

Ogre Battle 64: Person of Lordly Caliber Endings Guide

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by

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Introduction

There seems to be a lot of confusion regarding the endings. First of all, despite what some FAQs might say, there are ONLY THREE ENDINGS. 1 Good and 2 Bad, but there are a LOT of variations in them. I have verified the endings using a script dump of the game. There are no more dialogues other than the ones mentioned below. I've heard that there are endings if you have Dio and Leia or if you let them die, and that's not true.

Here's how the endings play out, and how to obtain each one.

The Good Ending

The good ending is only reached if your Chaos Frame is over 34 points, it doesn't matter which characters you have. It is comprised of 10 scenes, some are dependent on the characters you ended up getting. Some character combinations cannot be achieved on one playthrough, for example, if you have Destin and Europea, then you wouldn't have been able to recruit Paul and Biske.

First scene:

This scene will always play and cannot be changed. After defeating the last boss on Mount Keryoleth (mission: The Sleeping Goddess), you'll see the last boss Danika on the battlefield, and she is thanking you for stopping her.

Second scene:

This scene has two variations.

- If you recruited Destin, then you'll see a scene with Magnus talking to Destin in a balcony.
- If you never recruited Destin, or if he died, then Magnus will talk to Frederick in a conference room.

Third scene:

This scene will always play and cannot be changed. The game narrates that Frederick became king, but he died in battle a few years later.

Fourth scene:

This scene has seven variations. If you didn't recruit any of these characters, or if they died, then these scenes will not play at all. They all take place

in Gunther Piedmont Mines.

- If you have Troi, Katreda and Asnabel.
- If you have Troi and Asnabel, but not Katreda.
- If you have Troi and Katreda, but not Asnabel.
- If you have Asnabel and Katreda, but not Troi.
- If you have Troi, but not Asnabel and Katreda.
- If you have Asnabel, but not Troi and Katreda.
- If you have Katreda, but not Asnabel and Troi.

Fifth scene:

This scene has seven variations. If you didn't recruit any of these characters, or if they died, then these scenes will not play at all. They all take place in Winnea's conference room.

- If you have Biske, Liedel and Meredia.
- If you have Biske and Liedel, but not Meredia.
- If you have Biske and Meredia, but not Liedel.
- If you have Meredia and Liedel, but not Biske.
- If you have Biske, but not Meredia and Liedel.
- If you have Liedel, but not Biske and Meredia.
- If you have Meredia, but not Biske and Liedel.

Sixth scene:

This scene has seven variations. If you didn't recruit any of these characters, or if they died, then these scenes will not play at all. They all take place in the Azure Plains, except if only Paul survived, then his scene will take place in Tremos Mountain in front of a statue.

- If you have Sheen, Paul and Carth.
- If you have Sheen and Paul, but not Carth.
- If you have Sheen and Carth, but not Paul.
- If you have Carth and Paul, but not Sheen.
- If you have Paul, but not Sheen and Carth.
- If you have Carth, but not Sheen and Paul.
- If you have Sheen, but not Carth and Paul.

Seventh scene:

This scene has seven variations. If you didn't recruit any of these characters, or if they died, then these scenes will not play at all. They all take place in the outskirts of the Holy Lodi Empire.

- If you have Destin, Vad and Europea.
- If you have Destin and Europea, but not Vad.
- If you have Destin and Vad, but not Europea.
- If you have Europea and Vad, but not Destin.
- If you have Destin, but not Europea and Vad.
- If you have Europea, but not Destin and Vad.
- If you have Vad, but not Destin and Europea.

Eighth scene:

This scene will always play and cannot be changed. There's a scene inside Winnea, and Magnus addresses the soldiers mourning the King's death.

Ninth scene:

This scene has two variations depending on your Chaos Frame.

- If your Chaos Frame was between 34 and 66 points, the game will narrate about Magnus being a guardian and pledging allegiance to no one.
- If your Chaos Frame was over 67 points, the game will narrate about Magnus being a great king and his son carrying his legacy.

Tenth scene:

The credits. Always the same.

