

Ogre Battle 64 Class/Spell List

by Dark33

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Ogre Battle 64 Class and Spell List/Written by dark33 and Overmind

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3. Revision History

5/12/01- I just started! I've got a LONG way to go. Started the introduction and Male Class descriptions. It's night now so I think tomorrow I'll start adding to it. Good night!

5/13/01- Dark33 sent in the rest of the male class descriptions. Submitted a preliminary version of this Guide. Much more coming in the next few days.

5/14/01- 5:20PM We decided to split up the female classes, with each of us doing half of the females. We finished that list today. Also did the Hawkman class as well.

5/15/01- 5:10PM Added in some of the Undead, and one Demon. More will be on the way.

4. Introduction

Welcome to Ogre Battle64 Class/Spell Guide! Ogre Battle is a truly wonderful game. I like how each character has a different class, which gives them a special ability. I also enjoy casting spells and combining magic. Magic is what makes an RPG great, so I had to include it in here. This FAQ describes every class I could possibly remember from a Solider to a Paladin. Well, I'll check up on my game too so that I can make sure everything is accurate. Please note anything that I may have missed. Even I make mistakes sometimes. If you spot a mistake I may have made, or I left something out, contact me at once. Enjoy!

Overmind and Dark33 team up to present you with a nice Class FAQ with all the spells in the game thrown in as well! We'll make sure not to skip any classes, and we'll provide information as detailed and accurate as possible.

5. Male Class/Description

The male classes are usually the strong, fighting type. They range from Knights to Wizards and include several other classes. What we've done here is put down the name of the unit, the basic equipment they come with (you need to have the basic equipment to be able to turn one of your guys into that class), the moves they use, the alignment you need to get one, a description, and of course, comments on the class.

For the moves section, the move at the top will be performed if the character in the front row. The second from the top is for the middle. And the bottom one is for the back row.

=====
Unit: Solider

Basic Equipment: Short Spear/Half Armor

Moves: Thrust x 1

 Thrust x 1

 Thrust x 1

Alignment needed: Any

Description: Inexperienced foot soldiers that travel in a group of three.

They use their spears to thrust into the enemy.

Comments:

These guys are not very good. But if you want new guys, you'll have to put up with them for a while. As you lose HP, you'll lose one soldier in the group, which lessens your attack. Have patience! When they gain enough experienced, they'll evolve into a fighter or amazon, depending on the leader's gender.

=====
Unit: Fighter

Basic Equipment: Short Sword/Chain Mail/Round Shield/Iron Helmet

Moves: Slash x 2

 Slash x 1

 Slash x 1

Alignment needed: Any

Description: Evolved solider that has gained enough experience to fight on his own.

Comments:

Train it well! This guy will later become your Knight or anything! It's got okay status. Make sure when your solider evolves, it's in a unit with a male leader. It uses regular swords. Train it, and at level 7-10, it should be able to evolve.

=====
Unit: Knight

Basic Equipment: Baldr Sword/Plate Armor/Armet/Kite Shield

Moves: Slash x 2

Slash x 1

Slash x 1

Alignment needed: Semi chaotic-Total Lawful

Description: Knight clad in full armor who fights for pride and honor. His offensive and defensive capabilities are well balanced.

Comments:

Not a bad guy, especially in the front row. He uses regular swords. A great person to have on Magnus' group. It also has pretty good defense. Train to be lawful, and you'll be rewarded with the option of changing it into an even stronger class!

=====
Unit: Beserker

Basic Equipment: Fransisca/Leather Armor/Iron Helmet

Moves: Strike x 2

Strike x 1

Strike x 1

Alignment needed: Neutral-Total Chaotic

Description: Fearless warrior with extraordinary strength and toughness. He attacks with full might regardless of status.

Comments:

If you want a Black Knight, this class is good to start it out as. His attack his really good, especially if you give him the Flame Flail, which you get in Scene 7. You should give him a better hat and armor. His defense his so-so.

Unit: Fencer

Basic Equipment: Bastard Sword/Cloth Armor/Jingasa

Moves: Slash x 2

Slash x 1

Slash x 1

Alignment needed: Semi chaotic-total lawful

Description: Experienced Swordsman who's distinct style allows to move swiftly and wield a greatsword with ease.

Comments:

I wouldn't recommend it for the start of the game. It uses Long Swords, which are so rare at the beginning of the game. In fact, the Bastard Sword is the only one for a while. When you get better swords, it'll be okay to take one, but it'll probably be able to become a Sword Master by then.

=====
Unit: Phalanx

Basic Equipment: Spear/Large Shield/Plate Mail/Iron Helmet

Moves: Pierce x 2

Pierce x 1

Pierce x 1

Alignment needed: Semi chaotic-Semi Lawful

Description: Heavy infantryman equipped with spear and a large round shield. This class plays a pivotal role in defense.

Comments:

A good unit to have protecting a unit with bad defense. His defense is great! You'll have to get better spears if you want him to be a good attacker, however. It's not bad to have, but it's fragile against magic, so watch out!

=====
Unit: Beast Tamer

Basic Equipment: Leather Whip/Leather Armor

Moves: Lash x 2

Lash x 1

Lash x 1

Alignment needed: Slight Lawful-Total chaotic

Description: With whip in hand, the Beast Tamer commands beasts, and brings out their full potential.

Comments:

Don't make me laugh. These guys dish out moderate damage, but their defense is pretty bad. There are much better guys to use like the Berserker or the Knight.

=====
Unit: Doll Master

Basic Equipment: Marionette/Robe/Amulet/Bandana

Moves: Pull Strings x 2

Pull Strings x 2

Pull Strings x 1

Alignment needed: Semi chaotic-Semi Lawful

Description: This class uses a doll as a weapon and commands Golems.

Comments:

You won't get a better doll until Chapter 2 unless you get the Gallent Doll on Magnus' 20th birthday. These guys aren't that bad if you have a strong group to back up their weak defense. Remember to put them in the front row and keep it neutral so it can evolve into an Enchanter.

=====
Unit: Ninja

Basic Equipment: Iron Claw/Ninja Gear/Hachigane

Moves: Rend x 2

Rend x 1

Rend x 1

Alignment needed: Neutral-Total Chaotic

Description: Martial artist with great agility who wields a set of claws and eliminates all who stand in his way.

Comments:

Huh? Forget it. Not worth it. They aren't very strong. Like the Great Swords, Claws are very rare. There aren't that many in the game either, they could be useful if they evolve into Ninja Masters. Then they'll go 3 times in the front. Until then, don't even bother.

=====
Unit: Wizard

Basic Equipment: Scripply Staff/Robe/Amulet/SpellBook

Moves: Elemental Magic x 1

Elemental Magic x 1

Elemental Magic x 2

(with spellbook, the attack will be their element. Can be changed with different books)

Alignment needed: Neutral-Total Chaotic

Description: Male spellcaster who devotes himself on uncovering the mysteries of magic.

Comments:

Great to have in the back row. It'll become more powerful, and that's always a good thing. In the back row, it'll cast a magic spell. If it has a spellbook, its spell will be equal to its element (If his element is fire, the spell will be fireball. Keep it chaotic so you can evolve into a more powerful wizard.

=====

Unit: Paladin

Basic Equipment: Blessed Sword/Baldr Armor/Baldr Helmet/Kite Shield

Moves: Slash x 3

Slash x 2

Elemental Magic x 2

Alignment needed: Semi Lawful-Total Lawful

Description: Attaining knighthood, he has the ability to draw magical power out of his sword.

Comments:

A must get! A Paladin is not only powerful, but he goes three times in the front row. If you put him in the back row, he will use elemental magic, but don't bother. He will add much strength to a group of Lawful characters. Be sure to upgrade his equipment to make him impenetrable against physical attacks.

=====

Unit: Dragoon

Basic Equipment: Sword of Tiamat/Dragon Armor/Dragon Helmet

Moves: Slash x 3

Slash x 2

Slash x 2

Alignment needed: Any

Description: Also known as the Dragon Killer, this class is trained to single-handedly vanquish fearsome Dragons.

Comments:

Ouch! These guys rule! Their attack is superior to most guys. But the only way to get it is to follow a difficult process (email me or dark33 if you want to know). If you have one, give it your most powerful Great Sword. They also have great agility and defense. Get it!

=====

Unit: Black Knight

Basic Equipment: Satan's Bullova/Baldr Armor/Valiant Mantle/Armet

Moves: Cleave x 2

Cleave x 2

Elemental Magic x 2

Alignment needed: Semi chaotic-Total chaotic

Description: Knight clad in pitch black armor that strikes fear in his enemies. He has the ability to draw magical power out of his weapon.

Comments:

Yes! Now we're talking! Powerful attackers, and excellent defense. Definitely

put these babies in the front row, their magic attack is horrible when positioned in the back. Unfortunately, you can only get a limited number of these guys. Make sure you have some chaotic units.

=====
Unit: Sword Master

Basic Equipment: Claymore/Cloth Armor/Hachigane

Moves: Slash x 3

Slash x 2

Sonic Boom x 2

Alignment needed: Semi chaotic-Total lawful

Description: The master swordsman who strikes are so swift that they create powerful shockwaves.

Comments:

Not too useful until you get the Chadholg greatsword, which will annihilate the opposition. They go three times in the front, which is where they should be placed. Sonic Boom is fairly weak and it hurts yourself too, so don't place it in the back.

=====
Unit: Cataphract

Basic Equipment: Baldr Spear/Heavy Armor/Tower Shield/Armet

Moves: Pierce x 2

Pierce x 2

Pierce x 2

Alignment: Semi chaotic-Semi Lawful

Description: Heavy infantryman protected with full body armor and an enormous shield. His impenetrable defense more than makes up for his lack of speed.

Comments:

Superior defense, but his attacking skills leave much to be desired. Since he only goes twice in the front row, he won't really damage anyone very badly. Skip this and instead go for a Paladin, Sword Master, or Black Knight.

=====
Unit: Beast Master

Basic Equipment: Rapture Rose/Hard Leather

Moves: Lash x 2

Lash x 2

Lash x 2

Alignment: Total Chaotic-Neutral

Description: The master Beast Tamer who can communicate with beasts and elevate their potential above their limits.

Comments:

Not too useful unless you like to use beasts. If a beast is in a unit with Beast Masters, the beast will have a substantial increase in stats. Otherwise, there are better neutral/chaotic fighters to use such as the Enchanter or the Black Knight.

=====
Unit: Enchanter

Basic Equipment: Fool/Magician's Robe/Amulet/Bandana

Moves: Pull Strings x 3

Pull Strings x 2

Pull Strings x 2

Alignment: Semi Chaotic-Semi Lawful

Description: Considered the elite Doll Master, this class is capable of

breathing life into dolls and Golems.

Comments:

Probably the best class to use if you have a high level neutral guy. He goes three times in the front row, with powerful damage, as long as you have a pretty good doll. Unfortunately, his defense leaves much to be desired, and he is vulnerable. You can try putting him in the back as well, although he'll only go twice.

=====

Unit: Ninja Master

Basic Equipment: Baldr Claw/Ninja Garb/Hannya Mask

Moves: Rend x 3

 Rend x 2

 Ninja Art x 2

Alignment: Total Chaotic-Semi Chaotic

Description: Head of the Ninjas, he has gained the ability to wield a special form of magic called ninjutsu.

Comments:

They go three times in the front row, which is a definite plus. In the back row, he'll use an area effect spell, which will dish out moderate damage. Not too bad of a choice, especially if you can't get a Black Knight or anything better than it is.

=====

Unit: Archmage

Basic Equipment: Arc Wand/Magician's Robe/Spellbook/Amulet

Moves: Elemental Magic x 1

 Elemental Magic x 2

 Area effect spell x 2

Alignment: Total Chaotic-Semi Chaotic

Description: One who stands above wizards. With his vast arcane knowledge, he is able to cast area effect spells.

Comments: Excellent spellcasters who should DEFINITELY be put in the back row. Low defense, but powerful spells that are area effect in the back. That means that it could potentially hurt up to four enemies if bunched together. A good class to use for sure.

Lich and Vampire will go under the UNDEAD class.

6. Female Classes

The female classes are varied from the strong, fighting type to magical attackers or healers. They range from Freyas to Sorceresses and include several other classes like Priests. Once again, what we've done here is put down the name of the unit, the basic equipment they come with (you need to have the basic equipment to be able to turn one of your guys into that class), the moves they use, the alignment you need to get one, a description, and of course, comments on the class.

For the moves section, the move at the top will be performed if the character in the front row. The second from the top is for the middle. And the bottom one is for the back row.

=====
Unit: Amazon

Basic Equipment: Short Bow/Leather Armor/Bandana

Moves: Shoot x 1
 Shoot x 1
 Shoot x 2

Alignment: Any

Description: Basic female class with a bow and arrows having gained enough experience on her own.

Comments:

You'll start off with a few of these, most likely. You should obviously put them in the back, so that they go twice. You should change class as soon as you can, however, to pretty much whatever you want.

=====

Unit: Archer

Basic Equipment: Great Bow/Leather Armor/Leather Hat

Moves: Shoot x 1
 Shoot x 2
 Shoot x 2

Alignment needed: Semi chaotic-Semi Lawful

Description: Though using the same weapons, the Archers skill easily surpasses that of the Amazon.

Comments:

It's good to have in the back row. You should get some in the first chapter. They work well when they're attacking, but have bad defense, so have someone in front of them so they can't be attacked physically. Magic is not that effective against them. Overall, not bad in the beginning.

=====

Unit: Dragon Tamer

Basic Equipment: Rapier/Chain Mail/Bone Helmet

Moves: Thrust x 2
 Thrust x 1
 Thrust x 1

Alignment needed: Semi chaotic-Semi Lawful

Description: With her thrusting sword, the Dragon Tamer commands huge dragons, and brings out their fullpotential.

Comments:

You shouldn't use it unless you have a dragon in that unit. Her attack and defense are not bad. You need to keep her neutral, though. She makes a dragon's attack even higher than before. Thanks to her solid defense and her capability to go twice in the front row, if you decide to use one, that's where it should go. Remember not to use her without a dragon.

=====

Unit: Valkerie

Basic Equipment: Spear/Round Shield/Breastplate/Plumed Headband

Moves: Cleave x 2
 Cleave x 1
 Lighting x 2

Alignment needed: Neutral-Total Lawful

Description: Warrior maiden of the gods. She attacks gracefully with her spear, and wields the power of wind.

Comments:

You must get them at a high level if you want it to hit hard. You can put it in the front row since it's slightly stronger there, but that leaves her open to attack. Her low HP can leave her reeling during an attack. Lightning isn't quite as strong, but it'll leave her more protected. You should automatically get some at the beginning of Scene Three, in Leia's new group.

=====
Unit: Witch

Basic Equipment: Scripplay Staff/Witch's Dress/Pointy Hat/Spellbook

Moves: Witch Magic x 1
 Witch Magic x 1
 Witch Magic x 2

Alignment needed: Neutral-Total Chaotic

Description: This class specializes in casting supportive spells. The wide brimmed hat is her trademark.

Comments:

Don't even bother. They don't do any damage to anyone. Their magic causes status effects. Still it's not that special if you want a strong, dominant, and powerful unit. If you get one at the beginning of the game, change it as soon as you can. It'll either paralyze, put to sleep, or poison the enemy, but most people, including I would rather have a character that causes damage instead.

=====
Unit: Sorceress

Basic Equipment: Scripplay Staff/Witch's Dress/Amulet/Spellbook

Moves: Elemental Magic x 1
 Elemental Magic x 1
 Elemental Magic x 2

Alignment needed: Neutral-Total Chaotic

Description: Beautiful female spellcaster who's magical ability is somewhat greater than the Wizards.

Comments:

Like the Archer, it's great to have in the back row. Like the Archer again, it has bad defense. But don't let that intimidate you! These girls rule! With their strong magic, they dominate the back row and can even combine their magic if the two are targeting the same enemy. The magic will get more and more powerful as they gain levels, and they're a perfect fit for the back row of some units. Get some of them!

=====
Unit: Cleric

Basic Equipment: Light Mace/Rosary/Cleric's Vestment

Moves: Healing x 1
 Healing x 1
 Healing x 2

Alignment needed: Neutral-Total Lawful

Description: Though forbidden to harm others, the Cleric is able to heal her companions through her faith.

Comments:

You shouldn't get one at the beginning, because you won't really need healing abilities until later. You won't be using one for very long. Wait until you can turn someone into a Priest. A Cleric is sometimes good, but she only heals one person. Watch out for putting her in the front row. Her defense is bad, and she'll only heal once there. If you must have one, put her in the back row.

=====
Unit: Diana
Basic Equipment: Ytival/Hard Leather/Plumed Headband
Moves: Shoot x 1
 Shoot x 2
 Shoot x 3

Alignment needed: Neutral-Semi Chaotic
Description: Master of Archery and a specialist in range combat. Her speed and accuracy are incomparable.
Comments:
Really good back row attackers! Their speed is wonderful, and best of all, they go three times! Everyone likes that! Their attack is awesome too. They can seriously damage opposing units, thanks to their high attack and ability to go three times. Again don't put them in the front because of their pathetic defense and since they only go once there.

=====
Unit: Dragon Master
Basic Equipment: Estoc/Scale Armor/Plumed Headband
Moves: Thrust x 2
 Thrust x 2
 Thrust x 2

Alignment: Neutral-Semi Lawful
Description: This title is given to a Dragon Tamer who can elevate their potential above their limits.
Comments:
Like the Dragon Tamer, don't bother with one unless you have a dragon in her unit. She's not that much stronger than the Dragon Tamer. Remember she powers up dragons. Still not recommended for a strong unit. You can hide her in the back row, because she goes twice anywhere, and she'll take less damage there, which will help her out.

=====
Unit: Freya
Basic Equipment: Thunder Spear/Baldr Mail/Armet/Buckler
Moves: Cleave x 2
 Cleave x 2
 Area effect magic x 2

Alignment needed: Semi Lawful-Total Lawful
Description: Warrior Maiden given divine protection from her patron god. She excels in both physical combat and sorcery.
Comments:
Now we're talking! They are both great attackers and spell-casters. When put in the back, they're weaker, but they still hurt a lot. In fact, the spells they cast are area effect, so they'll damage more than one enemy. Their physical attack is nice too, but they're kind of vulnerable in the front row. You should find shields for her because a Buckler is not that good. All and all, not too bad!

=====
Unit: Siren
Basic Equipment: Arc Wand/Fur Coat/Spellbook/Amulet
Moves: Elemental Magic x 1
 Elemental Magic x 2
 Area Effect Magic x 2
Alignment needed: Semi chaotic-Total chaotic

Description- Even more powerful and beautiful than the sorceress, the Siren is able to cast area effect spells.

Comments:

Oh yeah! These girls are beautiful in both looks AND magic! In the back, they use those wonderful area effect spells. Give it better wands too and they'll be unbeatable. Make sure she's in the back, though, because you'll cast area effect spells back there and you'll be in a better defensive position. Their low defense and HP is probably their only drawback.

=====
Unit: Priest

Basic Equipment: Baldr Mace/Robe of the Wise/Rosary

Moves: Healing Plus x 1

Healing Plus x 1

Healing Plus x 2

Alignment needed: Semi Lawful-Total Lawful

Description- High ranking Cleric who's compassionate prayer heals the injured.

Comments:

Great too! Have in a unit that is very susceptible to damage. She can heal multiple allies, so in the unit she's in, try to group characters together so that many can be healed. Maces are rare, but they power her up greatly! Give her an amulet, for it is better than Rosary, but if you get some new stuff like the Ring of Eloquence, give her one of those. Robe of the Wise is a great robe too, but the Bloodstained Robe is better Defense again is fragile, so make sure that she is protected.

=====
Unit: Princess

Basic Equipment: Battle Fan/Pure White Dress/Dream Tiara/Spellbook

Moves: Elemental Magic x 1

Elemental Magic x 2

Area effect Magic x 2

Alignment needed: Semi Lawful-Total Lawful

Description: Her dignity and charisma are such that her companions are inspired to perform beyond their potential.

Comments:

Great! It takes a long process, but when you get her, WOW! If you put her as the leader in a unit, she'll make them do another turn (ex: Paladin goes from 3 turns to 4 turns). This will definitely vastly increase the amount of damage your unit will dish out. By herself, she's not very strong, but it's worth it to have one because of her effect on others. Make sure you get one for an ultimate team!

The Lich class is in the UNDEAD section

The Angel Knight is in the UNDEAD section

7. Hawkman Classes

There are only three in the Hawkman Classes. But these three can deal a lot of damage to the enemy. You've got to make sure you put the actual Hawkman in the front row. The Ravan and Vultan can go in any row. Now, without

further distraction, the Hawkman class!

=====
Unit: Hawkman

Basic Equipment: Halt Hammer/Leather Armor/Bandana

Moves: Strike x 2

Strike x 1

Strike x 1

Alignment needed: Any

Description: Temperamental and aggressive, this class can move without terrain restrictions.

Comments:

Give it good axes, and it'll be good! Always put it in the front row so it'll go twice. It's guarding abilitys are slightly good too, guarding more attacks than other classes. Equip better armor and hats too, so he won't be that vulnerable.

=====
Unit: Vultan

Basic Equipment: Baldr Club/Hard Leather/Hachigane

Moves: Strike x 2

Strike x 1

Wind Shot x 2

Alignment needed: Slightly Chaotic-Total Lawful

Description: Descended from the ancient clan of noble Hawkmen, once said to have ruled the heavens.

Comments:

Doesn't start out with the best stuff, so make it better with better equipment. It can really guard against many attacks and fairly often too. It casts a pretty strong attack in the back row called Wind Shot, but they're pretty much better when put in the front row. Get this if your Hawkman is Lawful.

=====
Unit: Raven

Basic Equipment: Baldr Axe/Armet/Hard Leather

Moves: Strike x 2

Strike x 1

Thunder Arrow x 2

Alignment needed: Slightly Lawful-Total chaotic

Description: Hawkman who fell in the way of darkness. Extremely violent, a Raven finds pleasure drawing blood.

Comments:

Even better than the Vultan in my opinion. Thunder Shot looks different than Wind Shot, but is just as strong. They seem to guard more attacks, and they also start out with better equipment. This is the recommended Hawkman evolution, as long as he's even remotely chaotic.

8. Beast Classes

(coming soon)

9. Dragon Classes

(coming soon)

10. Undead Classes

The undead Classes contain units that are dead, but are still fighting. Some, like the Zombies, are weak and useless. Others, like the Lich and Angel Knight, are great. It is difficult to get the Angel Knight. If your lucky, you'll get it instead of a zombie. So now, the Undead Class.

Unit: Zombie

Basic Equipment: Old clothing

Moves: Bite x 2

 Bite x 1

 Bite x 1

Alignment needed: Any

Description: Male: The living dead that continues to roam the battlefield.
 Female: Undead warrior who's former beauty is no where to be seen.

Comments:

I don't like getting these guys. When a character dies, there is a chance it'll become a Zombie. These guys are horrible. They have weak defense. The only good thing is that they come back from the dead if they are killed in battle. But if an undead is hit and dies by Virtue, it won't comeback. If someone dies, immediately use an Alter of Resurrection on him/her or go to a witches den. You don't want a prized character go to waste.

Unit: Skeleton

Basic Equipment: Halt Hammer/Torn Cloth

Moves: Strike x 2

 Strike x 1

 Strike x 1

Alignment needed: Total Chaotic

Description: Magically animated human remains. It will reform itself over and over again until released to sleep for eternity.

Comments:

Don't worry about the alignment. You'll only find it in the wild. But when you do, it can be very useful. If you power it up and upgrade his weapons, he'll serve you well. Once again watch out for moves of Virtue. They'll do a skeleton in.

Unit: Ghost

Basic Equipment: Torn Cloth

Moves: Nightmare x 1

 Nightmare x 1

 Nightmare x 2

Alignment needed: Total Chaotic

Description: Wandering spirit of the deceased. Since they are non-corporeal, physical attacks do minimal damage.

Comments:

Again you can only catch it in the wild. It's not worth it though. All they do is Nightmare, which puts the target asleep. Like the Skeleton and Zombie,

it doesn't like attacks of virtue. Go for the Skeleton instead.

=====
Unit: Lich

Basic Equipment: Kerykerion/Bloodstained Robe/Ring of the Dead/Book of Bane

Moves: Elemental Magic x 2

Elemental Magic x 2

Area Effect Magic x 3

Alignment needed: Semi chaotic-Total chaotic

Description:

Comments:

OH YEAH! They rule even more than Sirens and Archmages! Now you go THREE times in the back row. Best of all, not status changes effect it. Only bad point is slightly bad defense. Ring of the Dead is hard to find, but make sure you get one. There are only two in the game. Double Trouble! A must get! Make sure you have a chaotic group to make room for him/her. Strong spell caster + 3 times attacking = pain for your enemies.

=====
Unit: Vampire

Basic Equipment: Count's Garment/Bloody Cleaver

Moves: Night Day

Life Drain x 2 Take a Peek x 1

Life Drain x 2 Take a Peek x 1

Life Drain x 2 Flip Over x 1

Alignment needed: Neutral-Total chaotic

Description: The undead ruler of the night. His power is formidable, but he must stay within his coffin at day.

Comments:

People hate it, but it's not THAT bad. I mean, it takes life away, and heals himself with it. The bad part is that he has to stay in his coffin at daytime, so your unit can't move. Don't let voices sway your decision. Get one and make the decision for yourself.

=====
Unit: Angel Knight

Basic Equipment: Needle of Light/?

Moves: Pierce x 2

Pierce x 2

Banish x 2

Alignment needed: Any

Description:

Comments:

Strong female warriors that belong in the front row. Use a love and peace on a leaderless unit with Angel Knights if you want to get one the easiest way. Once you have one, put it in the front row, and it will slash the enemy to death. If it gains enough experience, it seems to evolve into an even more powerful undead creature...

NOTE: Yes, the Angel Knight is undead, but, however, they DO NOT regenerate if killed!

(more coming soon)

Unit: Saturos
Basic Equipment: Evil Axe/Hard Leather
Moves: Strike x 2
 Strike x 2
 Elemental Magic x 2

Alignment needed: Any

Description: Warrior of the Netherworld with horns and lower torso of a goat. Being highly intelligent, it can cast spells.

Comments:

Pretty powerful, but extremely hard to get. You need to use a love and peace on a unit with a Santuros in it. If you equip them well, they'll be especially powerful. Solid front row attackers that take up only one square. Difficult to get, but pretty good fighters, and definitely better than Ravens/Vultans (which use the same equipment).

(more coming soon)

12. Golem Classes

(coming soon)

13. Spell Guide

(coming soon)

14. Contact Information

Have a question about the Guide? A question about the game in General? Well, you've come to the right section. Here is how to contact us.

What we will accept:

Questions about this game. (In general)
Comments on the FAQ.
Criticism on the Guide.
Stuff to add on (and I'll add you to the credits)
Corrections that need to be made.

What we will NOT accept:

Spam mail- I don't want it. Too bad.
Hate mail- I know you've got your own opinion, but don't get carried away.
Questions already covered on the Guide

Email:

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Overmind-Overmind1071
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We don't have any other Instant Messengers. Sorry. But if we get one, we'll post the IM names here.

15. Credits

This section is to thank anybody who directly or indirectly contributed to this FAQ

Overmind- He wrote quite a bit of this Guide

Dark33- And he wrote a lot of this Guide too...

CJayC- The GameFAQs webmaster who has done a lot. Dark33 thanks him for putting up all of his FAQs and Overmind says thanks for a great site.

You- Without the reader, there would be no point of making this FAQ

Other people will certainly be added later.

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