ten commandments of Filarhh,  
the sun god.  
Stat Change: STR+19  
Resistances: Holy -3  
Element: Virtue  
Cost: (1800)

#### Bloody Cleaver

Description: Huge, blood-drenched cleaver.  
Stat change: STR+21  
Resistances: Holy +10, Dark -4  
Element: Bane  
Cost: (2200)

#### Gramlock

Description: The axe of flame forged at Muspellheim.  
Stat Change: STR+23  
Resistances: Fire -5, Water +15  
Element: Flame  
Cost: (2250)

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Two-Handed Axe/Hammer --

Can be used by: Black Knight, Ogre

#### Warhammer

Description: Pointed hammer designed to puncture armor.

Stat Change: STR+7

Cost: (210)

#### Satan's Bullova

Description: Large axe resembling a scythe, sucks the soul from its foes.

Stat Change: STR+8

Resistances: Holy +3

Element: Bane

Cost: 360

Shop: Tremos Mountains I

See Also: Sable Lowlands, Hidden Items

#### Urdarbruun

Description: Axe found in the fountain located at the very bottom of the world.

Stat Change: STR+9

Resistances: Fire +3

Element: Water

Cost: (450)

See Also: Fair Heights, Reward

#### Prox

Description: Magical axe that spouts roaring flames at the wielder's will.

Stat Change: STR+9

Resistances: Fire -1, Water +4

Element: Flame

Cost: 450

Shop: Fair Heights, Tremos Mountains II, Ptia

#### Mjollnir

Description: Colossal hammer of Thor, the thunder god.

Stat Change: STR+10

Resistances: Wind -1, Earth +4

Element: Wind

Cost: (420)

#### Sanscion

Description: Hammer with the power of earth used by Galf, the general of the netherworld.

Stat Change: STR+11

Resistances: Wind +4, Earth -1

Element: Earth

Cost: (550)

#### Paua Hammer

Description: Hammer that draws out the full potential of its wielder.

Stat Change: STR+13

Cost: (600)

#### Boreas

Description: Axe that holds the power of Boreas, god of the north wind.

One of the four Relics of Wind.

Stat Change: STR+17, AGI+5

Resistances: Wind -3, Earth +8

Element: Wind

Cost: (1500)

See Also: Ptia, Reward

#### Yggdrasil

Description: Huge wooden club carved from the branch of Yggdrasil, the world tree.

Stat Change: STR+18

Resistances: Wind +10, Earth -4

Element: Earth

Cost: (1700)

#### Rune Axe

Description: Axe engraved with runic inscriptions.

Stat Change: STR+21

Resistances: Holy -4, Dark +10

Element: Virtue

Cost: (2000)

#### Heavy Axe

Description: Steel axe capable of splitting a large tree in two with a single stroke.

Stat Change: STR+23

Cost: (2350)

See Also: Tybell, Hidden Items

#### Dagda's Hammer

Description: Hammer which arose from the blood of Dagda, god of life and death. One of the Arcane Instruments of Bane.

Stat Change: STR+26

Resistances: Holy +15, Dark -5

Effect: Paralyze

Element: Bane

Cost: (2500)

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#### Spears --

Can be used by: Phalanx, Cataphract, Valkyrie, Freya, Blaze Knight, Rune Knight

#### Spear

Description: Steel, easy to use spear, capable of inflicting large amounts of damage.

Stat Change: STR+5

Cost: 150

Shop: Dardunnelles, Fair Heights, Tremos Mountains, Temple of Berthe, Ptia

#### Baldr Spear

Description: Spear made of Baldr, a metal that increases one's magical ability.

Stat Change: STR+7, INT+3

Cost: 230

Shop: Highland of Soathon, Audvera Heights, Wentinus, Fair Heights, Tremos Mountains II, Ptia

See Also: Crenel Canyon I, Reward

#### Thunder Spear

Description: Magical spear with the power of thunder.

Stat Change: STR+7  
Resistances: Earth +3  
Element: Wind  
Cost: 320  
Shop: Azure Plains, Temple of Berthe  
See Also: Mount Ithaca, Hidden Items

Osric's Spear  
Description: Osric, King of Zamora's spear of ice.  
Stat Change: STR+8  
Resistances: Fire +4, Water -1  
Element: Water  
Cost: 410  
Shop: Temple of Berthe

Volcaetus  
Description: Legendary spear discovered in Mount Volcana.  
Stat Change: STR+9  
Resistances: Fire -1, Water +4  
Element: Flame  
Cost: 460  
Shop: Fair Heights, Tremos Mountains II, Ptia

Earth Javelin  
Description: Javelin that draws power from the earth and enhances the  
wearer's ability.  
Stat Change: STR+12  
Resistances: Wind +8, Earth -3  
Element: Earth  
Cost: 550  
Shop: Latium  
See Also: Volmus Mine, Reward

Zephyros  
Description: Spear that holds the power of Zephyros, god of the west  
wind. One of the four Relics of Wind.  
Stat Change: STR+12, AGI+5  
Resistances: Earth +6  
Element: Wind  
Cost: (750)  
See Also: Temple of Berthe, Hidden Items

Bentisca  
Description: Spear found in the lair of the dragon, Isebelg.  
Stat Change: STR+14  
Resistances: Fire +8, Water -3  
Element: Water  
Cost: (650)

Culnrikolnne  
Description: Its spearhead is made from the horn of a unicorn, with  
divine inscriptions engraved on it.  
Stat Change: STR+15, INT+2  
Cost: (750)

Lance of Longinus  
Description: Lance of damnation that harms even the gods.  
Stat Change: STR+16  
Resistances: Holy -1, Dark +4  
Element: Virtue

Cost: (1300)

See Also: Barpheth, Hidden Items

#### Evil Spear

Description: Spear of an evil deity that absorbs grief and despair, and grants power to its wielder.

Stat Change: STR+17

Resistances: Holy +6, Dark -2

Element: Bane

Cost: (1500)

See Also: Romulus, Hidden Items

#### Holy Lance

Description: Lance of pure silver, carried by the holy army when they descended from heaven.

Stat Change: STR+18

Resistances: Holy -3, Dark +8

Element: Virtue

Cost: (1600)

See Also: Blue Basilica, Hidden Items

#### Ignis

Description: Blazing spear tempered with the eternal flame of the netherworld.

Stat Change: STR+21

Resistances: Fire -3, Water +8

Element: Flame

Cost: (2000)

See Also: Barpheth, Hidden Items

#### Brionac

Description: Rare magical spear with a will of its own.

Stat Change: STR+24, INT+6

Resistances: Holy +10, Dark -4

Effect: Sleep

Element: Bane

Cost: (2300)

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#### Whips --

Can be used by: Beast Tamer, Beast Master

#### Leather Whip

Description: Whip made of a sturdy strip of leather.

Stat Change: STR+4

Cost: 60

Shop: Volmus Mine, Capitrium

#### Rupture Rose

Description: Whip of thorns made from a crimson rose.

Stat Change: STR+5

Cost: 120

Shop: Sable Lowlands, Capitrium

#### Whip of Exorcism

Description: Whip that imparts evil thoughts to those it strikes.

Commonly used by priests of the occult.

Stat Change: STR+7



Cost: 210  
Shop: Whip of Exorcism

#### Scourge of Thor

Description: Thor's whip that calls lightning when wielded.  
Stat Change: STR +9  
Resistances: Earth +3  
Element: Wind  
Cost: (380)

#### Holy Comet

Description: Sacred whip that leaves trails of pure white light when wielded.  
Stat Change: STR+11  
Resistances: Holy -1, Dark +4  
Element: Virtue  
Cost: (410)

#### Blood Whip

Description: Whip used by vampires to capture virgins.  
Stat Changes: STR+13  
Resistances: Holy +4, Dark -1  
Element: Bane  
Cost: (800)

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#### Claws --

Can be used by: Ninja, Ninja Master, Grappler

#### Iron Claw

Description: Iron claw attached to the forearm, primarily used in hand-to-hand combat.  
Stat Change: STR+5  
Cost: 170  
Shop: Volmus Mine, Barpheth

#### Baldr Claw

Description: Claw made of Baldr, a metal that increases one's magical ability.  
Stat Change: STR+7, INT+3  
Cost: 280  
Shop: Highland of Soathon, Audvera Heights, Barpheth

#### Cyanic Claw

Description: Dragon slayer made from the claws of the blue dragon.  
Stat Change: STR+8  
Resistances: Fire +4, Water -1  
Element: Water  
Cost: 320  
Shop: Barpheth  
See Also: Neutral Encounters, Blue Dragon

#### Black Cat

Description: Cursed claw imbued with the spirit of a black cat.  
Stat Change: STR+11  
Resistances: Holy +4, Dark -1  
Element: Bane  
Cost: (500)

See Also: Tremos Mountains I, Hidden Items; Latium, Reward

#### Touelno

Description: Thunder dragon's claw that courses with electricity.

Stat Change: STR+12

Resistances: Wind -1, Earth +4

Element: Wind

Cost: (550)

#### Berserk

Description: It is said that the wielder of this claw attacks with the ferocity of a wild beast.

Stat Change: STR+13

Resistances: Wind +4, Earth -1

Element: Earth

Cost: (600)

#### Lfal

Description: Demon's claw, tipped with a portion of hell's inferno.

Stat Change: STR+14

Resistances: Fire -1, Water +4

Element: Flame

Cost: (700)

See Also: Latium, Hidden Items

#### Vajra

Description: Unique weapon that changes shape according to its wielder's will.

Stat Change: STR+17, INT+5

Resistances: Holy -1, Dark +4

Element: Virtue

Cost: (1550)

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#### Bows --

Can be used by: Amazon, Archer, Diana, Gorgon

#### Short Bow

Description: Small, light wooden bow that is portable and easy to handle, but lacks strength.

Stat Change: STR+3

Cost: 30

Shop: Tenne Plains, Volmus Mine, Gunther Piedmont, Alba

#### Great Bow

Description: Long bow reinforced with yak horn.

Stat Change: STR+4

Cost: 90

Shop: Mylesia, Gunther Piedmont, Mylesia, Gules Hills

See Also: Tenne Plains, Hidden Items

#### Baldr Bow

Description: Bow made of Baldr, a metal that increases one's magical ability.

Stat Change: STR+6, INT+3

Cost: 160

Shop: Mount Keryoleth, Gules Hills

#### Ytival

Description: Bow of pure silver, carried by the holy army when they descended from heaven.

Stat Change: STR+7

Resistances: Holy -4, Dark +10

Element: Virtue

Cost: 270

Shop: Mount Keryoleth, Gules Hills

#### Bow of Sandstorm

Description: Legendary bow of the ancient kingdom of Habiram. Its arrows never miss their mark, even in a sandstorm.

Stat Change: STR+8

Resistances: Wind +8, Earth -3

Element: Earth

Cost: 420

Shop: Gules Hills, Aurua Plains

See Also: Sable Lowlands, Reward

#### Bow of Thunderbolt

Description: Bow of the thunder god Thor. The arrow becomes engulfed in lightning and penetrates the foe.

Stat Change: STR+9

Resistances: Wind -3, Earth +8

Element: Wind

Cost: (490)

See Also: Tremos Mountains I, Hidden Items

#### Composite Bow

Description: Bow made from many materials, giving it more flexibility and durability.

Stat Change: STR+10

Cost: (550)

See Also: Neutral Encounters, Gorgon

#### Conflagrant Bow

Description: Blessed by the goddess of flame, this bow shoots explosive arrows.

Stat Change: STR+12

Resistances: Fire -3, Water +8

Element: Flame

Cost: (620)

#### Bow of Tundra

Description: Found within a massive block of ice, this bow freezes its targets instantly.

Stat Change: STR+14

Resistances: Fire +8, Water -3

Element: Water

Cost: (700)

#### Crescente

Description: Crescent-shaped bow used by a maiden to shoot an arrow to the heavens to deliver a love letter.

Stat Change: STR+15, DEX+4

Resistances: Holy -3, Dark +8

Element: Virtue

Cost: (850)

#### Ji'ygla's Bow

Description: Great bow made from the bone of Ji'ygla, who was promised eternal pleasure in exchange for his soul.

Stat Change: STR+16, INT-2

Resistances: Holy +10, Dark -4

Effect: Petrify

Element: Bane

Cost: (1150)

See Also: Barpheth, Reward

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Maces --

Can be used by: Cleric, Priest

Light Mace

Description: Light, compact mace that is easy to wield.

Stat Change: STR+2, INT+3

Cost: 30

Shop: Crenel Canyon, Celesis

See Also: Volmus Mine I, Reward

Baldr Mace

Description: Mace made of Baldr, a metal that increases one's magical ability.

Stat Change: STR+3, INT+5

Cost: 180

Shop: Highland of Soathon, Audvera Heights, Celesis

Gambantein

Description: Mace blessed by Holp, the god of wisdom, with the power to pulverize the forces of evil.

Stat Change: STR+3, INT+13

Resistances: Holy -3, Dark +8

Element: Virtue

Cost: (1550)

See Also: Argent, Hidden Items

Celestial Mace

Description: Holy mace that emits white light from the jewel mounted in its head.

Stat Change: STR+4, INT+9

Resistances: Holy -1, Dark +4

Element: Virtue

Cost: (600)

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Staves --

Can be used by: Wizard, Archmage, Sorceress, Witch, Siren, Lich, Warlock (Hemlock only)

Scipplay Staff

Description: Staff carved from the Scipplay Cypress tree.

Stat Change: STR+1, INT+3

Cost: 20

Shop: Crenel Canyon, Alba, Audvera Heights

Arc Wand

Description: Wand favored by experienced spellcasters, which enhances the user's magical ability.

Stat Change: STR+3, INT+5

Cost: 150

Shop: Azure Plains, Wentinus

See Also: Mylesia I, Reward

#### Hemlock

Description: Staff carved from an ancient tree, whose roots spread throughout the continent of Zeteginea.

Stat Change: STR+3, INT+11, MEN+1

Resistances: Wind +6, Earth -2

Element: Earth

Cost: (800)

#### Kerykeion

Description: Staff of Hermes with two serpents intertwined around it.

Stat Change: STR+4, INT+7

Resistances: Holy +8, Dark -3

Element: Bane

Cost: (330)

See Also: Neutral Encounters, Black Dragon

#### Hraesvelg

Description: Staff with a feather of the eagle Hraesvelg on its tip. It grants the holder mastery over wind.

Stat Change: STR+4, INT+7

Resistances: Wind -3, Earth +8

Element: Wind

Cost: 340

Shop: Aurua Plains

See Also: Mount Keryoleth I, Reward

#### Phorusgir

Description: Staff which converts the magical power of its wielder into blades of ice.

Stat Change: STR+4, INT+10

Resistances: Fire +8, Water -3

Element: Water

Cost: (750)

#### Jormungand

Description: Staff made in the likeness of Jormungand, the gigantic serpent that encircles the world.

Stat Change: STR+4, INT+15

Resistances: Wind +8, Earth -3

Element: Earth

Cost: (2100)

#### Airgetlam

Description: Silver staff, told to have formed from the severed arm of Nuadu, that heightens its wielder's wisdom.

Stat Change: STR+5, INT+12

Resistances: Holy -3, Dark +8

Element: Virtue

Cost: (1400)

See Also: Aurua Plains I, Hidden Items

#### Totila

Description: The staff that spews forth flame and incinerates evil.

Stat Change: STR+6, INT+8  
Resistances: Fire -3, Water +8  
Element: Flame  
Cost: (420)

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Dolls --

Can be used by: Doll Master, Enchanter

Marionette

Description: Wooden doll, articulated with steel.  
Stat Change: STR+5  
Cost: 120  
Shop: Alba, Tremos Mountains I, Argent  
See Also: Gunther Piedmont, Hidden Items

Fool

Description: Peculiar doll resembling a jester that conceals numerous weapons.  
Stat Change: STR+7  
Cost: 320  
Shop: Mount Ithaca, Tremos Mountains I, Argent  
See Also: Audvera Heights, Reward

Heaven's Doll

Description: Angel doll very popular among children.  
Stat Change: STR+9  
Resistances: Holy -3, Dark +8  
Element: Virtue  
Cost: (430)

Doll of Curse

Description: A cursed soul is entrapped in this doll.  
Stat Change: STR+10  
Resistances: Holy +8, Dark -3  
Effect: Paralyze  
Element: Bane  
Cost: (600)  
See Also: Blue Basilica, Hidden Items

Lia Fail

Description: Statue set with the Stone of Destiny that confirms the sentience of a god.  
Stat Change: STR+13  
Resistances: Holy -4, Dark +10  
Element: Virtue  
Cost: (900)

Gallant Doll

Description: Doll given as a birthday present. Its power reflects the battalion leader's.  
Stat Change: STR+Magnus/20, VIT+Magnus/20, INT+Magnus/20, MEN+Magnus/20, AGI+Magnus/20, DEX+Magnus/20  
Element: Same as Magnus'  
Cost: (20)  
See Also: Miscellany, Birthdays

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Fans --

Can be used by: Princess

Battle Fan

Description: Sturdy fan made of iron plates.

Stat Change: STR+4

Cost: (750)

See Also: Gules Hills I, Hidden Items

Caldia

Description: Ceremonial heart-shaped fan.

Stat Change: STR+7, AGI+5

Resistances: Holy -1, Dark +4

Element: Virtue

Cost: (1250)

See Also: Tybell, Hidden Items

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C. Spellbooks --

Can be used by: Wizard, Archmage, Sorceress, Witch, Siren, Princess,  
Lich, Warlock

Spellbook

Description: Book of incantations that channels the power of one's  
guardian diety into magical spells.

Stat Change: INT+1

Cost: 100

Shop: Crenel Canyon, Audvera Heights, Azure Plains, Wentinus

Book of Wind

Description: Book of incantations that channels the power of the  
wind god, Harnella, into magical spells.

Stat Change: INT+4

Resistances: Wind -1, Earth +4

Effect: Changes spells to Wind Elemental

Element: Wind

Cost: 200

Shop: Alba

Book of Flame

Description: Book of incantations that channels the power of the fire  
god, Zoshonel, into magical spells.

Stat Change: INT+4

Resistances: Fire -1, Water +4

Effect: Changes spells to Fire Elemental

Element: Flame

Cost: 200

Shop: Alba

Book of Earth

Description: Book of incantations that channels the power of the earth  
god, Berthe, into magical spells.

Stat Change: INT+4

Resistances: Wind +4, Earth -1

Effect: Changes spells to Earth Elemental

Element: Earth

Cost: 200  
Shop: Alba

#### Book of Water

Description: Book of incantations that channels the power of the water god, Grueza, into magical spells.

Stat Change: INT+4

Resistances: Fire +4, Water -1

Effect: Changes spells to Water Elemental

Element: Water

Cost: 200

Shop: Alba

#### Book of Bane

Description: Book of incantations that channels the power of Asmodee, the God of Death, into magical spells.

Stat Change: INT+5

Resistances: Holy +4, Dark -1

Effect: Changes spells to Bane Elemental

Element: Bane

Cost: 300

Shop: Audvera Heights

#### Annihilation

Description: Rare tome written by the ancient Drakonites. It casts a shower of flame to the earth.

Stat Change: STR-2, INT+10

Resistances: Fire -5, Water +10

Effect: Changes spells to Annihilation

Element: Drakonite

Cost: Starts at 30000 and increases by 20 every day up to 60000

Shop: Alba

See Also: Miscellany, Rare Items

#### Meteor Strike

Description: Rare tome written by the ancient Drakonites. It calls forth a meteor from the heavens.

Stat Change: STR-2, INT+10

Resistances: Wind +10, Earth -5

Effect: Changes spells to Meteor Strike

Element: Drakonite

Cost: 50000

See Also: Miscellany, Rare Items; Dardunnelles, Aftermath

#### Tempest

Description: Rare tome written by the ancient Drakonites. It summons a violent thunderstorm.

Stat Change: STR-2, INT+10

Resistances: Wind -5, Earth +10

Effect: Changes spells to Tempest

Element: Drakonite

Cost: (50000)

See Also: Miscellany, Rare Items

#### White Mute

Description: Rare tome written by the ancient Drakonites. It instantaneously freezes the atmosphere.

Stat Change: STR-2, INT+10

Resistances: Fire +10, Water -5

Effect: Changes spells to White Mute



Element: Drakonite

Cost: (50000)

See Also: Miscellany, Rare Items

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#### D. Shields

##### Small Shield --

Can be used by: Fighter, Valkyrie, Freya, Centurion (female), Blaze Knight, Rune Knight

##### Round Shield

Description: Small wooden shield attached to the forearm with a strap.

Resistances: Strike +2

Cost: 20

Shop: Tenne Plains, Volmus Mine, Gunther Piedmont, Dardunnelles, Alba

##### Buckler

Description: Small metal shield used primarily to parry attacks.

Resistances: Strike +5

Cost: 40

Shop: Azure Plains, Temple of Berthe

See Also: Volmus Mine, Hidden Items

##### Electric Shield

Description: Small shield blessed with the blood of Nue, the thunder beast, that increases the power of wind.

Resistances: Strike +8, Wind -3, Earth +8

Element: Wind

Cost: 150

Shop: Tremos Mountains I, Latium

See Also: Fair Heights, Hidden Items

##### Flame Shield

Description: Small shield forged by Efreet, the Flame Djinn, that increases the power of flame

Resistances: Strike +8, Fire -3, Water +8

Element: Flame

Cost: 150

Shop: Latium

##### Terra Shield

Description: Small shield of the Dryad, the forest nymph, that increases the power of the earth

Resistances: Strike +8, Wind +8, Earth -3

Element: Earth

Cost: 150

##### Ice Shield

Description: Small shield made by Firbolg, the frost giant, that increases the power of water.

Resistances: Strike +8, Fire +8, Water -3

Element: Water

Cost: 150

##### Starry Sky

Description: Shield emblazoned with the celestial map. The brilliance of its stars keeps darkness at bay.

Resistances: Strike +12, Holy -12, Dark +50

Element: Virtue

Cost: (1900)

See Also: Miscellany, Rare Items

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Shield --

Can be used by: Knight, Phalanx, Paladin, Cataphract, Centurion (male),  
Angel Knight

Hallowed Shield

Description: Wooden shield made from the holy tree of Berthe that  
protects the wielder from status changes.

Resistances: Strike +6, Wind +2

Effect Invalid: Poison, Paralyze, Sleep, Petrify

Element: Earth

Cost: (2250)

See Also: Miscellany, Rare Items

Kite Shield

Description: Metal shield with the bottom half narrowed for increased  
maneuverability in combat.

Resistances: Strike +8

Cost: 70

Shop: Mylesia, Romulus

Large Shield

Description: Large, circular shield. It is heavy, but allows the  
wielder to block attacks with ease.

Resistances: Strike +10

Cost: 180

Shop: Dardunnelles, Fair Heights, Tremos Mountains II, Ptia

Dragon Shield

Description: Shield made of dragon scales.

Resistances: Strike +10, Fire +7

Element: Flame

Cost: (260)

See Also: Auderva Heights, Hidden Items

Baldr Shield

Description: Shield made of Baldr, a metal that increases one's magical  
ability.

Stat Change: INT+3

Resistances: Strike +12

Cost: 250

Shop: Sable Lowlands, Romulus

Shield of Nue

Description: Shield with the power of Nue, the thunder beast. When  
struck, it produces a sound similar to a beast's roar.

Resistances: Strike +12, Wind -3, Earth +8

Element: Wind

Cost: 500

Shop: Latium

See Also: Fort Romulus, Hidden Items

Shield of Inferno

Description: Shield with the power of flame trapped deep within the earth.

Resistances: Strike +12, Wind +2, Fire -3, Water +7

Element: Flame

Cost: 500

Shop: Blue Basilica, Latium

See Also: Mylesia II, Reward

#### Crystal Guard

Description: Beautiful shield made of a transparent, crystal-like substance.

Resistances: Strike +12, Fire +8, Water -3

Element: Water

Cost: (500)

#### Saint's Shield

Description: Shield inscribed with King Oberon's name, granting additional protection to the wielder.

Stat Change: MEN+4

Resistances: Strike +15, Holy -5, Dark +15,

Effect Invalid: Paralyze

Element: Virtue

Cost: (1750)

See Also: Tybell, Hidden Items

#### Tower Shield

Description: A cumbersome rectangular shield which, in return, provides good protection.

Resistances: Strike +16

Cost: 350

Shop: Wentinus, Fair Heights, Tremos Mountains II, Ptia

#### Ogre Shield

Description: Shield forged by the Ogre; it is very heavy, but provides exceptional protection.

Stat Change: STR+10, INT-5

Resistances: Strike +20, Holy +10, Dark -5

Element: Bane

Cost: (2100)

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#### E. Body Armor

##### Light Armor --

Can be used by: Fighter, Berserker, Fencer, Beast Tamer, Ninja, Sword Master, Beast Master, Ninja Master, Amazon, Archer, Dragon Tamer, Diana, Dragon Master, Hawkman, Vultan, Raven, Saturos, Gorgon

##### Cloth Armor

Description: Armor fashioned from thick cloth. Its loose design is very comfortable.

Stat Change: MEN+2, DEX+2

Resistances: Strike +1

Cost: 20

Shop: Zenobian Border, Mount Keryoleth

##### Ninja's Garb

Description: Garment worn by ninjas, with iron plates stitched in.

Stat Change: AGI+2

Resistances: Strike +3

Cost: 50

Shop: Volmus Mine, Barpheth

#### Leather Armor

Description: Armor comprised of layers of leather.

Resistances: Strike +3

Cost: 60

Shop: Tenne Plains, Gunther Piedmont, Alba, Gules Hills, Capitrium,  
Blue Basilica, Tybell

#### Chain Mail

Description: Armor made of interlocking metal rings. It is strong  
against slashes, but weak against thrusts.

Resistances: Strike +5

Cost: 120

Shop: Tenne Plains, Volmus Mine, Gunther Piedmont, Alba, Vert Plateau

#### Hard Leather

Description: Armor made of leather hardened in boiling oil.

Resistances: Strike +6

Cost: 150

Shop: Gunther Piedmont, Alba, Highland of Soathon, Audvera Heights,  
Mount Keryoleth, Gules Hills, Capitrium, Blue Basilica

See Also: Tenne Plains, Hidden Items

#### Scale Armor

Description: Leather armor strengthened with wyvern's scales.

Resistances: Strike +7

Cost: 200

Shop: Mount Ithaca, Vert Plateau

See Also: Audvera Heights, Hidden Items

#### Ice Chain

Description: Frozen chain mail that protects its wearer by emitting  
breaths of cold.

Resistances: Strike +8, Fire +5, Water -2

Element: Water

Cost: (350)

See Also: Celesis, Hidden Items

#### Thunder Chain

Description: Chain mail charged with lightning that protects its wearer  
by periodically discharging electricity.

Resistances: Strike +8, Wind -2, Earth +5

Element: Wind

Cost: (350)

See Also: Celesis, Reward

#### Flame Leather

Description: Leather armor branded with the seal of flame. It protects  
its wearer with a magical coat of flame.

Resistances: Strike +8, Fire -3, Water +8

Element: Flame

Cost: (350)

#### Terra Armor

Description: Hard leather engraved with the symbol of earth. It  
provides its wearer with the power of earth.

Resistances: Strike +9, Wind +8, Earth -3

Element: Earth

Cost: 250

Shop: Gules Hills

Idaten's Mail

Description: Mystical chain that makes its wearer nimble.

Stat Change: AGI+13

Resistances: Strike +11, Wind -3, Earth +7

Element: Wind

Cost: (1500)

See Also: Miscellany, Rare Items

Saint's Garb

Description: Attire tailored by the followers of Light, made from fabric purified with holy water.

Stat Change: MEN+4

Resistances: Strike +12, Holy -5, Dark +10

Element: Virtue

Cost: (750)

See Also: Tybell, Hidden Items

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Armor --

Can be used by: Phalanx, Valkyrie, Freya, Angel Knight, Seraph, Goblin, Gladiator(Magnus), Vanguard, Blaze Knight, Rune Knight, Solidblade, Lord

Breastplate

Description: Iron plate that covers only the chest area.

Resistances: Strike +8

Cost: 180

Shop: Dardunnelles, Temple of Berthe

Plate Mail

Description: Iron-plated armor that covers the vital areas of the body.

Resistances: Strike +9

Cost: 210

Shop: Dardunnelles, Fair Heights, Tremos Mountains II, Ptia, Latium

See Also: Volmus Mine II, Hidden Items

Baldr Mail

Description: Plate mail made of Baldr, a metal that increases one's magical ability.

Stat Change: INT+3

Resistances: Strike +11

Cost: 250

Shop: Azure Plains, Temple of Berthe, Latium

See Also: Mount Ithaca, Hidden Items

Titania Mail

Description: Legendary armor stolen from the temple of the faerie queen Titania. Its wearer's agility is slightly increased.

Stat Change: AGI+4

Resistances: Strike +13

Cost: (750)

See Also: Gules Hills, Hidden Items

#### Peregrine Mail

Description: Armor created from a feather of Peregrine, the great winged beast.

Resistances: Strike +15, Wind -4, Earth +10

Element: Wind

Cost: 900

Shop: Latium

See Also: Celesis, Hidden Items

#### Phoenix Mail

Description: Armor brought to this world by the Phoenix.

Resistances: Strike +15, Fire -4, Water +10

Element: Flame

Cost: (900)

See Also: Temple of Berthe, Hidden Items

#### Nathalork Mail

Description: Armor made from the thick, rock like hide of the ferocious Nathalork.

Resistances: Strike +15, Wind +10, Earth -4

Element: Earth

Cost: (900)

#### Hwail Mail

Description: Armor modeled after Hwail, an enormous aquatic monster that dwells in the Sea of Oberro.

Resistances: Strike +15, Fire +10, Water -4

Element: Water

Cost: 900

Shop: Barpheth

#### Bloodstained Armor

Description: Armor dyed with black blood to gain the power of darkness. Evil spirits accompany the armor.

Resistances: Strike +17, Holy +15, Dark -5

Element: Bane

Cost: (1500)

#### Angelic Armor

Description: Legendary armor worn by the Angel Knight when she descended from the heavens.

Stat Change: MEN+6

Resistances: Strike +18, Holy -5, Dark +12

Element: Virtue

Cost: (1500)

See Also: Hidden Items, Latium

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#### Full Body Armor --

Can be used by: Knight, Paladin, Cataphract, Dragoon, Gladiator(Dio), Warrior, General, Lycanthrope

#### Plate Armor

Description: Full-body armor consisting of shaped and fitted iron plates. It is heavy, but the weight is well-distributed over the entire body.

Resistances: Strike +11

Cost: 230

Shop: Mylesia, Romulus, Latium

#### Baldr Armor

Description: Plate armor made of Baldr, a metal that increases one's magical ability.

Stat Change: INT+3

Resistances: Strike +13

Cost: 420

Shop: Audvera Heights, Sable Lowlands, Tremos Mountains I, Romulus, Latium

#### Dragon Armor

Description: Full-body armor made out of a meteorite. It is especially effective against dragons.

Resistances: Strike +13, Fire +4

Element: Flame

Cost: (800)

See Also: Classes, Dragoon

#### Heavy Armor

Description: Plate armor reinforced with additional metal plates. It is very heavy but provides excellent protection.

Resistances: Strike +15

Cost: 650

Shop: Wentius, Fair Heights, Tremos Moutains II, Ptia, Latium

#### Wind Armor

Description: Magical full-body armor that protects its wearer with a strong whirlwind.

Resistances: Strike +17, Wind -3, Earth +8

Element: Wind

Cost: (1500)

See Also: Wentinus II, Reward

#### Breidablick

Description: Mist emitted from this full-body armor hides its wearer from sight.

Resistances: Strike +17, Fire +8, Water -3

Element: Water

Cost: (1500)

#### Rune Plate

Description: Baldr armor engraved with runic inscriptions.

Stat Change: INT+3

Resistances: Strike +18, Holy -4, Dark +10

Element: Virtue

Cost: (1500)

See Also: Fort Romulus, Reward

#### Jeulnelune

Description: Armor blessed by the god of hunting. It emits a gentle light, similar to the moon's.

Resistances: Strike +18, Wind -4, Earth +10

Element: Wind

Cost: (1800)

See Also: Miscellany, Rare Items

#### Southern Cross

Description: Armor said to have been worn by the ancient gods. It is decorated with the Southern Cross.

Resistances: Strike +20, Holy -1, Dark +3

Element: Virtue

Cost: (2500)

See Also: Miscellany, Rare Items

#### Armor of Death

Description: Full-body armor known to gradually absorb the life essence of its wearer.

Resistances: Strike +21, Holy +15, Dark -5

Element: Bane

Cost: (1900)

#### Ogre Armor

Description: Full-body armor forged by the Ogre; it is very heavy, but provides exceptional protection.

Stat Change: STR+10, INT-5

Resistances: Strike +25, Holy +8, Dark -4

Element: Bane

Cost: (2250)

#### Diadora's Song

Description: Armor imbued with the spirit of a girl separated from her lover. Her sorrowful singing can be heard within it.

Resistances: Strike +26

Cost: (3200)

See Also: Miscellany, Birthdays

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#### Robes --

Can be used by: Doll Master, Enchanter, Wizard, Archmage, Cleric, Priest, Skeleton, Ghost, Lich, Warlock

#### Torn Cloth

Description: Old, torn cloth that offers virtually no physical protection.

Resistances: Strike +1

Cost: 10

Shop: Volmus Mine, Tybell

#### Robe

Description: Long, flowing robe. It is thin and light, but not very durable.

Resistances: Strike +2

Cost: 30

Shop: Crenel Canyon, Audvera Heights, Tremos Mountains I, Argent

#### Cleric's Vestment

Description: Garment commonly worn by clerics, providing peace and serenity to its wearer.

Resistances: Strike +2, Holy -1, Dark +5

Element: Virtue

Cost: 50

Shop: Crenel Canyon, Celesis

#### Magician's Robe

Description: Robe woven with threads of Baldr, a metal that increases one's magical ability.

Stat Change: INT+5



Resistances: Strike +3

Cost: 120

Shop: Mount Ithaca, Azure Plains, Tremos Mountains I, Argent

See Also: Audvera Heights, Hidden Items

Vestment of Wind

Description: Replica of the robe worn by the Skyfarer, in an ancient relief.

Stat Change: INT+5

Resistances: Strike +4, Wind -4, Earth +10

Element: Wind

Cost: 400

Shop: Celesis

See Also: Capitrium, Hidden Items

Vestment of Flame

Description: Cloak covered with firedrake scales, protecting the wearer from cold.

Stat Change: INT+5

Resistances: Strike +4, Fire -4, Water +10

Element: Flame

Cost: (400)

Vestment of Earth

Description: Magical garment that imparts the power of earth to the wearer.

Stat Change: INT+5

Resistances: Strike +4, Wind +10, Earth -4

Element: Earth

Cost: (400)

Vestment of Water

Description: Garment worn by priests of Titania, Queen of the faeries, blessed by the water elemental.

Stat Change: INT+5

Resistances: Strike +4, Fire +10, Water -4

Element: Water

Cost: (400)

See Also: Dardunnelles II, Reward

Robe of the Wise

Description: Robe with crystals attached to it, heightening its wearer's magical ability.

Stat Change: INT+8

Resistances: Strike +5

Cost: 300

Shop: Sable Lowlands, Celesis

See Also: Highland of Soathon

Phoenix Robe

Description: Robe woven with feathers of the immortal Phoenix.

Stat Change: INT+7

Resistances: Strike +5, Fire -5, Water +15

Element: Flame

Cost: (750)

Cloak of Oath

Description: Cloak worn by those who dedicate their lives as a saint.

Stat Change: INT+7, MEN+5

Resistances: Strike +5, Holy -4, Dark +10

Element: Virtue

Cost: (750)

See Also: Romulus, Hidden Items

#### Robe of Abyss

Description: Robe tainted by an unfathomable darkness from the realm of this world.

Stat Change: INT+8, MEN+2

Resistances: Strike +5, Holy +50, Dark -17

Element: Bane

Cost: (1750)

See Also: Miscellany, Rare Items

#### Bloodstained Robe

Description: Robe drenched with demon's blood, shrouding everything near it in darkness.

Stat Change: INT+10, MEN+5

Resistances: Strike +6, Holy +15, Dark -5

Element: Bane

Cost: (1000)

See Also: Gules Hills, Hidden Items

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#### Garments --

Can be used by: Sorceress, Witch, Siren, Princess, Zombie, Vampire (Count's Garment only), Faerie (Tiny Clothing only), Pumpkinhead

#### Old Clothing

Description: Tattered clothes which offer virtually no protection to its wearer.

Resistances: Strike +1

Cost: 10

Shop: Volmus Mine, Tybell

See Also: Tenne Plains, Hidden Items

#### Tiny Clothing

Description: Palm-sized garment made of cloth.

Resistances: Strike +2

Cost: (10)

#### Plain Clothing

Description: Simple garment made of cheap cloth.

Resistances: Strike +2

Cost: 30

Shop: Tybell

#### Witch's Dress

Description: Dress made for witches, adorned with a magical gem.

Stat Change: INT+3

Resistances: Strike +2

Cost: 80

Shop: Crenel Canyon, Alba, Audvera Heights

#### Count's Garment

Description: Elegantly tailored garment for the nobility.

Resistances: Strike +3

Cost: (200)

See Also: Classes, Vampire

#### Pure-White Dress

Description: Pure white dress that only a noble, purehearted woman is permitted to wear.

Stat Change: INT+5

Resistances: Strike +3, Holy +2, Dark +5

Element: Virtue

Cost: 2500

See Also: Classes, Princess

#### Fur Coat

Description: Expensive coat made from the fur of a carnivorous beast.

Stat Change: INT+5

Resistances: Strike +4

Cost: 250

Shop: Wentinus

See Also: Mount Keryoleth, Hidden Items

#### Feather Suit

Description: Magical suit woven with feathers of the fabled giant condor, grants the protection of wind to the wearer.

Stat Change: INT+7

Resistances: Strike +5, Wind -2, Earth +6

Element: Wind

Cost: 400

Shop: Tybell

See Also: Tremos Mountains II, Reward

#### Heat-Tex

Description: Crimson garment created with high-tech magic and a new synthetic material.

Stat Change: INT+7

Resistances: Strike +5, Fire -2, Water +6

Element: Flame

Cost: (400)

#### Forest Tunic

Description: Dark-green tunic tailored by the elves. It makes the wearer difficult to find in the forest.

Stat Change: INT+7

Resistances: Strike +5, Wind +6, Earth -2

Element: Earth

Cost: (400)

#### Misty Coat

Description: Mystical coat decorated with blue crystals that hold the magical power of water.

Stat Change: INT+7

Resistances: Strike +5, Fire +6, Water -2

Element: Water

Cost: (400)

See Also: Romulus, Hidden Items

#### Stardust

Description: Beautiful dress bejeweled with fragments of a shooting star.

Stat Change: INT+8

Resistances: Strike +7, Holy -3, Dark +8

Element: Virtue

Cost: (1750)

See Also: Tremos Mountains II, Hidden Items

#### Spell Robe

Description: Old garment inscribed with undecipherable text, considered to be worn in a ritual of some sort.

Stat Change: STR-5, INT+15

Resistances: Strike +8, Holy +8, Dark -3

Cost: (1500)

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#### F. Accessories -

##### Non-class specific Accessories --

Can be used by: Doll Master, Enchanter, Wizard, Archmage, Black Knight, Sorceress, Cleric, Siren, Priest

#### Amulet

Description: Necklace worn by sorcerers.

Stat Change: INT+4

Cost: 40

Shop: Crenel Canyon, Audvera Heights, Mount Ithaca, Azure Plains, Wentinus, Tremos Mountains I, Argent

#### Valiant Mantle

Description: Durable mantle made of thick leather. Much effort is required to pierce it.

Resistances: Strike +3

Cost: (40)

See Also: Classes, Black Knight

#### Rosary

Description: Silver cross and beads carried by priests.

Stat Change: INT+3

Resistances: Dark +2

Element: Virtue

Cost: 50

Shop: Crenel Canyon, Celesis

#### Ring of Eloquence

Description: Magic ring that increases the potency of its wearer's incantations.

Stat Change: STR-10, INT+10

Cost: 250

Shop: Tremos Mountains I, Argent, Aurua Plains

#### Bell of Thunder

Description: Cast-iron bell emblazoned with the crest of thunder. Provides protection from thunder and lightning.

Stat Change: INT+3

Resistances: Wind -3, Earth +8

Element: Wind

Cost: 250

Shop: Celesis, Latium

#### Fang of Firedrake

Description: Charm made from firedrake fang. Grants the power of flame and the protection from heat wave.

Stat Change: STR+3,

Resistances: Fire -3, Water +8

Element: Flame

Cost: 250

Shop: Latium

See Also: Tremos Mountains I, Hidden Items

Naga Ring

Description: Magic ring that taps into the channel of power that runs deep underground.

Stat Change: STR+5

Resistances: Wind +8, Earth -3

Element: Earth

Cost: 250

Shop: Latium

Snow Orb

Description: Gem carved from the core of a massive unmelting block of ice.

Stat Change: INT+5

Resistances: Fire +8, Water -3

Element: Water

Cost: 250

Shop: Latium

Runic Cape

Description: Cape decorated with the script of a far eastern kingdom.

Resistances: Strike +3, Wind +5, Fire +5, Earth +5, Water +5

Element: Physical

Cost: (550)

See Also: Miscellany, Rare Items

Elder's Sign

Description: Charm that grants its wearer vast amounts of knowledge, told to be as ancient as the gods themselves.

Stat Change: INT+6

Resistances: Holy -4, Dark +10

Effect Invalid: Paralyze

Element: Virtue

Cost: (600)

Ring of Branding

Description: Unholy ring used to brand sinners with the insignia of the demon.

Stat Change: STR-6, INT+13

Resistances: Holy +8, Dark -6

Element: Bane

Cost: (1350)

See Also: Blue Basilica, Hidden Items

Feather of Archangel

Description: Feather that bestows the protection of an archangel upon its owner.

Stat Change: INT+12

Resistances: Holy -5, Dark +15

Element: Virtue

Cost: (1600)

See Also: Celesis, Hidden Items

Firecrest

Description: Legendary red gem that holds the spirit of the Divine

Dragon.

Resistances: Strike +20, Wind +20, Fire +20, Earth +20, Water +20,  
Holy +20, Dark +20

Cost: (2550)

See Also: Vert Plateau, Hidden Items

Angel's Brooch

Description: Brooch engraved with an angel, created by a renowned  
artisan.

Resistances: Strike +1, Dark +2

Element: Virtue

Cost: (2700)

See Also: Miscellany, Rare Items

Rai's Tear

Description: Jewel worn by a Nirdamese Countess. This gem tells of the  
tragic fall of Nirdam.

Resistances: Strike +2

Cost: (3300)

See Also: Miscellany, Rare Items

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Class Specific Accessories \*cannot be changed\* --

Blue Sash

Description: Piece of cloth draped across the shoulders. It is a  
traditional Indigan attire.

Stat Change: MEN+1

Resistances: Strike +1

Classes: Gladiator, Vanguard, Warrior, Solidblade, General(Magnus)

Cost: (30)

Tunic

Description: Sleeveless cloak worn over armor for decorative purpose.

Resistances: Strike +3

Classes: General(Debonair), Lord

Cost: (50)

Glass Pumpkin

Description: Magic pumpkin created by Deneb, the beautiful witch of  
Zenobia.

Resistances: Holy +1

Classes: Pumpkinhead

Cost: (170)

Bloody Emblem

Description: Emblem worn by the followers of the darkness.

Stat Change: INT+4

Resistances: Holy -3, Dark +8

Element: Bane

Classes: Vampire

Cost: (1300)

See Also: Classes, Vampire

Dream Tiara

Description: Crown that rewards its wearer with a noble heart and  
healthful body.

Stat Change: INT+4

Resistances: Holy +8, Dark -3

Element: Virtue  
Classes: Princess  
Cost: (1500)  
See Also: Classes, Princess

Ring of the Dead  
Description: Magic ring requisite to becoming immortal.  
Stat Change: INT+6  
Resistances: Holy -4, Dark +10  
Element: Bane  
Classes: Lich  
Cost: (2100)  
See Also: Classes, Lich

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#### G. Expendables

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#### Curatives --

Heal Leaf  
Description: Leaf of a curative herb that restores 100HP to a character.  
Cost: 10

Heal Seed  
Description: Seed of a curative herb that restores 300HP to a character.  
Cost: 50

Heal Pack  
Description: Curative herbs that restore 150HP to all members of a unit.  
Cost: 120

Power Fruit  
Description: Indigenious fruit that restores some stamina to all members in a unit.  
Cost: 80

Angel Fruit  
Description: Wondrous fruit brought to this world by an angel.  
Restores stamina to all members in a unit.  
Cost: 200

Revive Stone  
Description: Concoction made from a cockatrice tail that cures petrification.  
Cost: 500

Altar of Resurrection  
Description: Ancient altar that resurrects the dead.  
Cost: 1500

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#### Supplementals --

Champion Statuette  
Description: Statuette, modeled after a famous hero, that raises the owner's experience level.

Cost: (2550)

#### Cup of Life

Description: Cup that increases the Hit Points of the one who drinks from it.

Cost: (2550)

#### Sword Emblem

Description: Emblem that compels the wearer's spirit and raises their strength.

Cost: (2550)

#### Bracer of Protection

Description: Bracers that raise vitality and enhance wearer's resistance to physical damage.

Cost: (2550)

#### Crown of Intellect

Description: Crown that communicates with the soul and raises the intelligence of the user.

Cost: (2550)

#### Mirror of Soul

Description: Mirror that reflects the inner self and raises the mentality of the user.

Cost: (2550)

#### Stone of Quickness

Description: Magic stone that enhances the physical attribute and raises the agility of the user.

Cost: (2550)

#### Crystal of Precision

Description: Green Crystal that heightens a character's concentration and raises dexterity.

Cost: (2550)

#### Goblet of Destiny

Description: Goblet that alters the destiny of the one who drinks from it.

Cost: (2550)

\*NOTE\* - What the Goblet of Destiny actually does is change your Luck. Luck is an invisible stat which factors into critical hits, getting hit, etc.

#### Flag of Unity

Description: Flag emblazoned with the battalion's emblem that bolsters harmony within the unit.

Cost: (2550)

#### Scroll of Discipline

Description: Lawful scroll that raises the alignment of its reader.

Cost: (2550)

#### Urn of Chaos

Description: Pandemonium contained in this urn lowers the alignment of the person who looks into it.

Cost: (2550)

---



Others --

Quit Gate

Description: Item that warps the fabric of space and transports a unit back to headquarters.

Cost: 150

Silver Hourglass

Description: Magical hourglass that slows the passage of time.

Cost: (300)

Dowsing Rod

Description: Pair of L-shaped sticks that points to the location where items are hidden.

Cost: (600)

Love and Peace

Description: Potent magical item that persuades an enemy to join your army.

Cost: (2000)

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H. Valuables

Portable --

Ansate Cross

Description: Cross that switches the gender of a soldier when promoted.

Cost: (10)

See Also: Zenobian Border, Aftermath

Medal of Vigor

Description: Medal that strengthens the leadership of a unit and hastens the growth of its leader and soldiers.

Effect: Doubles the amount of Soldier Exp gained by the leader of a unit.

Cost: (10)

See Also: Miscellany, Birthdays

Marching Baton

Description: Baton used to maintain cadence and reduce fatigue when marching.

Effect: Fatigue accumulates more slowly.

Cost: (10)

See Also: Miscellany, Birthdays

Censer of Repose

Description: Censer that generates refreshing scent and accelerates recovery from fatigue.

Effect: Unit camps for a much shorter time.

Cost: (10)

See Also: Miscellany, Birthdays

Figurine of Sleipnir

Description: Figurine of Sleipnir, the eight-legged horse, that enables to holder to travel at great speed.

Effect: Unit moves about twice as fast on the map.

Cost: (10)

See Also: Miscellany, Birthdays

#### Manual of Warfare

Description: Manual written by a renowned military officer, that confers more experience gained in combat.

Effect: Unit gains double experience.

Cost: (10)

See Also: Miscellany, Birthdays

#### Mastaba's Barrier

Description: Item known to prevent its owner from becoming undead...

But, does it really?

Effect: Characters in a unit will not become zombies when incapacitated.

Cost: (10)

See Also: Miscellany, Birthdays

#### Charge Horn

Description: Horn used to command the troops in battle. All interrupt commands become available at the beginning of combat.

Effect: You can Retreat or use Pedras at the beginning of combat.

Cost: (10)

See Also: Miscellany, Birthdays

---

#### Treasures --

##### Bolt of Silk

Description: Fabric made from the silk of the Sphagnum moth.

Found: Melphy, Dardunnelles, after freeing the Dardunnelles, inquiring about dresses in Bourdeux, Tennes Plains, and visiting on the 15th of any month during the day.

Cost: 2000

##### Condrite

Description: Meteorite that fell to the surface when this world came into existence. Dragon armor is made from it.

Found: Melphy, Dardunnelles, after freeing Mount Ithaca, and inquiring about Dragon Armor in Kynora, and visiting Melphy on the 6th of any month during the day,

Cost: 450

##### Letter from Father

Description: It is addressed, "To my dearest daughter, Selena."

...We shouldn't open the letter.

Found: Muji, Gules Hills, after you agree to find the man's daughter.

Cost: (10)

##### Dragon's Scale

Description: Charm given by the barkeep in Elaine. This is purportedly a scale of the legendary Divine Dragon.

Found: Elaine, Fair Heights, after you receive the Dragon Helm and Armor, and talk to the old man in Idorf a second time.

Cost: (640)

##### Dark Invitation

Description: Those who seek the ring of the lifeless, come to the tavern near the border. - Keeper of Dark Knowledge

Found: Banna Barra, Celesis

Cost: (10)

Package for Gelda

Description: Package from an old gentleman in Clemona to Gelda. Its content is unknown.

Found: Clemona, Blue Basilica

Cost: (10)

Letter from Gelda

Description: Letter from Gelda to the old man in Clemona. It is addressed, 'To whom I hold dear to my heart.'

Found: Tristle, Soathon, after going around the world to deliver the Package.

Cost: (10)

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## 7. Story/Mission Overviews

I haven't done some of the early levels, yet. I'll get back to them at a later date.

Here's how I set it up...

Location: (Where you are, natch)

Prologue: (Any story played out before the battle)

Strongholds: (The Strongholds, their population, morale, and anything in any shops)

Enemy Opposition: (The enemy units you'll find in the scene)

Enemy Commander: (The enemy commander, his class, if its special, and the reward you get from him)

Battle Tactics: (How to survive in this battle)

Epilogue: (Cutscenes that occur after the battle)

Aftermath: (Anything special that can be done in the scene after you win)

Hidden Items: (Items that can be found in the scene)

Neutral Encounters: (Neutral enemies that can be found, and the items you get from them)

Note: My formation setups are as such...

----- ----- ----- Back Row  
----- ----- ----- Middle Row  
----- ----- ----- Front Row

\* = Unit Leader

% = Legion Leader

This is how they look as you face them in combat as well, so I decided to use that format.

Another note: Every shop in the game has these Expendable Items...

Heal Leaf	10
Heal Seed	50
Heal Pack	120
Power Fruit	80
Angel Fruit	200
Revive Stone	500
Quit Gate	150

Abbreviation List -

Sld - Soldiers

Fig - Fighter

Knt - Knight

Bkr - Berserker

Fen - Fencer

Phx - Phalanx

BsT - Beast Tamer

DoM - Doll Master

Nin - Ninja

Wiz - Wizard

Pal - Paladin

BlK - Black Knight

SwM - Sword Master

Cat - Cataphract

BsM - Beast Master

Enc - Enchanter

NnM - Ninja Master

ArM - Archmage

CeM - Centurion (Male)

Dgo - Dragoon

Ama - Amazon

Arc - Archer

DgT - Dragon Tamer

Val - Valkyrie

Sor - Sorceress

Wit - Witch

Cle - Cleric

Dia - Diana

DgM - Dragon Master

Fre - Freya

Sir - Siren

Pri - Priest

CeF - Centurion (Female)

Prn - Princess

Zom - Zombie

Ske - Skeleton

Gho - Ghost

Vam - Vampire

AnK - Angel Knight

Ser - Seraph

Lic - Lich

Haw - Hawkman  
Vul - Vultan  
Rav - Raven  
Pmp - Pumpkinhead  
Gre - Gremlin  
Fae - Faerie

YgD - Young Dragon  
ThD - Thunder Dragon  
Que - Quetzalcoatl  
RdD - Red Dragon  
Flb - Flarebrass  
EhD - Earth Dragon  
AzD - Azhi Dahaka  
BuD - Blue Dragon  
Hyd - Hydra  
PtD - Platinum Dragon  
Bah - Bahamut  
BkD - Black Dragon  
Tmt - Tiamat

Wyr - Wyrn  
Wyv - Wyvern  
Hel - Hellhound  
Cer - Cerberus  
Grf - Griffin  
Opi - Opinincus  
Coc - Cockatrice  
Sph - Sphinx

Gol - Golem  
SGo - Stone Golem  
BGo - Baldr Golem

Gob - Goblin  
Ogr - Ogre  
Sat - Saturos  
Gor - Gorgon

Grp - Grappler  
KtT - Knight Templar  
Dae - Daemon  
KDa - Knight of Danika

Gen - General  
Van - Vanity  
SuK - Superior Knight  
SoB - Solidblade  
TmC - Temple Command  
Lyc - Lycanthrope/Werewolf  
DkP - Dark Prince  
FlM - Flail Monarch  
Ove - Overlord  
DTm - Death Templar  
Lor - Lord

\*\*\*\*\*

Opening:

At the opening, your main character stands before Archbishop Odiron at his graduation ceremony. He asks you your name, the default of which is "Magnus". He'll then ask you your birthday. This will determine when your birthday occurs during the game.

Next, he'll ask you six questions. These questions will determine your starting units.

Each way you answer a question will earn you points for a certain group of characters for your units.

NOTE: Once again, I've been told these numbers are wrong, so rely on them at your own risk...

Question 1: "What dost thou hold within thy sword?"

	Ardor	Passion	Vigor	Talent	Belief	Hatred
Warrior	12	16	0	4	16	4
Magic User	16	0	4	8	4	16
Specialist	4	8	12	16	16	4
Tamer	8	12	16	0	4	16

Question 2: "What shalt thou sever with thy sword?"

	Hope	Greed	Order	Silence	Anarchy	Control
Warrior	12	4	12	16	0	4
Magic User	16	8	16	0	4	8
Specialist	4	16	4	8	12	12
Tamer	8	0	8	12	16	16

Question 3: "For what shall thou beseech the gods?"

	Triumph	Purity	Might	Valor	Trust	Sacrifice
Warrior	8	0	16	12	4	8
Magic User	4	16	12	8	8	4
Specialist	16	8	4	0	12	16
Tamer	12	4	0	16	16	12

Question 4: "What shalt thou offer the gods?"

	Freedom	Glory	Love	Embrace	Truth	Lust
Warrior	16	12	0	8	16	4
Magic User	12	8	16	4	4	16
Specialist	4	0	8	16	16	4
Tamer	0	16	4	12	4	16

Question 5: "What dost thou wish for?"

	Wealth	Serenity	Fertility	Strife	Peace	Reform
Warrior	8	12	16	0	4	12
Magic User	4	8	12	16	8	16
Specialist	16	0	4	8	12	4
Tamer	12	16	0	4	16	8

Question 6: "What shalt thou rid from this land?"

	Changes	Honor	Rule	Ideal	Law	Chaos
Warrior	0	4	12	16	16	8
Magic User	4	8	16	0	12	4

Specialist	12	16	4	8	8	16
Tamer	16	0	8	12	4	12

Okay. Add up all your scores from each of the four character categories. You should have four totals. The highest total will be the category your first unit is, and will be Unit 1 as listed for each category. Now, subtract 32 from the highest total, and take the new highest total, and do the same, this will determine your Unit 2. Then subtract 32 from the highest unit and continue until you get four units.

Unit 1 -

Warrior: Knight, 2 Fighters, 2 Soldiers  
 Magic User: Sorceress, 3 Fighters, Soldier  
 Specialist: Cleric, 2 Amazons, 2 Soldiers  
 Tamer: Beast Tamer, 2 Fighters, 2 Soldiers

Unit 2 -

Warrior: Archer, Amazon, 3 Soldiers  
 Magic User: Witch, 2 Amazons, 2 Soldiers  
 Specialist: Fencer, Fighter, 3 Soldiers  
 Tamer: Doll Master, Amazon, 3 Soldiers

Unit 3 -

Warrior: Berserker, 2 Soldiers  
 Magic User: Sorceress, 2 Soldiers  
 Specialist: Valkyrie, 2 Soldiers  
 Tamer: Dragon Tamer, 2 Soldiers

Unit 4 -

Warrior: Phalanx, Golem  
 Magic User: Wizard, Wyrn  
 Specialist: Cleric, Griffin  
 Tamer: Beast Tamer, Hellhound

So, for instance, if you picked Ardor, Hope, Purity, Embrace, Serenity, and Changes, your scores will be 36, 76, 36, 56, respectively, for each of the categories. Your highest score is 76, so you'll get the Magic User Unit 1 (Sorceress). Subtracting 32 will get you 36, 44, 36, and 56. This puts Tamer at the top of your list, so you'll get the Tamer Unit for Unit 2, which is the Doll Master unit. Subtracting another 32 will get you 36, 44, 36, and 24. This gets you a Magic User unit for Unit 3, which is the Sorceress Unit. Subtracting the last 32 will give you 36, 12, 36, and 24, which leaves you with a tie. In the case of a tie, the first category gets honors, so you get the Warrior unit, which has the Phalanx.

Now, these units (1, 2, 3, and 4) are actually Units 2, 3, 5, and 6 in your battalion. Unit 1 is Magnus' unit, which has 2 Fighters and 2 Amazons, and Unit 4 is Dio's unit, which has 3 Fighters and an Amazon.

These units will also determine the items you'll start with. You'll get all of the equipment items for each of the leader classes in the four units, and you'll also get two items for the next class of the leader of Unit 1, so if you have a Knight for the leader of Unit 1, you'll get two Paladin items.

In addition to those unit-specific items, you'll also get three sets of Fighter equipment, three sets of Amazon equipment, ten Heal Leaves, five Power Fruits, and an Anstate Cross.

Odiron will ask you one final question:

"What dost thou call on for help?"

Swift Wind  
Raging Fire  
Solid Earth  
Serene Water

This question will determine what Elem Pedra you start with. Which goes with which should be obvious...

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\*\*\*\*\*

#### A. Prologue

Casting their gaze on the ground, trudging along...

General Godeslas Branic greets the graduates of the military academy and welcomes them to the Southern Division. He gives them a dressing down and hands the reins off to one of his Knights, who names the command candidates. Magnus is one of them. They're sent to meet with their advisors. Magnus' advisor is a calm, but strict old man named Hugo Miller. Hugo gets a good look at him, then dismisses him. He ushers in the next candidate, Diomedes Rangué, who gets a little miffed at the old coot, before he realizes he's the advisor. Hilarity ensues...

\*\*\*\*\*

#### Scene 1 - The Southern Reaches

Location: Tenne Plains

Prologue: Magnus and Dio arrive and Hugo gives them the battle plans. They're to go to Theodricus Mine and investigate a problem with the locals being attacked by wild beasts and bandits.

Magnus is put in charge of the troops. Dio doesn't like this and wants to fight Magnus. This is actually an important decision in the game, and can affect whether or not Dio remains in your party. Either way, Hugo comes by and breaks up the fight.

Zemio: (Starting Location)

Population: 232  
Morale: 76

Hou: (Allied, South of Zemio)

Population: 167  
Morale: 45  
Witch's Hut

Jadd: (Allied, Eastern edge)



Population: 427

Morale: 52

Shop:

Bandanna 20

Iron Helm 30

Short Sword 20

Short Bow 30

Round Shield 20

Leather Armor 60

Chain Mail 120

Buchanan: (Western edge)

Population: 116

Morale: 38

Mulsuk: (Northwest corner)

Population: 289

Morale: 50

Bourdeux: (Center of Map)

Population: 248

Morale: 71

Billney: (Neutral, South edge)

Population: 212

Morale: 50

Theodricus Mine: (Enemy Headquarters)

Population: 50

Morale: 50

Enemy Opposition:

----- Wiz02\*----- Reward: Hachigane

----- Knt02

Hel02 ----- Location: Guarding Mulsuk

----- Reward: Ninja's Garb

----- Wit03\*

Grf02 ----- Location: On the crossroads south of Mulsuk

----- Hel02 Reward: Leather Armor

Bkr03\*----- Location: Guarding Buchanan

Grf02 ----- Reward: Iron Claw

----- Knt03\*----- Location: Charging from Buchanan

Enemy Commander: Stabilo

----- Bkr04\*-----

----- -----

Wyr04 ----- ----- Location: Theodricus Mine

Reward: Francisca

Battle Tactics:

Okay. Your first battle. Scared? Don't be. This one's a breeze. First, send your collective units south to Hou, but send one out to Jadd to buy a few extra Heal Leaves. Next, send one of your more Lawful guys to Bourdeux to liberate it. At this point, you should see your first enemies. You shouldn't have any problems with them. Next, send anyone up to Mulsuk to liberate it, and one of your more Chaotic guys to Buchanan to liberate it. After you've taken care of all the enemies on the map, finish Stabilo and you should be fine.

Forget about Billney. As a neutral town, you'll want to leave them alone until after the mission's over.

Epilogue: Magnus interrogates Stabilo. He reveals that they were just a decoy. There's a revolution in town, and they're going to kill Prince Yumil. Magnus runs off to save him, and Hugo tells him that they're the only regiment nearby who can save him, so it's up to them.

Aftermath:

After Dardunnelles: Head to the town Bourdeux with a female lead unit. You'll be greeted by a woman who'll explain dressmaking, and how the market in Dardunnelles carries silk on the 15th day of every month.

After Getting the Bolt of Silk: Go to Billney and talk to the dressmaker to get the Pure White Dress for 2500 Goth.

Hidden Items:

Baldr Sword: Between Hou and Bourdeux  
Altar of Resurrection: Northwest of Bourdeux  
Old Clothing: Northeast of Mulsuk  
Hard Leather: Midway between Zemio and Mulsuk  
Power Fruit: On the road between Hou and Billney  
Great Bow: Across the bridge south of Jadd  
Heal Leaf: Southeast of Theodricus

\*\*\*\*\*

Scene 2 - Sparks

Location: Volmus Mine

Prologue: The information is scanty. Hugo knows that Yumil is being held in this area, he just doesn't know where. You'll have to search the area and find him.

Strongholds:

Saukin: (Starting Location)

Population: 268

Morale: 63

Senal: (South of Saukin)

Population: 65

Morale: 40

Witch's Hut

Dese: (Southwest of Senal)

Population: 251

Morale: 48

Shop:

Iron Helm	30
-----------	----

Hachigane	40
-----------	----

Short Sword	20
-------------	----

Iron Claw	170
-----------	-----

Round Shield	20
--------------	----

Old Clothing	10
--------------	----

Ninja's Garb	50
--------------	----

Chain Mail	120
------------	-----

Berberah: (Neutral, East of Saukin)

Population: 101

Morale: 62

Eldrett: (South of Dese)

Population: 148

Morale: 55

Xeira: (South of Eldrett)

Population: 245

Morale: 58

Shop:

Bandanna	20
----------	----

Short Bow	30
-----------	----

Leather Whip	60
--------------	----

Halt Hammer	110
-------------	-----

Torn Cloth	10
------------	----

Leather Armror	60
----------------	----

Ishro: (Southeast of Senal)

Population: 310

Morale: 43

Volmus Mine: (Neutral, East of Xeira)

Population: 50

Morale: 44

Enemy Opposition:

----- Knt03\*----- Reward: Light Mace  
----- -----  
----- YgD02 ----- Location: Guarding Senal  
  
----- ----- Reward: Light Mace  
----- Cle03\*-----  
Sld-- ----- Sld-- Location: Charging from Senal  
  
----- Fig02 ----- Reward: Rosary  
----- ----- Cle02  
Cle03\*----- ----- Location: Charging from Dese  
  
----- ----- Reward: Rosary  
Wiz03\*----- Wiz01  
Sld-- ----- ----- Location: Guarding Dese  
  
----- Knt02\*----- Reward: Leather Armor  
----- -----  
Fig02 ----- Fig02 Location: Guarding Ishro  
  
Grf02 ----- ----- Reward: Cleric's Vestment  
----- -----  
----- Knt03\*----- Location: Guarding Eldrett

Enemy Commander: Qad

----- -----  
----- -----  
Hel02 ----- Bsm04\* Location: Volmus Mine

Reward: Leather Whip

Battle Tactics:

During the battle (once you liberate Ishro), you'll see a scene with Prince Yumil and his bodyguards, Eurynome Rhade and Jeal Veritte. A Knight will have happened by and will tell them about what happened. Rhade orders him to kill all the rebels. Rhade's got a nasty attitude. When one of the (unarmed) Rebels tries to escape, Rhade runs him through. At this point, it'll become clear that the Enemy Headquarters is Volmus Mine.

Epilogue: Qad asks why Magnus doesn't kill him. Magnus replies that it's not his way.

Later, Magnus delivers the tied up Qad to Yumil, Jeal, and Rhade. Rhade yells at Magnus, wondering why he didn't kill the rebel. Rhade beats the rebel, telling him that he's the problem with the country. Rhade decides to kill the rebel as an example. Magnus tries to stop him, punching Rhade, but he gets knocked aside.

Just as Rhade brings his sword down, a strange knight rushes in and blocks his blade. A young girl runs up and unties the rebel, ushering him out. Jeal moves to attack, but another strange warrior stops him. He calls to someone named Saradin, who paralyzes Rhade and Jeal,

allowing them to make their escape.

Later, the mastermind of the assassination was executed. Later, it was revealed that the person executed may have been no one important at all. The rebels' actions intensified, and many people, including some members of the middle and upper classes, began to question the aristocracy's motives...

Hidden Items:

Heal Leaf: Forest east of Saukin

Buckler: Northwest of Senal (across river)

Quit Gate: West of Berberah (between highlands and river)

Hard Leather: Southeast of Senal (across bridge)

Light Mace: On the road between Ishro and Eldrett

Heal Leaf: Forest northwest of Xeira

\*\*\*\*\*  
\*\*\*\*\*

B. Chapter 1

Unable to turn back - speechless and itinerant...

Magnus is summoned to General Godeslas' chamber. Godeslas tells him that his achievements so far have been admirable, and he's being given the rank of Captain in the Southern Division, where he will command a battalion. He's given new orders to go to Crenel Canyon and subdue the rebels there. Godeslas tells him to set aside his personal feelings, and do what he needs for his king and country.

\*\*\*\*\*

Scene 3 - First Assignment

Location: Crenel Canyon

Prologue: Magnus and Dio are introduced to Leia Silvis. There's a smattering of dialogue, and hilarity ensues.

It's at this point that you can name your company. Go nuts and pick a cool name. It can't be too long, unfortunately...

Strongholds:

Baldera: (Starting Location)

Population: 108

Morale: 84

Kiefer: (Southwestern Corner)

Population: 154

Morale: 28

Shop:

Scipplay Staff        20

Light Mace            30

Spellbook 100  
 Robe 30  
 Cleric's Vestment 50  
 Witch's Dress 80  
 Amulet 40  
 Rosary 50

Movae: (Eastern Edge)

Population: 193  
 Morale: 44

Boolem: (Western Edge)

Population: 293  
 Morale: 22  
 Witch's Hut

Carnot: (Northeastern Area)

Population: 173  
 Morale: 42

Fort Tuatha: (Northern Edge, Enemy Headquarters)

Population: 4  
 Morale: 50

Enemy Opposition:

----- Grf03 ----- Reward: Heal Leaf  
 -----  
 BsT04\*----- Location: Guarding Kiefer  
 -----  
 ----- DgT04\*----- Reward: Rapier  
 Nin03 -----  
 ----- Nin03 ----- Location: Guarding Movae  
 -----  
 ----- Reward: Bone Helm  
 ----- Bkr04\*  
 Gol03 ----- Location: Charging from Boolem  
 -----  
 ----- Sor03 Reward: Spear  
 ----- Wiz04\*  
 Sor03 ----- Location: Charging from Carnot  
 -----  
 ----- Reward: Heal Seed  
 Wiz04\*----- Wiz02  
 Sol-- ----- Location: Guarding Boolem  
 -----  
 Knt04\*----- Reward: Breastplate  
 -----  
 ----- EhD03 Location: Guarding Carnot  
 -----  
 ----- Val04\*----- Reward: Plumed Headband  
 ----- Gre03  
 Nin03 ----- Location: South of Fort Tuatha

Enemy Commmander: Efeminette

Ama03 Val05\*Ama03

-----

Fig03 ----- Fig03 Location: Fort Tuatha

Reward: Baldr Spear

Battle Tactics:

You're to split up in this mission. You'll have an extra unit with Leia's. Send her east to balance things out, because the Valkyrie unit will come down there, since you'll get east before you get west...

Epilogue: Hugo informs Magnus of the fact that they now have two orders: Go to Mylesia and escort Prince Yumil, and go to the Zenobian Border and push back the last of the Revolutionaries there...

Hidden Items:

Breastplate: West of Baldera

Heal Seed: West of Keifer

Plumed Headband: On the road between Baldera and Kiefer

Rapier: On the road between Boolem and Tuatha

Bone Helm: Between Mountains and the river west of Movae

\*\*\*\*\*

Scene 4 - The Path Diverges

Location: Mylesia

Prologue: We see a flashback, where Magnus' father, Ankiseth Gallant, kills a man who tried to murder Prince Yumil. Ankiseth is cast out as a murderer.

Back in reality, Hugo tells Magnus that the purpose of this mission is to escort Prince Yumil through the area that's now seized by the rebels.

Magnus declines a request to visit the Prince, and leaves, but Dio stops him, and asks him what his deal is. Magnus tells him that the Prince is a childhood friend.

Strongholds:

Castle Dunkweld: (Starting Location)

Population: 3

Morale: 19

Idorf: (Southeastern Corner)

Population: 229

Morale: 41

Lehoboth: (West of Idorf)

Population: 257

Morale: 69

Tubulk: (West of Dunkweld)

Population: 205

Morale: 31

Witch's Hut

Elgorea: (Northern Area)

Population: 334

Morale: 49

Shop:

Iron Helm 30

Leather Hat 40

Armet 120

Great Bow 90

Francisca 130

Baldr Sword 150

Kite Shield 70

Plate Armor 230

Phuntua: (East of Castle Burgund)

Population: 288

Morale: 77

Harraive: (Southern Edge)

Population: 396

Morale: 50

Taza: (Northeast of Burgund)

Population: 24

Morale: 47

Castle Burgund: (Enemy Stronghold)

Population: 4

Morale: 50

Enemy Opposition:

BsT06\*----- ----- Reward: Robe

Hwk05 ----- Hwk05 Location: Charging from Tubulk

----- ----- Reward: Scipplay Staff

Fae05 DoM06\*-----

Sld-- ----- Sld-- Location: Guarding Tubulk

----- Arc05 ----- Reward: Pointy Hat

Wit06\*----- -----

----- ----- BsT05 Location: Guarding Lehoboth

----- Knt05 Bkr05 Reward: Witch's Dress



Arc06\*-----  
----- Location: Charging from Phuntua

----- Reward: Spellbook

----- Gre05 Hwk05

----- DgT06\*----- Location: Guarding Elgorea

----- Reward: Heal Leaf

Nin05 ----- Cle06\*

----- Sld-- ----- Location: Charging from Taza

----- DoM06\*----- Reward: Heal Seed

Sld-- Sld-- Sld-- Location: Guarding Harraive

----- Reward: Amulet

ReD05 ----- BsT06\* Location: Guarding Phuntua

BuD05 ----- Wiz06\* Reward: Spellbook

----- Location: East of Castle Burgund

Enemy Commander: Zhontac

----- Wiz07\*-----

Hel06 ----- Grf06 Location: Castle Burgund

Reward: Arc Wand

Battle Tactics:

Yumil's Unit:

----- BlK07 -----

BlK08 Ove02\*BlK08 Items: Six Leaves

----- BlK07 -----

Yep. You're going to have to keep Yumil alive for this battle. Just move early and move often. You'll get there first. If you want to liberate all the towns in the area, you may have to send a unit over the highlands to liberate Harraive. The battle shouldn't be difficult.

Go to Elgorea during the course of this battle and you'll run into the spunky kid, Troi. He'll beg to join your team, so let him on.

If you want to see a neat scene, let Yumil get to Zhontac first.

Epilogue: Yumil and Magnus share a moment where Yumil confesses that he has no real power, and that he wants to change the world.

Aftermath: Head for the town of Idorf. There, you'll receive some valuable information about Dragoons. You'll learn that the ancient weapon makers left for Burgunny in Gunther Piedmont and Kynora on Mount Ithaca. After you get the Dragon Helm and Armor, and after you begin Chapter 3, return here and you'll learn about the Sword of Tiamat.

Return to Elgorea with Troi. There, you'll meet his mom. She'll hand

you the Hallowed Shield.

Hidden Items:

Spellbook: East of Lehoboth

Robe: Peninsula South of Elgorea

Heal Seed: East of Harraive

Witch's Dress: Peninsula midway between Elgorea and Taza

Scipplay Staff: On the road north of Harraive

Pointy Hat: Small patch of plains midway between Burgund and Harraive

Amulet: Southwest corner of the map, across a bridge

\*\*\*\*\*

Scene 5 - True Intentions

Location: Zenobian Border

Prologue: Battle Plans, and Hugo expresses concern about how the rebels seem to be leading a bunch of refugees and not concerned about holding this area.

Strongholds:

Ethawella: (Starting Location)

Population: 137

Morale: 47

Shop:

Bone Helm 50

Jin-gasa 50

Rapier 30

Halt Hammer 110

Baldr Sword 180

Spell Book 100

Cloth Armor 20

Karya: (Neutral, West of Ethawella)

Population: 178

Morale: 50

Witch's Hut

Quelluan: (South of Ethawella)

Population: 256

Morale: 12

Dem Vidro: (South of Laguat)

Population: 68

Morale: 45

Elle: (South of Quelluan)

Population: 210  
Morale: 52

Fort Crenel: (Enemy Headquarters)

Population: 14  
Morale: 50

Enemy Opposition:

Fen07\*----- Nin05   Reward: Claymore  
----- Nin05 -----  
Nin05 -----        Location: South of Ethawella

BuD05 ----- Val06\*   Reward: Plate Armor  
-----        -----  
-----        -----    Location: West of Ethawella

-----        -----    Reward: Amulet  
-----        Bkr06\*  
BuD05 -----        Location: Guarding Quelluan

----- Wiz05 -----    Reward: Armet  
Wiz05 ----- Wiz06\*  
----- Bkr05 -----    Location: Guarding Laguat

Wyr05 -----        Reward: Kite Shield  
-----        -----  
-----        Bkr06\*    Location: Charging from Dem Vidro

-----        -----    Reward: Marionette  
Fae05 DoM06\*-----  
Sld-- ----- Sld--    Location: Charging from Elle

Gre05 -----        -----  
DgT06\*----- Gre05  
-----        -----    Location: Guarding Elle

-----        -----  
-----        Bkr06\*  
Gol05 -----        Location: Guarding Dem Vidro

Enemy Commander: Quass Debonair (General)

Sor05 -----        -----  
----- Gen08\*-----  
Knt05 ----- Knt05    Location: Fort Crenel

Reward: Champion Statuette

Battle Tactics:

Just like Crenel Canyon, you'll have to split your units into two groups to cover all the bases. Since you probably still have seven units at this point, you'll have to make the call where you want the extra unit to go.

Epilogue: Debonair concedes the battle to Magnus. He tells him the point of this battle was to get refugees out of this country and into Zenobia. Gilbert Oblion, leader of the Beast Division of Zenobia,

shows up and tells Debonair that they're ready to leave. Magnus chases after them, and runs into the other three people he saw at Volmus. They are Destin Faroda, Saradin Carm, and Aisha Knudel, heroes of the Zenobian war. Both Magnus and Destin exchange words about who's right in this revolution, and Destin and his compatriots depart.

If you've completed both of these missions, a messenger comes up to Magnus and tells him that the General wants him to return to Akka Castle.

Note: You should complete any business you have in Mylesia or the Zenobian Border, because those areas will be temporarily closed off afterwards.

Returning to Alba, Magnus speaks to Godeslas, who tells him that the he is to lead the forces at Volmus Mine, where the leader of the Revolution, Frederick Raskin, is rumored to be stationed. Rhade gives Magnus some words of "encouragement", and Magnus leaves.

Aftermath:

After the battle, head to Karya, where you'll find a group of hooligans (Two Fighters and a Berserker) terrorizing a young Cleric. You'll face off against them in a battle to the death. Once you beat them, (it's not hard at all) you'll be told by the Cleric to go Dem Vidro. Do so, and you'll get an Ansate Cross for your troubles...

Hidden Items:

Kite Shield: Southwest of Ethawella  
Plate Armor: Midway between Laguat and Quelluan  
Baldr Sword: On the road between Quelluan and Elle  
Armet: Southeast of Laguat  
Power Fruit: South of Laguat

\*\*\*\*\*

## Scene 6 - The Revolutionary Army

Location: Volmus Mine

Prologue: In Akka Castle, Ariosh the Knight runs up to Godeslas, telling him that the Revolution has captured many strongholds in the area all at once. Volmus Mine, Mylesia, Crenel Canyon, the Zenobian Border, and the Tenne Plains were all taken over at once. All that remains is Alba, Gunther Piedmont, and the Dardunnelles. Godeslas insists that it can be done if Magnus' group can capture Frederick.

Strongholds:

Dese: (Starting Location)

Population: 251

Morale: 48

Shop:

Iron Helm	30
Hachigane	40

Short Sword	20
Iron Claw	170
Round Shield	20
Old Clothing	10
Ninja's Garb	50
Chain Mail	120

Eldrett: (South of Dese)

Population: 148  
Morale: 55

Xeira: (South of Eldrett)

Population: 245  
Morale: 58

Shop:

Bandanna	20
Short Bow	30
Leather Whip	60
Halt Hammer	110

Torn Cloth	10
Leather Armror	60

Volmus Mine: (East of Xeira)

Population: 50  
Morale: 44

Senal: (Northeast of Dese)

Population: 65  
Morale: 40  
Witch's Hut

Ishro: (Southeast of Senal)

Population: 310  
Morale: 43

Berberah: (East of Senal)

Population: 101  
Morale: 62

Kaezi: (Northwest Corner)

Population: 150  
Morale: 66

Saukin: (East of Kaezi)

Population: 268  
Morale: 63

Fort Bulan: (Enemy Headquarters)

Population: 12

Morale: 50

Enemy Opposition:

----- BkD06      Reward: Plate Mail  
Wit08\*-----  
----- Bkr06      Location: Guarding Senal  
  
-----      Reward: Large Shield  
-----  
DgT08\*----- PtD07      Location: Charging from Suakin  
  
----- Rav07\*-----      Reward: Bastard Sword  
Hwk06      Hwk06  
----- Hwk06      Location: Charging from Mountains north of Dese  
  
----- Wiz06      Reward: Jin-gasa  
Wiz06      Wiz07\*  
----- Bkr06      Location: Charging from north of Suakin  
  
----- Gol05      Reward: Quit Gate  
Cle07\*-----  
----- Gol05      Location: Guarding Suakin  
  
----- PtD06      Reward: Pointy Hat  
-----  
Val07\*----- Val06      Location: Guarding Xeira  
  
----- ThD05      Reward: Cloth Armor  
-----  
Ama05 Wiz07\*Ama05      Location: Guarding Kaezi  
  
----- BkD06      Reward: Amulet  
DoM08\*-----  
-----      Location: Charging Volmus Mine  
  
Hwk06      Reward: Heal Seed  
----- Fen08\*-----  
Hwk06      Hwk06      Location: Charging Volmus Mine  
  
----- Hwk06      Reward: Spear  
Knt07\*----- Fig05  
Fig05 Fig05      Location: Charging Ishro  
  
Wyr05      Reward: Iron Helm  
----- Arc08\*  
ReD05      Location: Charging Ishro  
  
Enemy Commander: Valna  
  
----- Arc06 Arc06  
-----  
Phx06 Phx08\*Phx06      Location: Fort Bulan

Reward: Earth Javelin

Battle Tactics: This mission's a little weird. In most of the other ones, you started at one end of the map and worked your way to the other. Here you sort of start in the middle and you can go south and liberate and also go to the northeast, where the headquarters are. You'll probably want to do both. The enemy units are pretty evenly split between north and south. If you have an odd number of units, send the odd one to the north. When you go south, be careful as you take units to Ishro and Volmus Mine, since two units will pop right next to those towns as you get close.

Epilogue: Magnus has a conversation with the captured Frederick about the future. Dio shows up, announcing that Rhade and Godeslas are here.

Godeslas and Rhade order Magnus to kill Frederick. This is a major turning point in the game. If you say "I can't do it." you'll take the sword, and cut Frederick's ropes. If you say "...", Dio will take the sword for you and do the same. Either way, Dio will hold them off while you and Frederick make your escape.

Later, Magnus will be talking with Frederick about the decision he just made. Apparently, you're going to join the Revolutionary Army, and Hugo and Leia are coming with you. Dio will also come, but only if you said "I can't do it." If you said "...", you've lost him.

At this point, the route to Alba will close, not that you could do anything there anyway...

Hidden Items:

Same as Volmus Mine I, but also...

Plate Mail: South of Kazei

\*\*\*\*\*

Scene 7 - A New Beginning

Location: Gunther Piedmont

Prologue: Frederick commissions Magnus' battalion as a mobile force. This means you'll be on your own for much of the battle. Your first mission is to liberate the mine in Gunther, and free the man named Asnabel Birall, once known as the Iron Hammer of Palatinus.

Strongholds:

Takua: (Starting Location)

Population: 263

Morale: 39

Shop:

Bandanna	20
Iron Helm	30
Leather Hat	40
Short Sword	20
Baldr Sword	150
Short Bow	30

Great Bow	90
Round Shield	20
Leather Armor	60
Chain Mail	120
Hard Leather	50

Mosaka: (Southwest of Takua)

Population: 203  
Morale: 73

Burgunny: (Southeast of Takua)

Population: 85  
Morale: 47  
Witch's Hut

Kinseya: (South of Burgunny)

Population: 159  
Morale: 69

Cayes: (South of Mosaka)

Population: 45  
Morale: 57

Inekell: (East of Cayes)

Population: 281  
Morale: 31

Gunther Mines: (Enemy Headquarters)

Population: 16  
Morale: 50

Enemy Opposition:

Val07	----- Val07	Reward: Heal Seed
-----	-----	
-----	Val09*Val07	Location: Guarding Burgunny
-----	Knt10*Wiz07	Reward: Heal Seed
-----	----- Wiz07	
Knt07	-----	Location: Guarding Mosaka
-----	Sld--	Reward: Scipplay Staff
Sld--	----- Sld--	
-----	Phx10*-----	Location: Guarding Kinseya
-----	Gol07	Reward: Heal Leaf
-----	-----	
Gol07	----- BsT08*	Location: Charging from south of Kinseya (after lib. of Burgunny)
-----	BsT08*-----	Reward: Marionette
-----	-----	





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Scene 8 - The Infernal Aura

Location: Dardunnelles, The Crossroads

Strongholds:

Romella: (Starting Location)

Population: 120

Morale: 75

Shop:

Plumed Headband      60

Spear                      150

Round Shield            20

Large Shield            180

Breastplate             180

Plate Mail               210

Adigrat: (Neutral, South of Romella)

Population: 169

Morale: 10

Bungasue: (East of Romella)

Population: 192

Morale: 46

Melphy: (North of Romella)

Population: 97

Morale: 61

Ramballene: (Southeast of Bungasue)

Population: 91

Morale: 78

Dardunnelles: (East of Melphy)

Population: 102

Morale: 50

Garu Kaio: (East of Dardunnelles)

Population: 288

Morale: 20

Witch's Hut

Fort Akkisis: (Enemy Headquarters)

Population: 161

Morale: 50

Enemy Opposition:

----- DoM08 DoM09\* Reward: Cloth Armor  
-----  
BuD08 ----- Location: Charging from South of Romella  
  
----- Wiz09\*Gob10 Reward: Heal Leaf  
-----  
Gob10 ----- Ogr10 Location: Charging from Bungasue  
  
PtD08 ----- Fae10 Reward: Power Fruit  
-----  
----- Sor09\*----- Location: Guarding Melphy  
  
----- BsT09 Gob10 Reward: Altar of Resurrection  
-----  
Hel08 ----- Gob10 Location: Charging from West of Adigrat  
  
Fig07 Wiz08 ----- Reward: Plate Mail  
----- Fig07  
----- Knt08\*----- Location: Guarding Bungasue  
  
----- BuD07 Reward: Heal Seed  
ReD07 -----  
----- Sor10\* Location: Charging from Dardunelles  
  
----- Hwk08 -----  
Knt09\*----- Fig07  
Fig07 Fig07 ----- Location: Guarding Ramballene  
  
----- Wit09\*----- Reward: Power Fruit  
Pmp08 Knt08 Pmp08  
Knt08 ----- Location: Guarding Dardunelles  
  
----- DoM09\*----- Reward: Altar of Resurrection  
-----  
Ogr11 ----- Gol08 Location: Charging East from Garu Kaio  
  
----- Reward: Jin-gasa  
----- Bkr08\*Gob10  
Gob09 ----- Gob09 Location: Charging South from Fort Akkisis  
  
----- BkD08 Reward: Bastard Sword  
DoM10\*-----  
----- Location: Guarding Garu Kaio

Enemy Commander: Ariosh

----- Phx08 Knt10\*  
-----  
Ogr20 ----- Phx08 Location: Fort Akkisis

Reward: Sum Mannus

Battle Tactics:

Yet another split-up mission. Send one unit south to take care of the bad guys around Adigrat, and split the rest up to take care of the two

paths, sending more down the middle.

There'll be a small cutscene on the way here. A Revolutionary Soldier happens upon a few dead Southern Division soldiers. Another calls for help, and he's being chased by large gray creatures. These are the eponymous Ogres. They're pretty nasty, especially in this mission, where their levels will be a couple higher than yours.

Ariosh can be pretty nasty, too, considering that he's hiding behind a Phalanx and there's a whopping Level 20 Ogre with him. You're going to want to line up units to attack him.

Odd thing about Ariosh is that, when I attacked him from behind and lost the battle, he started moving! Weird...

Epilogue: Magnus interrogates his former officer, demanding to know where the monsters came from. Ariosh mentions the general. Destin tells Magnus that they may have succumbed to the Infernal Aura. He asks Ariosh if they came from the netherworld. Ariosh says that the general sacrificed the people who ate the fruit of the netherworld, and the Ogres came forth.

Aftermath:

In Melphy, if you enter the town on specific days of the month and times, you'll find a peddler who'll sell you some weird stuff.

1st 9AM-9PM: Altar of Resurrection - 1500 Goth  
6th 9AM-6PM: Condrite - After talking to an old man in Kynora, Mt. Ithaca - 450 Goth  
6th 6PM-9PM: Meteor Strike - 50000 Goth  
15th 9AM-6PM: Bolt of Silk - After talking to a woman in Bourdeux, Tenne Plains - 2000 Goth  
15th 6PM-9PM: Meteor Strike - 50000 Goth  
21st 9AM-6PM: Needle of Light - After Chapter 3 begins - 350 Goth  
21st 6PM-9PM: Meteor Strike - 50000 Goth

Hidden Items:

Rosary: Southeast of Melphy (across the river)  
Cloth Armor: Forest Northeast of Adigrat  
Bastard Sword: Forest East of Adigrat  
Heal Seed: Further East of Adigrat  
Heal Seed: Midway between Dardunnelles and Bungasue  
Heal Leaf: Southwest of Garu Kaio  
Altar of Resurrection: West of Ramballene  
Jin-gasa: Forest West of Garu Kaio  
Iron Claw: On the road between Dardunnelles and Fort Akkisis

\*\*\*\*\*

Scene 9 - Liberation of Alba

Location: Surprisingly... Alba

Prolouge: Hugo and Magnus talk about how the Central Division cut off the south to wash their hands of the incident involving the Ogres.

Strongholds:

Allada: (Starting Location)

Population: 126

Morale: 55

Bowende: (North of Allada)

Population: 213

Morale: 15

Witch's Hut

Geohel: (East of Allada)

Population: 297

Morale: 87

Shop:

Bandanna 20

Pointy Hat 100

Scipplay Staff 20

Short Bow 30

Marionette 120

Book of Earth 200

Book of Water 200

Leather Armor 60

Witch's Dress 80

Edepar: (North of Bowende)

Population: 206

Morale: 67

Vertze: (Northeast Corner)

Population: 126

Morale: 87

Shop:

Iron Helm 30

Short Sword 20

Great Bow 90

Baldr Sword 150

Book of Wind 200

Book of Flame 200

Annihilation 30000 + 20 X Days played up to 60000

Round Shield 20

Chain Mail 120

Hard Leather 150

Naroque: (West of Edepar)

Population: 58

Morale: 68

Akka Castle: (Enemy Headquarters)

Population: 54

Morale: 50

Enemy Opposition:

----- Pmp08      Reward: Quit Gate

----- Wit09\*-----

Fig10      Pmp08      Location: Guarding Bowende

Wit08 Wit08 DoM09\*      Reward: Hachigane

-----

Wit08      Location: Charging from South of Edepar

----- Gre09 Gre09      Reward: Iron Claw

----- Hwk08      -----

----- Phx09\*      Location: Charging from Naroque

----- Sld--      Reward: Power Fruit

Sld--      Sld--

----- Phx11\*-----      Location: Charging from Edepar

Sor09\*-----      Reward: Rosary

Wiz08 Sor08      -----

----- Wiz08      Location: Guarding Edepar

----- Gol08

Cle09\*-----

----- Gol08      Location: Guarding Geohel

----- Cle08      Reward: Quit Gate

Cle08      Knt08

----- Knt09\*-----      Location: Guarding Naroque

----- Wiz09\*-----      Reward: Ninja's Garb

Gho08      Ske08

-----      Location: Charging west from Vertze

----- Knt08 Bkr08      Reward: Heal Seed

Arc09\*-----

-----      Location: Guarding Vertze

Enemy Commander: Godeslas Branic (Vanity)

----- Van08\*-----

Knt08      Val08

Knt08      Val08      Location: Akka Castle

Reward: Estoc

Battle Tactics:

Most of the enemies will come from the north. Send two units to the east, and the rest to the north. Watch out for the Pumpkinhead unit. It can get really nasty...

## Epilogue:

Frederick and Magnus consult on whether or not the right thing has been done. Frederick tells Magnus to believe in himself.

A few days after the liberation of the Southern Region, the King sent word that the Western and Eastern Divisions were to eliminate the Revolution. The Western Division took arms and fought the Revolution in many minor skirmishes. The Eastern Orthodox Church remained silent.

## Aftermath:

After finishing, head to Edepar with Magnus. The townspeople there will present you with the Medal of Vigor.

## Hidden Items:

Heal Seed: East of Allada  
Spellbook: East of Boewende  
Ninja's Garb: North of Boewende  
Iron Claw: Northwest of Boewende  
Rosary: Northwest of Vertze  
Power Fruit: Northwest of Geohel (across the river)

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\*\*\*\*\*

## C. Chapter 2

In a world shrouded in darkness, no path can be found...

Ankiset Gallant and Prince Yumil talk about the future and how Yumil can please his father. Baldwin interrupts, and brings with him a girl and a holy sword of the royal family, in honor of him becoming a general. The girl is to serve his personal needs. She introduces herself as Mari Callan.

In Akka Castle, Frederick holds a conference with his officers, including Magnus, Hugo, Destin, Saradin, and Xevac, leader of the Southern Tigers. They discuss the Western Division's recent animosity with the appointment of the new general. Xevac suggests freeing the Bolmaukans being held prisoner in Audvera Heights. This would give them an edge in fighting the Western Division and Lodis. Magnus objects, thinking that he's just planning to use them. Xevac seems to be a little hot-headed, don't you think?

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## Scene 10 - Idealism and Realism

Location: Crenel Canyon

Prologue: You're passing through the canyon on the way to Mylesia. Suddenly, you stop on Crenel Canyon! It's an ambush! You've just run across a huge army! Fortunately, they don't know you're here, yet, so you have the element of surprise. Don't get cocky though, because they are in a good position to receive you...

## Strongholds:

Baldera: (Starting Location)

Population: 108

Morale: 84

Kiefer: (Southwestern Corner)

Population: 154

Morale: 28

Shop:

Scipplay Staff 20

Light Mace 30

Spellbook 100

Robe 30

Cleric's Vestment 50

Witch's Dress 80

Amulet 40

Rosary 50

Movae: (Eastern Edge)

Population: 193

Morale: 44

Boolem: (Western Edge)

Population: 293

Morale: 22

Witch's Hut

Carnot: (Northeastern Area)

Population: 173

Morale: 42

Fort Tuatha: (Northern Edge, Enemy Headquarters)

Population: 4

Morale: 50

Enemy Opposition:

----- Wiz10\* Reward: Sword Emblem

----- Gre09 Wiz09

Gre09 ----- Location: Guarding Kiefer

Sor10\*----- Reward: Ninja's Garb

Wiz09 Sor09 -----

----- Wiz09 ----- Location: Guarding Movae

----- Val09 ----- Reward: Armet

Nin09 ----- Nin09 Items: Two Leaves

----- Phx10\*----- Location: Outside Movae (see Tactics)

----- Val09 ----- Reward: Hard Leather



Val10\*-----  
----- Knt09 Knt09 Location: Outside Kiefer (see Tactics)

Val09 Val09 ----- Reward: Baldr Claw  
Knt09 ----- Knt09  
----- Pal11\*----- Location: Near Boolem

Wiz09 ----- Wit11\* Reward: Cloth Armor  
Hwk09 ----- Items: Two Leaves  
----- Hwk09 Location: Near Boolem

----- Sor10\* Reward: Baldr Claw  
----- Val09 -----  
Val09 ----- Val09 Location: Boolem

----- BuD09 ----- Reward: Bastard Sword  
-----

Nin09 ----- Fen10\* Location: Carnot

----- Reward: Baldr Axe  
BsT09 ----- BsT09  
DoM09 BlK10\*DoM09 Location: South of Carnot

----- Wiz09 ----- Reward: Heal Seed  
Wiz09 ----- Wiz10\* Items: One Leaf  
----- Bkr09 ----- Location: Forest South of Fort Tuatha

Fen11\*----- Nin09 Reward: Jin-gasa  
----- Nin09 -----  
Nin09 ----- Location: Southeast of Fort Tuatha

Enemy Commander: Hagate

Nin09 ----- Nin09  
----- NnM11\*-----  
Fen09 ----- Fen09 Location: Fort Tuatha

Reward: Hannya Mask

Battle Tactics:

Split your battalion into two equal parties. They should be of mixed alignment, since you'll be facing mixed alignments on both paths.

First, take each of the neighboring towns. Once you do that, have two units sit on each of these towns while your rest go out north. The reason for this is because, once you cross the bridge on either side, a unit will pop up almost right on top of each of the towns you just liberated.

The rest of the battle is pretty straightforward. No big surprises, except for the fact that you're meeting some of your first Master class units here, specifically the Paladin, the Black Knight, and the Ninja Master who runs the show.

Epilogue: At this point, you'll realize that you're fighting members of the Revolutionary Army. These guys are only interested in fighting and don't like Frederick at all.

Afterwards, you'll see a scene in Prince Yumil's palace. Rhade will

show up and inform the Prince that they have reinforcements from Lodis. Ankiseth isn't too happy about this, wishing instead to fight the war in his own way. He rejects the offer, and Rhade goes off to fight alongside the Lodis crew on his own.

Hidden Items: Same as Crenel Canyon I

\*\*\*\*\*

Scene 11 - Warriors of the Fallen Kingdom

Location - Mylesia

Prologue: In this assault on Mylesia, you'll be facing off against Rhade. The troops are well positioned to receive your attack. This mission is quite similar to the last assault on Mylesia, only you won't have to worry about the Prince this time...

Strongholds:

Castle Dunkweld: (Starting Location)

Population: 3

Morale: 19

Idorf: (Southeastern Corner)

Population: 229

Morale: 41

Lehoboth: (West of Idorf)

Population: 257

Morale: 69

Tubulk: (West of Dunkweld)

Population: 205

Morale: 31

Witch's Hut

Elgorea: (Northern Area)

Population: 334

Morale: 49

Shop:

Iron Helm 30

Leather Hat 40

Armet 120

Great Bow 90

Francisca 130

Baldr Sword 150

Kite Shield 70

Plate Armor 230

Phuntua: (East of Castle Burgund)

Population: 288

Morale: 77

Harraive: (Southern Edge)

Population: 396

Morale: 50

Taza: (Northeast of Burgund)

Population: 24

Morale: 47

Castle Burgund: (Enemy Stronghold)

Population: 4

Morale: 50

Enemy Opposition:

----- Grf11 -----	Reward: Baldr Club
----- -----	Items: Two Leaves
Hwk11 Vul12*Hwk11	Location: SW of Dunkweld
----- Knt13*-----	Reward: Rupture Rose
Grp11 ----- Grp11	
----- Grp11 -----	Location: Coming out of Tubulk
Cle12*----- -----	Reward: Heal Seed
----- Sld-- -----	
Fae11 ----- Sld--	Location: Guarding Tubulk
----- Rav12*-----	Reward: Crown of Intellect
Hwk11 ----- Hwk11	Items: Two Leaves, Two Fruits
----- Hwk11 -----	Location: Charging from the north near Elgorea
Wyr11 ----- Rav12*	Reward: Baldr Club
----- -----	
----- ----- Wyr11	Location: Charging from the south near Idorf
Fae11 ----- -----	Reward: Rupture Rose
----- Hwk12 -----	Items: One Leaf, Two Fruits
----- Vul12*Hwk12	Location: Charging from the west near Phuntua
Vall1 Vall2*Vall1	Reward: Rupture Rose
----- -----	
Grp11 ----- Grp11	Location: Guarding Lehoboth
----- NnM12*-----	Reward: Power Fruit
Fen11 Nin11 -----	
Fen11 ----- Fen11	Location: East of Phuntua
Goll1 ----- Goll1	Reward: Heal Seed
----- -----	Items: Two Leaves
----- Wiz12*-----	Location: East of Phuntua
----- BsT11 -----	Reward: Hard Leather
BsT12 ----- BsT11	

----- BsM13\*BsT12      Location: Guarding Puntua  
Grp11 ----- Grp11      Reward: Crown of Intellect  
-----  
Grp11 Fen12\*Grp11      Location: East of Burgund  
  
----- Wit12\*-----      Reward: Hard Leather  
Grp11 ----- Grp11  
----- Grp12 -----      Location: Guarding Taza  
  
Bkr11 ----- Grp11      Reward: Power Fruit  
----- Pall2\*-----      Items: Two Leaves  
Grp11 ----- Bkr11      Location: West of Taza

Enemy Commander: Eurynome Rhade (Superior Knight)

----- SuK14\*-----  
Grp11 ----- Grp11  
Grp11 ----- Grp11      Location: Castle Burgund

Reward: Shield of Inferno

Battle Tactics:

There are a couple of problems with this battle. The first and most obvious one is the large amount of enemy units in this battle. The second is the fact that, as you're reaching your first liberated towns, three Hawkmen units will come out from the north, south, and west. Keep a couple of units at the base and a couple more north and south on the road to intercept.

This area also introduces, among the Beast Master and the Vultan, a brand new character called the Grappler. This guy is a nasty physically strong fighter, with a Rend attack in the front and the middle row, and an attack called Fatal Dance in the back. All are quite powerful. You'll be facing several of these guys during the battle, too...

Epilogue: Rhade is a little bitter about losing, as you'd imagine, but, like the coward you know he is, he runs off, but not without some words about how much he thinks of the Revolution.

Aftermath:

After Wentinus: Return to Idorf to learn about the Sword of Tiamat, the final piece of equipment needed to become a Dragoon. He'll tell you it may be in the stomach of Grozz Nuy, the Dragon God. He'll give you a lead on a barkeep in Elaine in Fair Heights.

Hidden Items: Same as Mylesia I

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Scene 12: The Steadfast

Location: The Highland of Soathon

Prologue: Magnus is upset due to Rhade's claims that the Revolutionary Army is the same as the Western Division, in that they're dragging the Bolmaukans into the war. Hugo urges him to keep using his sword to

protect, and to put his worries out of his mind...

Strongholds:

Fort Celestus: (Starting Location)

Population: 52

Morale: 50

Tristle: (Neutral, West of Celestus)

Population: 243

Morale: 49

Shafferville: (Southeast of Celestus)

Population: 162

Morale: 56

Shop:

Baldr Mace 180

Baldr Club 220

Baldr Spear 230

Baldr Claw 280

Baldr Axe 300

Hard Leather 150

Cochran: (Western Edge)

Population: 218

Morale: 46

Witch's Hut

Kapiscau: (Center of the Map)

Population: 262

Morale: 17

Jiram: (Southeastern Edge)

Population: 80

Morale: 88

Castle Ziggiveld: (Enemy Headquarters)

Population: 53

Morale: 50

Enemy Opposition:

----- Grp11 ----- Reward: Robe of the Wise

Grp11 ----- Items: Two Leaves

----- Grp12\*Grp11 Location: South of Tristle

----- Rav12\*----- Reward: Power Fruit

Hwk11 ----- Hwk11

----- Hwk11 ----- Location: Mountains East of Kapiscau

Fae11 Gre12 ----- Reward: Cup of Life  
----- Fae11  
----- Phx12\*----- Location: Guarding Shafferville

Grp11 ----- Grp11 Reward: Baldr Mace  
----- Items: Two Leaves  
Grp11 Fen12\*Grp11 Location: Charging from Kapiscau

----- Sld-- ----- Reward: Baldr Armor  
Sld-- ----- Sld-- Items: Three Leaves  
----- Phx14\*----- Location: Bridge south of Shafferville

----- ----- Reward: Ansate Cross  
BsT11 ----- BsT11  
DoM11 BlK12\*DoM11 Location: Bridge south of Shafferville (Retreats)

----- Sor11 Sor11 Reward: Baldr Helm  
Phx12\*----- -----  
----- Grp12 Location: Charging from Cochran

----- ----- Reward: Power Fruit  
----- -----  
DrT13\*----- PtD12 Location: Guarding Jiram

Fae11 ----- Reward: Heal Seed  
----- Hwk12 -----  
----- Vull12\*Hwk12 Location: Mountains east of Cochran

----- Sor11 Sor11 Reward: Kite Shield  
Phx12\*----- -----  
----- Grp12 Location: Guarding Kapiscau

----- Vall1 ----- Reward: Rosary  
Vall12\*----- -----  
----- Knt11 Knt11 Location: Guarding Cochran

Enemy Commander: Ankiseth Gallant (Solidblade)

Vall1 ----- Vall1  
----- SoBl4\*----- Items: Two Leaves  
Knt11 ----- Knt11 Location: Castle Ziggiveld

Reward: Blessed Sword

Battle Tactics:

There are two issues with this battle...

Issue #1: As you progress east, you'll spot the Black Knight unit. As soon as he sees you, he'll make for the other side of the bridge. As you touch the bridge, it'll explode. You'll have to take another way around.

Issue #2: The two flying units. These guys aren't dumb. They'll go after any liberated strongholds. Be sure to keep a constant eye on them and try to incapacitate them early.

Other than that, standard tactics apply.

Epilogue: Magnus faces his father, Ankiseth the Steadfast. Neither are

happy with what the other has become. Ankiseth leaves. Magnus returns to Hugo to find he has three choices now. He can follow orders and go south to Audvera Heights, where he'll free the Bolmaukans. He can defy orders and travel north to Mount Ithaca, which will make the upcoming battle with the main Western Division forces come sooner. He can also defy orders and head West, to an old Bolmaukan town in the Sable Lowlands.

Later, Yumil dispatches some orders to one of his troops and leaves in a huff with Mari watching. After he leaves, an old crone teleports in. She tells Mari that she can be of service to the prince. She does this by awakening the sleeping power inside her... DUN DUN DUUUUN!

Where to go: Going north will cut the other two areas off. Don't go north until you've beaten the other two areas, because you'll be missing out on some good stuff.

Aftermath: Go to Jiram. In this town, either a woman will tell you about the death of her son's dog, or the kid himself will tell you. Bring a spare Hellhound to the town with you. If you don't have one, one can easily be found in the Barrens surrounding town. Return to him with the Hellhound in a unit and he'll accept the dog (after a couple of visits) and give you the Pedra of Bane. Very nice...

Also, in Shafferville, an old man will speak of the great Nirdamese warrior, Vad, who's fighting against the Revolution. Bring Vad back here and you'll receive the Idaten's Mail.

Hidden Items:

Power Fruit: South of Tristle (across the river)

Ninja's Garb: Piece of Land NW of Shafferville

Witch's Dress: West of Shafferville

Baldr Mace: South of Cochran

Robe of the Wise: Northeast of Kapiscau

Blessed Sword: Southwest of Kapiscau

Book of Flame: East of Kapiscau

Altar of Resurrection: East of Jiram

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Scene 13 - Thoughts

Location: Audvera Heights

Before we start: This mission plays out differently if you go to the Sable Lowlands first. For the sake of argument, we'll consider going to Audvera Heights first Phase 1, and going to Sable Lowlands before this Phase 2.

Prologue - Phase 1: Hugo explains to Magnus how the base around the mines is heavily defended. There won't be much forefront attacking from the beginning. The priority for the beginning of the battle is defense...

Prologue - Phase 2: The Audvera Mines are liberated, and the enemy retakes Castle Ziggiveld. They're largely charging from the Castle itself.

Strongholds:

Castle Ziggiveld: (Starting Location(1), Enemy Headquarters(2))

Population: 53

Morale: 50

Puld: (West of Ziggiveld)

Population: 147

Morale: 69

Barrow: (Southeast of Ziggiveld)

Population: 241

Morale: 32

Shop:

Pointy Hat 100

Armet 120

Scipplay Staff 20

Spellbook 100

Book of Bane 300

Robe 30

Witch's Dress 80

Baldr Armor 420

Amulet 40

Naracrete: (South of Ziggiveld)

Population: 67

Morale: 28

Bezelle: (South of Naracrete)

Population: 273

Morale: 78

Shop:

Baldr Mace 180

Baldr Club 220

Baldr Spear 230

Baldr Claw 280

Baldr Axe 300

Hard Leather 150

Chig Nik: (Southwest of Bezelle, Neutral(2))

Population: 226

Morale: 40

Seldovia: (West of Chig Nik, Neutral(2))

Population: 102



Morale: 21

Audvera Mine: (Enemy Headquarters(1), Starting Location(2))

Population: 103

Morale: 66

Enemy Opposition - Phase 1

BsT	BsT	Wit*	Reward: Bracer of Protection
-----	-----	Bkr	
-----	Bkr	-----	Location: Guarding Barrow
-----	Grp	BlK*	Reward: Estoc
-----	-----	DgT	
DgT	Grp	-----	Location: Charging from Barrow
-----	BlK13*	-----	Reward: Bandanna
Knt12	-----	Arc12	
Knt12	-----	Arc12	Location: Charging from east of Puld
ArM13*	-----	-----	Reward: Kerykeion
-----	Wiz12	Sor12	Items: Three Leaves
Wiz12	Sor12	-----	Location: Guarding Puld
-----	-----	Sir12	Reward: Amulet
Grp12	-----	-----	Items: Three Leaves, Two Fruits
-----	Pall4*	Grp12	Location: Charging from Naracrete
Grp	Enc*	Grp	Reward: Scale Armor
-----	-----	-----	
-----	BGo	-----	Location: Charging from Naracrete
-----	-----	Pall2	Reward: Plumed Headband
-----	-----	-----	
Grp12	Grp13*	Grp12	Location: Charging from west of Naracrete
Wit	ArM*	-----	Reward: Magician's Robe
-----	-----	Wit	
Grp	Grp	-----	Location: Charging from Naracrete
-----	Wit13*	-----	Reward: Heal Seed
-----	-----	Vall3	
Grp12	Grp12	Grp12	Location: Charging from Naracrete
Knt12	Knt12	Bkr12	Reward: Power Fruit
-----	Pall3*	-----	
Bkr12	-----	-----	Location: South of Naracrete
-----	-----	Pmp12	Reward: Heal Seed
Arc13*	-----	-----	
-----	Fig14	Fig14	Location: Southeast of Naracrete
Wit12	-----	-----	Reward: Power Fruit
Wit12	Wit12	-----	Items: Two Leaves
-----	BlK13*	Wit12	Location: South of Naracrete
Grp12	Pri13*	-----	Reward: Fool
-----	-----	-----	
Grp12	Grp12	Grp12	Location: Guarding Chig Nik

Enemy Commander: Tuzt

----- DoM14\*  
----- Items: Four Leaves, Two Fruits  
SGo12 ----- Goll12 Location: Audvera Mine

Reward: Fool

Enemy Opposition - Phase 2:

Wit12 ----- Reward: Estoc  
Wit12 Wit12 ----- Items: Two Leaves  
----- BlK13\*Wit12 Location: Charging from Bezelle  
  
----- Wit13\*----- Reward: Amulet  
----- Vall13  
Grp12 Grp12 Grp12 Location: Guarding Bezelle  
  
----- Sir12 Reward: Scale Armor  
Grp12 ----- Items: Three Leaves, Two Fruits  
----- Pall4\*Grp12 Location: Charging from Naracrete

ArM13\*----- Reward: Bracer of Protection  
----- Wiz12 Sor12 Items: Three Leaves  
Wiz12 Sor12 ----- Location: Charging from Puld

Grp12 Pri13\*----- Reward: Fool  
-----  
Grp12 Grp12 Grp12 Location: Guarding Naracrete

----- Pmp12 Reward: Kerykeion  
Arc13\*-----  
----- Fig14 Fig14 Location: Guarding Puld

Knt12 Knt12 Bkr12 Reward: Magician's Robe  
----- Pall3\*-----  
Bkr12 ----- Location: Guarding Baskirk

----- BlK13\*----- Reward: Bandanna  
Knt12 ----- Arc12  
Knt12 ----- Arc12 Location: Southeast of Castle Ziggiveld

----- Pall2 Reward: Plumed Headband  
-----  
Grp12 Grp13\*Grp12 Location: Southwest of Castle Ziggiveld

Enemy Commander: Tuzt

----- DoM14\*  
----- Items: Four Leaves, Two Fruits  
SGo12 ----- Goll12 Location: Castle Ziggiveld

Reward: Fool

Battle Tactics - Phase 1:

First, put some units out in front as a shield for your base. As you can see from the opposition list, you'll have a LOT of enemies on you FAST. Liberate towns slowly, and keep at least two units in your

frontline towns.

BIG HELP: Go to Puld. If you said that you couldn't execute Frederick, Aisha the Priest will show up, saying she got lost from her unit. It's a stroke of luck that'll be an incredible help later on. She'll sign on your crew and you'll be much the better for having her.

For its difficulty, there really isn't much else to the battle. Just be very careful, as always. Try not to lose anyone, as the nearest Witch Hut is near the very end of the area. You're probably gonna want to pick up a Book of Bane, too, in the shop.

Battle Tactics - Phase 2:

The battle is FAR easier in this setup. There are less enemies, for one thing.

Epilogue: Magnus refuses to recruit the Bolmaukans to use in the coming battles.

Hidden Items:

Scale Armor: On the road between Ziggiveld and Puld  
Estoc: On the road between Ziggiveld and Barrow  
Mirror of Soul: Forest south of Ziggiveld  
Magician's Robe: South of Naracrete  
Plumed Headband: West of Naracrete  
Fool: Midway between Barrow and Naracrete  
Book of Water: Northeast of Audvera (between highlands and a river)  
Dragon Shield: Northeast of the aforementioned Book of Water

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Scene 14 - City of the Past

Location: Sable Lowlands

Prologue: Battle Plans

Strongholds:

Temil: (Starting Location)

Population: 273

Morale: 25

Shop

Baldr Helm 170

Rupture Rose 120

Blessed Sword 400

Baldr Shield 250

Robe of the Wise 300

Baldr Armor 420

Quills: (South of Temil)

Population: 236  
Morale: 36

Kuva: (Northwest of Temil)

Population: 193  
Morale: 72

Shichidarui: (West of Temil)

Population: 196  
Morale: 16

Cotolus: (Northwest of Shichidarui)

Population: 181  
Morale: 69

Prilgi: (Southwest of Shichidarui)

Population: 280  
Morale: 25  
Witch's Hut

Baimuk: (South of Prilgi)

Population: 157  
Morale: 66

Castle Crotal: (Enemy Headquarters)

Population: 27  
Morale: 50

Enemy Opposition:

----- NnM13*Wiz12	Reward: Heal Seed
Bkr12 ----- Wiz12	
Bkr12 -----	Location: East of Shichidarui
----- Wit13*-----	Reward: Satan's Bullova
----- ----- Val13	Items: Five Leaves
Grp12 Grp12 Grp12	Location: Charging from Quills
----- Dia14*-----	Reward: Heal Seed
Grp12 ----- Grp12	
Grp12 ----- Grp12	Location: Guarding Quills
Vul11 ----- Vul11	Reward: Armet
Vul12 Pal13*-----	
Vul12 -----	Location: Southeast of Shichidarui
ArM13*-----	Reward: Power Fruit
----- Wiz12 Sor12	Items: One Leaf
Wiz12 Sor12 -----	Location: Guarding Shichidarui
----- Grp12 -----	Reward: Heal Seed
Grp12 ----- Rav14*	
Grp12 Grp12 -----	Location: Guarding Prilgi

----- Nin12 ----- Reward: Mirror of Soul  
 Nin12 NnM14\*Nin12  
 ----- Nin12 ----- Location: Running towards the north (Messenger)

BlK13\*Rav12 Rav12 Reward: Valiant Mantle  
 ----- Bkr12 ----- Items: Two Leaves  
 Bkr12 ----- Location: Charging from the North

----- Rav13\*----- Reward: Baldr Armor  
 Hwk12 ----- Hwk12 Items: Four Leaves  
 ----- Hwk12 ----- Location: Charging from the North

Hwk12 ----- Reward: Mirror of Soul  
 ----- Fen14\*-----  
 Hwk12 ----- Hwk12 Location: Charging from the North

Wyr12 ----- Rav13\* Reward: Power Fruit  
 -----  
 ----- Wyr12 Location: Charging from the North

----- Gre11 Reward: Satan's Bullova  
 Fae11 DgT11\*Fae11  
 ----- Gre11 ----- Location: Charging from the North for the base

Hwk12 ----- Hwk12 Reward: Valiant Mantle  
 ----- Vul13\*-----  
 Knt12 ----- Knt12 Location: Guarding Cotoltus

PtD12 ----- Fae14 Reward: Heal Seed  
 -----  
 ----- Sor13\*----- Location: Guarding Baimuk

Enemy Commander: Liedel Klein

Sir12 Arc14\*Sir12  
 -----  
 Knt12 Knt12 ----- Location: Castle Crotal

Reward: Bow of Sandstorm

Battle Tactics:

The Ninja Master unit heading north will disappear once it reaches Kua. After that, five units will pop up in the north. You can go for the Ninja unit immediately and prevent this, or, if you're up to the challenge, take on the enemy units. If you go for the latter, you're going to want to send about four units to cross the mountains.

The rest of the battle isn't too tough. Be sure to pick up the Black Knight equipment lying around, though, because you're not going to get another chance.

Getting Liedel: To get Liedel to join you, you're going to need a high Chaos Frame. To be on the safe side, attack her with a high Alignment unit.

Epilogue:

A young Bolmaukan warrior thanks Magnus for his help and tells him to free the Bolmaukans in the mines in Audvera Heights.

Hidden Items:

Valiant Mantle: On the road between Temil and Shichidarui

Baldr Armor: On the road between Shichidarui and Prilgi

Armet: On the road between Shichidarui and Kuva

Satan's Bullova: West of Cotoltus

Book of Bane: Midway between Quills and Baimuk

Quit Gate: Southwest of Prilgi

Bracer of Protection: Southeast of Prilgi

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Scene 15 - Uncertainty

Location: Mount Ithaca

Prologue: Magnus desires to avoid battle with the Western Division. Just as he and Hugo are discussing how both sides could reach an agreement, a messenger from the Western Division shows up, that wishes to discuss terms of peace with the Revolutionary Army, from Prince Yumil himself. Following this meeting, word of an advancing troop force reaches the Rev. Army. It appears that Sir Rhade has not had enough punishment. Time to teach that upstart a lesson.

Strongholds:

Cybillgin: (Starting Location)

Population: 91

Morale: 37

Witch's Hut

Cactovich: (Allied, South of Cybillgin)

Population: 289

Morale: 33

Shop:

Bandanna 20

Plumed Headband 60

Estoc 250

Fool 320

Blessed Sword 400

Magician's Robe 120

Scale Armor 200

Amulet 40

Nakima: (East of Cybillgin)

Population: 226

Morale: 52

Kynora: (Neutral, East of Nakima)

Population: 125

Morale: 25

Lapidz: (Center of Map)

Population: 229

Morale: 82

Bella Cula: (North of Cybillgin)

Population: 123

Morale: 74

Lachook: (East of Lapidz)

Population: 201

Morale: 21

Tilorro: (Northeast of Bella Cula)

Population: 121

Morale: 19

Ketican: (North of Tilorro)

Population: 48

Morale: 11

Fort Gullsvinter: (Enemy Headquarters)

Population: 122

Morale: 50

Enemy Opposition:

Wit13 ArM14\*----- Reward: Bloodstained Robe  
----- Wit13  
Grp13 Grp13 ----- Location: Charging from Bella Cula

----- Grp13 BlK14\* Reward: Power Fruit  
----- DgT13  
DgT13 Grp13 ----- Location: North of Nakima

Grp13 ----- Grp13 Reward: Stone of Quickness  
----- Items: Two Leaves, Two Fruits  
Grp13 XXX15\*Grp13 Location: North of Nakima

----- Rav14\*----- Reward: Armet  
----- Items: Six Fruits  
Wyr13 ----- Wyr13 Location: South of Nakima

----- Grf13 ----- Reward: Magician's Robe  
----- Items: Two Leaves  
Hwk13 Vull14\*Hwk13 Location: West of Bella Cula

Grp13 Enc14\*Grp13 Reward: Buckler  
-----  
----- BGo13 ----- Location: West of Bella Cula

----- Grp13 Reward: Thunder Spear  
----- Grp13 Items: Six Leaves

Phx13 Cat14\*Phx13 Location: North of Nakima

BsT13 BsT13 Wit15\* Reward: Amulet  
 ----- Bkr13  
 ----- Bkr13 ----- Location: Guarding Lachook

Grp13 Pri14\*----- Reward: Stone of Quickness  
 -----  
 Grp13 Grp13 Grp13 Location: Guarding Ketican

Encl4\*----- ----- Reward: Spellbook  
 -----

Gol13 ----- SGo13 Location: South of Gullsvinter

----- Pri14\*----- Reward: Arc Wand  
 Fae13 Sor13 Fae13 Items: Two Leaves, One Fruit  
 ----- Sor13 Location: South of Lachook (See Tactics)

----- NnM14\*----- Reward: Heal Seed  
 ----- Items: Two Leaves  
 Grf13 ----- Wyv13 Location: South of Tilorro (See Tactics)

BlK14\*Rav13 Rav13 Reward: Baldr Mail  
 ----- Bkr13 ----- Items: Six Leaves  
 Bkr13 ----- Location: North of Lachook (See Tactics)

Enemy Commander: Eurynome Rhade (Superior Knight)

Pal13 ----- Pal13  
 ----- SuK16\*----- Items: Four Leaves, Two Fruits  
 Cat13 ----- Cat13 Location: Fort Gullsvinter

Reward: Sword of Firedrake

Battle Tactics:

Okay. You've got a few guys coming at you from the beginning. Watch the Raven unit down south, so that you can intercept it before it reaches your allied town.

The north area is oddly sparsely populated, and with good cause, because, as you approach the bridge, it will be blown, preventing you from crossing.

The XXX character in the normal enemies is the legendary Grappler, Vad. Getting him in your party is not as hard as some make it out to be. First, you have to have at least cleared out the Mines in Audvera Heights. Next, go north and liberate Ketican to destroy the bridge. When you go back, Vad won't move from his spot, so just avoid him. After the scene, he'll join you. Nice.

As you progress inward from the south, you'll be forced to cross the bridge, as you cross it, three units will spring up from nowhere and attack (the one's marked on the list). Just bring a bunch of units in with you and you shouldn't have too much trouble, if you play it smart.

Epilogue: Magnus will see off the oppressed Nirdamese. They return to their homeland. This means you'll not be seeing Grappler units again. Hooray!



Afterwards, Destin Faroda will show up, saying he's going to leave the Revolutionary Army's cause because it's become more about abolishing the class system than independence from Lodis. If you refused to execute Frederick, Saradin decides to stay behind to help your cause.

Aftermath: Head to Kynora. If you enter the stronghold during the day, and if you have spoken to the old man in Mylesia, you'll learn about Dragon Armor and Condrite. He tells you to go to the Dardunnelles and get some Condrite so he can make the armor.

Hidden Items:

Baldr Mail: Midway between Kynora and Cactovich  
Revive Stone: Pocket of forest inside mountains NW of Cybillgin  
Buckler: On the road between Bella Cula and Cybillgin  
Arc Wand: On the road between Bella Cula and Ketican  
Magician's Robe: Barrens NW of Kynora  
Stone of Quickness: Southeast of Ketican  
Thunder Spear: On the road NW of Lachook  
Book of Earth: South of Tilorro (Across the river)

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Scene 16 - A Legendary Land

Location: Mount Keryoleth

Prologue:

If you lost Dio: Rhade swears revenge on the Revolution. Suddenly, Dio, who was thought to be dead, shows up. He kills Rhade and says he'll take Rhade's place.

Hugo gives battle plans...

Strongholds:

Mursunny: (Starting Location)

Population: 117

Morale: 35

Shop:

Hachigane	40
Plumed Headband	60

Baldr Bow	160
Ytival	270
Claymore	360

Cloth Armor	20
Hard Leather	150

Natashkan: (East of Mursunny)

Population: 188

Morale: 48

Dolbo: (Distant North)

Population: 43

Morale: 28

Mingan: (Northeast of Natashkan)

Population: 122

Morale: 39

Escaraba: (East of Natashkan)

Population: 66

Morale: 80

Tananna: (Neutral, East of Escaraba)

Population: 160

Morale: 41

Balera: (East of Mingan)

Population: 171

Morale: 81

Gypsanville: (North of Mingan)

Population: 86

Morale: 53

Witch's Hut

Keryoleth: (Enemy Headquarters)

Population: 31

Morale: 50

Enemy Opposition:

ReD15 ----- Reward: Arc Wand  
----- DgM16\* Items: Six Leaves  
----- Gob18 Gob18 Location: Charging from Natashkan

Rav15 ----- Cat15 Reward: Amulet  
----- Cat15 -----  
Rav15 ----- Cat17\* Location: Guarding Natashkan

----- Dia16\*Pmp15 Reward: Arc Wand  
----- Gre18 Items: Five Leaves  
Pmp15 Gre18 ----- Location: Forest west of Dolbo

Cer15 ----- NnM16\* Reward: Spellbook  
-----  
----- Nin15 Nin15 Location: Forest west of Mingan

----- BlK16\*----- Reward: Fur Coat  
-----  
BkD15 ----- Ogr18 Location: Charging from Escaraba

Cok15 ----- Cok15 Reward: Plate Armor  
----- Items: Four Leaves, Two Fruits

Fre17\*----- ----- Location: Southeast of Dolbo

Gob17 Sir15\*----- Reward: Silver Hourglass

----- Gob17

Ogr17 ----- ----- Location: West of Mingan

----- Rav16\*Rav15 Reward: Scroll of Discipline

DgM15 ----- -----

Rav15 ----- Rav15 Location: South of Mingan

BkD15 ----- Tmt15

----- -----

----- BlK17\*----- Location: Guarding Mingan

----- ----- Grf15 Reward: Dragon Shield

Gob18 ----- ----- Items: Two Leaves

----- SwM16\*Gob18 Location: South of Mingan

Fre15 Fre15 ----- Reward: Power Fruit

----- ----- Fre17\* Items: Five Leaves, Two Fruits

Val15 ----- Val15 Location: Guarding Gypsanville

----- Sir16\*----- Reward: Plate Armor

----- -----

Ogr18 ----- Wyr15 Location: Guarding Balera

----- Enc16\*-----

----- -----

SGo15 ----- BGo15 Location: Southwest of Keryoleth

Dia16\*----- Arc15 Reward: Fur Coat

Arc15 Knt15 -----

----- ----- Knt15 Location: South of Keryoleth

Enemy Commander: Giolse

Gob17 ArM18\*-----

----- ----- Gob17 Items: Four Leaves, Two Fruits

Ogr17 ----- ----- Location: Keryoleth

Reward: Hraesvelg

Battle Tactics:

First point of note... There's a different enemy standard you're fighting here. A grinning demon. What could it mean?

You'll have dual problems in this battle. Both to the north and to the south.

The southern problem is a simple problem of numbers. You've got many, many units to deal with set up in a wall near Mingan. Still, there's many exposed leaders, so fight smart and you shouldn't have too many problems.

In the north, you'll face your first Cockatrice unit in this battle. Cockatrices, in the back row, can petrify your units, and will put them out of the fight just like that. It costs 500 Goth to revive someone petrified, too, with a Revive Stone, so it's worth your while to use this strategy. Equip someone, (Knight or Phalanx) with Troi's Hallowed

Shield, put him with two Golems and send them into battle with the fowl demons.

You're also gonna have some trouble with the Diana unit in the north, due to the two Pumpkinheads in the unit. Either send in a powerful spellcasting unit to take out the Diana quickly (who's the only other significant damage), or send in someone with a Priest. Clerics probably won't be as useful in this instance.

After these problems are overcome, the mission is easily finished up.

Epilogue: Magnus meets his father. They exchange words and Ankiseth Gallant challenges his son's motives about this revolution...

Hidden Items:

Fur Coat: On the road between Mursunny and Natashkan

Plate Armor: On the road between Natashkan and Mingan

Book of Wind: Midway between Escaraba and Tananna

Arc Wand: On the road between Gypsanville and Dolbo

Dragon Shield: North of Gypsanville

Silver Hourglass: East of Balera

Revive Stone: Northwest of Mingan (across river)

\*\*\*\*\*

Scene 17 - Visitors from the West

Location - Azure Plains

Prologue: Simple Battle Tactics on this one...

Strongholds:

Remella: (Starting Location)

Population: 63

Morale: 42

Shop:

Armet 120

Arc Wand 150

Thunder Spear 320

Spellbook 100

Buckler 40

Magician's Robe 120

Baldr Mail 250

Amulet 40

Frattelli: (North of Remella)

Population: 270

Morale: 80

Kegu: (West of Frattelli)

Population: 157

Morale: 14

Witch's Hut

Quellorna: (South of Noistrien)

Population: 129

Morale: 61

Dauphin: (Southwest of Remella)

Population: 112

Morale: 86

Coppermine: (Southwest Corner)

Population: 224

Morale: 83

Drumheller: (South of Remella)

Population: 216

Morale: 58

Fort Noistrien: (Enemy Headquarters)

Population: 27

Morale: 50

Enemy Opposition:

Wyr14 ----- Rav15\* Reward: Plumed Headband  
----- ----- Items: Three Leaves, Two Fruits  
----- ----- Wyr14 Location: Guarding Drumheller

Wit14 KtT16\*Sir14 Reward: Cloth Armor  
Wit14 ----- Sir14  
----- ----- Location: Guarding Frattelli

Wiz14 Wiz14 ----- Reward: Power Fruit  
DgM14 ----- DgM14 Items: Three Leaves, Two Fruits  
----- KtT15\*----- Location: Charging from Dauphin

Fae14 Gre15 ----- Reward: Urn of Chaos  
----- ----- Fae14  
----- Phx15\*----- Location: Guarding Dauphin

Arc14 ----- Arc14 Reward: Ytvial  
----- KtT15\*----- Items: Four Leaves, Two Fruits  
Pal14 ----- Pal14 Location: Charging from Kegu

----- Rav15\*----- Reward: Hachigane  
Hwk14 ----- Hwk14 Items: Four Leaves, Two Fruits  
----- Hwk14 ----- Location: Charging from Mountains (See Tactics)

Wyr14 ----- Rav15\* Reward: Kerykeion  
----- ----- Items: Three Leaves, Two Fruits  
----- ----- Wyr14 Location: Charging from Mountains (See Tactics)

----- Grf14 ----- Reward: Claymore  
----- ----- Items: Four Leaves, Two Fruits  
Hwk14 Vull15\*Hwk14 Location: Charging from Mountains (See Tactics)

----- Rav15\*-----  
----- ----- Items: Two Leaves, Two Fruits  
Wyr14 ----- Wyr14 Location: Charging from Mountains (See Tactics)

Pri14 ----- Pri14 Reward: Crystal of Preciscion  
----- ----- Items: Five Leaves  
Cat14 KtT16\*Cat14 Location: Guarding Kebu

----- Vull15\*----- Reward: Hard Leather  
Vull14 ----- Vull14  
Knt14 ----- Knt14 Location: Guarding Coppermine

Wit14 Wit14 DoM15\* Reward: Goblet of Destiny  
----- ----- Items: Two Leaves  
Wit14 ----- ----- Location: Guarding Quellorna

Enemy Commander: Robert

Sir14 Sir14 -----  
----- ----- Items: Three Leaves, Two Fruits  
Pal14 KtT16\*Pal14 Location: Fort Noistrien

Reward: Ice Blade

Battle Tactics:

A new adversary has joined the mix. You're taking down some members of the Holy Lodis Army here.

This battle is quite straightforward, actually. You'll get a little surprise with a new unit, Knight Templar. They're pretty much just a bit beefier Knight, but not that much.

Also, you'll get a nice surprise when you cross the bridge on the river. Four flying units will assault your headquarters. Of course, by now you'll have realized that that was their intention in the first place, so you'll have some units there, right? ^\_^

In the southern reaches, near Coppermine, you may have the pleasure of running into Sheen Cocteau. He's a Hawkman who considers himself quite the ladies man. Sign him on.

Epilogue: Same if you took this way first. Nothing if you went here second.

Aftermath: Not much going on, but if you take Sheen to Frattelli, a woman there will tell him off...

Hidden Items:

Plumed Headband: Road between Remella and Drumheller  
Claymore: Road between Fratelli and Kegu  
Quit Gate: Road between Kegu and Fort Noistrien  
Ytival: Midway between Dauphin and Quellorna  
Bracer of Protection: Southeast of Kegu (across river)

\*\*\*\*\*

Scene 18 - The Grim Path

Location: Wentinus

Prologue: Magnus is torn between the decision of fighting the Western Division, with his father and childhood friend at the forefront. Here, you're given a choice of how you want to proceed. You can follow orders and fight, or you can try to make peace.

Making peace: Magnus goes to meet his father. There's a small bit of tension between the two, and they go to the War Room. Just as they're beginning their peace agreement, Dio bursts in with news that Yumil has been arrested for treason. A knight from Lodis took him. Ankiseth wants to sacrifice himself, but Magnus insists on rescuing him with the entire group.

Following orders: Simple matter of battle plans.

Strongholds:

Salem: (Starting Location)

Population: 140

Morale: 84

Silhouette: (Allied, Northeast of Salem)

Population: 213

Morale: 55

Ellode: (Southeast of Salem)

Population: 122

Morale: 33

Reliance: (North of Salem)

Population: 187

Morale: 18

Parmel: (East of Silhouette)

Population: 99

Morale: 15

Yves Guibiques: (North of Reliance)

Population: 253

Morale: 67

Hopedale: (Northeast of Reliance)

Population: 187

Morale: 78

Cartwright: (East of Hopedale)

Population: 253  
Morale: 79  
Witch's Hut

Badin: (Neutral, Northeast corner)

Population: 236  
Morale: 10

Timmins: (Northern Edge)

Population: 238  
Morale: 35

Shop:

Armet	120
Arc Wand	150
Baldr Spear	230
Spellbook	100
Tower Shield	350
Fur Coat	250
Heavy Armor	650
Amulet	40

Igglurick: (Southeast of Castle Talpaea)

Population: 244  
Morale: 12

Castle Talpaea: (Enemy Headquarters)

Population: 177  
Morale: 50

Enemy Opposition: (With Ankiseth)

ArM17*-----	-----	Reward: Book of Bane
----- Wiz16	Sor16	
Wiz16 Sor16	-----	Location: Guarding Reliance
Knt16 Knt16	Bkr16	Reward: Tower Shield
----- Pal17*	-----	Items: Two Leaves
Bkr16	-----	Location: Guarding Cartwright
----- BlK17*	-----	Reward: Heal Pack
Knt16	----- Arc16	Items: Four Leaves, Two Fruits
Knt16	----- Arc16	Location: Charging from Ellode (for Ankiseth)
----- NnM17*	-----	Reward: Tower Shield
Fen16 Nin16	-----	
Fen16	----- Fen16	Location: Guarding Ellode

---



Legion 1: Funnel Shift Formation

Sld-- CeM17%Sld-- Reward: Heavy Armor  
-----  
----- Wv16 ----- Location: Charging from Yves

Fen16 ----- Fen16 Reward: Heal Pack  
----- SwM17\*-----  
Nin16 ----- Nin16 Position: Right Side

Knt16 BlK18\*BlK16 Reward: Armet  
-----  
BlK16 ----- Knt16 Position: Left Side

---

Fre16 Fre16 ----- Reward: Baldr Spear  
----- Fre18\*  
Vall16 ----- Vall16 Location: Guarding Hopedale

Dia16 Wit18\*Dia16 Reward: Love and Peace  
-----  
Cat16 ----- Cat16 Location: Guarding Yves

----- NnM17\*Wiz16 Reward: Urn of Chaos  
Bkr16 ----- Wiz16  
Bkr16 ----- Location: Charging from bridge NE of Yves

----- Nin16 ----- Reward: Urn of Chaos  
Nin16 NnM18\*Nin16  
----- Nin16 ----- Location: Retreating from Igglurick (Messenger)

Arc16 Arc16 ----- Reward: Heavy Armor  
-----  
Phx16 Cat19\*Phx16 Location: Guarding Igglurick

---

Legion 2: Wedge Shift Formation

-----  
Sld-- CeF17%Sld-- Reward: Urn of Chaos  
-----  
----- Location: Charging from the North

Wv16 ----- Reward: Power Fruit  
-----  
Rav17\*----- Wyr16 Position: Right Side

Pr18\*----- Reward: Dragon Armor  
----- BGo16  
Gol16 ----- Position: Left Side

---

Enemy Commander: Baldwin Glendale (Temple Command)

Dia16 ----- Dia16  
----- TmC19\*-----  
KtT16 ----- KtT16 Location: Castle Talpaea

Reward: Goblet of Destiny

---

Enemy Opposition: (Without Ankiseth)

Knt16 Knt16 Bkr16   Reward: Tower Shield

----- Pall17\*-----

Bkr16 -----       Location: Guarding Cartwright

----- Wit19\*Wit16   Reward: Heal Pack

Pri16 ----- Pri16

----- Pri16 -----   Location: Guarding Silhouette

----- BlK17\*-----   Reward: Tower Shield

Knt16 ----- Arc16   Items: Six Leaves

Knt16 ----- Arc16   Location: Charging from Ellode (for Ankiseth)

----- NnM17\*-----   Reward: Power Fruit

Fen16 Nin16 -----

Fen16 ----- Fen16   Location: Guarding Ellode

Fre16 Fre16 -----   Reward: Heal Pack

----- ----- Fre18\*

Val16 ----- Val16   Location: Guarding Hopedale

---

Legion 1: Funnel Shift Formation

Sld-- CeM17%Sld--   Reward: Heavy Armor

----- -----       Items: Three Leaves, One Fruit

----- Wyv16 -----   Location: Charging from Yves

Fen16 ----- Fen16   Reward: Baldr Spear

----- SwM17\*-----

Nin16 ----- Nin16   Position: Right Side

Knt16 BlK18\*BlK16   Reward: Armet

----- -----       Items: Six Leaves

BlK16 ----- Knt16   Position: Left Side

---

Dial6 Wit18\*Dial6   Reward: Love and Peace

----- -----

Cat16 ----- Cat16   Location: Guarding Yves

Arc16 Arc16 -----   Reward: Heavy Armor

----- -----       Items: Two Leaves

Phx16 Cat19\*Phx16   Location: Charging from Igglurick

----- NnM17\*Wiz16   Reward: Urn of Chaos

Bkr16 ----- Wiz16

Bkr16 -----       Location: Guarding Igglurick

---

Legion 2: Wedge Shift Formation

----- Reward: Urn of Chaos  
Sld-- CeF17%Sld-- Items: Two Leaves  
----- Location: Charging from the North

----- Reward: Power Fruit  
Knt16 Pall9\*Knt16 Items: Six Leaves  
Pall7 ----- Pall7 Position: Right Side

SwM17\*----- Bah16 Reward: Dragon Armor  
-----  
NnM16 ----- NnM16 Position: Left Side

---

Enemy Commander: Ankiseth Gallant (Solidblade)

Dial7 ----- Dial7  
----- Soll9\*----- Items: Five Leaves, Two Fruits  
Cat17 ----- Cat17 Location: Castle Talpaea

Reward: Blessed Sword

Battle Tactics (with Ankiseth):

Ankiseth's Unit:

Dial7 ----- Dial7  
----- Soll9\*----- Items: Four Leaves, Two Fruits  
Cat17 ----- Cat17 Location: Silhouette

Ankiseth will start out from Silhouette. He'll proceed along the road north and will liberate Cartwright, then he'll go to Igglurick to liberate that, and further on to Castle Talpaea to face Baldwin. There's nothing you can do to stop him. Just pray he doesn't croak on the way.

A Ninja Master unit labeled as "(Messenger)" will attempt to retreat to the north. If they are allowed to escape, Legion 2 will appear in their place.

You'll face your first Legion in this battle. Don't panic. Just attack and you'll see firsthand just how ineffective Legions actually are. The Legion Core is easily taken out.

You'll face the major concentration of enemies on the west side. The east will be relatively clear.

Save two or three (preferably three) units to send east to liberate. Noting the Morale of that area, you're probably going to want them to be Chaotic for the most part. Cartwright has high Morale, but Ankiseth will take care of that.

Make sure you stop by Timmins, too, to buy any of the Siren or Cataphract equipment, because you will NOT be returning here. Don't be caught off guard by the Legion that shows up to the north, although it shouldn't present too many problems. (I beat the whole thing back with one unit)

Battle Tactics: (Without Ankiseth)

Won't have to worry about him, so take your time in this mission. There are a few extra units to face, but there shouldn't be too much trouble.

You'll face your first Legion in this battle. Don't panic. Just attack and you'll see firsthand just how ineffective Legions actually are. The Legion Core is easily taken out.

You'll face the major concentration of enemies on the west side. The east will be relatively clear.

Save two or three (preferably three) units to send east to liberate. Noting the Morale of that area, you're probably going to want them to be Chaotic for the most part. Cartwright has high Morale, but Ankiseth will take care of that.

Make sure you stop by Timmins, too, to buy any of the Siren or Cataphract equipment, because you will NOT be returning here. Don't be caught off guard by the Legion that shows up to the north, although it shouldn't present too many problems. (I beat the whole thing back with one unit)

Epilogue (With Ankiseth): Baldwin runs off to grab Yumil. As he's running off with him, Mari stops him, casting a bit of her newfound power on him. He's intrigued, but she's still no match for him. He knocks her down and runs off. Magnus arrives to an empty room, searching for Yumil.

Epilogue (Without Ankiseth): Ankiseth, Magnus, and Yumil wonder why there is need to fight. Ankiseth tells his son that he's become strong, and to take Yumil into the Revolutionary Army. Suddenly, Baldwin comes up behind Ankiseth runs him through. He grabs Yumil and runs off. Ankiseth dies in his son's arms...

Both Epilogues: Afterwards, there is heated discussion among the Revoultionary War commanders. The Western Division has ceded itself to the Revolution, but there's still the problem of the Central Division, the Eastern Orthodox Church, and Lodis. The Revolution pulls out of Wentinus soon after it's captured. Wentinus, Azure Plains, and Mount Keryoleth will no longer be accessible. Therefore, there's no listed Aftermath, yet.

Hidden Items:

Love and Peace: Road between Ellode and Silhouette  
Urn of Chaos: Midway between Yves and Hopedale  
Tower Shield: Southeast of Hopedale  
Heavy Armor: Road between Cartwright and Timmins  
Book of Bane: Road between Cartwright and Badin  
Armet: Northeast of Castle Talpaea  
Baldr Spear: Road between Igglurick and Timmins

\*\*\*\*\*  
\*\*\*\*\*

D. Chapter 3:

As time passes, their backs break under their burdens...

Opening: A secret meeting is taking place involving King Procus and his

son, concerning the true power of the Progenitor. It's interrupted by Sir Richard Glendale of the Caliginous Order, along with his brother Baldwin, and their advisor, Thamuz Delville, who has delivered a decree that puts Palatinus under full control of the Holy Lodus Empire.

Magnus, Frederick, Xevac, (and Ankieth if you have him) are discussing the situation. Xevac is all for fighting, as it seems to be the easiest way to achieve victory. Frederick wants to talk peace with the Central Division, since their strengths are equal.

If Ankieth's here, then it's at this point, if you have a neutral to high Chaos Frame, that you can decide whether or not to take Ankieth with you. If you refuse, you'll not have the ability to recruit him again.

\*\*\*\*\*

#### Legion FAQ

Before I start, lemme just remind you that Legions will appear in the Hugo Report, and in the Tutorial, so check there for info.

Q: Why can't I put units in my Legion?

A: You need Soldiers in your Legion Core to add units. This refers to the fact that you need Soldiers to act as messengers to give order to units so that you can make formations.

Q: Who can become a Legion Leader?

A: Magnus, Dio, Leia, Ankieth, Debonair, and Destin can be Legion Leaders. Also, Centurions can lead Legions. A Princess can, as well.

Q: How can I make a Centurion?

A: Either gender can become a Centurion. Besides the usual stat requirements, the person you want to be a Centurion has to have promoted ten Soldiers to either Fighters or Amazons.

And, the big question...

Q: Are Legions worth it?

A: I can answer this with a resounding NO! The Legion is REQUIRED to maintain formation. The fact that you need to use Soldiers in the Core makes it very weak. The Centurion himself (or herself) is not a strong class at all. You can do pretty much the same thing with a small cluster of units, and you have much more freedom.

\*\*\*\*\*

#### Scene 19 - The Setting Sun

Location: Dardunnelles, The Crossroads

Prologue: Battle Plans!

Strongholds:

Romella: (Starting Location)

Population: 120  
Morale: 75

Shop:

Plumed Headband	60
Spear	150
Round Shield	20
Large Shield	180
Breastplate	180
Plate Mail	210

Adigrat: (Neutral, South of Romella)

Population: 169  
Morale: 10

Bungasue: (East of Romella)

Population: 192  
Morale: 46

Melphy: (North of Romella)

Population: 97  
Morale: 61

Ramballene: (Southeast of Bungasue)

Population: 91  
Morale: 78

Dardunnelles: (East of Melphy)

Population: 102  
Morale: 50

Garu Kaio: (East of Dardunnelles)

Population: 288  
Morale: 20  
Witch's Hut

Fort Akkisis: (Enemy Headquarters)

Population: 161  
Morale: 50

Enemy Opposition:

----- Pri18\*SwM16  
-----  
Flb16 ----- SwM16    Location: Guarding Melphy

---

Legion 1 - Funnel Shift Formation

Sld-- ----- Sld--     Reward: Heal Pack  
----- CeM17 -----  
Sld-- ----- Sld--     Location: Guarding Bungasue

Rav16 ----- Cat16     Reward: Vestment of Flame  
----- Cat16 -----     Items: Six Leaves  
Rav16 ----- Cat18\*    Position: Far Left Side

Pall6 Pall8\*Pall6     Reward: Angel Fruit  
Knt16 ----- Knt16  
----- -----     Position: Near Left Side

----- Pri18\*SwM16     Reward: Hwail Mail  
----- -----  
Flb16 ----- SwM16     Position: Near Right Side

Coc16 ----- Coc16  
----- -----  
Fre18\*----- -----     Position: Far Right Side

---

Wyv16 ----- -----     Reward: Glamdring  
----- -----     Items: Three Leaves, Two Fruits  
Rav17\*----- Wyr16     Location: Charging from Southeast Forest

---

Legion 2 - Funnel Shift Formation

----- ----- -----     Reward: Revive Stone  
Sld-- CeF17%Sld--     Items: Two Leaves  
----- -----     Location: Charging from Dardunnelles

Cle16 Pri18\*-----     Reward: Book of Flame  
Knt16 ----- Cle16     Items: Four Leaves  
----- Knt16 -----     Position: Right Side

----- Cle16 Cle16     Reward: Flame Flail  
----- -----  
Encl7\*----- SGo16     Position: Left Side

----

----- SwM18\*-----     Reward: Bloodstained Robe  
SwM16 ----- SwM16  
----- Fen16 Fen16     Location: Guarding Ramballene

Pri18\*----- -----     Reward: Battle Fane  
----- ----- BGo16  
Gol16 ----- -----     Location: Guarding Garu Kaio

Pri17\*----- -----     Reward: Champion Statuette  
Bkr17 Bkr17 -----  
Bkr17 ----- Bkr17     Location: Southwest of Akkisis

Enemy Commander: Ujeanne

----- Pri18\*Fre16  
Fre16 ----- Items: Four Leaves, One Stone  
----- Pall6 Pall6 Location: Fort Akkisis

Reward: Vestment of Water

Battle Tactics:

Note the Cockatrice unit. Time to bring out your Cockatrice beating unit. You have been working on one, right?

Send a few guys up north to deal with the second Legion, but keep the main force on the main path. There are a LOT of Priests in this lineup, so you may be focusing on spellcasting a lot.

Other than that, there's really not much to this mission. Just watch out for the Raven unit that tries to sneak up on your base...

Epilogue: Ujeanne reveals that Lodis already here, defending the Central Division. Magnus and crew decide to go get some help from the Eastern Orthodox Church.

Afterwards, there's a scene in the East, where a warrior is forced to be killed, as she's possessed by the devil.

Aftermath: Take Sheen to Garu Kaio, where you'll find a young girl who will give him the Decoy Cap.

Hidden Items: Same as Dardunnelles I

\*\*\*\*\*

Scene 20 - Brigade of Radiant Cross

Location: Gules Hills

Prologue: Hugo informs Magnus that Lodis has annexed Palatinus, and will remain in control until the war is over. Both Magnus and Hugo realize that all they can do is continue to push forward...

Strongholds:

Fort Bergiga: (Starting Location)

Population: 87

Morale: 82

Amdelm: (Neutral, Northeast of Bergiga)

Population: 31

Morale: 87

Shop:

Leather Hat	40
Plumed Headband	60
Great Bow	90
Baldr Bow	160
Ytival	270



Bow of Sandstorm 420

Leather Armor 60

Hard Leather 150

Terra Armor 250

Kurashino: (Northeast of Amdlem)

Population: 48

Morale: 69

Mezzeni: (Neutral, Southeast Corner)

Population: 61

Morale: 29

Muji: (Midwest Edge)

Population: 182

Morale: 71

Colgeuff: (Mideast Edge)

Population: 215

Morale: 40

Castle Echel: (Northwest Corner)

Population: 95

Morale: 50

Novipoldt: (East of Echel)

Population: 261

Morale: 64

Bellezoppo: (South of Guntherhaal)

Population: 215

Morale: 34

Witch's Hut

Guntherhaal: (Enemy Headquarters)

Population: 83

Morale: 50

Enemy Opposition:

KtT16 ----- KtT16     Reward: Stone Sword

----- KtT18\*-----     Items: Four Leaves

KtT16 ----- KtT16     Location: Charging from Kurashino

Arc16 ----- Arc16     Reward: Yomogi-u

----- KtT18\*-----     Items: Two Leaves, Two Fruits, One Stone

Pall6 ----- Pall6     Location: Charging from Kurashino

----- ----- KtT18\*     Reward: Bloodstained Robe

PtD16 ----- -----

----- ----- Bah16     Location: Charging from Kurashino

Pri16 ----- Pri16     Reward: Cup of Life  
 -----       -----     Items: Two Leaves, Two Fruits  
 Cat16 KtT18\*Cat16     Location: Charging from Muji  
  
 -----       ----- Wit16     Reward: Terra Armor  
 Wit16 ----- Knt16     Items: Four Leaves, Two Fruits  
 Knt16 ----- Pall17\*     Location: Guarding Muji  
  
 Vull17\*----- Wyv16     Reward: Angel Fruit  
 -----       -----     Items: Four Leaves, Two Fruits  
 ----- Wyv16 -----     Location: Charging from East of Kurashino  
  
 -----       ----- Opi16     Reward: Book of Wind  
 Vull17\*-----       -----     Items: Four Leaves, Two Fruits  
 -----       ----- Gri16     Location: Charging from East of Kurashino  
  
 ----- Vull18\*Fae16     Reward: Heal Pack  
 -----       ----- Vull16     Items: Four Leaves, Two Fruits  
 Fae16 Vull16 -----     Location: Charging from East of Kurashino  
  
 Arc16 Arc16 -----     Reward: Dowsing Rod  
 -----       -----     -----  
 Phx16 Cat19\*Phx16     Location: Guarding Castle Echel  
  
 ---

Legion 1: Funnel Shift Formation

----- Sld-- -----     Reward: Angel Fruit  
 ----- CeF17%-----     Items: Two Leaves, One Fruit  
 ----- Sld-- Sld--     Location: Guarding Novipoldt  
  
 EhD16 ----- ThD16     Reward: Forest Tunic  
 -----       -----     Items: Five Leaves, Two Fruits  
 ----- DgM17\*-----     Position: Right Side  
  
 Wyv16 -----       -----     Reward: Book of Earth  
 -----       ----- BsT16     Items: Two Leaves  
 BsT16 BsM17\*-----     Position: Left Side  
  
 ---

Wit16 KtT18\*Sir16     Reward: Kerykeion  
 Wit16 ----- Sir16     Items: Three Leaves  
 -----       -----     Location: Charging from East of Kurashino  
  
 Wit16 -----       -----  
 Wit16 Wit16 -----  
 ----- BlK17\*Wit16     Location: Guarding Bellezoppo  
  
 Fre16 KtT18\*Fre16     Reward: Altar of Resurrection  
 -----       -----     -----  
 KtT16 ----- KtT16     Location: Charging from Guntherhaal  
  
 Dial6 Dial6 Dial6     Reward: Quit Gate  
 ----- KtT18\*-----  
 -----       ----- Cat16     Location: Charging from Guntherhaal

Enemy Commander: Prufas Watts (Temple Command)

Fre16 ----- Fre16  
----- ----- Items: Four Leaves, Two Stones  
KtT16 TmC19\*KtT16 Location: Guntherhaal

Reward: Heavy Armor

Battle Tactics: Deploy your units, because the enemy will be out in force right away with four Templar units and three Vultan units on you in the first ten minutes of battle. If you've leveled up enough, problems should be minimal. Once you get rid of those units, there's surprisingly very few others. Just watch for the extra Templar units that pop up near Prufas as you close in on him.

Epilogue: Mari finds Yumil in the garden he said goodbye to Magnus in. He explains to her that he wants power. He wants to be strong to rule Palatinus. He feels he has nothing to help him as opposed to Ankiseth and Magnus. Mari can't believe what she's hearing, then Baldwin interrupts. He explains that Yumil has the power of the Progenitor deep inside him. If he used that power, even Lodis would kneel before him. Before he leaves, he addresses Mari, telling her that she should stay away from him, and that goes for Zeda, too. (The woman who gave Mari her power). After he leaves, Yumil says he wants the power of the Progenitor, and Mari pledges herself to help him find it.

Aftermath: Go to Muji and you'll speak to a man who wants you to find his daughter in the Volmus Mine. Go to Volmus Mine and a woman will tell you she went to Mount Ithaca. Go to Cactovich, Mount Ithaca and you'll find the girl, who'll then give you the Pedra of Virtue.

Hidden Items:

Stone Sword: Road between Bergiga and Muji  
Altar of Resurrection: Road between Amdelm and Mezzeni  
Book of Bane: South of Colgeuff (across bridge)  
Quit Gate: North of Novipoldt (between two mountains)  
Dragon Shield: Road between Bellezoppo and Colgeuff  
Titania Mail: Forest Northeast of Castle Echel  
Bloodstained Robe: Road between Castle Echel and Novipoldt  
Battle Fan: Southwest of Bellezoppo (across river)

\*\*\*\*\*

Scene 21 - The Eastern Orthodox Church

Location: Fair Heights

Prologue: Magnus, Dio, and Leia discuss how Lodis is also in the area of the Eastern Orthodox Church. After the battle plans, Leia wonders why she was summoned to the meeting. Hugo explains that a friend of hers is here. The girl, a Siren, enters. Her name is Meredia O'Kiefe, and she explains how Count Silvis (Leia's father) is supportive of the Revolution, like some other members of the Central Division. She also asks to join your party.

Strongholds:

Dibnoe: (Starting Location)

Population: 298

Morale: 35

Shop:

Iron Helm	30
Armet	120
Spear	150
Baldr Spear	230
Prox	450
Volcaetus	460
Large Shield	180
Tower Shield	350
Plate Mail	210
Heavy Armor	650

Boulli: (North of Dibnoe)

Population: 116  
Morale: 65

Inze: (Northwest of Boulli)

Population: 193  
Morale: 81

Danillor: (Northeast of Boulli)

Population: 142  
Morale: 53

Rajisk: (North of Danillor)

Population: 259  
Morale: 44

Elaine: (Northwest of Rajisk)

Population: 190  
Morale: 25

Castle Gramm: (Enemy Headquarters)

Population: 266  
Morale: 50

Enemy Opposition:

Arc17 Arc17 -----	Reward: Angel Fruit
----- -----	
Phx17 Cat20*Phx17	Location: Guarding Boulli
Wiz17 ArM19*Wiz17	
----- ----- ArM17	Items: Two Leaves, One Fruit
----- ArM19*-----	Location: North of Boulli
----- ----- Vull17	Reward: Crown of Intellect
----- Pall8*Hwk17	Items: Four Leaves, Two Fruits

Vul17 Hwk17 ----- Location: North of Boulli

Fre17 Fre17 ----- Reward: Glaive of Champion  
----- Fre19\* Items: Four Leaves, Two Fruits, Two Stones  
Val17 ----- Val17 Location: Northwest of Boulli

Wyv17 ----- Reward: Baldr Bow  
----- Items: Four Leaves, Two Fruits  
Rav18\*----- Wyr17 Location: Charging from Mountains east of Inze

----- Que17 ----- Reward: Book of Bane  
----- Items: Six Leaves  
DgM17 DgM19\*DgM17 Location: Charging from Daniloff

Knt17 BlK19\*BlK17 Reward: Falchion  
-----  
BlK17 ----- Knt17 Location: Guarding Inze

---

Legion 1 - Funnel Shift Formation

----- CeM18%----- Reward: Quit Gate  
Sld-- ----- Sld-- Items: Two Leaves, One Fruit  
----- Sld-- ----- Location: Guarding Daniloff

----- Enc18\*----- Reward: Count's Garmet  
----- Items: Four Leaves, Two Fruits  
SGo17 ----- BGo17 Position: Right Side

Grf17 ----- Opi17 Reward: Ring of Eloquence  
----- Items: Four Leaves  
----- Fre18\*----- Position: Left Side

---

Coc17 ----- Coc17 Reward: Dowsing Rod  
-----  
Fre19\*----- Location: Guarding Rajisk

Bah17 ----- Phx17 Reward: Mjollinir  
-----  
----- Cat18\*Phx17 Location: South of Castle Gramm

----- Pal17 Pal17 Reward: Mirror of Soul  
Cat17 ----- Cat17  
----- Cat19\*----- Location: Guarding Elaine

----- Reward: Bow of Sandstorm  
Knt17 Pal20\*Knt17  
Pal18 ----- Pal18 Location: Southwest of Castle Gramm

Enemy Commander: Jeal Veritte

----- BlK19\*-----  
Cat17 ----- Cat17 Items: Four Leaves, Two Stones  
Cat17 ----- Cat17 Location: Castle Gramm

Reward: Urdarbruun

Battle Tactics:

Yeah. You get a lot of units thrown at you, but it's a really very straightforward. If you've been keeping on top of levels, this mission is a snap. Don't forget about the Cockatrice unit.

Epilogue: Hugo and Magnus learn that the Eastern Orthodox Church is under control of the Central Division now. Hugo discusses three possible routes. One goes to the Tremos Mountains (22), where there aren't any expected encounters (yeah, right), the other goes straight into Capitrium (23), where the battalion is sure to run into the Eastern and Central Divisions, and there's also the possibility of Vert Plateau, where a Berthan Sentinel has been sighted (21).

Where to go: If you go to the Vert Plateau, you will then afterwards have to go Capitrium, and Tremos will not be available. If you go to Capitrium, you will then have to go to Vert Plateau, and again, Tremos Mts. will not be available. If you go to Tremos Mts., the other two will disappear.

Aftermath:

Part of the Dragon Quest: After you have the Dragon Helm and Armor, and have talked to the old man in Idorf again, go to Elaine, and you'll be given the Dragon Scale and told that Grozz Nuy is in Pinneg, Celesis.

If you have Liedel, go to Inze after finishing this scene, and a former member of her unit will give her the Red Branch.

Hidden Items:

Electric Shield: On the road to Boulli

Crystal of Precision: On the road south of Daniloff

Cup of Life: In between two sets of mountains southeast of Inze

Angel Fruit: In between Elaine and Castle Gramm

Altar of Resurrection: By the river bank east of Rajisk

Bloodstained Robe: Between the mountains and the river south of Daniloff

Stone of Quickness: To the north of the point where the three rivers meet

\*\*\*\*\*

Scene 22 - Suspicion

Location: Vert Plateau

Prologue: Battle plans

Strongholds:

Sagith: (Starting Location)

Population: 79

Morale: 47

Shop:

Bone Helm 50

Plumed Headband 60

Rapier 30  
Stone Sword 200  
Estoc 250  
Main Gauche 400

Chain Mail 120  
Scale Armor 200

Estergum: (Northwest of Sagith)

Population: 81  
Morale: 52

Chrisalouis: (West of Estergum)

Population: 208  
Morale: 71

Queshay: (North of Estergum)

Population: 179  
Morale: 19

Fort Hillervich: (Northwest of Chrisalouis)

Population: 141  
Morale: 72

Dossoll: (Northeast of Queshay)

Population: 122  
Morale: 14

Sarisk: (Northwest of Queshay)

Population: 234  
Morale: 13  
Witch's Hut

Marrilaife Castle: (Enemy Headquarters)

Population: 77  
Morale: 50

Enemy Opposition:

PtD19 ----- Bah19      Reward: Book of Wind  
-----

DgM20\*-----      Location: Guarding Estergum

BkD19 ----- Tmt19  
-----

----- Blk21\*-----      Location: Charging from north of Estergum

Hyd19 ----- BsM19      Reward: Hraesvelg  
-----

BsM19 BsM21\*-----      Location: Guarding Chrisalouis

EhD19 ----- ThD19      Reward: Terra Shield  
-----

-----      Items: Four Leaves, Two Fruits, One Stone

----- DgM20\*----- Location: Charging from Queshay

Sor19 ----- Sor19 Reward: Ice Blade

----- Fre21\*----- Items: Four Leaves, One Fruit

Fre20 ----- Fre20 Location: Charging from Queshay

---

#### Legion 1 - Funnel Shift Formation

----- CeF20%----- Reward: Urn of Chaos

Sld-- ----- Sld-- Items: Two Leaves, Two Fruits

Sld-- ----- Sld-- Location: Charging from north of Queshay

----- ----- SwM20\* Reward: Sun Mannus

----- ----- ----- Items: Four Leaves, Two Fruits

YgD19 ----- Opi19 Position: Near Right Side

----- Wiz19 ----- Reward: Sword of Firedrake

Wiz19 Wiz22\*Wiz19 Items: Three Leaves

----- Wiz19 ----- Position: Near Left Side

----- Que19 ----- Reward: Flame Shield

----- ----- ----- Items: Four Leaves, Two Fruits

DgM19 DgM21\*DgM19 Position: Far Right Side

AzD19 ----- EhD19 Reward: Heal Pack

----- -----

----- ----- Enc20\* Position: Far Left Side

---

Hyd19 ----- ----- Reward: Quit Gate

----- ----- Fre20\* Items: Four Leaves, Two Fruits

BuD19 ----- ----- Location: Guarding Fort Hillverich

----- ----- DgM20\* Reward: Book of Flame

Flb19 ----- -----

----- ----- ReD19 Location: Guarding Sarisk

----- Enc20\*----- Reward: Goblet of Destiny

----- -----

SGo19 ----- BGo19 Location: Southwest of Marrilaife Castle

Enemy Commander: Fourierre

Bah19 ----- DgM21\*

----- ----- ----- Items: Five Leaves, Two Stones

----- PtD19 ----- Location: Marrilaife Castle

Reward: Sword of Dragon Gem

Battle Tactics:

The enemy's level has taken a bit of a jump here. This could cause some problems. Also of note is the fact that there are several venerable dragons in the ranks of the enemy. Be careful who you send where and watch their HP.

Going to Fort Hillverich with Magnus will allow you to meet up with



the Berthan Sentinel, Europea. She'll explain how the enemies in this area are after her, and she asks for your help. After Magnus agrees (automatic), she'll set out on her own for the Castle.

Europea's Group:

Fre19 ----- Fre19  
----- CeF20\*----- Items: Four Leaves, Two Fruits, One Stone  
Pal19 ----- Pal19

Epilogue: (Taking Europea)

The enemy commander doesn't say much. Europea agrees to tell the Revolutionary Army all she knows about the Eastern Orthodox Church and what has been going on there. She also offers to join the battalion. (She doesn't have to kill the enemy commander for getting her to join)

After you finish this mission, Tremos Mountains will no longer be available.

Aftermath: Take Europea back to Fort Hillverich and a lady there will give you the Starry Sky, a Small Shield.

Hidden Items:

Dragon Helm: On the road between Fort Hillverich and Chrisalouis  
Scroll of Discipline: Midway between Estergum and Fort Hillverich  
Book of Bane: Midway between Sarisk and Queshay  
Book of Bane: Midway between Queshay and Dossoll  
Heal Pack: Directly east of Queshay in the forest  
Firecrest: Small cul-de-sac of Plains northwest of Queshay  
Cyanic Claw: Patch of Barrens west of Sarisk

\*\*\*\*\*

Scene 23 - The Mercenaries

Location: Tremos Mountains

Prologue: While the troop marches toward Celesis, they're intercepted by a band of mercenaries hired by the enemy.

Salavaat: (Starting Location)

Population: 169  
Morale: 63

Shop:

Bandanna	20
Armet	120
Marionette	120
Fool	320
Satan's Bullova	360
Electric Shield	150
Robe	30
Magician's Robe	120

Baldr Armor 420

Amulet 40

Ring of Eloquence 250

Corpino: (Northwest of Salavaat)

Population: 81

Morale: 87

Fort Vitzdar: (Northeast of Salavaat)

Population: 253

Morale: 57

Schime: (North of Vitzdar)

Population: 44

Morale: 44

Coongul: (North of Fort Bertuga)

Population: 295

Morale: 87

Witch's Hut

Fulmanobo: (Neutral, Northwest of Fort Bertuga)

Population: 288

Morale: 19

Orremah: (Southwest of Fort Bertuga)

Population: 212

Morale: 53

Fort Bertuga: (Enemy Headquarters)

Population: 40

Morale: 50

Enemy Opposition:

Legion 1: Dual Wedge Formation

Sld-- ----- Sld-- Reward: Book of Wind  
----- CeF24%----- Items: Two Leaves, Two Fruits  
Sld-- ----- Sld-- Location: Charging from south of Corpino

SwM24\*----- Bah23 Reward: Totila  
----- ----- Items: Four Leaves, Two Fruits, One Stone  
NnM23 ----- NnM23 Position: Near Right

Arc23 Arc23 ----- Reward: Heaven's Doll  
----- -----  
Phx23 Cat26\*Phx23 Position: Near Left

Dia23 Wit26\*Dia23 Reward: Bloodstained Robe  
----- -----  
Cat23 ----- Cat23 Position: Far Left

NnM23 ----- Reward: Love and Peace  
----- Pmp23 SwM25\* Items: Six Leaves  
NnM23 Pmp23 ----- Position: Far Right

---

#### Legion 2: Dual Wedge Formation

----- CeF24%----- Reward: Dainslaif  
Sld-- ----- Sld-- Items: Two Leaves, Two Fruits  
Sld-- ----- Sld-- Location: Charging from South of Fort Vitzdar

Vul23 Vul24\*----- Reward: Penitence  
----- Vul23 Items: Two Leaves  
Fre23 Fre23 ----- Position: Near Right

----- Enc24\*----- Reward: Kerykeion  
-----  
SGo23 ----- BGo23 Position: Near Left

----- NnM24\*----- Reward: Crystal Guard  
-----  
Fri23 ----- Wyv23 Position: Far Left

----- SwM25\*----- Reward: Ice Shield  
SwM23 ----- SwM23 Items: Six Leaves  
----- Fen23 Fen23 Position: Far Right

---

Haw23 ----- Vul23 Reward: Frozen Axe  
----- SwM24\*Vul23  
----- Haw23 Location: Guarding Coongol

Wit23 ----- Wit23 Reward: Quit Gate  
----- Fen25\*-----  
Fen23 ----- Fen23 Location: Across the Bridge near Fort Bertuga

Knt23 Blk25\*Blk23 Reward: Heal Pack  
-----  
Blk23 ----- Knt23 Location: Guarding Corpino

Fen23 ----- Fen23 Reward: Dowsing Rod  
----- SeM24\*----- Items: Two Leaves, Two Fruits  
Nin23 ----- Nin23 Location: Guarding Fort Vitzdar

Enemy Commander: Kageiye

NnM23 -----  
Fen23 ----- NnM23 Items: Four Leaves, Two Stones  
----- SwM25\*Fen23 Location: Fort Bertuga

Reward: Yu-giri

Battle Tactics: It's clobberin' time. The enemies levels have take a major jump here, and you're surrounded by two Legions from the get go. This is easily the hardest mission in the game.

Don't panic. Since you should have ten units, send four to the north,

four to the east, and leave two at your headquarters. There's a good chance you'll lose a couple of characters during the course of this mission.

The good thing about the whole ordeal, is that once you finish with the two Legions, you're home free.

There's a special character here, if you're interested. Go to Corpino, and you'll learn about the "Devil Child". Go to Coongul, and you'll meet him. He'll be moping over his friend, who's been turned to stone. When you talk to him, respond "Is that what you want?" You'll leave the conversation. Finish the mission, and the mercenary leader will offer his help. You can either accept or decline. Either way, the Devil Child, Paul Lukische the Enchanter, will join your party.

Hidden Items:

Scroll of Discipline: On the road between Fort Vitzdar and Salavaat

Fang of Firedrake: On the road between Salavaat and Fort Bertuga

Heal Pack: On the road between Fort Vitzdar and Fort Bertuga

Black Cat: Between Orremah and Fulmanobo

Ring of the Dead: Northwest of Coongul

Bow of Thunderbolt: Midway between Corpino and Bertuga

Angel Fruit: East of Coongul

\*\*\*\*\*

Scene 24 - The Rebel

Location: Capitrium, The Land of Advent

Prologue: Battle plans, Hugo cautions Magnus to be wary of the undead and demons that inhabit the area, and warns they're likely to face powerful units.

Strongholds:

Rososhi: (Starting Location)

Population: 45

Morale: 87

Shop:

Leather Whip           60

Rupture Rose           120

Whip of Exorcism      210

Glaive of Champion   500

Leather Armor         60

Hard Leather          150

Balta: (Southeast Corner)

Population: 32

Morale: 31

Ellista: (North of Rososhi)

Population: 161

Morale: 70

Purlova: (East of Ellista)

Population: 62

Morale: 39

Witch's Hut

Surina: (East of Purlova)

Population: 208

Morale: 40

Pudozey: (Northeast of Ellista)

Population: 227

Morale: 82

Luga: (Northeast Corner)

Population: 237

Morale: 26

Castle Eundel: (Enemy Headquarters)

Population: 296

Morale: 50

Enemy Opposition:

----- ArM19*-----	Reward: Kerykeion
Skel18 -----	Items: Six Leaves
Zom18 Zom18 Skel18	Location: Mountains Northeast of Rososhi
Wyv18 -----	Reward: Heal Pack
-----	Items: Three Leaves, Two Fruits, One Stone
Rav19*----- Wyr18	Location: Mountains Northeast of Rososhi
Gho18 ----- Gho18	Reward: Prox
----- Gho18 -----	Items: Three Leaves
----- BLK19*Gho18	Location: Mountains West of Purlova
----- Enc19*Skel18	Reward: Volcaetus
-----	
Skel18 ----- SGo18	Location: East of Balta
----- Gre18 -----	Reward: Osric's Spear
----- ----- Gre18	
Coc18 ----- Rav19*	Location: West of Balta (After Balta's Liber.)
----- NnM19*-----	Reward: Bell of Thunder
-----	
Grf18 ----- Wyv18	Location: Northeast of Surina
----- ----- Cer18	Reward: Angel Fruit
Hell18 -----	Items: Six Leaves
----- ----- BsM20*	Location: Southwest of Surina (After Liber.)
Gho19 ----- Gho19	
----- Vam21*-----	

Skel9 Skel9 ----- Location: West of Luga (After Liber.)

Wit19 Pmp18 ----- Reward: Blood Whip

----- Zom18 -----

Zom18 ----- Pmp18 Location: South of Luga (After Liber.)

Ama21 ----- Reward: Heal Pack

----- Dial19\*Ama21

Zom18 Zom18 ----- Location: East of Luga (After Liber.)

----- Opi18

Vul19\*----- Items: Four Leaves, Two Fruits

----- Grf18 Location: North of Pudozey

Coc18 ----- Coc18 Reward: Book of Water

-----

Fre20\*----- Location: South of Castle Eundel

Opi18 ----- Grf18 Reward: Whip of Exorcism

-----

----- Fre19\*----- Location: East of Castle Eundel

----- Grf18 ----- Reward: Altar of Resurrection

----- Items: Four Leaves, Two Fruits, One Stone

Hwk18 Vul19\*Hwk18 Location: West of Pudozey (After Liber.)

Wyr18 ----- Rav19\* Reward: Euros

----- Items: Two Leaves, Two Fruits

----- Wyr18 Location: East of Pudozey (After Liber.)

Enemy Commander: Biske La Varet (Lycanthrope/Werewolf)

----- BlK19 BlK19

Bkr19 ----- Items: Four Leaves, Two Fruits, One Stone

----- Lyc21\*Bkr19 Location: Castle Eundel

Reward: Evil Blade

Battle Tactics: There's one really crummy thing about this battle. Almost every stronghold you liberate, at least one unit will attack you. Some will rise up out of nowhere. The levels in this mission aren't as bad as those on the VertPlateau, but there are a lot of Undead to keep you busy, not to mention a Cockatrice unit and a Pumpkinhead unit.

Biske is a Werewolf. Fighting him during the day will fight a human, while fighting him at night will have you fighting a man-beast. Biske the wolf is much tougher than Biske the man. Choose your fighting times wisely...

Epilogue: Biske can't believe he was beaten twice. Magnus tells him to rest in peace, as his torment is over. If you have no Zenobians, and no Ankiseth, you have the option of recruiting him into your army.

Later, in the Tremos Mountains, several Knights of the Caliginous Order force Yumil to eat the same fruit that Godeslas ate. He eats and becomes filled with the Infernal Aura, but that power, amplified by his own inherent power, caused him to kill all the Knights around him. Mari comes by and consoles him, telling him to accept the power, and that she'll always be at his side.

Aftermath: If you have Biske, take him to Surina, and a nun will give him the Jeulnelune.

Hidden Items:

Dragon Shield: Road between Rososhi and Ellista

Battle Fan: Between the two mountain ranges west of Purlova

Silver Hourglass: Between Rososhi and Surina

Book of Wind: Midway between Ellista and Castle Eundel

Vestment of Wind: Between two forests southeast of Castle Eundel

Heal Pack: On the road between Surina and Luga

Revive Stone: Small stretch of plain between forest and barrens NW of Balta

\*\*\*\*\*

Scene 25 - The Bearer of Knowledge

Location: Celesis, the Eastern Church

Prologue: In Celesis, Prince Amrius grills Kerikov about finding the ultimate power in the Temple of Berthe. Kerikov refuses to divulge the information. At that point, Prufilas enters and catches Amrius in the act. Prufilas tells Kerikov that he's to delay the Revolutionary Army, which Kerikov believes is suicide.

(With Europea): Magnus, Hugo, and Europea discuss the "ultimate power" that the Central Division is looking for. A messenger arrives to tell them that Lodis is now on the move to the South. Europea has a theory that the Temple of Berthe, where, legend has it, the power is contained, may be in the Tremos Mountains. Magnus says they must liberate Celesis and rescue Archbishop Odrion before doing anything else.

Strongholds:

Rubnui: (Starting Location)

Population: 194

Morale: 62

Shop:

Light Mace 30

Baldr Mace 180

Cleric's Vestment 50

Robe of the Wise 300

Vestment of Wind 400

Rosary 50

Bell of Thunder 250

Nedjinn: (Neutral, East of Rubnui)

Population: 192

Morale: 57

Pinneg: (South of Rubnui)

Population: 92  
Morale: 79

Banna Barra: (South of Pinneg)

Population: 169  
Morale: 47

Kalla: (East of Banna Barra)

Population: 243  
Morale: 16

Cotlass: (East of Kalla)

Population: 29  
Morale: 74

Bollisk: (North of Kalla)

Population: 232  
Morale: 66  
Witch's Hut

Caraton: (West of Bollisk)

Population: 136  
Morale: 57

Celesis: (Enemy Headquarters)

Population: 34  
Morale: 50

Enemy Opposition:

Pri21*	-----	-----	Reward: Thunder Chain
Bkr21	Bkr21	-----	
Bkr21	-----	Bkr21	Location: Charging from Pinneg
Pal20	Pal22*	Pal20	Reward: Kusanagi
Knt20	-----	Knt20	Items: Four Leaves, Two Fruits, Two Stones
-----	-----	-----	Location: Charging from South of Pinneg
BuD20	-----	-----	Reward: Malachite Sword
-----	-----	Val20	
Val20	Pal21*	-----	Location: Guarding Caraton
Vul19	-----	Vul19	Reward: Flag of Unity
Vul20	Pal21*	-----	
Vul20	-----	-----	Location: South of Caraton
-----	-----	PtD20	Reward: Dragon Helm
Val20	-----	-----	
-----	Pal21*	Val20	Location: South of Caraton?
Vul20	AnK21*	Vul20	Reward: Book of Wind
-----	-----	-----	Items: Four Leaves, Two Fruits
-----	Wyv20	-----	Location: Mountains East of Caraton?



Fae20 AnK22\*Fae20 Reward: Feather of Archangel  
-----  
AnK22 ----- AnK22 Items: Three Leaves, Two Fruits, One Stone  
Location: Mountains East of Caraton

Arc20 Arc20 ----- Reward: Matsukaze  
-----  
Phx20 Cat23\*Phx20 Location: Guarding Bollisk

---

#### Legion 1 - Funnel Shift Formation

Sld-- CeM21%Sld-- Reward: Angel Fruit  
-----  
----- Wyv20 ----- Location: Southwest of Celesis

Cle20 ----- Cle20  
----- Pri21\*-----  
----- Cle20 Cle20 Position: Right Side

Cle20 Pri21\*Cle20  
AnK22 ----- AnK22 Items: One Leaf, Two Fruits  
----- Position: Left Side

---

Pri22\*----- Reward: Altar of Resurrection  
----- BGo20  
Gol20 ----- Location: Guarding Kalla

----- Fae20 ----- Reward: Shield of Nue  
Pri21\*----- Fae20  
Knt20 ----- Location: Guarding Cotlass

----- Cle20 Cle20 Reward: Quit Gate  
----- Items: Three Leaves, One Fruit  
Enc21\*----- SGo20 Location: Southwest of Celesis

Enemy Commmander: Kerikov Berthas (Vanity)

AnK22 Van21\*AnK22  
----- Items: Three Leaves, Two Fruits, Two Stones  
Knt21 ----- Knt21 Location: Celesis

Reward: Thunder Chain

Battle Tactics: Going straight through the east will trigger the appearance of the two units with question marks on their location. That's about all there is to this battle, besides the fact that this is the first place you see Angel Knights.

Epilogue: Magnus interrogates Kerikov and finds out that he's the one who tried to make disorder in the East Ortho Church. He spills the beans and says that Lodis is now looking for the ultimate power in the Temple of Berthe. Odiron appears and explains that they must now head for Tremos Mountains to stop Lodis before they get that power. Kerikov sneaks off.

Aftermath:

Completing the Dragoon Quest: If you have the Dragon Scale, take a unit to Pinneg, Celesis. Make the person you want to fight the leader. You'll drop the scale in the forest and Grozz Nuy will challenge you.

Fighting him is not that hard. He gets one attack per round. The attacks will be powerful, but even if you picked a two attack guy, if he's strong enough, you shouldn't have much trouble. Defeat him and you'll get the Sword of Tiamat and access to the Dragoon class.

Ring of the Dead: Go to Banna Barra. A young girl will give you the Dark Invitation. Go with Magnus to Quelluan, Zenobian Border, and you will receive the Ring.

Hidden Items:

Book of Water: On the road between Pinneg and Banna Barra

Urn of Chaos: Between Caraton and Nedjinn

Heal Pack: On the road between Cotlass and Bollisk

Ice Chain: Midway between Caraton and Kalla

Chaladholg: Mountain pass east of Pinneg

Peregrine Mail: Plain patch between mountains and river S of Caraton

Feather of Archangel: Piece of land over the river SW of Caraton

\*\*\*\*\*

Scene 26 - No Man's Land

Location: Tremos Mountains

Prologue: In the mountains, the enemy attacks the battalion. They have the headquarters surrounded and it's not going to be easy to get out of this one...

Strongholds:

Palm: (Starting Location)

Population: 114

Morale: 42

Shop:

Iron Helm	30
Armet	120

Spear	150
Baldr Spear	230
Prox	450
Volcaetus	460

Large Shield	180
Tower Shield	350

Plate Mail	210
Heavy Armor	650

Ibu Deli: (Southwest of Palm)

Population: 191

Morale: 69

Ulda: (East of Palm)

Population: 172

Morale: 51

Witch's Hut

Soshiba: (North of Palm)

Population: 39

Morale: 75

Totban: (Northwest of Soshiba)

Population: 56

Morale: 51

Savoir: (Enemy Headquarters)

Population: 83

Morale: 50

Enemy Opposition:

----- Blk21\*-----      Reward: Ogre Helm  
-----        -----      Items: Five Leaves, Two Fruits  
Ogr24        Ogr24      Location: Southwest of Palm

NnM22\*----- Gho21      Reward: Vestment of Earth  
Gre21        -----      Items: Two Leaves, Two Fruits  
Gho21 Gre21        -----      Location: West of Palm

Hwk21 ArM22\*Hwk21      Reward: Book of Bane  
-----        -----      Items: Two Leaves, Two Fruits  
----- Ogr21        -----      Location: South of Palm

----- Sir22\*-----      Reward: Battle Fan  
-----        -----      Location: Guarding Soshiba  
Ogr21        Wyv21

----- Enc22\*Ske21      Reward: Bloodstained Robe  
-----        -----      Items: Two Leaves  
Ske21        SGo21      Location: Charging from Soshiba

Blk22        Blk22      Reward: Aqua Hammer  
-----        -----      Items: Four Leaves, Two Fruits, One Stone  
Ske21 Blk23\*Ske21      Location: Northeast of Palm

----- Wit22\*-----      Reward: Vestment of Water  
-----        Gob21  
Gob21 Gob21 Pmp21      Location: Guarding Ibu Deli

Ske21 ArM22\*-----      Reward: Kerykeion  
-----        Ske21      Items: Three Leaves, Two Fruits, Two Stones  
Ogr21        -----      Location: East of Palm

Gho21        Gho21      Reward: Book of Bane  
-----        Gho21      Location: Guarding Ulda  
----- Blk22\*Gho21

AzD21 ----- Reward: Sanscion  
----- DgM22\*  
----- Gob21 Gob21 Location: Guarding Totban

----- ArM22\*----- Reward: Bloostained Robe  
Ske21 -----  
Zom21 Zom21 Ske21 Location: South of Savoir

Enemy Commander: Eudika

Gob21 Sir24\*Gob21  
----- Items: Four Leaves, Two Stones  
----- Ogr21 ----- Location: Savoir

Reward: Feather Suit

Battle Tactics:

Yep. You're surrounded. You're gonna be attacked on all sides by several units, most of which are evil or undead. There's really not a great strategy to this battle. Just hold them off. If you've fought well in the previous battles, this one shouldn't be too hard. You just have to be careful.

Go to Ibu Deli with Magnus' unit and you'll discover the Zenobian general, Quass Debonair. If you have a high enough Chaos Frame, he'll offer to join your battalion. You'll also need Aisha and Saradin in your battalion.

Hidden Items:

Altar of Resurrection: NW of Palm in the small forest.  
Stardust: South of Palm, between Forest and Barrens  
Crystal of Precision: Between two mountain ranges west of Palm.  
Book of Bane: Midway between Palm and Ulda  
Cup of Life: Between Mountain and Forest North of Ulda  
Peridot Sword: Between Soshiba and Totban

\*\*\*\*\*

Scene 27 - Child of the Covenant

Location: Temple of Berthe

Prologue: Prufilas enters the area where Yumil slaughtered the Templar Knights. All that remains is Mari, who refuses to speak. Magnus and Hugo go over battle plans.

Strongholds:

Vitegra: (Starting Location)

Population: 188  
Morale: 67

Shop:

Plumed Headband 60  
Armet 120

Spear	150
Thunder Spear	320
Osric's Spear	410
Frozen Axe	500

Buckler	40
---------	----

Breastplate	180
Baldr Mail	250

Lugeph: (Neutral, North of Vitegra)

Population: 109  
Morale: 10

Kud Im Kalle: (Southeast Corner)

Population: 197  
Morale: 62

Sarrehart: (North of Lugeph)

Population: 242  
Morale: 33

Gremiha: (Northeast of Sarrehart)

Population: 273  
Morale: 45

Sermi: (North Edge)

Population: 82  
Morale: 47

So Kol: (West of Berthe)

Population: 259  
Morale: 37  
Witch's Hut

Temple of Berthe: (Enemy Headquarters)

Population: 79  
Morale: 50

Enemy Opposition:

-----	-----	Opi21	Reward: Book of Water
Vul22*	-----	-----	Items: Four Leaves
-----	-----	Grf21	Location: Charging from NE mountains
-----	Gre21	-----	Reward: Bentisca
-----	-----	Gre21	Items: Six Fruits, Two Stones
Coc21	-----	Rav22*	Location: Charging from NE mountains
Knt21	Blk23*	Blk21	Reward: Bloodstained Robe
-----	-----	-----	
Blk21	-----	Knt21	Location: Guarding Sarrehart

Sir24\*----- Sir22    Reward: Culnrikolnne  
----- Sor21 -----    Items: One Leaf  
----- Sir22 Sor21    Location: Charging from East of Sarrehart

Sld-- -----        Reward: Dowsing Rod  
----- Sld-- -----    Items: One Leaf  
Sor22\*----- Sld--    Location: Charging from West of Kud Im Kalle

Wyv21 -----         
-----               Items: Two Leaves, Two Fruits  
Rav22\*----- Wyv21    Location: Charging from East of Sarrehart

----- SwM23\*-----    Reward: Feather Suit  
SwM21 ----- SwM21    Items: Six Leaves  
----- Fen21 Fen21    Location: Charging from Kud Im Kalle

Arc21 ----- Arc21    Reward: Heat-Tex  
----- KtT23 -----     
Pal21 ----- Pal21    Location: Guarding Kud Im Kalle

----- Grf21 -----    Reward: Ice Bandanna  
-----                  Items: Five Leaves  
Hwk21 Vul22\*Hwk21    Location: Patrolling Temple Perimeter (South)

----- Vul23\*Fae21    Reward: Book of Bane  
-----        Vul21    Items: Five Fruits, Two Stones  
Fae21 Vul21 -----    Location: Patrolling Temple Perimeter (North)

Dia21 Dia21 Dia21    Reward: Burning Band  
----- KtT23\*-----    Items: Four Leaves, Two Fruits, Two Stones  
-----        Cat21    Location: Guarding So Kol

Arc21 Arc21 -----    Reward: Crystal of Preciscion  
-----                   
Phx21 Cat24\*Phx21    Location: Guarding Gremiha

KtT21 ----- KtT21    Reward: Mirror of Soul  
----- KtT23\*-----    Items: Four Leaves, Two Fruits, One Stone  
KtT21 ----- KtT21    Location: Charging out of Berthe

Fre21 KtT23\*Fre21    Reward: Altar of Resurrection  
-----                  Items: Two Leaves  
KtT21 ----- KtT21    Location: Charging out of Berthe

Pri21 ----- Pri21    Reward: Mirror of Soul  
-----                   
Cat21 KtT23\*Cat21    Location: Charging out of Berthe

-----        KtT23\*    Reward: Shield of Nue  
PtD21 -----           Items: Four Leaves, Two Stones  
-----        Bah21    Location: Charging out of Berthe

Enemy Commander: Prufilas Watts (Temple Command)

-----                   
KtT21 ----- KtT21    Items: Four Leaves, Two Stones  
KtT21 TmC24\*KtT21    Location: Temple of Berthe

Reward: Adamant Katana

Battle Tactics:

Okay. Things aren't all that bad in this battle. You've got several flying units, so keep a unit on all the strongholds. Watch when you get close to the Temple, as four Templar units dash out of it to treat you to some good old fashioned Lodis shiskabob...

Epilogue: Prufas is unable to break the seal on the Temple of Berthe. Magnus shows up and does him in. Afterwards, Magnus, Leia, and Dio look over the temple and decide to leave. Just as Magnus is about to leave, Yumil jumps out of his hiding place and goes to the center of the temple. He spills his blood on the ground and the ground opens up. Four odd-looking warriors surround him and they all disappear, just before Yumil tells Magnus he'll return. After he departs, the aura filling the temple turns dark, and demons begin to emerge. Magnus wants to fight, but Dio (or Hugo if you don't have him) leads him out.

NOTE: The next mission takes place in this area as well, so you cannot leave, but you can still access the Organize Screen, Train, and Save.

Hidden Items:

- Main Gauche: Between Sarrehart and Lugeph
- Phoenix Mail: Forest midway between Berthe and Vitrega
- Love and Peace: Mountain cul-de-sac north of Sarrehart
- Zephyros: On the road between Gremiha and Sermi
- Dragon Shield: In the small circular forest north of So Kol

\*\*\*\*\*

Scene 28 - Gateway to Another World

Location: Temple of Berthe

Prologue: Speaking with Saradin, Magnus learns that the Temple of Berthe is, in fact, a Chaos Gate, a portal to another world. Their objective now is to just close the gate. The fight is not just for Palatinus, now...

If you don't have Saradin, Hugo recalls the legend of Chaos Gates...

Strongholds:

Gremiha: (Starting Location)

Population: 273  
Morale: 45

Vitegra: (Southwestern Corner)

Population: 188  
Morale: 67

Shop:

- |                 |     |
|-----------------|-----|
| Plumed Headband | 60  |
| Armet           | 120 |
| Spear           | 150 |
| Thunder Spear   | 320 |

Osric's Spear 410  
Frozen Axe 500

Buckler 40

Breastplate 180  
Baldr Mail 250

Lugeph: (North of Vitegra)

Population: 109  
Morale: 10

Kud Im Kalle: (Southeast Corner)

Population: 197  
Morale: 62

Sarrehart: (North of Lugeph)

Population: 242  
Morale: 33

Sermi: (North Edge)

Population: 82  
Morale: 47

So Kol: (West of Berthe)

Population: 259  
Morale: 37  
Witch's Hut

Temple of Berthe: (Enemy Headquarters)

Population: 79  
Morale: 50

Enemy Opposition:

----- Sir23\*----- Reward: Battle Fan  
-----  
Ogr22 ----- Wyv22 Location: Guarding Sarrehart  
  
AzD22 ----- Reward: Celestial Mace  
----- DgM23\*  
----- Gob22 Gob22 Location: Charging from Sarrehart

---

Legion 1 - Wing Shift Formation

----- Reward: Snow Orb  
Sld-- ----- Sld-- Items: Three Leaves  
Sld-- CeM23%Sld-- Location: Charging from So Kol  
  
Gre22 Rav23\*Gre22 Reward: Book of Earth  
Rav22 ----- Rav22  
----- Position: Near Left



Gre22 Rav23\*Gre22      Reward: Revive Stone  
 -----      -----      Items: One Leaf, Two Fruits  
 ----- Opi22      -----      Position: Near Right  
  
 ----- Flb22      -----      Reward: Altar of Resurrection  
 -----      -----      -----  
 Gob22 DgM24\*Gob22      Position: Far Left  
  
 Gre22 BlK24\*-----      Reward: Quit Gate  
 -----      ----- Gre22  
 Opi22      -----      Position: Far Right  
  
 ---  
  
 ----- Gre22      -----      Reward: Composite Bow  
 -----      ----- Gre22      Items: Four Leaves  
 Coc22      ----- Rav23\*      Location: Charging from Mountains SE of Sarrehart  
  
 ----- BlK22\*-----      Reward: Stone of Quickness  
 -----      -----      -----  
 Ogr24      ----- Ogr25      Location: Guarding So Kol  
  
 Bah22      ----- BsM23\*      Reward: Helm of Thunderclap  
 -----      -----      -----  
 ----- SGo22      -----      Location: Charging from Sermi  
  
 ----- ArM23\*-----      Reward: Naga Ring  
 Ske22      -----      -----  
 Zom22 Zom22 Ske22      Location: Charging from Sermi  
  
 ----- Vul24\*Fae22      Reward: Frede Helm  
 -----      ----- Vul22      Items: Four Leaves, Two Fruits  
 Fae22 Vul22      -----      Location: Charging from east of Sermi  
  
 Ske22 ArM23\*-----      Reward: Champion Statuette  
 -----      ----- Ske22      Items: Five Leaves  
 Ogr22      -----      Location: Guarding Sermi  
  
 NnM23\*----- Gho22      Reward: Book of Flame  
 Gre22      -----      Items: Four Leaves  
 Gho22 Gre22      -----      Location: Guarding Lugelph

Enemy Commander: Dekarabia

-----      -----      -----  
 Gob22      ----- Gob22      Items: Four Leaves, Two Stones  
 Gob22 Sat25\*Gob22      Location: Temple of Berthe

Reward: Axe of Wyrm

Epilogue: During the battle, your army runs into Richard and Baldwin.  
 They're all for killing you off in the name of their god, but Destin  
 and Gilbert, the remaining Zenobians, show up and fight them. Once the  
 battle is completed, Baldwin and Richard retreat.

A month later, the problems in Capitrium were subsided by the  
 reinstatement of Archbishop Odiron. The Berthan Sentinels now were  
 commissioned to protect Capitrium from the denizens of the netherworld,  
 and Capitrium sided with the Revolution. Messages were sent about

Latium's secession from Lodis, and the peace accord with the Revolution.

Word has yet to be received from Latium...

Aftermath: Go to the Temple of Berthe with Paul, and a Gorgon will give him the Robe of the Abyss...

Hidden Items: See the previous scene.

\*\*\*\*\*  
\*\*\*\*\*

#### E. Final Chapter -

The possible, the attainable, the hopeful...

Opening: Richard and Thamuz (advisor to the Caliginous Order) discuss the situation on the ultimate power. With the Temple of Berthe destroyed, they have no choice but to rely on the western ruins. It turns out Zeda has been helping Richard and the Caliginous Order to find the ultimate power. Richard thanks Thamuz for all the help he's provided in keeping the Glendale name alive.

Suddenly, demons burst into the room, followed by King Procus and Zeda. The scene fades...

Baldwin stands in the main foyer of Latium. He's soon surrounded by three Templar Knights, including Vapula and Amzeroth. The nameless Knight Templar attacks Baldwin and Baldwin easily dispatches him. Prince Amrius sits at the throne. Baldwin demands to know what is going on. The Knight Baldwin slew gets up again, and Amrius starts laughing. Just then, Richard and Thamuz rush into the room to defend Baldwin. Richard explains that they've all succumbed to the Infernal Aura. The three of them rush out of the palace.

Later, Frederick and company are speaking with Archbishop Odiron. Odiron regrets he has to decline joining the Revolution, as there is much help needed in Capitrium at the moment. Of Latium, a soldier reports have flared with Xevex's group and the Central Division, but there have been no major incidents yet. Of Lodis, the soldier says that they maintain official control over the Central Division, but not much else has changed, with the bulk of Lodis' force trying to quell the Bolmaukan uprising. This is being seen as the perfect time to confront the Central Division. Magnus, now a General, is being sent to the front lines to stop the Central Division from their evil intentions and freeing Palatinus once and for all.

\*\*\*\*\*

#### Scene 29 - The March to Latium

Location: Gules Hills

Prologue: Battle instructions

Strongholds:

Guntherhaal: (Starting Location)

Population: 83

Morale: 50

Fort Bergiga: (Southwest Corner)

Population: 87

Morale: 82

Amdelm: (Northeast of Bergiga)

Population: 31

Morale: 87

Shop:

Leather Hat	40
-------------	----

Plumed Headband	60
-----------------	----

Great Bow	90
-----------	----

Baldr Bow	160
-----------	-----

Ytival	270
--------	-----

Bow of Sandstorm	420
------------------	-----

Leather Armor	60
---------------	----

Hard Leather	150
--------------	-----

Terra Armor	250
-------------	-----

Kurashino: (Northeast of Amdlem)

Population: 48

Morale: 69

Mezzeni: (Neutral, Southeast Corner)

Population: 61

Morale: 29

Muji: (Midwest Edge)

Population: 182

Morale: 71

Colgeuff: (Mideast Edge)

Population: 215

Morale: 40

Novipoldt: (East of Echel)

Population: 261

Morale: 64

Bellezoppo: (South of Guntherhaal)

Population: 215

Morale: 34

Witch's Hut

Castle Echel: (Enemy Headquarters)

Population: 95

Morale: 50

Enemy Opposition:

Dia23 Dia23 Dia23     Reward: Durandel  
----- KtT25\*-----  
-----        Cat23     Location: Charging from Bellezoppo

Fre23 KtT25\*Fre23     Reward: Sigmund  
-----        -----     Items: Four Leaves, Two Fruits, One Stone  
KtT23        ----- KtT23     Location: Charging from Bellezoppo

-----        KtT25\*     Reward: Heal Pack  
PtD23        -----     Items: Six Leaves  
-----        Bah23     Location: Charging from Bellezoppo

Wiz23 Wiz23        -----     Reward: Kagari-bi  
DgM23        ----- DgM23     Items: Five Leaves  
----- KtT24\*-----     Location: Guarding Novipoldt

Grf23        ----- Opi23     Reward: Crown of Intellect  
-----        -----  
----- Fre24\*-----     Location: Northeast of Ambush Point (See Tactics)

Sir26\*----- Sir24     Reward: Battle Fan  
----- Sor23        -----     Items: One Leaf  
----- Sir24 Sor23     Location: Northwest of Ambush Point (See Tactics)

Dia23        -----        -----     Reward: Flame Leather  
-----        ----- Dia23  
Rav23 Vul24\*Rav23     Location: Southwest of Ambush Point (See Tactics)

Vul24\*----- Wyv23     Reward: Altar of Resurrection  
-----        -----     Items: Four Leaves, Two Fruits  
----- Wyv23        -----     Location: West of Ambush Point (See Tactics)

----- Coc23        -----     Reward: Nathalork Mail  
-----        -----     Items: Four Leaves, Two Fruits  
Rav24\*----- Opi23     Location: West of Ambush Point (See Tactics)

Rav23        ----- Vul23     Reward: Rune Axe  
----- Vul24\*-----     Items: Four Leaves, Two Fruits, Two Stones  
Vul23        ----- Rav23     Location: West of Ambush Point (See Tactics)

Wyv23        ----- Wyv23     Reward: Yggdrasil  
-----        -----     Items: Four Leaves  
----- BlK24\*-----     Location: Guarding Kurashino

Hwk23        ----- Vul23     Reward: Flamberge  
----- SwM24\*Vul23  
-----        ----- Hwk23     Location: Charging from Castle Echel

Pri23        ----- Pri23     Reward: Mirror of Soul  
-----        -----  
Cat23 KtT25\*Cat23     Location: Pops out of Castle Echel

Wit23 KtT25\*Sir23     Reward: Fafnir  
Wit23        ----- Sir23  
-----        -----     Location: Pops out of Castle Echel

Enemy Commander: Rugale

Fre23 ----- Fre23

----- ----- Items: Four Leaves, Two Fruits, Two Stones

Cat23 KtT25\*Cat23 Location: Castle Echel

Reward: Glamdring

Battle Tactics:

There's a nice ambush that pops up once you go between the mountain pass on the trail to the Castle. You'll be quite surrounded, but it shouldn't be a problem if you brought decent units along. Send a couple of units to liberate the Southern quarter. A rather easy mission, for the most part.

Bring Magnus' unit to Karushino, where you'll run into Destin and Gilbert. If you have the other three Zenobians, Destin will join your group. If you also have a high Chaos Frame, Gilbert will also join.

Epilogue: The Templar, with his dying breath, threatens the group, telling him the Ogre Battle will return if they do not stop...

\*\*\*\*\*

Scene 30 - Betrayal/Separate Ways

Location: Romulus

Prologue: Battle plans, and Magnus wonders whatever became of Xevex's Southern Tigers...

Strongholds:

Lobini: (Starting Location)

Population: 249

Morale: 44

Shop:

Baldr Helm 170

Baldr Sword 150

Glamdring 400

Blessed Sword 400

Falchion 400

Sum Mannus 500

Kite Shield 70

Baldr Shield 250

Plate Armor 230

Baldr Armor 420

Norle: (Northwest of Lobini)

Population: 85

Morale: 80

Ottochaz: (Center of Map)

Population: 141

Morale: 11

Witch's Hut

Murau: (Southwest Corner)

Population: 43

Morale: 72

Bilce: (Northeast Corner)

Population: 157

Morale: 11

Sceni: (Northwest of Ottochaz)

Population: 70

Morale: 17

Fort Romulus: (Enemy Headquarters)

Population: 112

Morale: 86

Enemy Opposition:

----- Grf24 -----	Reward: Celestial Hammer
----- -----	Items: Four Leaves, Two Fruits
Hwk24 Vul25*Hwk24	Location: Charging from West of Lobini
----- ----- Opi24	Reward: Holy Comet
Vul25*-----	Items: Three Leaves, Two Fruits
----- ----- Grf24	Location: Charging from North of Lobini
----- SwM25*-----	Reward: Dowsing Rod
Nin24 ----- Nin24	
----- Gob25 Gob25	Location: South of Bilce
----- Vul26*Fae24	Reward: Gramlock
----- ----- Vul24	Items: Two Leaves, Two Fruits
Fae24 Vul24 -----	Location: Charging from North of Lobini
----- ----- PtD24	Reward: Notos
Val24 -----	
----- Pal25*Val24	Location: Southwest of Norle
Fre24 Fre24 -----	Reward: Crown of Intellect
----- ----- Fre26*	
Val24 ----- Val24	Location: Charging from West of Norle
Arc24 Sir25*Arc24	Reward: Kerykeion
Gob25 -----	
----- Gob25 -----	Location: Guarding Bilce
Arc24 Arc24 -----	Reward: Paua Hammer
----- -----	
Phx24 Cat27*Phx24	Location: Guarding Ottochaz

Gre25 Gre25 ----- Reward: Elder's Sign  
Gob25 -----  
Pal25\*Gob25 ----- Location: Guarding Ottochaz

BsM25\*----- ----- Reward: Touelno  
----- ----- Opi24 Items: Four Leaves  
Grf24 ----- ----- Location: Charging from Sceni

Fen24 ----- Fen24 Reward: Celestial Veil  
----- SwM25\*----- Items: Two Leaves  
Fen24 ----- Fen24 Location: Guarding Murau

Enc25\*----- Wit25  
----- Wit24 -----  
Wit25 ----- Wit24 Location: Guarding Sceni

Gre25 Dia25\*Gre25 Reward: Altar of Resurrection  
Gob25 ----- ----- Items: Two Leaves  
----- ----- Gob25 Location: Southeast of Fort Romulus

----- ----- DgM25\* Reward: Berserk  
Flb24 ----- ----- Items: Five Leaves, Two Fruits  
----- ----- ReD24 Location: Southwest of Fort Romulus

Enemy Commander 1: Xevec Nulaton (Superior Knight)

Sor24 ----- Sor24  
----- SuK27\*----- Items: One Leaf, Two Fruits, One Stone  
Pal24 ----- Pal24 Location: Fort Romulus

Reward: Ice Blade

Enemy Commander 2: ???????? (Dragoon)

Dia24 ----- Dia24  
----- ----- Items: Two Leaves, Two Fruits, Two Stones  
BlK24 Dgo26\*BlK24 Location: Fort Romulus

Reward: Gram

Battle Tactics:

Watch the flying units that jump out of the mountains to converge on your headquarters. Other than that, this battle's a snap.

NOTE: Like the Temple of Berthe, this has a second mission, so you cannot leave this area at the moment.

Epilogue: If you lost Dio, guess who the Dragoon is? Yep. Dio reveals himself as fighting for the Central Division now. If you didn't lose Dio, you'll be facing Xevec, who betrayed the Revolution...

Hidden Items:

Evil Spear: Midway between Norle and Bilce  
Dowsing Rod: Cul-de-sac of plains to the east of Bilce  
Cloak of Oath: Midway between Bilce and Sceni  
Misty Coat: On the road between Sceni and Murau

\*\*\*\*\*

Scene 31 - Royal Blood

Location: Fort Romulus

Prologue: Battle Plans, Hugo explains about seiging a fortress.

Enemy Opposition:

----- Wit25      Reward: Kusanagi  
Wit25 ----- Knt25  
Knt25 ----- Pal26\*      Location: Guarding Eastern Gate

Knt25 Knt25 Bkr25      Reward: Champion Statuette  
----- Pal26\*-----      Items: Four Leaves, Two Fruits, One Stone  
Bkr25 -----      Location: Guarding Western Gate

Arc25 Sir26\*Arc25      Reward: Cup of Life  
Gob26 -----      Location: SE of the Central Plaza  
----- Gob26 -----

Gre26 Dia26\*Gre26      Reward: Matsukaze  
Gob26 -----      Items: Two Leaves  
----- Gob26      Location: Far east of the Central Plaza

Gre25 Gre25 Gre25      Reward: Peregrine Mail  
-----      Items: Three Leaves  
----- Sat26\*-----      Location: East of the Central Plaza

----- Sat26\*-----      Reward: Malachite Sword  
-----      Items: Two Leaves  
Ogr25 ----- Ogr25      Location: South of the Central Plaza

Gre29 Sat27\*Gre29      Reward: Ice Chain  
-----      Items: Four Leaves  
----- Ogr27 -----      Location: West of the Central Plaza

Gre25 Sat26\*-----      Reward: Shield of Nue  
----- Gre25      Items: Four Leaves, Two Fruits  
Gob25 Gob25 -----      Location: SW of the Central Plaza

----- ArM26\*-----      Reward: Thunder Chain  
Ske25 -----      Items: Three Leaves, Two Fruits, One Stone  
Zom25 Zom25 Ske25      Location: Far West of the Central Plaza

----- BlK25\*-----      Reward: Helm of Thunderclap  
-----      Items: Six Leaves  
Ogr27 ----- Ogr28      Location: Guarding Second Gate

Gre27 ----- Gob27      Reward: Phoenix Mail  
----- Sat27\*-----      Location: Charging out of house NE of Plaza  
Gob27 ----- Gre27

Gob27 Sir25\*-----      Reward: Main Gauche  
----- Gob27      Location: Charging out of house NW of Plaza  
Ogr27 -----

Gre26 Gre26 -----      Reward: Altar of Resurrection  
Gob26 -----      Items: Three Leaves, Two Fruits  
Pal26\*Gob26 -----      Location: SW of Fort Romulus



----- Enc26\*Ske25    Reward: Peridot Sword  
-----  
Ske25 ----- SGo25    Location: SE of Fort Romulus

Enemy Commander: Amrius Dulmare (Dark Prince)

First Fight:

-----  
----- DkP27\*-----    Items: One Leaf  
-----                    Location: Fort Romulus

Second Fight:

----- DkP27\*-----  
Sat25 ----- Sat25    Items: Four Leaves, Two Fruits  
Gob25 ----- Gob25    Location: Fort Romulus

Reward: Rune Plate

Battle Tactics:

This is your first Siege level. The deal with this is that you'll need to break down the gates. Once you do that, the enemies behind will appear. There are no strongholds, only a plaza in the center where your guys can rest. Just keep pushing ahead. You also have a time limit here, but since I beat the area in three hours, it shouldn't be too hard to beat it within the limit.

You'll have to fight Prince Amrius twice. The first time, he'll just be using a Slash attack, the second, he'll summon the Saturos' and the Goblins, and he'll move to the back row, where he'll use an attack called Dark Lore, which is basically like using the Pedra of Bane.

Epilogue: Saradin tells Magnus and Hugo of the Infernal Aura, and that Prince Amrius was bound to it. Hugo explains that there are two routes to go now. Go to Blue Basilica and get one step closer to Latium, or go to Ptia to free the people of the Central Division.

Hidden Items:

Shield of Nue: Corner of roads west of the Central Plaza  
Thunder Chain: At the end of the road south of the Central Plaza

\*\*\*\*\*

Scene 32 - The Disillusioned

Location: Ptia, the Secluded Land

Prologue: In Winnea, King Procus berates one of his Paladins. He is interrupted by Yumil appearing, along with those unusual-looking Knights. Yumil explains how he is the one to lead Palatinus, now, since he has his power of birthright. He identifies the Knights as the Knights of Danika and explains how he has the power to rule, now.

Hugo and Magnus discuss battle plans.

Strongholds:

Billemina: (Starting Location)

Population: 268

Morale: 54

Shop:

Iron Helm 30

Armet 120

Spear 150

Baldr Spear 230

Prox 450

Volcaetus 460

Large Shield 180

Tower Shield 350

Plate Mail 210

Heavy Armor 650

Sheesaku: (Neutral, South of Billemina)

Population: 222

Morale: 50

Fort Guki: (Neutral, Southeast Corner)

Population: 48

Morale: 27

Pacrats: (East of Billemina)

Population: 103

Morale: 51

Witch's Hut

Rete: (West of Billemina)

Population: 67

Morale: 47

Furge: (North of Billemina)

Population: 205

Morale: 76

Baya: (Southwest of Sheesaku)

Population: 288

Morale: 81

Torab Ni: (Southwest Corner)

Population: 50

Morale: 75

Agnault: (Western Edge)

Population: 258

Morale: 50

Vitegith Castle: (Enemy Headquarters)

Population: 295

Morale: 50

Enemy Opposition:

Dia29\*----- Arc28      Reward: Angel Fruit

Arc28 Knt28 -----

----- Knt28      Location: East of Billemina

BsM29\*-----      Reward: Glaive of Champion

----- Opi28      Items: Three Leaves, Two Fruits

Grf28 -----      Location: East of Billemina

Wiz28 ArM29\*Wiz28      Reward: Kerykeion

----- ArM28      Items: One Leaf

----- ArM28 -----      Location: East of Billemina

----- Rav29\*-----      Reward: Falchion

-----

Wyr28 ----- Wyr28      Location: East of Billemina

Gre28 Rav29\*Gre28      Reward: Mjollnir

-----      Items: Three Leaves, Two Fruits

----- Opi28 -----      Location: East of Billemina

Gre28 ----- Gre28      Reward: Bow of Sandstorm

Gob28 -----      Items: Three Leaves, Two Fruits

----- KtT30\*Gob28      Location: Guarding Rete

Fre28 KtT30\*Fre28      Reward: Ring of Eloquence

-----

KtT28 ----- KtT28      Location: Charging from Furge

Dia28 Dia28 Dia28      Reward: Baldr Bow

----- KtT30\*-----      Items: Four Leaves, Two Fruits, One Stone

----- Cat28      Location: Charging from Furge

----- KtT30\*      Reward: Altar of Resurrection

PtD28 -----      Items: Six Leaves

----- Bah28      Location: Charging from Furge

Gre29 Gre29 -----      Reward: Hwail Mail

Gob29 -----

Pal29\*Gob29 -----      Location: Charging from Sheesaku

Gob28 KtT30\*Gob28      Reward: Heal Pack

-----

----- Ogr28 -----      Location: Charging from Agnault (Early)

KtT29 Sat30\*-----      Reward: Stone Sword

Gob28 ----- KtT29

----- Gob28      Location: Charging from Agnault (Later)

----- Sat30\*KtT29      Reward: Cup of Life

-----      Items: Four Leaves, Two Fruits

KtT29 ----- Ogr29 Location: Charging from SW of Baya

KtT29 ----- KtT29 Reward: Silver Hourglass  
-----

KtT29 Sat30\*KtT29 Location: East of Vitegith Castle

----- KtT30\*----- Reward: Dowsing Rod  
-----

Ogr28 ----- Ogr28 Location: South of Vitegith Castle

Enemy Commander 1: Amazeroth Ludon (Temple Command)

Sat29 ----- Sat29

----- ----- Items: Four Leaves, Two Fruits, Two Stones

KtT29 TmC31\*KtT29 Location: Vitegith Castle

Reward: Laevateinn

Enemy Commander 2: Carth Forleizen

Val29 ----- Val29

----- ----- Items: Four Leaves, Two Fruits, Two Stones

Cat29 BlK31\*Cat29 Location: Vitegith Castle

Reward: Boreas

Battle Tactics:

Probably the first thing you'll notice is the five units off to the east. Your best bet is to take care of these guys right away. Send several units out to deal with them, but keep a few in your base, because you'll be charged from the north by three Templar units. The rest of the area is surprisingly sparse.

If you go here before Latium:

If you enter Furge, a boy will tell you about a man facing a whole bunch of soldiers by himself. Go to Torab Ni, you'll run into a Black Knight, Carth. He'll go out and charge after Amazeroth. You can have his help regardless, but, if you desire to recruit him, it is required that you have a low CF, and none of the Zenobians, and that you keep him alive for the remainder of the battle.

Carth's Unit

Val29 ----- Val29

----- ----- Items: Four Leaves, Two Fruits, Two Stones

Cat29 BlK31\*Cat29

If you go here after Latium:

Carth will not show up during the battle, but will at the end, to kill Amazeroth, then challenge you...

Hidden Items:

Electric Shield: Small piece of land sticking into Barrens north of Rete

Bracer of Protection: Between Baya and Torab Ni

Quit Gate: Between Barrens and a river SE of Agnault

Dragon Shield: On the road between Fort Guki and Baya  
Meteor Strike: Between Highlands and Barrens SW of Furge  
Dragon Helm: Southwest of Agnalut

\*\*\*\*\*

### Scene 33 - Insanity

Location: The Blue Basilica

Prologue: Battle plans, or the same as the prologue of the last scene  
if you took this one first.

Strongholds:

Fort Rugney: (Starting Location)

Population: 115

Morale: 76

Pavia: (Southwest of Fort Rugney)

Population: 102

Morale: 38

Witch's Hut

Perg: (West of Fort Rugney)

Population: 220

Morale: 60

Bespleme: (Southwest of Perg)

Population: 163

Morale: 11

Cobigo: (South of Bespleme)

Population: 225

Morale: 76

Zuinomo: (West of Perg)

Population: 27

Morale: 70

Surite: (Southwest of Zuinomo)

Population: 174

Morale: 50

Clemona: (Southwestern Corner)

Population: 57

Morale: 87

Shop:

Iron Helm                    30

Armet                        120

Halt Hammer 110  
Francisca 130  
Baldr Club 220  
Baldr Axe 300  
Flame Flail 490

Shield of Inferno 500

Leather Armor 60  
Hard Leather 150

Castle Andvari: (Enemy Headquarters)

Population: 233

Morale: 55

Enemy Opposition:

----- Sat27\*----- Reward: Bow of Tundra  
Knt27 ----- Knt27 Items: Five Leaves  
----- Pal27 ----- Location: Charging from Pavia

----- Que26 ----- Reward: Evil Axe  
----- -----  
DgM26 DgM28\*Dgm26 Location: Guarding Pavia

BsM27\*----- ----- Reward: Book of Wind  
----- ----- Opi26 Items: Two Leaves  
Grf26 ----- ----- Location: Charging from East of Perg

Wyv26 ----- ----- Reward: Sword Emblem  
----- -----  
Rav27\*----- Wyr26 Location: Mountains south of Perg

KtT27 Sat28\*----- Reward: Phorusgir  
Gob26 ----- KtT27  
----- ----- Gob26 Location: Guarding Perg

Gre26 ----- Gre26 Reward: Doll of Curse  
Gob26 ----- -----  
----- KtT28\*Gob26 Location: Charging from East of Cobigo

----- Flb26 ----- Reward: Heal Pack  
----- -----  
Gob26 DgM28\*Gob26 Location: Guarding Bespleme

Gob26 KtT28\*Gob26 Reward: Balmung  
----- -----  
----- Ogr26 ----- Location: Charging from West of Perg

----- Sat28\*KtT27 Reward: Altar of Resurrection  
----- -----  
KtT27 ----- Ogr26 Location: Northwest of Perg

----- ----- Opi26 Reward: Wind Armor  
Vul27\*----- ----- Items: Three Leaves, Two Fruits, One Stone  
----- ----- Grf26 Location: Charging from Bespleme

----- KtT28\*----- Reward: Ogre Shield

----- Items: Four Leaves, Two Fruits, Two Stones  
Ogr26 ----- Ogr26 Location: Charging from West of Perg

Pri28\*-----  
----- BGo26  
Gol26 ----- Location: Guarding Cobigo

----- Enc27\*----- Reward: Lia Flail  
Gre26 -----  
Vul26 Gre26 Vul26 Location: Guarding Zuinomo

----- SwM26 ----- Reward: Earth Javelin  
----- Pmp26  
Pmp26 Fre28\*SwM26 Location: Charging from West of Cobigo

Enemy Commander: Vapula Simburg (Temple Command)

-----  
Gob27 ----- Gob27 Items: Four Leaves, Two Stones  
KtT27 TmC29\*KtT27 Location: Castle Andarvi

Reward: Nephrite Sword

Battle Tactics: This is probably one of the more straightforward battles you have this late in the game. Very simple. No tricks. No surprises

Epilogue: A soldier reports with rumors about the demons trying to resurrect their goddess, Danika, who ate the fruit of the netherworld.

Aftermath:

Getting the Dream Tiara: Go to Clemona and an old man will tell you a tale about love never found. He'll give you the Package for Gelda. Take it to Boolem, Crenel Canyon, and you'll run into an old lady, who'll tell you to take it to Elle, Zenobia Border. An old man there will tell you her family moved to Soathon. Are we getting tired of this wild goose chase yet? Go to Tristle, and you'll get the Letter from Gelda. Head back to Clemona and the old man will give you the Dream Tiara. It's all quite a tearjerker... ;\_;

Hidden Items:

Axe of Wyrms: On the road between Pavia and Cobigo  
Heal Pack: Midway between Bespleme, Perg, and Zuinomo  
Holy Lance: On the road between Cobigo and Clemona  
Ring of Branding: Southwest of Clemona  
Tempest: Southeast of Surite (across the river)  
Sword of Dragon Gem: Patch of land left of the road between Clemona and Castle Andarvi  
Angel Fruit: Northwest of Fort Rugney  
Altar of Resurrection: Southeast of Cobigo in a mountain cul-de-sac

\*\*\*\*\*

Scene 34 - Lord of Remus Keep

Location: The Tundra of Argent

Prologue: Battle Plans, after which Magnus and Leia have a rather

touching scene where she's thinking of how it might be if she has to fight her father...

Strongholds:

Tezzla: (Starting Location)

Population: 183

Morale: 36

Witch's Hut

Orozei: (Southwest of Tezzla)

Population: 253

Morale: 73

Shop:

Bandanna 20

Marionette 120

Fool 320

Robe 30

Magician's Robe 120

Amulet 40

Ring of Eloquence 250

Meltaus: (West of Tezzla)

Population: 235

Morale: 87

Fahno: (North of Tezzla)

Population: 93

Morale: 35

Griena: (West of Orozei)

Population: 37

Morale: 38

Caralla: (Northwest of Meltaus)

Population: 93

Morale: 55

Troguil: (West of Caralla)

Population: 74

Morale: 55

Remus Keep: (Enemy Headquarters)

Population: 240

Morale: 50

Enemy Opposition: (Before Latium)



----- ArM30\*----- Reward: Jormungand  
 ----- Zom29 Zom29  
 Zom29 ----- Ske29 Location: Charging from Meltaus  
  
 Pmp29 Wit31\*-----  
 ----- Pmp29 Pmp29 Items: Two Leaves, Two Fruits, One Stone  
 Pmp29 ----- Location: Charging from Meltaus  
  
 ----- Enc30\*Ske29 Reward: Revive Stone  
 ----- ----- Items: Six Leaves  
 Ske29 ----- SGo29 Location: Charging from Orozei  
  
 ----- Sat31\*----- Reward: Bloody Cleaver  
 Gob29 ----- Zom29 Items: Six Leaves  
 Zom29 Gob29 ----- Location: Charging from Orozei  
  
 Gho30 ----- Gho30 Reward: Cyanic Claw  
 ----- Vam32\*-----  
 Ske30 Ske30 ----- Location: Charging from Fahno  
  
 ----- Enc30\*Zom29 Reward: Whip of Exorcism  
 ----- Zom29 -----  
 Zom29 ----- Zom29 Location: Charging from Fahno  
  
 ---

Legion 1 - Funnel Shift Formation

Sld-- Sld-- ----- Reward: Urn of Chaos  
 ----- Cen30%Sld-- Items: Two Leaves, Two Fruits, One Stone  
 Sat29 ----- Location: Charging from East of Fahno  
  
 Gho29 ----- Gho29  
 ----- Gho29 ----- Items: One Leaf, One Fruit  
 ----- BlK30\*Gho29 Position: Right Side  
  
 Ske29 ArM30\*----- Reward: Book of Bane  
 ----- ----- Ske29  
 Ogr29 ----- Position: Left Side  
  
 ---

Legion 2 - Funnel Shift Formation

Sld-- Cen30%Sld-- Reward: Goblet of Destiny  
 ----- ----- Items: One Leaf, Two Fruits, One Stone  
 ----- Flb30 ----- Location: Charging from north of Meltaus  
  
 ----- ArM30\*----- Reward: Bloodstained Robe  
 Ske29 ----- Items: Three Leaves, Two Fruits, Two Stones  
 Zom29 Zom29 Ske29 Position: Right Side  
  
 Gho29 ArM30\*Gho29 Reward: Hraesvelg  
 ----- Ske29 ----- Items: Four Leaves  
 ----- ----- Ske29 Position: Left Side  
  
 ---

Legion 3 - Funnel Shift Formation

Sld-- Cen30%Sld-- Reward: Flag of Unity  
-----  
----- Hyd30 ----- Items: Two Leaves, Two Fruits  
----- Location: Charging from east of Griena

NnM30\*----- Gho29 Reward: Urn of Chaos  
Gre29 -----  
Gho29 Gre29 ----- Items: Three Leaves  
----- Position: Right Side

Gho29 BlK30\*Gho29 Reward: Armor of Death  
Gho29 -----  
Gho29 ----- Items: Two Leaves  
----- Position: Left Side

---

Enemy Commander: Reucharle

ArM29 Lic32\*ArM29  
-----  
Ske29 ----- Ske29

Reward: Altar of Resurrection

Enemy Opposition: (After Latium)

Wiz31 ArM33\*Wiz31 Reward: Jormungand  
----- ArM31  
----- ArM31 ----- Items: One Leaf  
----- Position: Charging from Meltaus

Pmp31 Wit33\*----- Reward: Altar of Resurrection  
----- Pmp31 Pmp31  
Pmp31 ----- Items: Two Leaves, Two Fruits, One Stone  
----- Location: Charging from Meltaus

Gob33 Sir31\*----- Reward: Revive Stone  
----- Gob33  
Ogr33 ----- Items: Five Leaves  
----- Location: Charging from Orozei

Gre33 ----- Gob33 Reward: Bloody Cleaver  
----- Sat33\*-----  
Gob33 ----- Gre33 Items: Six Leaves  
----- Location: Charging from Orozei

----- BlK31\*----- Reward: Cyanic Claw  
-----  
Ogr33 ----- Ogr34 Location: Charging from Fahno

Gre35 Sat33\*Gre35 Reward: Whip of Exorcism  
-----  
----- Ogr33 ----- Location: Charging from Fahno

---

Legion 1 - Funnel Shift Formation

Sld-- Sld-- ----- Reward: Urn of Chaos  
----- Cen30%Sld--  
Sat29 ----- Items: Two Leaves, Two Fruits, One Stone  
----- Location: Charging from East of Fahno

Gre32 Gre32 -----  
Gob32 ----- Items: Two Leaves, Two Fruits  
Pal32\*Gob32 ----- Position: Right Side

----- Vul31     Reward: Book of Bane  
----- Pal33\*Hwk31  
Vul31 Hwk31 -----     Position: Left Side

---

#### Legion 2 - Funnel Shift Formation

Sld-- Cen32%Sld--     Reward: Goblet of Destiny  
-----     Items: One Leaf, Two Fruits, One Stone  
----- Flb32 -----     Location: Charging from north of Meltaus

----- SwM32\*-----     Reward: Hraesvelg  
Nin31 ----- Nin31     Items: Two Leaves, Two Fruits, Two Stones  
----- Gob32 Gob32     Position: Right Side

Wit31 -----     Reward: Feather Suit  
----- Sir32\*-----     Items: Three Leaves  
ArM31 Wit31 ArM31     Position: Left Side

---

#### Legion 3 - Funnel Shift Formation

Sld-- Cen32%Sld--     Reward: Flag of Unity  
-----     Items: Two Leaves, Two Fruits  
----- Hyd32 -----     Location: Charging from east of Griena

Arc31 Sir32\*Arc31     Reward: Urn of Chaos  
Gob32 -----     Items: Four Leaves, Two Fruits  
----- Gob32 -----     Position: Right Side

Knt31 BlK33\*BlK31     Reward: Armor of Death  
-----     Items: Two Leaves  
BlK31 ----- Knt31     Position: Left Side

Enemy Commander: Numitol Silvis (Vanity)

Sat33 Van31\*Sat33  
-----     Items: Four Leaves, Two Fruits, Two Stones  
----- Ogr32 -----     Location: Remus Keep

Reward: Ice Chain

Battle Tactics: Note how the enemies are segregated into three groups. Split your battalion up accordingly, and launch your attack. You shouldn't have too much trouble. Just be sure to take a strong spellcasting unit against that Pumpkinhead unit.

Note that if you go here before going to Latium, you'll face a ton of undead, while going after Latium will have you facing the regular demonic crew. Take this into account.

Epilogue: Leia confronts Reucharle, asking about her father. He tells her Count Silvis took his own life to avoid succumbing to the Infernal Aura.

OR

Leia holds her dying father in her arms, telling him how much she loves him.

Aftermath: Take Meredia to Meltaus and you'll receive the Rai's Tear.

Hidden Items:

White Mute: Piece of land east of Caralla

Mirror of Soul: On the road between Tezzla and Fahno

Gambantein: On the road between Griena and Troguil

Vestment of Wind: Patch of land SW of Tezzla

Stone of Quickness: Patch of land North of Orozei

\*\*\*\*\*

Scene 35 - Denizens of the Netherworld

Location: Barpheth

Prologue: Battle Plans

Strongholds:

Castle Renevue: (Starting Location)

Population: 228

Morale: 55

Shop:

Hachigane 40

Hannya Mask 180

Iron Claw 170

Baldr Claw 280

Cyanic Claw 320

Ninja's Garb 50

Hwail Mail 900

Clemms: (Neutral, South of Renevue)

Population: 206

Morale: 53

Glebming: (East of Renevue)

Population: 117

Morale: 46

Kelmend: (Northwestern Corner)

Population: 103

Morale: 32

Saro: (South of Kelmend)

Population: 138

Morale: 31

Vitra: (South of Glebming)

Population: 109

Morale: 54

Sondrio: (South of Clemms)

Population: 52

Morale: 36

Fort Lebadeia: (Southern Edge)

Population: 172

Morale: 11

Belce: (South of Saro)

Population: 207

Morale: 77

Fort Viezey: (Enemy Headquarters)

Population: 31

Morale: 50

Enemy Opposition:

----- Sat29\*----- Reward: Vestment of Flame  
----- ----- Sat27 Items: Two Leaves, Two Fruits  
Ogr27 ----- ----- Location: Charging from south of Renevue

----- ----- Sat29\* Reward: Terra Armor  
----- Gob27 -----  
Gob27 ----- Gob27 Location: Charging from Glebming

Gre31 Sat29\*Gre31 Reward: Yomogi-u  
----- ----- Items: Two Leaves  
----- Ogr29 ----- Location: Charging from west of Renevue

Sph27 ----- ArM29\* Reward: Sword Emblem  
----- -----  
----- Ogr27 ----- Location: Charging from east of Kelmend

----- BlK27\*----- Reward: Glamdring  
----- ----- Items: Two Leaves, Two Fruits  
Ogr29 ----- Ogr30 Location: West of Saro (After Lib)

----- Sat28\*----- Reward: Flame Flail  
----- ----- Items: Four Leaves, Two Fruits, Two Stones  
Ogr27 ----- Ogr27 Location: SW of Saro (After Lib)

Ske27 ArM28\*----- Reward: Champion Statuette  
----- ----- Ske27 Items: Four Leaves, Two Fruits  
Ogr27 ----- ----- Location: South of Sondrio (After Lib)

----- Sir28\*----- Reward: Breidablick  
----- -----  
Ogr30 ----- Wyr27 Location: NE of Belce (After Lib)

----- Sat28\*----- Reward: Cup of Life

-----  
Ogr27 ----- Ogr27 Location: SW of Belce (After Lib)  
  
Sat27 Sat28\*Sat27 Reward: Urdarbrunn  
-----  
----- Ogr27 ----- Location: NW of Fort Lebadeia (After Lib)  
  
----- Sir28\*----- Reward: Phoenix Robe  
-----  
Ogr27 ----- Wyv27 Location: NE of Fort Lebadeia (After Lib)

Enemy Commander: Mylmurre

Sat27 ----- Sat27  
----- Items: Five Leaves, Two Stones  
Gob27 Gor30\*Gob27 Location: Fort Viezey

Reward: Ji'ygla's Bow

Battle Tactics:

This area is sickeningly simple. Even with the guys who spring out after you liberate towns, it's all too simple...

The Gorgon, however, can ruin your day real quick. With her Gaze of Terror she'll turn everyone into stone almost immediately. Bring in you anti-Cockatrice unit for this.

NOTE: Add three to the levels of the enemy if you went to Latium before this.

Epilogue: Mylmurre says that demons are fighting alongside humans to bring back Lady Danika. She says that the blood of Danika and the Progenitor is related.

Hidden Items:

Lance of Longinus: On the road between Renevue and Kelmend  
Angel Fruit: On the road between Saro and Belce  
Mirror of Soul: End of road SW of Clemms  
Ignis: End of road east of Clemms  
Love and Peace: Piece of land in forest east of Belce  
Annihilation: East of Sondrio

\*\*\*\*\*

Scene 36 - Advocates of the Darkness

Location: Tybell, the Wicked Land

Prologue: Apparently, although this area's controlled by the demons, people are flocking here because it's relatively peaceful.

Strongholds:

Pazano: (Starting Location)

Population: 156

Morale: 52

Shop:

Plumed Headband	60
Torn Cloth	10
Old Clothing	10
Plain Clothing	30
Leather Armor	60
Feather Suit	400

Raguza: (Neutral, Southeast Corner)

Population: 280  
Morale: 47

Chelefteu: (South of Pazano)

Population: 243  
Morale: 37

Kaless Ande: (West of Pazano)

Population: 136  
Morale: 85

Lokry: (Northwest of Pazano)

Population: 89  
Morale: 55

Letze: (South of Kaless Ande)

Population: 218  
Morale: 67  
Witch's Hut

Tricaeze: (West of Kaless Ande)

Population: 268  
Morale: 36

Castle Lloydgust: (Enemy Headquarters)

Population: 29  
Morale: 50

Enemy Opposition:

Legion 1 - Dual Wedge Formation

Sld-- Sld-- ----- Reward: Dowsing Rod

----- Cen31%Sld--

Sat30 ----- Location: NW of Pazano

Gob30 ----- Gob30 Reward: Terra Sheild

----- Sat31\*-----

----- Gob30 Gob30 Position: Near Right Side

AzD30 ----- Reward: Mirror of Soul

----- DgM31\*

----- Gob30 Gob30      Position: Near Left Side  
  
Gre30 BlK32\*-----      Reward: Stone of Quickness  
-----      Gre30  
Opi30      -----      Position: Far Right Side  
  
----

----- Gre30 Hwk30      Reward: Ice Blade  
Hwk30      -----      Items: Two Leaves, Two Fruits  
----- Rav31\*Gre30      Location: Charging from North of Pazano

Gob32 Sir30\*-----      Reward: Sun Mannus  
-----      Gob32  
Ogr32      -----      Location: Charging from SW of Pazano

----- BlK30\*-----  
-----      -----  
Ogr32      -----      Location: Guarding Lokry

Sat30 Sat31\*Sat30      Reward: Sword of Firedrake  
-----      -----      Items: Two Leaves, Two Fruits  
----- Ogr30      -----      Location: Guarding Kaless Ande

Gre31 Dia31\*Gre31  
Gob31      -----      -----  
-----      Gob31      Location: Charging from South of Pazano

Gre30 Rav31\*Gre30      Reward: Love and Peace  
Rav30      -----      Rav30      Items: Three Leaves, Two Fruits, One Stone  
-----      -----      Location: Charging from SW of Pazano

SGo30      -----      SGo30      Reward: Flame Shield  
-----      -----  
----- Gor32\*-----      Location: Guarding Tricaeze

----- Sat31\*-----      Reward: Ogre Armor  
-----      -----  
Ogr30      -----      Ogr30      Location: SE of Castle Lloydgust

Gre30 Sat31\*-----      Reward: Dowsing Rod  
-----      -----      Gre30      Items: Three Leaves, Two Fruits  
Gob30 Gob30      -----      Location: SW of Castle Lloydgust

Enemy Commander: Frohm

BlK30 Dae33\*BlK30  
-----      -----      Items: Four Leaves, Two Fruits, Two Stones  
Gob30      -----      Gob30      Location: Castle Lloydgust

Reward: Ogre Blade

Battle Tactics: Another battle with few surprises. Most of the enemies are Demons, again. Keep an eye on the Gorgon.

Hidden Items:



Heavy Axe: Midway between Pazano and Chelefteu  
Feather of Archangel: Patch of Plains between Highland and Barren NE of Pazano  
Saint's Shield: Forest East of Letze  
Saint's Garb: Mountains West of Raguzza  
Caldia: On the road between Letze and Castle Lloydgust  
Chaladholg: Forest South of Lokry

\*\*\*\*\*

### Scene 37 - March on the Capital

Location: Latium

Prologue: It's flashback time! We flashback to Magnus' and Yumil's youth where the two are young boys playing together, and how Yumil promises that Magnus will be his knight when he becomes King. Flash forward to a scene where a nobleman attempts to kill Yumil. Magnus tries to stop him, but the man throws him to the ground. Ankiseth runs in shortly and slices the killer up. Magnus hates himself for not being able to help. Now we see the same scene we saw in the beginning, where Magnus tells Yumil he's going to join the army.

NOTE: This mission plays out differently depending on your Chaos Frame, and also if you go here before clearing out all the other optional areas prior to this.

#### Strongholds:

Latina: (Starting Location)

Population: 291  
Morale: 56  
Witch's Hut

Gaeta: (Neutral, SW of Latina)

Population: 271  
Morale: 49

#### Shop:

Iron Helm	30
Baldr Helm	170
Helm of Thunderclap	410
Sword of Firedrake	300
Main Gauche	400
Blessed Sword	400
Sum Mannus	500
Glaive of Champion	500
Earth Javelin	550
Ice Blade	600
Electric Shield	150
Flame Shield	150
Shield of Inferno	500
Shield of Nue	500

Plate Mail	210
Plate Armor	230
Baldr Mail	250
Baldr Armor	420
Heavy Armor	650
Peregrine Mail	900

Bell of Thunder	250
Fang of Firedrake	250
Naga Ring	250
Snow Orb	250

Yen Vahagh: (SE of Latina)

Population: 115  
Morale: 51

Vulge: (South of Latina)

Population: 112  
Morale: 47

Gothpicci: (Southeast Corner)

Population: 128  
Morale: 88

Fort Toydebelt: (Enemy Headquarters #1)

Population: 61  
Morale: 50

Fort Toyderich: (Enemy Headquarters #2)

Population: 45  
Morale: 50

Winnea: (Enemy Capital, Will not be captured)

Population: 174  
Morale: 50

Enemy Opposition:

Legion 1 - Dual Wedge Formation

----- Sld-- ----- Reward: Flag of Unity  
Sld-- Sld-- Sld-- Items: Two Leaves, Two Fruits  
----- CeF34%----- Location: Charging from Yen Vahagh

Gob35 Sir33\*----- Reward: Spell Robe  
----- Gob35  
Ogr35 ----- Position: Near Left Side

Grf33 ----- Opi33 Reward: Brionac  
----- Items: Four Leaves, Two Fruits  
----- Fre34\*----- Position: Near Right Side

Sph33 ----- ArM35\* Reward: Sword Emblem  
----- Items: Three Leaves, Two Fruits

----- Ogr33 ----- Position: Far Left Side

Wiz33 ArM35\*Wiz33 Reward: Naga Ring  
----- ArM33 Items: One Leaf  
----- ArM33 ----- Position: Far Right Side

---

#### Legion 2 - Dual Wedge Formation

Sld-- CeF34%Sld-- Reward: Fang of Firedrake  
----- Items: One Leaf, Two Fruits, One Stone  
----- Flb34 ----- Location: Charging from East of Latina

----- Blk33\*----- Reward: Stone of Quickness  
----- Items: Five Leaves, Two Fruits  
Ogr35 ----- Ogr36 Position: Left Side

SwM33 ----- SwM33 Reward: Bracer of Protection  
----- ArM34\*-----  
Gre33 ----- Gre33 Position: Right Side

---

#### Legion 3 - Dual Wedge Formation

Sld-- CeM34%Sld-- Reward: Snow Orb  
----- Items: Three Leaves, Two Fruits, One Stone  
----- Hyd34 ----- Location: Charging from Vulge

Fae33 ----- Hyd33 Reward: Blood Whip  
-----  
Fae33 BsM34\*----- Position: Left Side

Gre34 Dia34\*Gre34 Reward: Bow of Thunderbolt  
Gob34 ----- Items: Four Leaves  
----- Gob34 Position: Right Side

---

Dia34\*----- Arc33 Reward: Bloodstained Armor  
Arc33 Knt33 ----- Items: Four Leaves, Two Fruits  
----- Knt33 Location: Guarding Vulge

BkD33 ----- Tmt33 Reward: Dagda's Hammer  
-----  
----- Blk35\*----- Location: Guarding Gothpicci

(Good Chaos Frame)

Enemy Commanders: Knights of Danika (Gatekeeper)

Sat34 ----- Sat34  
----- Items: Four Leaves, Two Fruits, Two Stones  
Sat34 KDa36\*Sat34 Location: Fort Toyderich

Reward: Black Cat

AnK34 ----- AnK34  
----- Items: Four Leaves, Two Fruits, Two Stones

AnK34 KDa36\*AnK34 Location: Fort Toydebelt

Reward: Dragon Armor

(Bad Chaos Frame)

Enemy Commander 1: Ruolanair

Dia34 ----- Dia34

----- Pal35\*----- Items: Four Leaves, Two Fruits, Two Stones

----- SwM34 SwM34 Location: Fort Toyderich

Reward: Sword of Firedrake

Enemy Commander 2: Vesalus

Fre34 ----- Fre34

----- Pal35\*----- Items: Four Leaves, Two Fruits, Two Stones

----- Cat34 Cat34 Location: Fort Toydebelt

Reward: Black Cat

NOTE: There are two separate rewards on the low CF route. It depends on which leader you kill last.

Battle Tactics:

Yep. You've got three Legions on you right from the start. Don't panic! This is pretty much all the enemy has. After the Legions are taken care of, there's just the two units guarding the towns, and the commanders at the forts. You'll have to defeat both commanders to finish the mission.

BIG NOTE: If you go to Latium before you go to the other places, decrease every character's level by 2.

Epilogue: A captured Knight tells how the Chosen will cleanse this land of evil. Later, Yumil, in Winnea, laughs to himself, saying how he's "almost there". Zeda and Mari enter the room...

You'll notice you didn't take Winnea in this battle. That can mean only one thing, of course. You're gonna have to storm Winnea!

Aftermath: After storming Winnea, return here and go to Vulge to learn about an Angel appearing in the church in Gothpicci. Take Magnus there Between 12 and 4 AM. The Angel will appear. If you have the Pedras of Bane and Virtue, the Ansate Cross from Zenobia border, a Dream Tiara, and a high Chaos Frame, you'll be given the Southern Cross.

Hidden Items:

Rune Plate: End of road SE of Yen Vahagh

Lfal: On the road north of Gothpicci

Crystal of Precision: Mountains Southeast of Geata

Angelic Armor: West of Winnea

Scroll of Discipline: East of Winnea

\*\*\*\*\*

Scene 38 - Promises

Location: Winnea, Captial of Palatinus

Prologue: If you have a high Chaos Frame, you'll see a scene where Procus approaches Yumil, wondering why he hasn't cast the all-powerful forbidden spell yet. Yumil says he can't do it with Magnus marching. He then kills his own father.

If you don't, you'll just go over battle plans.

NOTE: Like last mission, the enemy commander(s) will be different if you have a high or low Chaos Frame.

Enemy Opposition:

-----	-----	-----	Reward: Breidablick
Knt32	Pal35*	Knt32	
Pal33	-----	Pal33	Location: Guarding Second Western Gate
-----	Hyd32	-----	Reward: Wind Armor
-----	-----	-----	Items: Four Leaves, Two Fruits
Pal32	Pal34*	Pal32	Location: Patrolling Western Street
Gre32	Blk34*	-----	Reward: Mirror of Soul
-----	-----	Gre32	Items: Three Leaves, Two Fruits
Opi32	-----	-----	Location: Patrolling Southern Street
Gob32	-----	Gob32	Reward: Cup of Life
-----	Blk34*	-----	Items: Four Leaves, Two Fruits
Blk32	-----	Blk32	Location: Patrolling Southern Street
Hwk32	ArM33*	Hwk32	Reward: Heat-Tex
-----	-----	-----	Items: Four Leaves, Two Fruits
-----	Ogr32	-----	Location: Guarding Second Southern Gate
-----	Sir33*	-----	Reward: Evil Axe
-----	-----	-----	
Ogr32	-----	Wyv32	Location: House East of Second Southern Gate
-----	Wit33*	Pmp32	Reward: Sanscion
-----	-----	Gob35	
Pmp32	Gob35	-----	Location: House West of Second Southern Gate
AzD32	-----	EhD32	Reward: Angel Fruit
-----	-----	-----	
-----	Sat33*	-----	Location: House West of Second Western Gate
Pal32	Pal34*	Pal32	Reward: Aqua Hammer
Knt32	-----	Knt32	Items: Four Leaves, One Fruit
-----	-----	-----	Location: Patrolling Eastern Street
Sat33*	-----	Tmt32	Reward: Urdarbrunn
-----	-----	-----	Items: Four Leaves, Two Fruits, One Stone
-----	Cer32	-----	Location: House East of Second Eastern Gate
Gre33	Gre33	-----	Reward: Crystal of Precision
Gob33	-----	-----	Items: Four Leaves, Two Fruits
Pal33*	Gob33	-----	Location: Guarding Second Eastern Gate
Pal32	Cat34*	Pal32	Reward: Earth Javelin

----- Items: Eight Fruits  
----- Ogr32 ----- Location: Patrolling West of Main Street  
  
Sor33\*----- YgD32 Reward: Flag of Unity  
Gob32 -----  
----- Gob32 ----- Location: House West of Main Street  
  
----- Sat32 ----- Reward: Goblet of Destiny  
Cat32 ----- Cat32 Items: Eight Fruits  
Cat34\*----- Cat32 Location: Patrolling East of Main Street  
  
ReD32 ----- Reward: Frozen Axe  
----- DgM33\*  
----- Gob32 Gob32 Location: House East of Main Street  
  
----- Dae34\*Gho32 Reward: Feather Suit  
Gho32 -----  
----- Ske32 Ske32 Location: Guarding Final Gate  
  
----- Ogr32 ----- Reward: Stone of Quickness  
-----  
Gob32 Dae34\*Gob32 Location: South of the Royal Castle

(Good Chaos Frame)

Enemy Commander: Yumil Dulmare (Overlord)

----- Ove34\*-----  
----- Items: Two Leaves, Two Fruits  
KDa32 ----- KDa32 Location: Royal Palace

Reward: Champion Statuette

(Bad Chaos Frame)

Enemy Commander 1: Procus Dulmare (Flail Monarch)

----- FlM34\*-----  
----- Items: Four Leaves, Two Fruits, One Stone  
Ogr32 ----- Ogr32 Location: Royal Palace

Enemy Commander 2: Yumil Dulmare (Overlord)

KDa32 Ove34\*KDa32  
----- Items: Four Leaves, Two Fruits, Two Stones  
KDa32 ----- KDa32 Location: Royal Palace

Battle Tactics: Fight this battle just like Fort Romulus. You should have plenty of time. Don't forget about the gardens lying around that can heal you if you rest in them.

Epilogue: Challenging Yumil, Magnus defies his promise to become Yumil's knight. After he beats him, Mari protects Yumil. Yumil tells all. He is the Child of the Covenant. Long ago, the goddess Danika's body, queen of the netherworld, was split into five pieces. The arms and legs became the Knights of Danika, who guard the Chaos Gate. The Progenitor came across a Chaos Gate once and asked for ultimate power, in exchange for giving up one of his descendants to Danika. That descendant was Yumil. Yumil became the embodiment of Danika's power.

Magnus rebukes Yumil, asking him if total destruction is what he really wants. Yumil wants to start over...

Suddenly, Mari, overcome with some unstoppable force, takes a sword and runs Yumil through. Zeda shows up behind her. She rebukes the girl, telling her she's the last hope now, and teleports away with her.

Yumil lies dying in Magnus' arms. He tells Magnus that, with the Knights and him dead, the only thing left will be the seal on the ruins. When that seal is broken, Danika will have the ability to conquer the world. The Ogre Battle will come once again. Magnus promises his childhood friend that, even though he's just an ordinary human, he'll do what he can.

Later, in the meeting room in Winnea, Magnus, Hugo, and Frederick discuss matters. Magnus decides to leave to fulfill Yumil's request. Frederick gives his blessing.

If you fought Procus, Yumil will kill him, unless you've sent away Ankiseth, in which case Ankiseth will kill him, and Yumil will send them both to the netherworld.

Hidden Items:

Silver Hourglass: East of the Eastern Outer Gate

Matsukaze: West of the Royal Palace, at the end of a street.

Malachite Sword: East of the Royal Palace, at the end of a street.

\*\*\*\*\*

Scene 39 - The Battle Rages On

Location: Aurua Plains

Prologue: Zeda drags Mari along the wilderness. Overcome with grief, Mari's having a tough time. The two encounter the remaining Knights of the Caliginous Order, Thamuz, Richard, and Baldwin. Zeda suggests a deal where the Lodis Knights help her break the seal and in turn get the blessings from their god.

Strongholds:

Fort Randrich: (Starting Location)

Population: 15

Morale: 50

Le Vin: (Northwest of Randrich)

Population: 252

Morale: 68

Landeck: (West of Le Vin)

Population: 84

Morale: 57

Shop:

Falchion 400  
Frozen Axe 500

Ring of Eloquence 250

Brode: (West of Randrich)

Population: 235  
Morale: 82

Albesta: (Eastern Edge)

Population: 133  
Morale: 28

Zarbow: (Southwestern Corner)

Population: 61  
Morale: 20

Bartasake: (Northeastern Corner)

Population: 278  
Morale: 40

Tranus: (North of Landeck)

Population: 94  
Morale: 25  
Witch's Hut

Apertine: (West of Tranus)

Population: 140  
Morale: 28

Shop:

Main Gauche 400  
Bow of Sandstorm 420

Shield of Inferno 500

Kaysegg: (Northern Edge)

Population: 99  
Morale: 55

Anderout: (Enemy Headquarters)

Population: 53  
Morale: 50

Enemy Opposition:

----- Blk32\*----- Reward: Mirror of Soul

-----  
Ogr34 ----- Ogr35 Location: Charging from West of Le Vin

Arc32 Sir33\*Arc32 Reward: Crystal of Precision



Gob33 -----  
----- Gob33 ----- Location: Charging from North of Le Vin  
  
Ske32 ArM33\*----- Reward: Scroll of Discipline  
----- Ske32  
Ogr32 ----- Location: Charging from West of Brode  
  
----- SwM33\*----- Reward: Penitence  
Nin32 ----- Nin32  
----- Gob33 Gob33 Location: Charging from North of Landeck

---  
Legion 1 - Dual Wedge Formation

Sld-- Sld-- ----- Reward: Crown of Intellect  
----- CeM33%Sld-- Items: Four Leaves  
Sat32 ----- Location: Charging from Zarbow  
  
Gre32 ----- Gre32 Reward: Flamberge  
Gob32 ----- Items: Two Leaves  
----- KtT34\*Gob32 Position: Right Side  
  
----- Sat34\*----- Reward: Celestial Mace  
Gob32 ----- Zom32  
Zom32 Gob32 ----- Position: Left Side

---  
Legion 2 - Funnel Shift Formation

----- Sld-- ----- Reward: Ice Shield  
Sld-- CeF33%Sld-- Items: Three Leaves, One Fruit  
----- KtT32 ----- Location: Charging from Apertine  
  
Gob32 KtT34\*Gob32  
----- Items: Two Leaves  
----- Ogr32 ----- Position: Right Side  
  
Gob34 Sir32\*----- Reward: Yggdrasil  
----- Gob34  
Ogr34 ----- Position: Left Side

---  
Legion 3 - Funnel Shift Formation

Sld-- ----- Sld-- Reward: Stone of Quickness  
----- Items: Four Leaves, Two Fruits  
KtT32 CeM33%KtT32 Location: Charging from Tranus  
  
NnM33\*----- Gho32 Reward: Vajra  
Gre32 ----- Items: Two Leaves, Two Fruits  
Gho32 Gre32 ----- Position: Right Side  
  
----- KtT34\*----- Reward: Dainslaiff  
-----  
Ogr32 ----- Ogr32 Position: Left Side

---

Legion 4 - Dual Wedge Formation

----- Sld-- ----- Reward: Totila  
Sld-- Sld-- Sld-- Items: One Leaf, One Fruit  
----- CeF33%----- Location: Charging from Bartasake

KtT33 Sat34\*----- Reward: Heaven's Doll  
Gob32 ----- KtT33 Items: Six Leaves  
----- ----- Gob32 Position: Right Side

----- Sat34\*KtT33 Reward: Snow Orb  
----- ----- Items: Five Leaves, Two Fruits  
KtT33 ----- Ogr32 Position: Left Side

---

----- DoM33\*----- Reward: Composite Bow  
----- ----- Items: Three Leaves, Two Fruits, One Stone  
Ogr35 ----- Gol32 Location: Southeast of Anderout (Ambush)

Gre33 Dia33\*Gre33 Reward: Crescente  
Gob33 ----- -----  
----- ----- Gob33 Location: Southeast of Anderout (Ambush)

Enemy Commander: Thamuz Delville (Temple Command)

KtT33 ----- KtT33  
----- TmC35\*----- Items: Four Leaves, Two Fruits, Two Stones  
----- Gob33 Gob33 Location: Anderout

Reward: Peridot Sword

Battle Tactics:

Yep. You read that right. There are four Legions in this battle. Don't panic. Just deploy your units in teams. Two units should be more than enough to handle each of the three unit Legions. Watch out at the outskirts of Anderout. Like all Caliginous Order battles, there are a few hidden units near the headquarters.

Epilogue: Thamuz begs Baldwin to go to Keryoleth to raise Danika. Thamuz gives his life for what's left of the Caliginous Order.

Hugo tells Magnus that the Caliginous Order is now using Castle Talapea in Wentinus as their base. It is decided that they should take the castle first, since going to the mountains would expose themselves to attack from Wentinus.

Hidden Items:

Airgetlam: East of Tranus  
Count's Garment: Between Mountains NE of Zarbow  
Urn of Chaos: Piece of land West of Tranus  
Prox: Between Mountains NE of Zarbow  
Bell of Thunder: Mountains Southeast of Apertine  
Earth Javelin: Plains South of Le Vin  
Volcaetus: Between Mountains West of Albesta

\*\*\*\*\*

Scene 40 - Pressure

Location: Wentinus

Prologue: Baldwin tells Richard of Thamuz's death. Richard scolds him and sends him back to his post. When he leaves, Richard says that Thamuz's death will not be in vain, and Baldwin will be the one to gain ultimate power.

Strongholds:

Hopedale: (Starting Location)

Population: 187

Morale: 78

Reliance: (Allied, Southwest of Hopedale)

Population: 187

Morale: 18

Yves Guibiques: (North of Reliance)

Population: 253

Morale: 67

Cartwright: (East of Hopedale)

Population: 253

Morale: 79

Witch's Hut

Timmins: (Northern Edge)

Population: 238

Morale: 35

Shop:

Armet	120
-------	-----

Arc Wand	150
----------	-----

Baldr Spear	230
-------------	-----

Spellbook	100
-----------	-----

Tower Shield	350
--------------	-----

Fur Coat	250
----------	-----

Heavy Armor	650
-------------	-----

Amulet	40
--------	----

Igglurick: (Southeast of Castle Talpaea)

Population: 244

Morale: 12

Castle Talpaea: (Enemy Headquarters)

Population: 177

Morale: 50

Enemy Opposition:

----- Sat36*-----	Reward: Goblet of Destiny
Gob34 ----- Zom34	Items: Two Leaves
Zom34 Gob34 -----	Location: Charging from Yves Guibiques
Gre34 ----- Gre34	Reward: Urn of Chaos
Gob34 -----	Items: Three Leaves, Two Fruits
----- KtT36*Gob34	Location: Charging from Yves Guibiques (Messenger)
Fae34 ----- Hyd34	Reward: Kagari-bi
-----	Items: Two Leaves
Fae34 BsM35*-----	Location: Charging from Reliance
----- Gre34 -----	Reward: Durandel
----- Gre34	Items: Nothing
Coc34 ----- Rav35*	Location: Charging from Reliance
Gre35 Gre35 -----	Reward: Champion Statuette
Gob35 -----	Items: Two Leaves, Two Fruits
Pal35*Gob35 -----	Location: Charging from Reliance
Wyv34 -----	Reward: Flag of Unity
-----	Items: Two Leaves
Rav35*----- Wyr34	Location: Charging from Reliance
KtT35 Sat36*-----	Reward: Holy Lance
Gob34 ----- KtT35	Items: Four Leaves, Two Fruits, One Stone
----- Gob34	Location: Guarding Yves Guibiques
----- Ogr34 -----	Reward: Rind of Branding
-----	Items: Two Leaves, Two Fruits
Gob34 Dae36*Gob34	Location: Charging form Yves Guibiques
Gob34 ----- Gob34	Reward: Axe of Wyrm
----- Sat35*-----	
----- Gob34 Gob34	Location: Charging from Cartwright
----- Sat36*KtT35	Reward: Sword of Dragon Gem
-----	Items: Four Leaves, Two Fruits
KtT35 ----- Ogr34	Location: Guarding Cartwright
----- Blk34*-----	Reward: Sigmund
-----	
Ogr36 ----- Ogr37	Location: Charging from Igglurick
KtT35 ----- KtT35	Reward: Cloak of Oath
-----	Items: Four Leaves, Two Fruits, One Stone
KtT35 Sat36*KtT35	Location: Guarding Igglurick
----- Sat35*-----	Reward: Evil Spear
-----	Items: Four Leaves, Two Fruits
Ogr34 ----- Ogr34	Location: Charging from Timmins
Gre35 Dia35*Gre35	Reward: Flame Leather
Gob35 -----	Items: Three Leaves, Two Fruits, One Stone

----- Gob35 Location: Charging from Timmins

Wiz34 ArM36\*Wiz34 Reward: Nathalork Mail

----- ArM34

----- ArM34 Location: Charging from Timmins

Ske34 ArM35\*----- Reward: Rune Axe

----- Ske34

Ogr34 ----- Location: Charging from Timmins

Gob34 KtT36\*Gob34 Reward: Cup of Life

----- Items: Four Leaves, Two Fruits, Two Stones

----- Ogr34 Location: Charging from Talpaea

----- KtT36\*----- Reward: Misty Coat

----- Items: Five Leaves, Two Fruits

Ogr34 ----- Ogr34 Location: Charging from Talpaea

Enemy Commander: Baldwin Glendale (Temple Command)

Sat34 ----- Sat34

----- TmC37\*----- Items: Four Leaves, Two Fruits, Two Stones

KtT34 ----- KtT34 Location: Castle Talpaea

Reward: Wind Armor

Battle Tactics:

The kicker about this battle is just the fact that there are so many units in the towns. Watch the Templar unit to the west. They'll go after Reliance, and you don't want to lose it, so send someone to Reliance immediately. Preferably a flying unit. After all that's taken care of, just watch out for the charging Templar units from the Castle. This should come as no surprise to you, since every Caliginous Knight you've fought so far uses that tactic.

If by some ill chance, you lose Reliance, to the unit labelled "Messenger", the following four units will appear at Reliance. If you take it out first, they'll never appear.

\*\*\*\*\*

Scene 41 - Adversaries

Location: Castle Talpaea

Prologue: Richard sends Baldwin to the ruins, saying he'll hold off the Revolutionary Army.

Enemy Opposition:

KtT34 ----- KtT34 Reward: Burning Band

-----

KtT34 Sat35\*KtT34 Location: Guarding the Outer Gate

----- BlK34\*----- Reward: Bentisca

----- Items: Three Leaves, Two Fruits, Two Stones

BkD33 ----- Ogr36 Location: SW of the Outer Gate

----- Grf33 Reward: Ice Bandanna

Gob36 ----- Items: Four Leaves, Two Fruits, One Stone  
 ----- SwM34\*Gob36 Location: SE of the Outer Gate

Sor34\*----- YgD33 Reward: Black Cat  
 Gob33 ----- Items: Two Leaves  
 ----- Gob33 ----- Location: NW of Outer Gate

----- Sir34\*----- Reward: Dowsing Rod  
 ----- ----- Items: Two Leaves  
 Ogr33 ----- Wyv33 Location: Western side of Outer Street

Gre33 Rav34\*Gre33 Reward: Naga Ring  
 Rav33 ----- Rav33 Items: Two Leaves  
 ----- ----- Location: Western Houses

AzD33 ----- Reward: Composite Bow  
 ----- ----- DgM34\* Items: Four Leaves, Two Fruits  
 ----- Gob33 Gob33 Location: Eastern side of Outer Street

----- Gre33 Hwk33 Reward: Bow of Thunderbolt  
 Hwk33 ----- Items: Four Leaves, Two Fruits  
 ----- Rav34\*Gre33 Location: Eastern Houses

Gre33 Blk35\*----- Reward: Celestial Mace  
 ----- ----- Gre33 Items: Two Leaves  
 Opi33 ----- Location: Near Archer Park

AzD33 ----- EhD33 Reward: Love and Peace  
 ----- ----- Items: Two Leaves  
 ----- Sat34\*----- Location: Near Cavalier Park

Sph33 ----- ArM35\*  
 ----- -----  
 ----- Ogr33 ----- Location: Northwest of Archer Park (Reach it)

----- Flb33 ----- Reward: Book of Earth  
 ----- ----- Items: Two Leaves, Two Fruits  
 Gob33 DgM35\*Gob33 Location: East of Archer Park (Reach it)

Cer33 ----- Sph33 Reward: Heaven's Doll  
 ----- -----  
 ----- Sat34\*----- Location: NE of Cavalier Park (Reach it)

Sat34\*----- Tmt33 Reward: Totila  
 ----- ----- Items: Four Leaves, Two Fruits, One Stone  
 ----- Cer33 ----- Location: West of Cavalier Park (Reach it)

KtT34 Sat35\*----- Reward: Stone of Quickness  
 Gob33 ----- KtT34  
 ----- ----- Gob33 Location: Guarding West Inner Gate

----- Sat35\*KtT34 Reward: Sun Mannus  
 ----- ----- Items: Two Leaves  
 KtT34 ----- Ogr33 Location: Guarding East Inner Gate

Gob33 KtT35\*Gob33 Reward: Flame Shield  
 ----- ----- Items: Two Leaves  
 ----- Ogr33 ----- Location: SW of Jasper Tower

----- KtT35\*----- Reward: Terra Sheild

-----  
Ogr33 ----- Ogr33 Location: SE of Jasper Tower

Enemy Commander: Richard Glendale (Death Templar)

Flb34 ----- AzD34

----- Items: Four Leaves, Two Fruits, Two Stones

----- DTm35\*----- Location: Jasper Tower

Reward: Oracion

Battle Tactics: Another castle storming scene. Watch for the two units on the southern road, and the two each that spring up whenever you reach one of the parks.

Epilogue: Richard leaves after being defeated. He finds Baldwin in the forest. He asks why Baldwin has not broken the seal, yet. Baldwin says he's tired of living in Richard's shadow, and he runs Richard through with his sword.

Hidden Items:

Wind Armor: West of Cavalier Park

Helm of Thunderclap: End of Road East of Jasper Tower (across wall)

Sword Emblem: End of Road West of Jasper Tower (across wall)

\*\*\*\*\*

Scene 42 - The Sleeping Goddess

Location: Mount Keryoleth

Prologue: Zeda, Mari, and Baldwin approach the Ruins of Keryoleth. Zeda explains that Mari is now her loyal puppet, since her mind is gone from losing Yumil. A Templar runs up to Baldwin, reporting that your army is fast approaching. Baldwin leaves.

Zeda gives Mari a sacred sword and tells her to resurrect Danika. Mari says she can't do it. Zeda's a little flustered, and tells her that she was born solely for this purpose. She is the daughter of the sage of Zeteginea, Rashidi, and this whole thing, including her love for Yumil, was planned from the moment she was born. Mari can't believe she's only a pawn in this, and stabs Zeda with the sword.

Mari walks up to the ruins and cries out for Yumil. In anger and frustration, she stabs the ground with the sword, and collapses on the ground. Suddenly, blue light rises from the crack in the ground she created, and a figure arises from it...

Have Destin: Later, in the War Room, Destin shows concern for Magnus. Magnus says he's alright. Destin explains this will probably be the last battle. They go over the plans. Destin gives Magnus words of encouragement, and we begin...

Strongholds:

Mursunny: (Starting Location)

Population: 117

Morale: 35

Shop:

Hachigane	40
Plumed Headband	60
Baldr Bow	160
Ytival	270
Claymore	360
Cloth Armor	20
Hard Leather	150

Natashkan: (East of Mursunny)

Population: 188  
Morale: 48

Dolbo: (Distant North)

Population: 43  
Morale: 28

Mingan: (Northeast of Natashkan)

Population: 122  
Morale: 39

Escaraba: (East of Natashkan)

Population: 66  
Morale: 80

Tananna: (Neutral, East of Escaraba)

Population: 160  
Morale: 41

Balera: (East of Mingan)

Population: 171  
Morale: 81

Gypsanville: (North of Mingan)

Population: 86  
Morale: 53  
Witch's Hut

Keryoleth: (Enemy Headquarters)

Population: 31  
Morale: 50

Enemy Opposition:

----- Dae36\*Gho34    Reward: Bow of Tundra  
Gho34 -----  
----- Ske34 Ske34    Location: Guarding Natashkan



Sat34 Sat35\*Sat34    Reward: Berserk  
 -----  
 -----    Items: Four Leaves  
 ----- Ogr34 -----    Location: Charging from Natashkan

----- Sat35\*-----    Reward: Vestment of Earth  
 -----    Items: Six Leaves  
 Ogr34 ----- Ogr34    Location: Charging from Dolbo

Gre34 Sat35\*-----    Reward: Vestment of Water  
 -----    Items: Two Leaves  
 Gob34 Gob34 -----    Location: Charging from Mingan

AzD34 -----    Reward: Paua Hammer  
 -----    DgM35  
 ----- Gob34 Gob34    Location: Guarding Dolbo

Dia35\*Gre34 -----    Reward: Elder's Sign  
 -----    Items: Four Leaves  
 Gob34 Gob34 -----    Location: Charging from Escaraba

Sph34 ----- ArM36\*    Reward: Touelno  
 -----  
 ----- Ogr34 -----    Location: Guarding Mingan

----- Wit35\*Pmp34    Reward: Conflagrant Bow  
 -----    Gob37  
 Pmp34 Gob37 -----    Location: Guarding Escaraba

Gre34 BlK36\*-----    Reward: Urdarbrunn  
 -----    Gre34  
 Opi34 -----    Location: Charging from Tananna

----- Sat36\*KtT35    Reward: Lance of Longinus  
 -----  
 KtT35 ----- Ogr34    Location: Charging from Gypsanville

KtT35 Sat36\*-----    Reward: Holy Comet  
 Gob34 ----- KtT35    Items: Five Leaves, Two Fruits  
 -----    Gob34    Location: Charging from North of Balera

Gob34 KtT36\*Gob34    Reward: Celestial Hammer  
 -----    Items: Four Leaves, Two Fruits, One Stone  
 ----- Ogr34 -----    Location: Charging from Keryoleth

----- KtT36\*-----    Reward: Doll of Curse  
 -----    Items: Four Leaves, Two Fruits  
 Ogr34 ----- Ogr34    Location: Charging from Keryoleth

Enemy Commander: Baldwin Glendale (Temple Command)

Dae34 TmC37\*Dae34  
 -----    Items: Four Leaves, Two Fruits, Two Stones  
 ----- Ogr34 -----    Location: Keryoleth

#### Battle Tactics:

Another straightforward battle for the most part. Many of the enemy units will charge from their towns before you get in range, so you may have to deal with a bunch of units on you at once. Don't sweat it, though.

Epilogue: AGAIN, Baldwin runs. He heads to the ruins. He sees Zeda and Mari lying on the ground. Zeda says a few last words, turns into her true form, a Gorgon, and melts away. It is then that Baldwin notices Danika hovering above the ruins. He vows that Mari will never have that power and slays her. He stands before Danika, demanding to be blessed, that he have the ultimate power. Just then, Magnus runs up and yells for Baldwin to stop. Danika, with a nod of her head, knocks the impudent Baldwin to the ground.

Magnus runs up to Danika, recognizing Yumil in her. She explains herself, that she was once the goddess of fertility, now the goddess of the netherworld. She had eaten the fruit of the Infernal Aura, and Berthe, her mother, put her to sleep. Yumil awoke her, though, with his power as the Child of the Covenant. She explains how she didn't want to awaken, but she felt so much sadness in Yumil that she felt she had to.

Baldwin wakes and demands the power again. Danika suddenly is swallowed by the Infernal Aura, the power of the sage of Zeteginea, and the power of the Child of Covenant. This turns her into one freaky-looking thing...

Magnus arms himself and attacks...

Final Enemy: Danika

-----  
----- XXX38\*-----  
XXX38 ----- XXX38

The middle part of Danika uses Lava Shot twice. The plant parts use Rotten Breath and Acid Breath twice each.

You'll fight a round against her. Just stay alive. Retreat if you have to. Don't bother with Pedras, they don't do a thing against her.

Once you survive the first round (winning is doubtful), you, and the rest of your army, will be pushed back quite a distance. The area around Keryoleth will change form. The entire area will become marsh and swirly, malefic woods. Two gates to the netherworld will crop up south and southwest of Keryoleth, and enemy demon units will start spilling out. Ignore them, or push them out of the way, and just head straight for Danika, and keep attacking until she's defeated.

The game ends here, normally. The only way to proceed to the next scene is to have a low Chaos Frame, and no Zenobians in your party.

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Scene 43 - Caliber (submitted by Freedan)

Location: Aurua Plains

Prologue: On his way back to Winnea for Frederick's coronation, Magnus' battalion is intercepted by a mysterious enemy. The scout's last words cast an ominous tone over the looming battle. Hugo tells Magnus to be prepared for anything.

Strongholds:

Tranus: (Starting Location)

Population: 24

Morale: 94

Witch's Hut

Albesta: (East of Tranus)

Population: 133

Morale: 28

Landeck: (Southeast of Tranus)

Population: 84

Morale: 57

Shop:

Hraesvelg 340

Falchion 400

Frozen Axe 500

Ring of Eloquence 250

Brode: (South of Landeck)

Population: 235

Morale: 82

Le Vin: (East of Landeck)

Population: 252

Morale: 68

Fort Randrich: (Southeast of Le Vin)

Population: 15

Morale: 50

Enemy Opposition:

Sph36 ----- Sph36 Reward: Sword Emblem

-----

----- BsM38\*----- Location: Charging from Southeast of Tranus

BlK36 Vam38\*BlK36

-----

BlK36 ----- BlK36 Location: Charging from Northeast of Tranus

AnK36 Ser38\*AnK36 Reward: Feather of Archangel

-----

AnK36 ----- AnK36 Location: Charging from highlands East of Tranus

BlK36 ----- Pal36

-----

BlK36 Dgo38\*Pal36 Location: Charging from Landeck

Hyd36 ----- Que36 Reward: Yggdrasil

-----

----- DgM38\*----- Location: Charging from Albesta

Sor36 Sir37\*Sor36 Reward: Urdarbrunn  
-----

----- Val36 Val36 Location: Charging from Le Vin

Pum36 Wit38\*----- Reward: Glass Pumpkin  
-----

----- Pum36 Pum36

Pum36 ----- Location: Guarding Landeck

Tmt36 ----- AzD36 Reward: Altar of Resurrection  
-----

----- DgM38\*----- Location: Guarding Le Vin

SwM36 SwM37\*SwM36 Reward: Yu-giri  
-----

SwM36 ----- SwM36 Location: Guarding Brode

Coc36 ----- Coc36 Reward: Revive Stone  
-----

----- BlK37\*----- Location: Guarding Albesta

Saradin's Unit

Sir36 War39\*Sir36 Reward: Vestment of Earth  
-----

NnM38 ----- NnM38 Location: Semicircle Northwest of Fort Randrich

Gilbert's Unit

----- BSM39\*----- Reward: Scourge of Thor  
-----

Sph38 ----- Cer37 Location: Semicircle Northwest of Fort Randrich

Debonair's Unit

Fre36 Gen39\*Fre36 Reward: Breidablick  
-----

Pal36 ----- Pal36 Location: Semicircle Northwest of Fort Randrich

Aisha's Unit

Ser37 Pri39\*AnK38 Reward: Celestial Mace  
-----

AnK38 ----- Ser37 Location: Semicircle Northwest of Fort Randrich

Enemy Commander: Destin Faroda (Lord)

Bah38 ----- FlB38  
-----

----- Lor41\*----- Location: Fort Randrich

Battle Tactics:

This is it, the scene only accessible with a low Chaos Frame and no Zenobians. The enemy unit design has taken a big step up, although they still shouldn't be quite on par with your best units. Still, some of the enemies here will put up a good fight against just about anyone.

In particular, the unit with two Sphinxes is rather nasty, as their

Evocation actually works, and since they're so fast, they can pull out a 400-point combination spell before you can even blink. Your best bet is not to kill the leader, so he'll slow them down, hopefully exposing yourself to only one combination spell.

Also, note the Cockatrice unit. You should be experienced in anti-Cockatrice tactics by now, but just make sure you know it's there.

Other than that, it's pretty straightforward. It's a tiny map, and there aren't too many enemy units, but they are tough. Almost all the enemies are equipped with good elemental weapons, instead of their weak physical ones. Just be careful, and don't push your units too hard.

When you near the enemy fort, you'll see the four Zenobians standing in a semicircle around the stronghold, guarding it from attack. You'll have to fight them all, but the fights are handled as boss battles, meaning if you kill the leader, everyone else falls as well. With this in mind, none of them are terribly difficult. Each has their own little speech condemning Magnus for his actions. After those pesky Zenobians have uttered their last words, you can take on Destin Faroda. There's a pretty long dialogue between him and Magnus, but the fight itself is easy, despite Destin's high level.

Epilogue: Destin tells Magnus he can't stop him anymore, and tells him to be true to himself, before the mighty hero of Zenobia falls. After that, it's off to the low CF ending.

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## 8. Endings

There are many endings to this game, depending on your Chaos Frame, and who you have in your party. Here's my first ending.

After Danika's beaten: Danika thanks Magnus for stopping her. She explains that, since she's both human and god, she constantly sways between good and evil. She explains that there are very few differences between humans and demons. Both are capable of good and evil. She gives him parting words that the one who planned this was born of this world, and that the Ogre Battle cannot be avoided. She leaves...

---

CF of 0-33: Magnus is turned away from Winnea, being told he cannot be allowed in Frederick's presence, since they believe he's possessed by the Infernal Aura. He turns away. In a few years, barbarians from the east attack, Frederick dies shortly, and Palatinus is reduced to rubble.

One day, Kerikov finds the body of Mari lying beside the road. Suddenly, a baby crawls out from under her, and floats in the air. It says how good it feels to have the body of a god, and kills Kerikov. It's obvious that this is the new incarnation of the sage, Rashidi.

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If you have a CF higher than 33, you'll get the "standard" ending, where different things happen depending on who you have in your party.

Have Destin: Destin explains that, even though Yumil's lost, the war has been won. He says that he's heading back to Zenobia to tell the King what has happened. Magnus tells him he'll stay and help rebuild Palatinus.

CF of 34-66: Frederick becomes king of Palatinus and Magnus becomes a great hero in the new Palatinean army. He is referred to as a person of chivalry that owed allegiance to no one; not even his king.

CF of 67-100: Frederick becomes king and dies shortly thereafter in battle. Magnus becomes the new king of Palatinus and leads his country to great victory over the Eastern Barbarian tribes in the future.

Ending Scene 1: Gunther Piedmont

Have Troi, Katreda, and Asnabel: Asnabel and Troi are leaving for war. Katreda wishes him luck.

Ending Scene 2: Winnea

Have Meredia: Hugo talks to Meredia about war. She says how she's scared, but she'll fight.

Have Meredia, Liedel, and Biske: Meredia takes note of the fact that Liedel and Biske are a couple.

Ending Scene 3: Azure Plains (or Tremos Mountains)

Have Sheen: Sheen wonders what he should do with his life now. He thinks they're excluding him and he'll show 'em who's boss.

Have Sheen, Carth and/or Paul: The same as above, only Carth and/or Paul confront him and convince him to come back (depending on whether you got both).

Have Paul: Paul visits his petrified friend, says a few words, and heads off to the upcoming battle.

Ending Scene 4: Mount Ithaca

Destin (if you have him) arranges for war with the Bolmaukans (led by Vad, if you have him). Europea (if you have her) shows up and says that "he" and his comrades are coming. If you don't have her, it's just another Bolmaukan warrior.

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## 9. Advanced FAQ

Q: What's a Chaos Frame?

A: We all thought the Reputation meter from the original Ogre Battle was removed. Turns out it's still there, but you can't check it. At the end of the game you get an analysis in the form of a numerical value from 0-100 of what the people thought of you. The higher the Chaos Frame, the better the ending.

Q: How do I increase my Chaos Frame?

A: There has been lots of talk about what affects Chaos Frame, but the biggest, and proven factor is whether or not you liberate towns as opposed to capturing them.

To liberate a town, the enemy must have possession of it, first. Don't bother trying to liberate neutral towns because it won't work. Next, check the Morale of the town under Stronghold Information. You should see a number from 0-100. Match that number, roughly, with the average alignment in one of your units. Use that unit to go to the town and you'll liberate it. The process is fairly lenient. Any generally Chaotic unit will liberate a town with 0-33 Morale. Any generally Neutral unit will liberate a town with 34-66 Morale. Any generally Lawful unit will liberate a town with 67-100 Morale.

Generally, given the average alignment of your unit. You'll have about a 20 point dispersal, so if you have someone dead 50, you can liberate anything between 30 and 70. This may seem like a rather wide dispersal, but you'll be thanking the Zeteginean Gods for it later on, when you have units at 100 or 0 alignment.

There's been a lot of talk about other things affecting Chaos Frame. Things such as Magnus' Alignment, having Demons in your party, creating a Lich, totally wiping out enemy units, attacking units while they sleep. None of these have been proven to affect your CF, and I suggest you just relax and concentrate on liberation.

One last note: Don't expect to just learn about Chaos Frame at, say, Tremos Mountains II, and be able to boost your Chaos Frame (which is probably around zero) enough to get Debonair. Raising Chaos Frame is a slow process, and it'll take a good 20 missions to get it up to 100, so it's best to start liberating early and often.

Q: How does Love and Peace work?

A: Very simple, really. During a battle you select it. You pick an enemy unit that's in sight and you'll use it on them. You have a chance for a member of that unit to come over to your side. That character disappears from the enemy unit and reappears in your reserves. I don't know the chance of it working, nor do I really want to bother to figure it out.

Bottom line, you can use this item to try and get characters you don't have the time, patience, or items to get any other way. For instance, I used it to get an Angel Knight, because I didn't want to risk one of my characters.

Characters you CANNOT use Love and Peace on:

- Grapplers
- Knights Templar
- Daemons
- Knights of Danika
- ANY Unit Leaders

Q: What's the deal with Combination Magic and Attacks?

A: Combination Attacks are only for Soldiers. If you have two or more groups of Soldiers in the same row, there's a chance that they'll attack together for increased damage.

Combination Magic is much more fun. When you have two classes that can cast the same type of magic in the same row (Elemental, Effect), there's a chance that they'll join their attacks and attack one target with a combined spell for increased damage.

The only restriction is that the two spellcasting units cannot have opposing elements (Fire/Water, Wind/Earth)

All combo magic (for single target spells) does what's called "splash damage". It hits the target and then hits all adjacent units for a small amount of damage.

Combining same elements will simply increase the power of the spell and add splash damage.

Here are some other combinations:

Wizard/Sorceress Combos:

Wind/Fire: Plasma Ball  
Fire/Earth: Lava Shot  
Earth/Water: Clay Assault  
Water/Wind: Ionosphere  
Bane/Wind: Infest  
Bane/Fire: Dark Blaze

Combining one of the lower classes with one of the upper classes gives you one of the following spells in a four block area. Combining two upper classes gives you a spell over the entire battlefield.

Wizard or Sorceress/Archmage or Siren Combos:

Wind/Fire: Plasma Storm (Paralyze)  
Fire/Earth: Lava Flow (Paralyze)  
Earth/Water: Blue Spiral (Poison)  
Water/Wind: Atmosphere (Sleep)  
Bane/Wind: Inferno (Sleep)  
Bane/Fire: Dark Flame (Power Down)

Witch Combos:

Wind/Fire: Bind Flare (Paralyze)  
Fire/Earth: Poison Plant (Paralyze)  
Earth/Water: Deep Sleep (Sleep)  
Water/Wind: Poison Lime (Poison)  
Bane/Wind: Black Breeze (Poison)  
Bane/Fire: Doom (Sleep)

NOTE: Combos are also available for classes that can cast specific spells, such as Black Knights with Word of Pain and Valkyries with Lightning, and even Ghosts with Nightmare.

Also, combining Healing Spells, will produce a Healing Spell that can cure status ailments.

Oh, and lastly, as nice as it would be, you can't combine Drakonite spells. Sorry...

Q: How do I beat Cockatrices cleanly?



When I attack a Cockatrice, you usually get petrified. To fix that, you need a revive stone which costs 500 GOTH!!! NO WAY! So...

The best way to handle these beasts is to: Attack with golems. Although the Cockatrices are "shooters" and like to attack the back row people which may have your leader, this is still a great way to handle them. What I do is put my leader in the front and Golems in the back and side, and then attack the Cockatrice, or reposition your men so that only your golem can be attack by the Cockatrice. Hey, the best thing is, the cockatrice can turn your Golems into Stone Golems. Pretty nice.

Backup: It'll be even better if the leader of that group has a Hallowed Shield or a Celestial Veil, then you're absolutely sure that your unit leader cannot be petrified under any circumstances...

2nd best: Attack with one or even better two Witches that can paralyze or sleep FAST! If the Cockatrices can't attack, they can't petrify.

3rd best: Find a way to attack the unit so that the Cockatrices are in the front. Circle around them, and distract them with another group, then close in for the kill.

4th best: Fight fire with fire. Attack Cockatrices w/ Cockatrices. They are hard to find, but they are good! If you are gonna do this, then make your Cockatrice faster then theirs so you can attack first.

5th best: Reposition your men so that each one of them isn't adajacent to each other. If they are, and they are attacked, then they may be all petrified. Pretty sucky...

AND 6th best: Reposition your men so that a zombie or a stupid unit is the only one who can be hurt by the cockatrice. This strategy sucks, because if you go to these measures just to not be petrified, then WHY THE HELL ARE YOU ATTACKING THE COCKATRIACE ANYWAY!

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## 10. Miscellany

Didn't want to create a whole new chapter for EACH of these, so all the odd stuff goes here.

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### A. Elem Pedras

Elem Pedras are magical stones filled with the power of the gods. You'll be issued one at the beginning of the game. To use a Pedra, the Interrupt Gauge at the top of the screen must fill three times. Don't get discouraged if you can't use them early in the game. You'll be able to soon enough. Late in the game, you'll find you can use them just about every battle. At that point, you'll see it's not whether you can use Pedras, but WHEN...

Anyway, there are six Pedras, each empowered by one of the gods with the power of a spirit. Here they are:

Pedra of Wind - Stone that contains the power of Harnella, the goddess

of wind. It is capable of summoning Thunderbird, the spirit of lightning.

Pedra of Flame - Stone that contains the power of Zoshonel, the goddess of flame. It is capable of summoning Salamander, the spirit of flame.

Pedra of Earth - Stone that contains the power of Berthe, the goddess of earth. It is capable of summoning Golem, the spirit of earth.

Pedra of Water - Stone that contains the power of Grueza, the goddess of water. It is capable of summoning Fenrir, the spirit of ice.

Pedra of Virtue - Stone that contains the power of Ishtar, the goddess of virtue. It is capable of summoning Fatuus, the spirit of light.

Pedra of Bane - Stone that contains the power of Asmodee, the god of bane. It is capable of summoning Phantom, the spirit of darkness.

Well, now you know what they are. So, I suppose you want to find them, eh?

For finding the other three base elements, go to Mylesia, Mount Ithaca, and Gules Hills and fight several training battles as Magnus. Eventually, you'll face a two character unit with one of the characters being a High Level Dragon of the element of the Pedra. Defeat that group and you'll receive the Pedra.

Pedra of Bane: Go to Jiram in the Highland of Soathon. In this town, either a woman will tell you about the death of her son's dog, or the kid himself will tell you. Bring a spare Hellhound to the town with you. If you don't have one, one can easily be found in the Barrens surrounding town. Return to him with the Hellhound in a unit and he'll accept the dog (after a couple of visits) and give you the Pedra of Bane. Very nice...

Pedra of Virtue: Go to Muji, Gules Hills and you'll speak to a man who wants you to find his daughter in the Volmus Mine. Go to Volmus Mine and a woman will tell you she went to Mount Ithaca. Go to Cactovich, Mount Ithaca and you'll find the girl, who'll then give you the Pedra of Virtue.

Okay, you've found them all... Now, how to use them?

Well, there's an Interrupt Meter at the top of the screen. As soon as it fills three times, you can activate the Pedra menu, where you can select one to attack with. After which, the Pedra will need time to recharge.

Now, this will be tough in the beginning, since the battles are far quicker. One way to try to stretch the battle out to maybe activate it is to Interrupt the battle after every attack, which may increase the Interrupt Meter enough.

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## B. Rare Items

At certain points in the game, you can get rare items from people. Some of these are gifts for particular characters, and you must visit

the person with that character. Others you get with Magnus, or by performing special tasks at some point in the game.

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#### Special Character Gifts

##### Hallowed Shield

Character: Troi Ttyon

Location: Elgorea, Mylesia

##### Angel's Brooch

Character: Katreda Birall

Location: Inekell, Gunther Piedmont

##### Helm of the Fearless

Character: Asnabel Birall

Location: Kinseya, Gunther Piedmont

##### Red Branch

Character: Liedel Klein

Location: Inze, Fair Heights

##### Idaten's Mail

Character: Vad Orok Zlenka

Location: Shafferville, Highland of Soathon

##### Decoy Cap

Character: Sheen Cocteau

Location: Garu Kaio, Dardunnelles II

##### Rai's Tear

Character: Meredia O'Kiefe

Location: Melthaus, Argent

##### Starry Sky

Character: Europea Rheda

Location: Fort Hillverich, Vert Plateau

##### Robe of the Abyss

Character: Paul Lukische

Location: Temple of Berthe, Temple of Berthe

##### Jeulnelune

Character: Biske La Varet

Location: Surina, Capitirium

##### Runic Cape

Character: Carth Forleizen

Location: Rete, Ptia

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#### Other Rare Items

Note: Items for a specific class (or required to get items for a specific class) will not be here.

Medal of Vigor (Portable, Valuable) -

Go to Edepar, Alba with Magnus after the Alba mission.

Annihilation (Spellbook, Drakonite) -

Sold in Vertze, Alba. The price starts at 30000 and climbs by 20 Goth for every game day. It peaks at 60000 Goth.

OR

Found southeast of Sondrio, Barpheth.

Meteor Strike (Spellbook, Drakonite) -

Found in Melphy, Dardunnelles for 50000 Goth. Go there between 6 PM and 9 PM on the 6th, 15th, or 21st of any month.

OR

Between Highlands and Barrens Southwest of Furge, Ptia.

Tempest (Spellbook, Drakonite) -

Found Southeast of Surite, Blue Basilica. (across the river)

White Mute (Spellbook, Drakonite) -

Found near a piece of land east of Carella, Argent.

Southern Cross (Armor, Full-body Armor) -

After storming Winnea, return there and go to Vulge to learn about an Angel appearing in the church in Gothpicci. Take Magnus there Between 12 and 4 AM. The Angel will appear. If you have the Pedras of Bane and Virtue, the Ansate Cross from Zenobia border, a Dream Tiara, and a high Chaos Frame, you'll be given the Southern Cross.

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### C. Birthdays

Now, you knew you put your birthday in at the beginning for a reason, right? Well, it turns out you get a present on every one of your birthdays! To access your birthday, go to the Hugo Report, then to Events, and then find the scene called "Happy Birthday". Hit L to view the scene. Your friends will throw you a little party and you'll receive a present.

Now, normally, these presents will be supplemental expendables. Every birthday that ends in 0, however, will get you a special item, indeed.

20th: Gallant Doll (Weapon, Doll)

21st - 29th: Scroll of Discipline, Urn of Chaos, Goblet of Destiny

30th: Marching Baton (Portable, Valuable)

31st - 39th: Stone of Quickness, Crystal of Precision

40th: Censer of Repose (Portable, Valuable)

41st - 49th: Bracer of Protection, Mirror of Soul

50th: Figurine of Sleipnir (Portable, Valuable)

51st - 59th: Sword Emblem, Crown of Intellect

60th: Manual of Warfare (Portable, Valuable)

61st - 69th: Champion Statuette, Cup of Life

70th: Mastaba's Barrier (Portable, Valuable)

71st - 79th: Dowsing Rod, Silver Hourglass, Flag of Unity

80th: Charge Horn (Portable, Valuable)

81st - 89th: Altar of Ressurrection, Revive Stone

90th: Diadora's Song (Armor, Full-body Armor)

91st - 98th: Heal Leaf, Heal Pack, Power Fruit, Angel Fruit

99th: Noish's Promise (Weapon, Sword)

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## D. Neutral Encounter List

For convenience sake, I've decided to consolidate all possible Neutral Encounters in one location. I'm going to put it by monster, because let's face it, you're probably looking for a specific monster, or a specific item for free...

Note: The more valuable items have less of a chance of showing up on the low level characters.

### Undead:

#### Skeleton -

Items: Halt Hammer, Torn Cloth

Where: Volmus Mine II, Forests (Lv. 6)  
Dardunnelles I, Forests (Lv. 8)  
Sable Lowlands, Forests (Lv. 12)  
Dardunnelles II, Forests (Lv. 16)  
Capitrium, Forests (Lv. 18)

#### Ghost -

Items: Torn Cloth

Where: Volmus Mine II, Forests (Lv. 6)  
Dardunnelles I, Forests (Lv. 8)  
Sable Lowlands, Forests (Lv. 12)

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### Demi-human:

#### Hawkman -

Items: Halt Hammer, Bandanna, Leather Armor

Where: Mylesia I, Highways/Plains (Lv. 5)  
Volmus Mine II, Highways/Plains (Lv. 6)  
Crenel Canyon II, Highways/Plains (Lv. 9)

#### Vultan -

Items: Baldr Club, Hachigane, Hard Leather

Where: Wentinus I, Highways/Plains (Lv. 16)  
Dardunnelles II, Highways/Plains (Lv. 16)  
Wentinus II, Highways/Plains (Lv. 34)

#### Raven -

Items: Baldr Axe, Armet, Hard Leather

Where: Wentinus I, Highways/Plains (Lv. 16)  
Dardunnelles II, Highways/Plains (Lv. 16)  
Aurua Plains, Highways/Plains (Lv. 32)

#### Pumpkinhead -

Items: Heal Leaf, Dowsing Rod

Where: Highland of Soathon, Forests (Lv. 11)  
Ptia, Forests (Lv. 28)

#### Gremlin -

Items: Heal Seed, Quit Gate

Where: Mylesia I, Forests (Lv. 5)  
Volmus Mine II, Plains (Lv. 6)  
Mylesia II, Forests (Lv. 11)  
Mount Ithaca, Forests (Lv. 13)  
Fair Heights, Forests (Lv. 17)

Faerie -

Items: Heal Leaf, Silver Hourglass

Where: Mylesia I, Plains (Lv. 5)  
Mylesia II, Plains (Lv. 11)  
Sable Lowlands, Plains (Lv. 12)  
Mount Ithaca, Plains (Lv. 13)  
Fair Heights, Plains (Lv. 17)

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Dragons:

Young Dragon -

Items: Heal Seed

Where: Tenne Plains, Forests (Lv. 2)  
Volmus Mine I, Forests (Lv. 2)  
Zenobian Border, Plains (Lv. 5)  
Alba, Forests (Lv. 8)

Thunder Dragon -

Items: Heal Seed, Sun Mannus

Where: Dardunnelles I, Barrens (Lv. 8)  
Mount Keryoleth I, Barrens (Lv. 15)  
Gules Hills I, Barrens (Lv. 16)  
Celesis, Barrens (Lv. 20)  
Ptia, Snowy Barrens (Lv. 28)  
Latium, Barrens (Lv. 33)

Red Dragon -

Items: Heal Seed, Sword of Firedrake

Where: Audvera Heights, Highlands (Lv. 12)  
Azure Plains, Highlands (Lv. 14)  
Fair Heights, Highlands (Lv. 17)  
Tremos Mountains II, Highlands (Lv. 21)  
Blue Basilica, Highlands (Lv. 26)  
Aurua Plains, Highlands (Lv. 32)

Earth Dragon -

Items: Heal Seed, Axe of Wyrn

Where: Alba, Forests (Lv. 7)  
Mount Keryoleth I, Forests (Lv. 15)  
Azure Plains, Forests (Lv. 14)  
Vert Plateau, Forests (Lv. 19)  
Temple of Berthe II (Lv. 22)

Blue Dragon -

Items: Heal Seed, Cyanic Claw

Where: Gunther Piedmont, Marsh (Lv. 7)  
Sable Lowlands, Highlands (Lv.12)  
Gules Hills I, Marsh (Lv. 16)  
Tybell, Marsh (Lv. 30)

Platinum Dragon -

Items: Heal Seed, Ytival

Where: Crenel Canyon II, Barrens (Lv. 9)  
Highland of Soathon, Highlands (Lv. 11)  
Vert Plateau, Highlands (Lv. 19)  
Capitrium, Highlands (Lv. 18)  
Celesis, Highlands (Lv. 20)

Barpheth, Snowy Highlands (Lv. 27)  
Argent, Highlands (Lv. 29)

Black Dragon -

Items: Heal Seed, Kerykeion

Where: Mylesia II, Forests (Lv. 11)  
Tremos Mountains I, Forests (Lv. 23)  
Barpheth, Forests (Lv. 27)  
Tybell, Forests (Lv. 30)

Ahzi Dahaka -

Items: Bracer of Protection

Where: Mount Keryoleth II, Forests (Lv. 34)

Hydra -

Items: Snow Orb

Where: Wentinus II, Marsh (Lv. 34)

Tiamat -

Items: Angel Fruit, Goblet of Destiny

Where: Aurua Plains, Forests (Lv. 32)

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Monsters:

Wurm -

Items: Power Fruit

Where: Tenne Plains, Barrens (Lv. 2)  
Mylesia I, Highlands (Lv. 5)  
Volmus Mine II, Highlands (Lv. 6)  
Mylesia II, Highlands (Lv. 11)

Wyvern -

Items: Cup of Life, Champion Statuette

Where: Tremos Mountains I, Highlands (Lv. 23)  
Temple of Berthe II, Barrens (Lv. 22)  
Wentinus II, Highlands (Lv. 34)

Griffin -

Items: Power Fruit

Where: Crenel Canyon I, Highlands (Lv. 3)  
Zenobia Border, Highlands (Lv. 5)  
Gunther Piedmont, Barrens (Lv. 7)  
Crenel Canyon II (Lv. 9)  
Mount Ithaca, Highlands (Lv. 13)

Opinincus -

Items: Angel Fruit, Crystal of Precision, Stone of Quickness

Where: Temple of Berthe II, Highlands (Lv. 22)  
Romulus, Barrens, (Lv. 24)  
Tybell, Highlands, (Lv. 30)

Cockatrice -

Items: Revive Stone, Scroll of Discipline

Where: Audvera Heights, Forests (Lv. 12)  
Mount Keryoleth I, Highlands (Lv. 15)  
Temple of Berthe II, Snowy Highlands (Lv. 22)  
Romulus, Highlands (Lv. 24)  
Mount Keryoleth II, Barrens (Lv. 34)

Sphinx -

Items: Angel Fruit, Altar of Resurrection

Where: Argent, Forests (Lv. 29)

Latium, Highlands (Lv. 33)

Hellhound -

Items: Power Fruit

Where: Crenel Canyon I, Forests (Lv. 3)

Zenobia Border, Barrens (Lv. 5)

Highland of Soathon, Barrens (Lv. 11)

Cerberus -

Items: Angel Fruit, Goblet of Destiny, Flag of Unity

Where: Gules Hills I, Forests (Lv. 16)

Barpheth, Barrens (Lv. 27)

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Golems:

Golem -

Items: Heal Leaf

Where: Tenne Plains, Highlands (Lv. 2)

Volmus Mine I, Highlands (Lv. 2)

Mylesia I, Barrens (Lv. 5)

Gunther Piedmont, Highlands (Lv. 7)

Stone Golem -

Items: Kite Shield

Where: Audvera Heights, Barrens (Lv. 12)

Tremos Mountains II, Highlands (Lv. 21)

Baldr Golem -

Items: Baldr Shield, Baldr Armor

Where: Tremos Mountains II, Snowy Highlands (Lv. 21)

Romulus, Highlands (Lv. 24)

Argent, Barrens (Lv. 29)

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Demons:

Goblin -

Items: Heal Leaf, Short Sword, Plate Mail

Where: Mount Keryoleth I, Forests (Lv. 15)

Tremos Mountains II, Forests (Lv. 21)

Ptia, Forests (Lv. 28)

Blue Basilica, Forests (Lv. 26)

Latium, Forests (Lv. 33)

Ogre -

Items: Warhammer, Leather Armor, Ogre Blade

Where: Tybell, Snowy Plains (Lv. 30)

Gorgon -

Items: Revive Stone, Composite Bow, Love and Peace

Where: Ptia, Snowy Forests (Lv. 28)

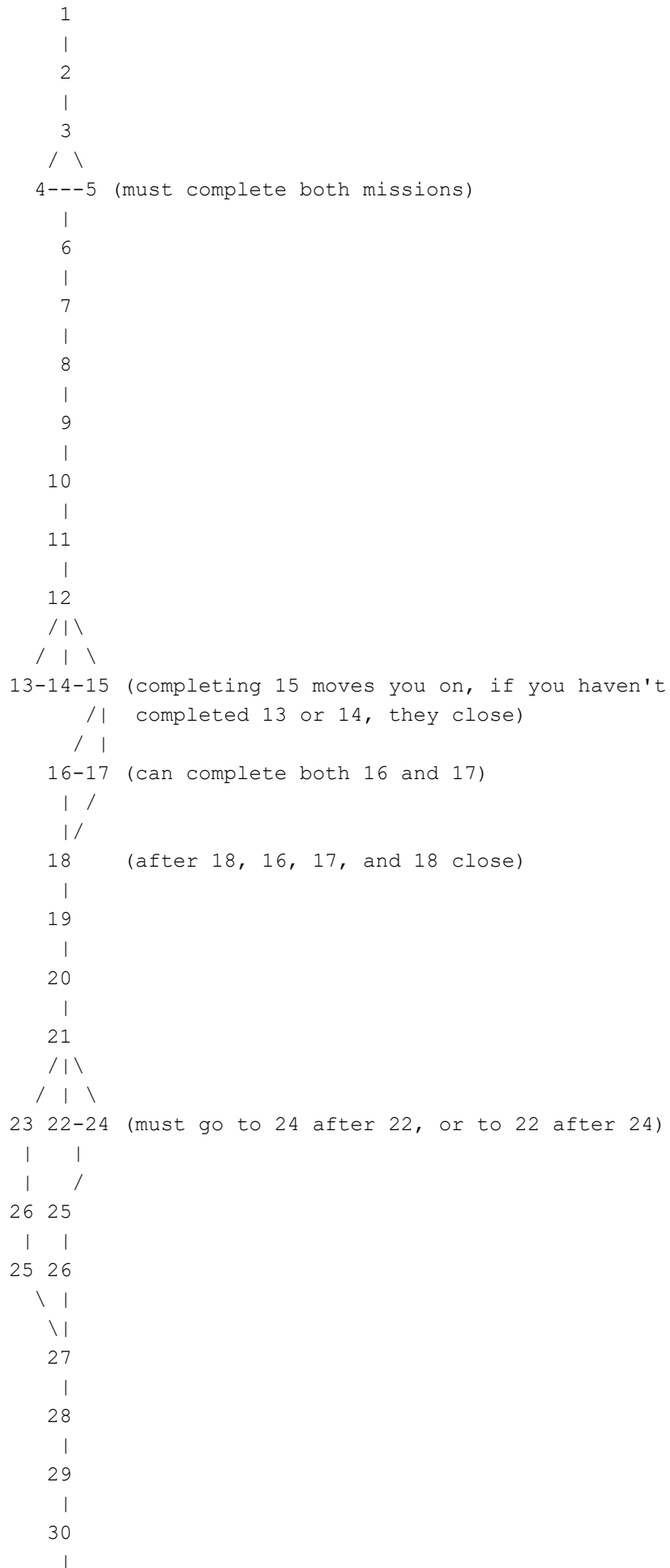
Latium, Forests (Lv. 33)



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## E. Scene Progression

This is how you can progress through the scenes in the game.



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31
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33--32
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 | 34
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 | 35
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 |  | \
 \ / 36
37
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38 (after 38, you have the option of going to any
 | of the remaining 32-36)
39
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40
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41
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42
 |
43 (43 is only accesible if you have a low CF
    and no Zenobians)

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You'll start at Scene 1 and progress normally. When you finish Scene 3, you'll have two scenes to choose from (Mylesia and Zenobia Border). You will have to complete both scenes, and the order won't affect you one way or another.

After those two scenes, you'll progress in a singular direction for some time. Eventually, you'll have a choice of three: Audvera Heights, Sable Lowlands, and Mount Ithaca. If you go to Mount Ithaca, the other two scenes will close if you haven't already visited them. Best course of action is to go to Audvera Heights and Sable Lowlands first. If you go to Sable Lowlands first, you'll attack Audvera Heights from the back. If you go to Audvera first, you'll attack from the front, and Sable Lowlands will be no different.

Your next choice is between Azure Plains and Mount Keryoleth. You can go to both, but after you finish the next scene (Wentinus I), Wentinus, Azure Plains, and Mount Keryoleth will all close.

Your next choice is probably your biggest, because you'll have to snub one or two scenes. You'll have three choices: Vert Plateau, Capitrium, and Tremos Mountains.

IF you go to Vert Plateau, you'll go to Capitrium next, and Tremos Mountains will close. Afterwards you'll go to Celesis, Tremos Mountains II, and then on to the Temple of Berthe.

IF you go to Capitrium, Tremos Mountains will close. You'll go to Vert Plateau next. Afterwards, you'll go to Celesis, Tremos Mountains II, then on to the Temple of Berthe.

IF you go to Tremos Mountains, Vert Plateau and Capitrium will both close. Afterwards, you'll go to Tremos Mountains II, then Celesis, then on to the Temple of Berthe.

Right, so which route (Vert/Capitrium or Tremos) should you pick? Well:

Vert and Capitrium: You'll have the opportunity to get both Europea and Biske, as well as some good items like the Firecrest and the Evil Blade. See the Character section on how to get the characters.

Tremos Mountains: You'll have the opportunity to get Paul, and to get a Ring of the Dead, which will allow you to create a Lich.

It's your choice.

Your next choice comes a while later, after you beat Fort Romulus. You have the option of going to Ptia or the Blue Basilica. Neither way will affect you greatly. What affects this, and the next three scenes (Argent, Barpheth, and Tybell) is when you go to Latium. Once you go to Latium, the remaining scenes (particularly Argent and Ptia) will change.

Once you go to Latium, you can continue on to Aurua Plains, Wentinus, and Mount Keryoleth. If you have a decent Chaos Frame (33+) or any of the Zenobians (Aisha, Saradin, Debonair, Gilbert, or Destin), the game will end there and give you your ending. If you have a low Chaos Frame and no Zenobians, you'll finish with Aurua Plains II.

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#### F. The Item Multiplier Bug

NOTE: I strongly suggest you go through the game normally before trying this trick to get the full experience, because this cheat makes the game far easier...

Okay. Now that that's settled...

The basic gist of this trick is that you can create 255 of a specific item. This works for Supplemental Expendables, and Portable Valuables.

If anyone has proof it works on any other kind of item (or not for a specific one in this group), let me know...

Okay. First, you're going to need at least one of the item you want to make 55 of. Sorry. No getting a billion Urns of Chaos right off the bat.

Set up a unit, with one of the characters being able to carry only one item, and load it up with a bunch of items. Doesn't matter what. Heal Leaves work fine. Make the last two item slots blank. Put the item you want in the last slot, leaving the 2nd to last blank.

Now, go to Remove Characters and remove a character that can carry just one item. This moves the item you want into the new last slot (previously blank), BUT it also creates a new item, which is put back into your depot. Now you have an extra item, but the fun doesn't stop there!

Now, remove the item you want from that unit and back into the depot, using the Carry Item function. Since you already technically have zero equipped (according to the Item List), it'll roll over to 55. Now, you'll have 55/01 items (or 55/02, or however many you had before).

Well, now you have 55 items, but you can't access them, because they're in the "equipped" slot. What you need to do now is go to the Sell Item screen, and sell one more than the second number next to the item. So, if the number's 55/01, sell two, if it's 55/02, sell three. This will cause the second number to roll over to 55.

Now, leave the Organize Screen and come back, and you'll now have 0/55 of the item. This is actually 255, and the hundreds digit isn't visible. Now, you can use it to your heart's content, or sell them off for major cash.

Only problem is that strange things can happen to those items after you save and shut the game off. For instance, I used it to get 55 Cups of Life, and after I went back to the game, I had 27. To the best of my knowledge, your items will never completely disappear, but the number may change. Really, there isn't a problem. You can just do the trick again for another 255.

Okay... I've been told people have received infinite items because of this, and that there are problems with getting certain items. Folks, it's a bug... It's not the most easily explained thing in the world. If you start selling a jillion items, just wait until you're done selling...

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## G. Attack List

Here's a list of the attacks in the game and what they do, not to mention who can use them.

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### Pure Physical Attacks

These are straight bashing attacks with a weapon or whatever the character can use. Elemental based attacks can be used if the weapon equipped is of a specific element. There is generally only one target for attacks like these.

Slash - Attacks the target with a Sword or a Greatsword. The most common attack.

Classes: Fighter, Knight, Fencer, Paladin, Sword Master, Dragoon, Centurion, Goblin, Gladiator, Vanguard, General, Warrior, Solidblade, Lycanthrope, Lord

Thrust - Attacks the target by thrusting its weapon towards the enemy.  
Classes: Soldier, Dragon Tamer, Dragon Master

Strike - Attacks the target with a 1-handed Axe or Hammer.  
Classes: Berserker, Skeleton, Hawkman, Vultan, Raven, Saturos

Pierce - Attempts to strike through the enemy's armor with a thin weapon.  
Classes: Phalanx, Cataphract, Angel Knight, Seraph

Lash - Strikes the enemy with a Whip.  
Classes: Beast Tamer, Beast Master

Pull Strings - Uses a Doll to attack the enemy.

Classes: Doll Master, Enchanter

Rend - Rakes the enemy with a set of Claws.

Classes: Ninja, Ninja Master, Grappler

Cleave - Slashes (or smashes) the enemy with a polearm-type weapon.

Classes: Black Knight, Valkyrie, Freya, Blaze Knight, Rune Knight

Shoot - Fires an arrow at the enemy with a Bow.

Classes: Amazon, Archer, Diana, Gorgon

Bite - Goes after the enemy with big, nasty, pointy teeth!

Classes: Zombie, Young Dragon, Thunder Dragon, Red Dragon, Earth Dragon,  
Blue Dragon, Platinum Dragon, Black Dragon, Wyrms, Wyvern, Hellhound,  
Cerberus

Pumpkin Smash - Drops a pumpkin on an enemy, halving it's HP.

Classes: Pumpkinhead

Pumpkin Shower - Drops six pumpkins on different enemies, halving HP  
with each hit. Also halves the HP of the attacker.

Classes: Pumpkinhead

Claw - Dashes towards the enemy, and slashes with claws.

Classes: Griffin, Opinincus, Sphinx, Werewolf

Peck - Uses a beak to slash and stab the enemy.

Classes: Cockatrice

Crush - Pounds the enemy with a large, two-handed weapon.

Classes: Ogre

Smash - Flattens the enemy with bare hands.

Classes: Golem, Stone Golem, Baldr Golem

Fatal Dance - Hits an enemy hard multiple times, for large amounts of  
damage.

Classes: Grappler

---

Breath Attacks

These attacks are used with a beasts magical breath. They all hit  
multiple enemies.

Lightning Breath - Spits lightning at a cluster of enemies.

Element: Wind

Classes: Thunder Dragon, Quetzalcoatl

Fire Breath - Spits a bolt of flame at a cluster of enemies.

Element: Fire

Classes: Red Dragon, Flarebrass, Wyvern

Acid Breath - Flings a ball of acid at a cluster of enemies.

Element: Earth

Classes: Earth Dragon, Ahzi Dahaka

Breath of Cold - Spits a sheen of ice at a cluster of enemies.

Element: Water

Classes: Blue Dragon, Hydra

Sacred Breath - Casts a blast of holy energy at a cluster of enemies.

Element: Virtue

Classes: Platinum Dragon, Bahamut

Rotten Breath - Spits a bolt of decaying force at a cluster of enemies.

Element: Bane

Classes: Black Dragon, Tiamat

Petrify - Breathes on a cluster of enemies, encasing them in stone.

Classes: Cockatrice

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## Blasts

A type of attack specific to Generals. The General swings his sword at incredible speed, releasing the element contained within. The blast attacks one enemy.

Sonic Blast - If the sword has no element, a deadly sound wave is generated.

Wind Blast - A core of wind is cast towards the enemy.

Fire Blast - A crescent of flame is cast towards the enemy.

Earth Blast - A shockwave from the earth is flung towards the enemy.

Aqua Blast - A blast of water is cast at the enemy.

Holy Blast - A holy force is thrown at the enemy.

Dark Blast - A core of decay is cast at the enemy.

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## Physical-based Magic Attacks

These attacks are not really physical, but they're not specifically magic attacks as indicated on the Organize Screen.

Sonic Boom - Swings sword at high speed, breaking the speed of sound, but also causing damage to oneself.

Classes: Sword Master

Life Drain - Focuses undead energy on an enemy, draining HP and adding it to the attacker.

Element: Bane

Classes: Vampire

Banish - Sends a halo which hovers above an enemy, and blasts it with holy energy.

Element: Virtue

Classes: Angel Knight, Seraph

Jihad - Blasts the entire enemy unit with a giant ball of light.

Element: Virtue

Classes: Seraph

Wind Shot - Focuses the power of wind and nails an enemy with it.

Element: Wind

Classes: Vultan, Griffin

Thunder Arrow - Fires a ball of electricity at an enemy.

Element: Wind

Classes: Raven

Throw a Kiss - Blows a mystic kiss at an enemy, lowering its power.

Classes: Gremlin

Abyss - Attacks the enemy with dark energy that can put it to sleep.

Element: Bane

Classes: Gremlin

Throw a Kiss - Blows a mystic kiss at an ally, raising its power.

Classes: Faerie

Magic Missile - Creates a small ball of holy light, which hits an enemy.

Element: Virtue

Classes: Faerie

Radiant Gale - Casts a storm of lightning and wind at the entire group of enemies.

Element: Wind

Classes: Quetzalcoatl

Crimson Note - Generates a storm of fire that engulfs the entire enemy.

Element: Fire

Classes: Flarebrass

Earthquake - Opens the earth and swallows the entire enemy. Flying characters are unaffected.

Element: Earth

Classes: Ahzi Dahaka

Clear Disaster - Casts an ice storm that chills the entire enemy.

Element: Water

Classes: Hydra

Divine Ray - Creates a ball of light that blasts the entire enemy with purity.

Element: Virtue

Classes: Bahamut

Evil Dead - Summons a gate to the netherworld, releasing undead spirits on the entire enemy.

Element: Bane

Classes: Tiamat

Wind Storm - Creates a vortex of wind which slams the entire enemy.

Element: Wind

Classes: Opinincus

Mesmerize - An evil cloud damages a cluster of enemies and puts them to sleep.

Element: Bane

Classes: Cerberus

Gaze of Terror - A ray pierces from the eye and petrifies all in the attacker's line of sight. Shielded characters are unaffected.

Element: Bane

Classes: Gorgon

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#### Elemental Magic

These are the entry level spells. Magic-using Fighters can use spells if they're equipped with a weapon of the same element as the spell. Spellcasters can use these spells if they are the same element as the spell and are equipped with a Spellbook, or a book of the same element.

All of these spells hit one enemy.

Lightning - A bolt of lightning strikes an enemy.

Element: Wind

Classes: Wizard, Paladin, Black Knight, Archmage, Valkyrie, Sorceress, Siren, Princess, Saturos, Gladiator (Magnus), Warrior, Blaze Knight, Warlock, Lord

Fireball - A ball of fire ignites an enemy.

Element: Fire

Classes: Wizard, Paladin, Black Knight, Archmage, Sorceress, Siren, Princess, Saturos, Gladiator (Magnus), Warrior, Warlock, Lord

Acid Vapor - Acid clouds erupt from the ground and assault the enemy.

Element: Earth

Classes: Wizard, Paladin, Black Knight, Archmage, Sorceress, Siren, Princess, Saturos, Gladiator (Magnus), Warrior, Warlock, Lord

Ice Blast - An frigid icicle spins in the air and impales an enemy.

Element: Water

Classes: Wizard, Paladin, Black Knight, Archmage, Sorceress, Siren, Princess, Saturos, Gladiator (Magnus), Warrior, Warlock, Lord

Healing - Holy energy heals an ally.

Element: Virtue

Classes: Paladin, Black Knight, Cleric, Priest, Saturos, Gladiator (Magnus), Warrior, Lord

Word of Pain - Dark energy inflicts pain on an enemy.

Element: Bane

Classes: Wizard, Paladin, Black Knight, Archmage, Sorceress, Siren, Princess, Saturos, Gladiator (Magnus), Warrior, Warlock, Lord

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#### Combination Elemental Magic

This magic is invoked by two magic users who have been in the same unit for some time. They combine their two elements to create a more powerful spell that hits a cluster of enemies.

Plasma Ball - A rolling cloud of plasma attacks the enemy.

Element: Wind/Fire

Lava Shot - A molten rock sails into the area.

Element: Fire/Earth



Clay Assault - A ball of clay bounces towards and attacks the enemy.

Element: Earth/Water

(Also used solely by Solidblade)

Ionosphere - A ball of electricity assails the enemy.

Element: Water/Wind

Infest - Winds from the netherworld assault the enemy.

Element: Bane/Wind

Dark Blaze - A flame from the netherworld engulfs the enemy.

Element: Bane/Fire

---

#### Elemental Magic Plus

This is higher elemental magic. It works the same way as Elemental Magic, and hits a cluster of enemies. If two spellcasters combo of the same element, they'll generate a spell of the same kind, only hitting the entire enemy force.

Thunder Flare - A lightning storm strikes the enemy.

Element: Wind

Classes: Archmage, Freya, Siren, Princess, Lich, Vanguard, Warlock

Fire Storm - A raging column of flame engulfs the enemy.

Element: Fire

Classes: Archmage, Freya, Siren, Princess, Lich, Vanguard, Warlock

Crag Press - A giant boulder slams the enemy from above.

Element: Earth

Classes: Archmage, Freya, Siren, Princess, Lich, Vanguard, Warlock

Ice Field - A chilling column of ice swarms the enemy.

Element: Water

Classes: Archmage, Freya, Siren, Princess, Lich, Vanguard, Warlock

Healing Plus - A large field of holy energy heals allies.

Element: Virtue

Classes: Freya, Priest, Vanguard

Dark Quest - Dark, undead forces swarm the enemy.

Element: Bane

Classes: Archmage, Freya, Siren, Princess, Lich, Vanguard, Warlock

Ninja Art - Casts a Area Effect Elemental Magic spell of any element.

Classes: Ninja Master

Evocation - Uses mystical energy to hit the enemy with the Area Effect

Elemental spell that will work best on the enemy (usually Dark Quest).

Classes: Sphinx

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#### Combo Elemental Magic Plus

This works the same was as Combo Elemental Magic. If a high and low level spellcaster combine, the spell will cover a cluster of enemies,

while two high level combinations will result in the entire enemy force being hit.

Plasma Storm - Gigantic balls of plasma electrocute the enemy.

Element: Wind/Fire

Lava Flow - A volcano erupts and sprays the enemy with lava.

Element: Fire/Earth

Blue Spiral - A geyser erupts, blasting the enemy with water.

Element: Earth/Water

Atmosphere - A globe of atmospheric energy hits the enemy.

Element: Water/Wind

Inferno - Dark gale forces from the netherworld strike the enemy.

Element: Wind/Bane

Dark Flame - Evil fire swarms through the enemy.

Element: Fire/Bane

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Effect Magic

This magic doesn't hurt an enemy directly, but can incapacitate them.

Shock Bolt - Electricity paralyzes an enemy.

Element: Wind

Classes: Witch, Warlock

Ray of Paralysis - Heated energy paralyzes an enemy.

Element: Fire

Classes: Witch, Warlock

Poison Cloud - An insipid cloud poisons an enemy.

Element: Earth

Classes: Witch, Warlock

Slumber Mist - A cloud of mist puts an enemy to sleep.

Element: Water

Classes: Witch, Warlock

Nightmare - Dark energy puts an enemy to sleep.

Element: Bane

Classes: Witch, Ghost, Warlock

---

Combo Effect Magic

Just like any other Combo magic, this magic targets a cluster of enemies.

Bind Flare - Rings of plasma surround the enemy, paralyzing them.

Element: Wind/Fire

Poison Plant - A large mushroom pops up, paralyzing the enemy.

Element: Fire/Earth

Deep Sleep - Small ghosts surround the enemy, putting them to sleep.  
Element: Earth/Water

Poison Lime - Icicles pop from the ground, poisoning the enemy.  
Element: Water/Wind

Black Breeze - Encases the enemy in a jelly, poisoning them.  
Element: Bane/Wind

Doom - A dark hand grabs the enemy, putting them to sleep.  
Element: Bane/Fire

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#### Drakonite Spells

All these spells target the entire enemy equally.

Tempest - A massive storm strikes, blasting the enemy with lightning  
and wind.  
Element: Wind  
Classes: Wizard, Archmage, Sorceress, Witch, Siren, Warlock

Annihilation - Raging bolts of fire strike from the heavens,  
incinerating the enemy.  
Element: Fire  
Classes: Wizard, Archmage, Sorceress, Witch, Siren, Warlock

Meteor Strike - Massive meteors fall from the heavens and pound the  
enemy.  
Element: Earth  
Classes: Wizard, Archmage, Sorceress, Witch, Siren, Warlock

White Mute - Ice storms blast the enemy and freeze them in a solid  
block of ice.  
Element: Water  
Classes: Wizard, Archmage, Sorceress, Witch, Siren, Warlock

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#### H. Name Codes

There are two names you can enter on the New Game screen that'll  
"activate" new features. They're not huge, but they exist, so in the  
guide they go...

DEL\_DATA - Enter this and all data saved on the cart will be removed.

MUSIC\_ON - Enter this and you can access the Sound Test

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#### 11. Legal

This FAQ was made 100% by me, Scott "Cyriz" Zdankiewicz. You may not  
take it in whole or in part and claim it as your own. You may not alter  
it in any way, even if you ask me first, and that includes putting it  
in HTML format. Please don't 稚 post this on your site unless you have  
express consent by me. 致 I put a lot of time into this. Give me some

credit...

Currently, the following sites have permission to post my FAQ.

- www.gamefaqs.com
- vgstrategies.about.com
- rwartrow.yahoo.com
- www.cheatcc.com
- www.happypuppy.com
- www.cheatstop.com
- www.neoseeker.com
- www.gamespot.com
- www.ogrebattle64saga.8k.com
- ishibishi.8m.com
- www.gamesteronline.com
- www.gameexperts.com
- www.geocities.com/rpg0nline
- www.delphi.com/LordHeavyArms
- www.magnusgallant.cjb.net
- www.timsvault.com
- www.game-place.com
- http://members.xoom.com/3dmikel/matt/rpgsite

If you find any sites that have this FAQ besides those listed, please let me know.

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## 12. Credits

CJayC - For putting this up on his site.

Andrew Simpkins - For adding a ton of stuff, particularly Rewards for individual units in the games, as well as Level Ups, and a few other corrections.

Lunatick - Was the first to give me a bunch of new classes: Paladin, Diana, Priest, Beast Master, Zombie, Ghost, Vultan, Raven, Pumpkinhead, Gremlin, Faerie, Wyvern, Cerberus, Young Dragon, Platinum Dragon, Blue Dragon, Sword Master, Ninja Master, Freya, Siren, Vampire, Bahamut, Cockatrice. Now, get out of my bushes! ^\_^

MetroidMoo - For info on Golems.

Brian Jones - For some info on besting the ever annoying Cockatrices...

MtnRige - For Black Knight and Archmage

Kami - For info on how to get Vad

King Tut - THANK YOU, THANK YOU, THANK YOU for letting me use the class change stats on his website

supergremlin - For telling me the enemy uses Revive Stones.

Andrew - For the Baldr Golem class

The Juggernaut - For pointing out to me a few tips on experience building.

Duke Frederick - For supplying me with a preliminary strategy for Scene 23.

Wicked Souls - For the excellent Witch combos!

Eagles - For the definitive word on Alignment requirements.

Eagles and Mighty Pang - For a good starter walkthrough for Tremos Mountains I.

Adam Hutch, Freedan, Bumper, francis lapointe, mrputter - For supplying me with item info.

MetroidMoo - For allowing me to use his FAQ for some of my items.

Rashidi and Chameleon - For info on the Vanity and Superior Knight Class' attacks.

Rashidi - For the Level Up Bonuses

Celda - For a correction

Anthony Gargon - For supplying some battle strategies.

Freedan - For supplying me with extra birthday info, and the walkthrough for the bonus scene.

Nintendo Power - For compiling the Opening values.

IGNGuides - For publishing another set of Opening values...

bearsman6 - For giving me proprietary stats for Wyverns.

Darth Gecko - For some ending info

Arctic - Help on a few random things.

ultron, epic, EvanMacD, Otik2, poocho, Karl Hungus - For Netural Encounter info.

Nash Blade and other users on the GameFAQs boards - For discovering the 55 Item Cheat.

Joe - For info on Richard.

Thomas Haver - For info on Angel Knights, and a surefire way to get them.

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### 13. Version Updates

Version 3.1 - 10/8/2002 - Thanks a lot to a bigger fan of this game than I, Andrew Simpkins. At my permission, he took it upon himself to add all the individual unit rewards and leftover Level Up bonuses for classes, as well as a few other corrections. Hopefully, this will be enough updates for my guide... ;)

Version 3.0 - 5/10/2002 - Not really an update so much as an appeasment

for the nitpickers. Folks, if there's anything else you want me to put in this guide (i.e. individual level-ups), send them directly to me, as I'm too busy on other guides to search them out.

Version 2.9 - 9/8/2001 - Nice big old update, with menus and stuff...

Version 2.8 - 2/23/2001 - I spoil you guys too much... If you'll check the Item List, you'll see what I mean... ^\_^

Version 2.7 - 1/26/2001 - With Freedan sending in the last mission walkthrough, and the addition of Carth and Biske, this guide is largely complete. I don't think I'll be making any more updates soon. Also, I moved Lich and Vampire to the Human sections, where they show up in the game, and fixed the opening question values.

Version 2.6 - 1/16/2001 - So, how was everyone's holiday? Few things corrected. Put up a Tremos Mts. Walkthrough and the info for Paul. I know how to get Biske and Carth, thank you all, but I'd like to get them on my own before I put the info in the FAQ.

Version 2.5 - 12/20/2000 - God, I hate Finals week. Anyway, I finished pretty much all the missions on hidden items and whatnot. Just have to make myself a complete Tremos Mts. I walkthrough, and get that bonus mission, and we should be all done...

Oh yeah... Got an interesting cheat up in the Miscellany section...

And I'll be postponing updates for a while, until I get back from break. That'll be until about Jan. 13, so don't expect anything from me between those times...

Version 2.4 - 12/9/2000 - Okay. Did a lot. Rearranged all the Items, and finished off a ton of missions with enemy levels and hidden items.

Version 2.3 - 12/3/2000 - Well, that's pretty much all of the missions, except the bonus mission that you get for beating the game with no Zenobians and having a low Chaos Frame.

Version 2.2 - 11/29/2000 - Such a short amount of time, but such a big update. I've added the Miscellany section, and consolidated all the Neutral Encounters into one section. Oh, and a few more missions, too.

Version 2.1 - 11/26/2000 - Two more missions. One of them being the first, and one being the last. That's right. I beat the game, and I'm now accepting any and all pieces of info.

Version 2.0 - 11/20/2000 - About four or so more missions.

Version 1.9 - 11/17/2000 - Two more missions, and Tiamat thrown in for your troubles, not to mention numerical values for the Alignment requirements.

Version 1.8 - 11/10/2000 - Five more missions, the Princess class, as well as Gorgon and Sphinx.

Version 1.7 - 11/7/2000 - Two more missions, and I've added Debonair, Destin, and Gilbert. Happy day!

Version 1.6 - 11/2/2000 - Three more missions, as well as Angel Knights and Seraphim added.

Version 1.5 - 10/31/2000 - Two more missions, and I've changed the format once again. I will now have Hidden Items in the missions.

Version 1.4 - 10/28/2000 - A couple more missions, and several of the master Dragon classes.

Version 1.3 - 10/26/2000 - I know it's a little late to change the format, but I'll have to do it soon anyway, so I've added Level and items carried to each of the opposing units in my Mission Walkthroughs.

Also, I'm building a small shrine to King Tut. He's a veritable god in my book. He allowed me to use information from his site: <http://kalynuik-s.tripod.com>. This allows me to put up stat requirements for all required classes! Yay!

Version 1.2 - 10/22/2000 - See Version 1.1 ^\_^

Version 1.1 - 10/19/2000 - More missions, and some more items.

Version 1.0 - 10/15/2000 - Since it's actually starting to look like a real FAQ, we're above 1. Added the first Mission Walkthrough (for Scene 10) and some more classes, more items, etc...

Version 0.5 - 10/14/2000 - The first bit. Intro, Legal, the Classes I had and Items and such...

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#### 14. The Final Word

FAQ #2 out and ready. Phew. This one was a lot harder to do than the Perfect Dark FAQ. RPGs tend to be as such.

Remember, if you want to submit to me, make sure you check to make sure your stuff isn't already in the FAQ.

One final note:

Some people have asked me about how they're doing, or if their units are any good. Also, some ask me what my best teams are so that they can emulate me. Let me just say that there are a million and a half ways to play this game, and my best units are not going to be YOUR best units. Don't always go looking to me for answers. This is your war, not mine. You know how best you can fight it. I'm just giving you a road map. You have to make the journey.

Have fun!