

Knights in the Nightmare FAQ/Walkthrough

by Phalanae

Updated to v2.00 on Jun 16, 2013

This walkthrough was originally written for Knights in the Nightmare on the PSP, but the walkthrough is still applicable to the DS version of the game.

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- FAQ/Walkthrough by Phalanae -

Version 2.00

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Version 0.10 (08 February, 2011)

First upload of this FAQ. Contains most of the basic information along with two scenes. I will try to add one stage every two days or so - two to four in the weekend.

Version 0.20 (17 February, 2011)

Added a [Weapons] section. Added Scene 03 + 04, expanding the related sections (Key Items, List of Knights etc.) accordingly.

Version 0.25 (19 February, 2011)

Added Scene 05. Expanded the [Knight Classes] section.

Version 0.30 (08 March, 2011)

Added Scene 06-10. Expanded the [General Tips] section slightly. Completed the [Knight Classes] section. Minor revisions here and there.

Version 0.35 (01 April, 2011)

Added Scene 11-15. Corrections here and there. Revisions regarding walk-through format.

Version 0.40 (09 April, 2011)

Added Scene 16-18. Slight revision of boss sections. I will continue to add at least five scenes per week.

Version 0.50 (26 April, 2011)

Added five scenes. Minor corrections/additions. I'm sorry for being quite late on this update. : /

Version 0.60 (10 May, 2011)

Added another five scenes. Applied a few changes regarding the layout.

Version 0.70 (17 May, 2011)

Another update containing five new scenes. Another layout change.

Version 0.80 (29 May, 2011)

Five scenes added. We are getting near the end of Yggdra's route. :(

Version 0.90 (27 June, 2011)

The second to last update for now... Five scenes added yet again.

Version 1.00 (09 July, 2011)

Yggdra's route is hereby fully implemented!! I will think about adding Mellia's path on Hard Mode - otherwise most of the sections are complete.

Version 1.10 (16 August, 2011)

I've decided to add Mellia's path but not as a full-fledged walkthrough: it will include everything except strategies for each scene. Therefore we have also two new sections for Mellia's KEY ITEMS and KNIGHTS. As a tradeoff, I will upload this walkthrough faster than Yggdra's counterpart. Scene 1 to 6 (Mellia) are now available.

Version 1.20 (20 August, 2011)

Added Scene 7 to 12 (Mellia). More revisions.

Version 1.30 (01 September, 2011)

Completed Scene 13 to 16 (Mellia). Another set of revisions.

Version 1.40 (07 September, 2011)

Added Scene 17 to 20 (Mellia) and a section dedicated to the Transoul mechanic (finally!).

Version 1.50 (15 September, 2011)

Added Scene 21 to 25 (Mellia). Revised the "OBJECTS/KEY ITEMS" section at the beginning of Yggdra's and Mellia's walkthrough.

Version 1.60 (03 October, 2011)

Added Scene 26 to 30 (Mellia). Some revisions here and there.

Version 1.70 (08 October, 2011)

Added Scene 31 to 35 (Mellia). Changed the order of the guide sections in order to separate Yggdra and Mellia a little bit more. Created a "LIST OF WEAPON EFFECTS" section along with a brief Rush Count/Effects description in the "TUTORIALS".

Version 1.80 (24 October, 2011)

Added Scene 36 to 40 (Mellia). One more update left.

Version 2.00 (02 November, 2011)

Added Scene 41 to 47 (Mellia). This upload marks the end of this walkthrough project (whew!). I really hope someone else manages to create a guide for Maria's path, to show Atlus that the community is still alive...

GENERAL INFORMATION	[GNRL]	
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Game Title: Knights in the Nightmare
Console: Playstation Portable*
Developer: Sting Entertainment
Publishers: Sting Entertainment (JP); Atlus (NA)
Release: April 22, 2010 (JP); November 9, 2010 (NA)
Format: Notepad, Courier New, Font Size 10

*Although this guide was written for the PSP version where Yggdra is an exclusive character, you can still use the data of her route for Maria's path. Their obtainable knights and items (apart from the item "Sweet Berry") are exactly the same. The only difference is the gameplay strength since Maria is much more powerful than Yggdra after a certain point.

| INTRODUCTION - PLEASE READ THIS! [INTR] |

Welcome to my walkthrough for Knights in the Nightmare!

First of all: English is not my native language. I will try to be on the lookout for spelling and grammar errors (especially the latter) as good as I can. Feel free to contact me regarding this matter. :-)

Knights in the Nightmare is an interesting mix of real-time strategy, RPG as well as bullet-hell movement. It is definitely unique in it's own kind. KitN is part of the Dept. Heaven saga, being the fourth part of the series. You might recognize some things if you've played Riviera: The Promised Land and/or Yggdra Union. Anyway...

This guide is intended to serve as a rough step-by-step walkthrough. I will focus on essential information while also adding supplementary details. It includes names of characters (SPOILERS!).

IMPORTANT NOTE: This guide covers Yggdra's and Mellia's path. Since Yggdra

This document marks my first contribution to Gamefaqs. I hope you enjoy it!

Oh, and feel free to contact me if you want to add something to this guide (requests/missing information/wrong parts).

-Phalanae

| CONTROLS [CTRL] |

Copied from the game manual. I will explain the individual terms in the next section.

- MENU -

Directional Buttons/Analog Pad - Navigate Menus

Cross - Accept, Proceed through text

Circle - Cancel

Square - Sort (Item Screen)

L/R - Switch information pages

START - Start battle (Tactics Screen)

SELECT - Switch information pages

- BATTLE -

Directional Buttons/Analog Pad - Move the Wisp

Cross - Activation, Hold items
Circle - Speed down*
Triangle - Sort (Item Screen), Speed up*
Square - Default speed
L - Hide Mode
R - Change Act Phase, Toggle Ready State
START - Pause Talk, Conversion Menu
SELECT - Toggle enemy HP

*increases/decreases the speed gauge of the Wisp as long you hold the button

- EVENT -

SELECT - Skip event
X - Advance text
R - Fast-forward text

GAME TERMS	[TERM]
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Scene: Battlefield/Chapter/Map

Tactics Screen: The setup-phase (position units, set items etc.)

Wisp: White glowing orb; character; "controls" the battle

Knight: Soul of a fallen soldier; controlled in battle via the Wisp

MP: Resource for the activation of skills (see TUTORIALS)

Speed Gauge: Displayed bar on the top-right; shows the current speed of the Wisp

Hide Mode: Phaseshift for the Wisp; various effects (see TUTORIALS)

Act Phase: Law/Chaos phase; specific gameplay element (see TUTORIALS)

Pause Talk: In-depth mechanic to explore the story around a character or enemy; triggered with START while touching a unit; will be recorded/saved

Time: Remaining action time for the current turn; does not depend on actual time (see TUTORIALS)

Conversion Menu: Pause menu in-battle; exchange your remaining time for EXP or MP; view the Effects list

Transoul: Sacrifice Knight A permanently to boost the abilities of Knight B; various factors (see the respective section)

Loyalty: LOY; stat which improves the outcome of a Transoul; raised by using the selected knight in battle

Law Index: L.I.; stat which heightens the inflicted damage in Law Phase

Chaos Index: C.I.; stat which heightens the inflicted damage in Chaos Phase

Grams: Rune traps set on the field; activated by stepping on it (enemy grams detonate automatically after some time)

Regen: Enemies will start to resplenish their lost HP after a while

Frequently Asked Questions	[FAQS]
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- Is this game confusing?

Knights in the Nightmare requires a bit reading and understanding to

enjoy it (you will eventually get the hang of it while playing). A good option is to take notes of important mechanics. I can assure you that it will pay off in the end.

- How can I play as Yggdra on the first playthrough?

The US version requires a stored game data from the game Yggdra Union. No, it doesn't need to be a Complete save file.

- Soft reset?

Not available. The fastest way to end a battle is by skipping all turns OR let the Heroine die (recommended) OR reload game.

- Help! How do I move my units?

Only three classes are able to move in some way. Search for "Movement" in this document.

- A square with a number popped up! What to do?

Search for [Jamming].

- My Knight won't face towards that one enemy!

Each class can only face certain directions. Visit the "Knight Classes" section for more information.

- Should I use Transoul?

Short answer: yes. You won't need it on Easy or Normal but Hard and Nightmare could/will be a pain without it. I suggest sacrificing knights of the same class and element since we won't need two almost identical units. For more information, refer to the respective section in this guide.

- Which version should I purchase? UMD or PSN?

Definitely the latter. Knights in the Nightmare has horrid loading times on the disc and causes spinning noises frequently.

- Is there anything like a Data Install on the UMD?

I'm afraid not.

- In which order should I play the three Heroine routes and on what difficulty?

Choice A: Yggdra (Normal) ---> Maria (Hard) ---> Mellia (Nightmare)

This is the most challenging path. Yggdra is only playable on Easy and Normal while Mellia becomes available as soon you complete Maria's playthrough.

Choice B: Yggdra (Easy) ---> Maria (Normal) ---> Mellia (Hard)

A more pleasant variant of Choice A since we skip Nightmare Mode.

Choice C: Maria (Easy) ---> Yggdra (Normal) ---> Mellia (Hard)

In this setup we switch Yggdra and Maria's positions around, leading to a different line of storytellings.

Choice D: Yggdra (Easy) ---> Maria (Normal) ---> Mellia (Hard) --->
Maria (Nightmare)

If you want to try out every difficulty while also playing every storyline, I suggest taking this route. Yggdra is the weakest Heroine which is why she comes first. Maria comes after her in order to unlock Mellia who in turn takes care of Hard Mode. Finally we use Maria again in Nightmare Mode due to her being the strongest Heroine.

Beside these you can also choose a completely different, sense-making route. For example:

Choice E: Yggdra (Normal) ---> Maria (Hard) ---> Mellia (Hard)

This option is for those who want to experience each Heroine path while playing at a solid difficulty level (not too easy, not too hard).

- Is there any voice acting included?

Yes, but only in the intro and during battles. In total there are four English voice actors which are also present in the original Japanese version. These are classified as...

-High Female Voice
-Low Female Voice
-High Male Voice
-Low Male Voice

They comment on almost every action. Examples:

"Item gotten!" (when you pick up a dropped item)
"The Warrior...activated." (when you use a Warrior)
"Enemy Attack!" (when an enemy uses a normal attack)
"Suffer an icy death." (when you unleash the weapon "Frozen Axe")

- What are the differences between the Heroines Maria, Mellia and Yggdra?
 1. All storylines feature unique dialogues, Key Items, characters and endings (exception: Yggdra is an alternate viewpoint of Maria's route instead of having a stand-alone story).
 2. Each Heroine has her own set of weapon skills, attack range, stats and EX Skill.
 3. Melad Margus is an optional boss on Mellia's route - you will not fight her if you achieve the Good Ending.
 4. Maria/Yggdra speak through the High Female Voice, Mellia in contrast uses the Low Female Voice.
 5. The boss Melissa is replaced by a spoiler character on Mellia's route.
 6. Yggdra advances to Scene 23.5 automatically while Maria and Mellia require more effort (see the next question).
- How can I get to the secret Scene 23.5?

On Scene 23 there's a hidden staircase located at the bottom-right (it's the lowest square on the entire field in terms of height). You will need to destroy it twice with a Warrior to reveal the passage. Finish Scene 23 to advance.

- What are the endings and how do I get them? (SPOILERS)

[Credits to lacrimacastle.net for providing this info!]

Yggdra

Good Ending: Obtain Ancardia; recruit Algiery and keep her alive for the rest of the story.

Bad Ending A: Obtain Ancardia; loose Algiery (VIT death/Transoul).

Bad Ending B: Do not obtain Ancardia.

Bad Ending C: Get a Game Over on Scene 47.

Mellia

Good Ending: Do not (!) visit Scene 23.5; side with Marietta after defeating the boss on Scene 46; recruit Algiery and keep her alive for the rest of the story.

Bad Ending A: Do not visit Scene 23.5; side with Marietta after defeating the boss on Scene 46; loose Aligery.

Bad Ending B: Do not visit Scene 23.5; side with Mellia after defeating the boss on Scene 46; defeat the boss on Scene 47.

Bad Ending C: Do not visit Scene 23.5; side with Mellia after defeating the boss on Scene 46; get a Game Over on Scene 47.

Bad Ending D: Go to Scene 23.5; defeat the boss on Scene 47.

Bad Ending E: Go to Scene 23.5; get a Game Over on Scene 47.

TUTORIALS

[TTRL]

This section covers the basics from the in-game Tutorial option. You should take the time to read advanced strategies at some time.

[You are the Wisp!]

This seemingly trivial information is very important. The player is controlling a floating orb which cannot use any offensive action on it's own. The Wisp needs to possess a knight in order to affect the battle. More information can be found at the "Knight Classes" section.

[Hide Mode]

Press and hold L in battle to access another "dimension" of the battlefield.

Effects:

-The Wisp takes 50% less Time damage.

-You cannot interact with units, items, MP gems or anything else.

Use it to traverse a distance or reduce the damage from an incoming attack. Lasts as long you hold the button.

[Tactics Screen]

The preparation phase for a scene. It displays all things on the battlefield (objects, enemies, placed knights, NPC's, general information...). This screen is also used to set your preferred items and knights. More details:

- A knight can only be placed on a white crossmarked square.
- You can set up to four items.
- Scrolling over things reveals interesting information (example: selecting a foe shows his pattern of movement) - try out the Triangle button as well!
- Crossmarked squares are pre-determined and can only be moved by special units (see [Movement])

[The Battlefield]

The field consists of a chess board-like field. The chess squares differ in height which affects some mechanics. Things stay/move on these squares during the course of the confrontation. All fiends have specific skills, spawning a projectile/bullet or activating special effects.

[Bullets]

Basically the attacks of foes. Bullets vary in form, size, speed and damage while some of them are stationary as well. You will lose Time if the Wisp touches one. The suffered damage will accumulate in certain intervals while staying in the bullet. Translation: move out of it as fast as possible! Some are quite tricky, featuring unique mechanics. Only a few enemies inhabit the ability to damage materialized knights, reducing their Vitality in the progress.

You can recognize an upcoming attack as soon an enemy flashes white. Refer to [When the enemy acts in battle...].

[Items]

There are three types of items. Weapons serve as tools for the knights. Key Items are given to certain units (knights, NPC's, some enemies) to trigger a beneficial effect (knights join your army, NPC's give you a weapon and enemies will be weakened). Lastly there are empowering materials which are divided into Orbs and Mediums. Those strenghten a weapon's level by 1 or reduce their durability by the same amount. The higher the weapon's level, the higher is the chance to gain a loss in durability.

- Weapons can be gotten from objects, enemies and NPC's.
- Key Items are obtained through objects (fixed)
- Empowering materials drop from destroyed objects and defeated enemies.

[Collecting]

Move the Wisp over a floating item to get it. Simple as that.

[Objects]

Objects on the field are things like grassland, chests, signs... Most of them contain an item. You can scroll over these objects during the Tactics Screen to determine the type (weapon/Key Item). There are some rules:

- Objects are divided into four norms: obstacles, flooring, containers and weapons.
- An object has a damage value (starting at 0%), which increases with every suffered attack... most notably Weapon Skills.
- Obstacles release their item at the 100% damage mark (the so-called "Fragile" state)
- Containers open at the 50-99% damage mark.
- You will miss an item from a container if it reaches the Fragile state before hitting a value between 50% and 99% (for example: a 100% damage attack or 47% followed by a 63% skill shatters the stored item).
- Weapon objects have items too but attack the Wisp with bullets.
- Fragile objects can be broken with any Weapon Skill from a Warrior.
- Broken objects respawn after a set number of turns (some won't reappear though).
- Many Key Items can only be gotten from respawned objects (!).

[Dryad Fences]

An unique type of object. All Dryads (enemy type) may warp from their current Fence to another which happens in a certain order. They will change their element to the Dryad Fence they are standing on. Fences count as objects (flooring) and are destroyable. Dryads cannot move if there is no Fence left except their current one. Dryad Fences don't contain any items except empowering materials.

[Time]

On the top of the battle screen, you will see a number next to the word Time. It represents the remaining amount of action you can take. Time reduces by two factors:

- The Wisp touches a bullet.
- Using a Weapon Skill or a normal attack.

The turn will automatically end as soon you reach 0.00 time. It does NOT decrease by waiting. Time resets to 60.00 at the start of each turn.

[Knights/Attacking]

Each knight has a specific, unchangeable class. Every one of them can only use one weapon type (except the Heroine). They are also restricted regarding abilities, movement and direction. Example: the Warrior can only face to the up-right as well as to the up-left. See also [Knight Classes].

[Controlling the Knights]

Scroll over a knight and press/hold the X button. The soul will now "materialize", enabling normal attacks. Hold X to reach the highest possible range. Change the attack direction by moving the analog pad towards the desired area (remember: attack direction is fixed for each class). Normal attacks deal very little damage.

[MP]

A value displayed on the top-right. Can store up to 9. You need MP to trigger

Weapon Skills (primary source of damage). In order to gather it, you will need to use an attack on foes. They will drop some MP crystals afterwards - collect those. The amount is determined by the density of Mist.

[Mist]

A blue or red shimmering mass floating around the battlefield. It decreases in thickness after using a Weapon Skill in the current Act Phase.

[Act Phase]

There are two phases in-battle called Law (blue) and Chaos (red). You can easily distinguish those two by their color. The current phase is also displayed on the top-right. You can switch it with a simple press of the R button.

The Act Phase ascertains which Weapon Skills you can use. Mist thickness decreases in the current phase after using a Weapon Skill.

Summary: Using a Weapon Skill RESPLENISHES the mist in the OPPOSITE phase while DECREASING it in the CURRENT one.

[Charging]

While using a Weapon Skill, you will see a bar appearing on the right screen-border. It starts to fill while charging the attack. A Weapon Skill requires at least one completely filled bar (filling a second bar will increase it's damage ratio from there on) while High Skills need three.

[Weapon Skills]

All weapons inhabit a skill which requires 1 MP per usage. Move the Wisp to a set weapon in the corner, press/hold X and move it to the appropriate class. Now you will need to face the knight towards the desired direction and wait until the charge gauge is filled beyond the first bar at least. You may use the [Ready State] at this point. Release X to activate it. Each Weapon Skill is limited to a specific Act Phase.

[High Skills]

Also named HI Skills. Those are very strong attacks - only a certain number of weapons feature this ability. They work very similar to normal Weapon Skills: draw the weapon to the unit, charge it (three bars) and let it go. Of course there are some rules.

- The weapon's element must match the element of the knight.
- Class restrictions (like every weapon).
- Requires 1 MP.
- The weapon will be unusable for the remainder of the current turn.

[EX Skills]

EX Skills are the third tier of attacks and are only usable by Heroines - each one possesses their own unique variant. Description:

- *EX Skills inhibit the element of the weapon you're using.
- *The Heroine needs her individual Key Item first (Sweet Berry for Yggdra, Silver Wings for Mellia).
- *EX Skills cost 3.0 VIT per usage.
- *Yggdra/Mellia may use it as soon she fully charged a Chaos High Skill. Don't let go of the X button yet.
- *If these conditions are fulfilled, an "EX" symbol will pop up above the Heroine's head.
- *Touch the symbol to let a countdown appear.
- *Adjust the attack direction (optional).
- *Now's the last chance to cancel the EX Skill. Putting her into Ready state instead will treat it as if you charged the High Skill of your weapon.
- *The countdown starts. After 7.77 seconds, the actual skill triggers.
- *The weapon AND the Heroine become unusable for the remainder of the turn.

EX Skills are extremely strong but should be planned accordingly. We don't want to miss if we're paying 3.0 VIT for an attack. I will list Yggdra's and Mellia's EX Skill under the [Knight Classes] section.

[Cancelling Attacks]

Pressing the L button while possessing a knight will cancel the attack completely. This action does not restore the Time you already used.

[Ready State]

If you press the R button after fully charging a Weapon Skill, you can put the unit into a Ready state. He's now on standby. If you possess him again with X, he will release the charged skill (you can still adjust the direction). Very useful.

Note: This will keep the knight materialized, making him vulnerable to certain VIT affecting attacks!

[Movement]

Only three classes are able to change their position on the field.

- Duelists can jump to the up-right as well as to the up-left (1 square) with a Chaos attack.
- Lance Knights may move up to two squares with a Chaos attack.
- Heroines can jump-move one square (all directions) while executing a Chaos attack.
- Moving a knight transports the crossmarked square to the current position of the unit (useful for unmovable classes).
- Lance Knights cannot pass over almost all height differences.

[Element]

Each skill features an element. As you may guess, those have specific pros and cons. Their colors and symbols are:

Neutral (white/sword); Fire (red/flame), Ice (blue/snowflake); Lightning (yellow/thunderbolt); Sanctity (green/star); Darkness (moon/purple)

Element	Strong vs.	Ineffective vs.
Neutral	Lightning	Neutral, Darkness, Sanctity
Fire	Ice	Fire, Lightning
Ice	Fire	Ice, Lightning
Lightning	Neutral	Lightning, Ice, Fire
Sanctity	Darkness	Sanctity, Neutral
Darkness	Sanctity	Darkness, Neutral

[Winning a battle/Matrix]

While battling, you can see a grid with bars on the bottom-left. Some of those bars are colored (displays the respective enemy according to his element). Dealing damage to this foe reduces the length of the bar, in proportion to his remaining HP. If that enemy dies, his bar will turn gray with the word "KILL" placed on it.

This "matrix grid" is the requirement for winning. Each scene has a victory condition like "Complete 1 matrix line within 6 turns!". This translates to: "Defeat enemies until they form 1 horizontal, vertical or diagonal line within 6 turns!". Example:

```

-----
|Green | Red   |      |
|-----|
|      | KILL  |      |
|-----|
|      | Blue  | KILL  |
|-----|

```

As you can see, there are three active enemies on the field (Green, Blue and Red). Two foes have already been defeated (the KILL marks). There are two ways to win in this scenario:

- defeat enemy Green (diagonal matrix line)
- defeat enemy Red and Blue (vertical matrix line)

Opponents are chosen via the Encounter Reels.

[Encounter Reels]

The first turn of a story scene always includes fixed enemies. After that you will need to choose your fiends with a slot machine - called Encounter Reels - at the start of each successive turn. It looks like this:

```
-----  
|Dryad | Spider| Soul  |  
|-----  
|Slime | Ghost | Slime | <--- the center line determines the opponent  
-----  
|Ghost | Spider| Fairy |  
-----  
Square Cross  Circle
```

Those enemies rotate from top to bottom. They will turn really fast at the start but slow down after selecting an opponent. In order to stop a row, you will need to press the respective button displayed at the bottom. The enemy placed in the center will then be set for this turn. Each fiend has a pre-determined element.

You can see the matrix grid below the Encounter Reels. While the enemies rotate, some of those bars will light up. It's a bit difficult to explain.

Example: A Sanctity Slime passes through the center line. His corresponding matrix field will light up green (the color of Sanctity).

Use this feature to plan a matrix line if you want to win as fast as possible. There are four types of enemies:

Normal enemies: Self-explanatory.

Final enemies: White-flashing foes. If you set those and defeat them in battle, you will have formed a matrix line. The music will also change to a fast paced tune if the Final Foe ensures a victory upon being defeated.

HIGH enemies: Strong fiends with a high level. You cannot distinguish them by appearance in the Encounter Reels.

BOSS: Very strong enemies. Only occur on specific scenes. They feature a different mechanic in-battle.

[Boss Encounters]

A boss is an extraordinary strong foe. They are also the only choice in the Encounter Reels when they appear. Boss Encounters have two different bars instead of a matrix: HP and Rage. The former shouldn't need any explanation. Rage however could be described as the Overdrive bar of the boss. They gain it by loosing health or using specific skills.

If it fills completely, the boss will use his ultimate attack. The size of the Rage bar size shrinks along with his remaining HP.

In conclusion: the weaker he becomes the faster he enrages.

All bosses are susceptible to a specific Key Item which completely drains their current Rage one-time. It also reduces the rate at what they gain it for the rest of the battle.

[Setup Screen]

After clearing a scene, you will be taken to the setup screen. It is a central hub for managing your knights and items.

Items: Fusion identical items together, disassemble equipment for materials, strengthen weapons via Orbs and Mediums.

Unit: Distribute EXP to knights, transoul, view information, expel units.

Save: Don't expect an actual description here...

Leveling: Replay previous stages with unnamed knights for EXP, weapons and materials.

End Setup: Proceed to the next scene.

[Vitality]

The HP value of knights. Recovers through transoul, Level Up and special factors. Reduces after...

...a normal attack (-0.1 VIT)

...a Weapon Skill (-0.5 VIT)

...a high skill (-1.0 VIT)

...an EX skill (-3.0 VIT)

...getting hit by certain enemy artes while materialized

[Jamming]

Sometimes you will see a square with a number popping up above an enemy. He's now charging a special attack! Move your Wisp to the square and draw circles around it with the analog pad. The number of cycles you need to take is determined by the number. If you succeed: skill stopped, enemy puzzled for a brief period.

[Element Gear]

Some classes are able to trigger the Element Reel when they attack a non-boss enemy with either a Law or Chaos Skill. The affected monster will change it's element according to how often you spin it. There's a certain order involved:

Neutral -> Fire -> Ice -> Lightning -> Sanctity -> Darkness -> Neutral...

Example: A Element Reel appears above a Fire Enemy. You spin it three times. The enemy's element changed to Sanctity!

[Rush Count]

A number located at the top-left of the battle screen which displays the amount of inflicted attack hits so far (example: Weapon Skill A deals 10 hits, Weapon Skill B 5 hits, a normal attack on two foes 2 hits ----> the Rush Count is now 17). The number resets at the start of every turn, it's sole purpose being linked to Effects.

[Effects]

Each weapon has a fixed set of three battle-altering attributes which are inactive at first. These become permanently engraved as soon the weapon reaches a certain strength level through "Weapon Enhancement" (Frozen Axe +4,

Searing Edges +8, Slasher+2...). Each effect has a corresponding number. In order to actually activate them, three conditions must be met:

- *The effect has been engraved onto the weapon. You can verify this by inspecting the weapon in your inventory (there are three squares to the right of every weapon which are blank at first, but become occupied by a effect's number as soon the required strength level has been reached)
- *The weapon is included in the four item-set of the desired turn (it doesn't need to be usable).
- *The last two digits of the Rush Count match the effect's number.

Effects remain active for a variable amount of time:

- *Lasts for a specific amount of seconds (example: Effect XX).
- *Lasts until the Rush Count changes (example: Effect XX).
- *Activates one-time only (example: Effect XX).

For a complete list, refer to the respective section at the Table of Contents.

[Summary]

Few... quite a lot to mention here. As I said before: take the time to read or watch the tutorials in-game. It's worth it.

GENERAL TIPS	[TIPS]
--------------	--------

- Don't waste your items! All set weapons decrease by 1 durability each turn. Try to think like this: "Do I really need to use [Weapon] right now?".
- Upgrading weapons is not really worth it if you aren't planning to use [Effects]. Reason: a strengthened weapon takes longer to charge, leaving the Wisp wide open to attacks.
- Place items in the corner closest to the respective unit. If you place an axe in the top-left while using a Warrior near the bottom-right... that would require a lot of traveling.
- Make heavy use of Hide Mode and Ready State. The latter should be used sparingly if there's a VIT-damaging enemy present.
- Think twice before transouling. You cannot reverse the process.
- Use Key Items for boss encounters shortly before they reach their first Max Rage. This depletes the most amount of Rage in total.
- Speed down/Speed up are good tools to adapt to difficult situations.
- Make sure to get all Key Items if you want a Perfect Save Game. All of them are missable.
- If you are waiting for an object-respawn: exchange the remaining time for MP (or EXP in case you don't need the former).

- Exchanging time is also good if you're unable to dodge a massive attack.
- Use the Heroine to her full extent. Reason: she recovers her VIT each scene. This reduces the burden of your other knights.
- Make sure to get the Key Items for the Knight Order leaders (Archer Granitz for example)! These are especially strong units and shouldn't be missed.

WALKTHROUGH - Yggdra's Path

[WLKT]

| SCENE 01: THE AWAKENING OF THE CHOSEN (#01) |

[Thanks to Gamefaqs user defunct32 for allowing me to use his guide format!]

```

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    /_ Y /_ /   \ \ / \ \ / / \ \ /_ \ \ \ \ \ / \ \ /
   \ / \_ | \_ | / \_ / \_ , '   \ \ \_ \ \ \ \_ | \_ \ \ \
                                     READ THIS FIRST!

```

- I AM PLAYING ON "NORMAL" MODE

 The Key Items are the same in every mode. This walkthrough covers the "NORMAL" mode for now.

- READ THE TUTORIALS

 I will not explain every term of the game. Please take the time to watch/read the tutorials.

- THE INFORMATION BOX

 The "INFORMATION" box you see below serves as a guideline for the scene. It tells you which classes and weapons I used on my playthrough. Of course you are free to use a different combo (actually I advise you to pick a strategy which fits to your individual tactics).

- FIELD PERSONNEL

 This section concludes every character present on the default field. It includes NPC's and recruitable persons with their respective Key Item next to the name. Non-player characters will give you a weapon as exchange since they won't join your army. Use the search function (STRG+F) to locate the Key Items.

- ENEMIES

 I will list all possible enemies available through the Encounter Reels in this part. Some fiends will be marked with [brackets] - those are the foes who are present on the first turn of the respective scene.


```
|-----|
| UNIT(S) : Warrior |
| WEAPON(S): Frozen Axe |
|-----|
```

FIELD PERSONNEL

- Johann Elliott: Warrior (Knitted Scarf)

ENEMIES

- [Fire Ghost]
- Fire Slime

- [Sanctity Slime]
- Sanctity Ghost
- Sanctity Skeleton - HIGH

VICTORY CONDITIONS

- complete 1 matrix line
- 6 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-1>

Introduction to maps: The exclamation marks are the objects (hover the mouse over them for coordinates). If you want more information, you can use Google Translate or something similar.

- Candelabra - obstacle, respawn after two turns (B3: Knitted Scarf)

Note: I will not repeat this kind of information for the same type of object. All candelabras respawn after the same time they have been destroyed respectively. If you destroy Candelabra A on Turn 01, it will re-appear on Turn 03. If you destroy Candelabra B on Turn 02, it will re-appear on Turn 04.

The same counts for every object/container/weapon.

- Candelabra - obstacle (B5: Letter Opener)
- Candelabra - obstacle (E5: Favorite Jug, RESPAWN - Soul Crucible)
- Treasure Chest - container, respawn after four turns (C6: Wedding Ring)

Total: 5 Key Items

STRATEGY

Welcome to the first battle of Knights in the Nightmare! This scene is rather pleasant in terms of difficulty. You have only one knight at your disposal: Warrior Johann. The starting inventory has two weapons suited for him - a Slasher plus a Frozen Axe. The latter will be the better choice if you want to spare a bit weapon durability (remember: each weapon included in your set of brought items reduces by 1 durability each turn).

Turn 01


```
|-----|
| UNIT(S) : Warrior, Hermit |
| WEAPON(S): Slasher, Searing Edges |
|-----|
```

FIELD PERSONNEL

- Moira Chateletze: Hermit (Wedding Ring)
- Bonn Clavell: Warrior (Favorite Jug)

ENEMIES

- [Ice Sprite]
- Ice Slime
- Ice Tarantula
- Ice Dryad

- [Lightning Dryad]
- Lightning Slime
- Lightning Tarantula - HIGH

- [Fire Tarantula]
- Fire Dryad
- Fire Sprite - HIGH

Sprites camouflage themselves as stationary flowers. They will start to move and attack after they suffered at least one hit. This "wake-up" attack from your knights won't do any damage.

Also look up [Dryad Fences] in this guide.

VICTORY CONDITIONS

- complete 1 matrix line
- 7 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-2>

- Wooden Crate - container, respawn after four turns
(C5: Indigo Ocarina, RESPAWN - Piche's Bauble)
- Long Sign - obstacle, respawn after six turns (D3: Leather Wallet)
- Grassland - obstacle, respawn after six turns (E5: Slim Darts)
- Sanctity Dryad Fence - flooring
- Fire Dryad Fence - flooring
- Neutral Dryad Fence - flooring
- Lightning Dryad Fence - flooring

Total: 4 Key Items

STRATEGY

And now we're facing the 2nd scene of KitN. You will encounter a new class: Hermit. All objects are placed in your favor, permitting spare use of weapons for every Key Item. You can attack the Spider with a Frozen Axe. It will miss the long sign though which is why I prefer the [Slasher].

Turn 01

Equip [Wedding Ring], [Favorite Jug], [Searing Edges] and [Slasher].

Use both Key Items to recruit Bonn and Moira. Build up some MP with Bonn but try to avoid hitting the Ice Sprite.

Wait until Mrs. Dryad decides to rest next to the grassland. Unleash Slasher towards that direction, hitting two objects plus Dryad. Repeat this action to kill her while also destroying (=triggering a respawn) the crate+grassland. Collect [Indigo Ocarina] along with [Slim Darts].

Now use your Slasher to damage the long sign and the Tarantula. Same action until both are dead/fragile. Grab the [Leather Wallet] afterwards.

Lure out the Ice Sprite with a normal Hermit attack. Follow up with your Searing Edges to dispose of it very quickly. Next turn...

Turn 02-06

Remove [Searing Edges] and [Slasher]. Skip to Turn 07.

NOTE: If you want to play on the safe side, you should start to build up a matrix line on Turn 06 since Turn 07 is the last turn on this scene. Screwing up leads to a Game Over.

Turn 07

Dryads are probably the most annoying type of enemy right now. If you can: don't pick them.

Equip [Slasher] and [Searing Edges].

The crate has respawned!

Depending on your choice of enemies, you can also pick a [Frozen Axe] and replace the Slasher with [Beast Fang]. The latter is capable of hitting the Ice Enemy while also targetting the crate (last Key Item on this stage).

Damage the crate with a Slasher or Beast Fang until it releases [Piche's Bauble]. Finish with a matrix line.

```
|-----|
| SCENE 03: THE HUNTER AND THE HUNTED (#03) |
|-----|
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
/ _ \
```

```
\ / \ / |-----|
|                                     |
|              INFORMATION           |
|-----|
| UNIT(S)   : Warrior, Hermit, Lance Knight |
| WEAPON(S): Searing Edges, Darkish, Slasher |
|-----|
```

FIELD PERSONNEL

- Michel Kareem Levine: Warrior (Indigo Ocarina)
- Mardin Scott: Lance Knight (Slim Darts)
- Norton Noah Gardener: NPC (Leather Wallet)

ENEMIES

- [Fire Dryad]
- Fire Sprite
- Fire Tarantula

- [Ice Dryad]
- Ice Slime - HIGH

- [Neutral Dryad]
- Neutral Tarantula
- Neutral Gremlin - HIGH

Three Dryads from the very start... enjoy your warp.

VICTORY CONDITIONS

- complete 1 matrix line
- 9 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-3>

I will not mention coordinates for lone objects or dryad fences anymore.

- Grassland - obstacle, respawn after six turns
(Upora Statue, RESPAWN - Hoe)
- Wooden Crate - container, respawn after four turns
(Sake Bottle, RESPAWN - Dry Grass)
- Log Bridge - flooring, does not respawn (B5: Crochet Needle)
- Log Bridge - flooring (B6: Teapot)
- Neutral Dryad Fence - flooring, respawn after one turn
- Neutral Dryad Fence - flooring
- Lightning Dryad Fence - flooring
- Ice Dryad Fence - flooring

Total: 6 Key Items

STRATEGY

This scene introduces several new things. You can now recruit your first Lance Knight (L. Knight). There's also a new type of flooring: log bridges. Those are used to pass over gaps as you may guess. Log bridges may lock up an area completely (=not accessible anymore) if you destroy them with a Warrior. They contain items unlike dryad fences.

This is probably the first scene where you'll encounter time problems. Plan carefully!

From now on enemies and objects will also start to be placed more "wildly" around the field. Check [Movement] for additional information. The general strategy is to use a Lance Knight, get closer to the object/enemy and switch to another class on the next turn. This is especially true if you want to get a 2nd Key Item from a distant, respawnable obstacle.

You can practice these things in the current scene: the grassland contains two items but is too far away for a Warrior.

****Turn 01****

Equip [Indigo Ocarina], [Darkish], [Slim Darts] and [Slasher].

Start with recruiting Michel and Mardin (Indigo Ocarina/Slim Darts). We will need about 6-7 MP.

Note: Michel joins with a very low starting VIT. Try to use him on boss stages only.

Hint: There are several options regarding which knight kills which foe. Try not to overuse Lance Knights since your starting lances have a low DUR right now.

Wait until two Dryads stop next to Mardin... good. Now use a couple of Law attacks (we don't want to move yet) to gather some MP from both foes. Materialize Michel: use the Slasher towards the up-right until the wooden crate and one of the fiends are destroyed. Make sure to spare the Dryad Fence next to the crate! Collect [Sake Bottle].

Move the Lance Knight towards the up-right until he's on the other side of the bridge. Try to obtain some MP while you are doing this. Turn around, unleash the Darkish on the bridge and collect [Crochet Needle] and [Tea Pot] afterwards.

Time to get rid of the two Dryads. Move Mardin one square up-right (he should now be in line with the Neutral Fence). Wait for a Dryad - finish her with some Darkish attacks. Neutral is resistant to Darkness (50% less damage) but at least not as much Neutral is to Neutral (75% less damage). A choice follows...

Choice A: Wait for the 3rd fiend with Mardin at the same position. Finish the turn with Darkish.

Choice B: Wait for the 3rd fiend with Michel (that's why you're supposed to spare the aforementioned Dryad Fence). Finish the turn with Slasher Breakouts.

****Turn 02****

Remove [Darkish]. Equip [Leather Wallet]. Replace Mardin with a Warrior.

This is a semi-skip turn. Use the Leather Wallet on Norton to get a weapon. Destroy the grassland with your Slasher. Collect [Upora Statue].

Skip.

****Turn 03****

Remove [Slasher]. Replace the Warrior with Mardin.

Move to the top corner (B9). Skip.

Note: If you want this to be a little more entertaining: swap your knights randomly around. Let them Pause Talk with START before skipping the current turn. You might gather some interesting background information this way.

Turn 04-07

Skip.

Turn 08

RESPAWN - Wooden Crate+Grassland

Equip [Searing Edges], [Slasher] and any other needed weapons (depending on your matrix setup). Replace Mardin with Moira. If you can, pick 1 Dryad from the Encounter Reels.

Wait until the Dryad stops on the Neutral fence (top-right). Use Moira's Searing Edges on the grassland+enemy. Do this until both are dead/fragile, then collect [Dry Grass].

Use the Slasher on the wooden crate to get [Hoe]. That was all of them. End the scene by filling all required matrix brackets.

Optional: Use Turn 09 in addition if you cannot win on Turn 08.

```
|-----|
| SCENE 04: WEREWOLF'S TERRITORY (#04) |
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```

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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
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  \  \  \  |
          | INFORMATION |
          |-----|
          | UNIT(S) : Warrior, Hermit, Archer |
          | WEAPON(S): Searing Edges, Handmade Bow, Flint Bow, Strongest |
          | Law Axe*, Strongest Chaos Axe* |
          |-----|
```

*Since your possession of weapons differs from mine, I will use these terms on boss stages.

FIELD PERSONNEL

- Firenz Hanover: Warrior (Sake Bottle)
- Dreyuss Koubelka: Archer (Upora Statue)
- Jorgen B. Druten: NPC (Letter Opener)

ENEMIES

- BOSS: Werewolf Jamie

VICTORY CONDITIONS

- defeat the boss
- 7 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-4>

- Grassland - obstacle, respawn after six turns (C8: Crimson Brooch)
- Grassland - obstacle (A4: Spear Replica)
- Grassland - obstacle (D4: Quill Pen)
- Treasure Chest - container, respawn after four turns (C5: Fountain Pen)

Total: 4 Key Items

STRATEGY

Welcome to your first boss battle! Look it up in the Tutorial section if you haven't done so already.

I will try to focus on every aspect on these fights, ranging from abilities to special conditions to general tips. Hide Mode should be constantly used!

----- Werewolf Jamie -----

HP: 10.400

Level: 60

EXP: 150.000

Movement Type: Ground

Class: Werewolf

Key Item: Piche's Bauble

[Skill I: Deep Slash]

"Three deep claw slashes."

Damage: 3 shots, -15.00 Time per hit

Jamie holds still for a moment, conjuring three long, stationary beams towards the direction he faces. There are gaps between them (safe space for the Wisp). These beams are getting broader the farther they travel, similar to a flashlight illuminating a dark room. Move the Wisp behind Jamie to dodge this attack completely.

Deep Slash is easier to avoid than his second skill.

[Skill II: Rip and Tear]

"Sharp claws that fly out in six ways."

Damage: 30 shots, -8.50 Time per hit

This attack is annoying... An arc of claws appears at a random (?) location which starts to shoot singular claw pieces at the Wisp's initial position. ("initial" means when the attack starts). Those pieces fly out - quite fast - in six waves for five times. It may be dangerous to fly behind it which is why you will need to find a safe gap between these waves.

[Jamming: Metamorphosis]

Initial Jamming Gear Value: 1

Occasionally Jamie will shake violently while a Jamming Gear appears. Nothing will happen if you miss this chance.

Effect: Jamie reverts to a pseudo-human form. He will not attack anymore but may still move. This state lasts quite long, giving you some time to breathe, collecting Key Items or unleashing a long chain of Weapon Skills.

[Ultimate: Full Moon]

Damage: *1 shot, -20.00 Time per hit (Full Moon)
*Many shots, -8.00 Time per hit (Moon Fragments)

NOTE: Ultimate descriptions will be separated into phases to explain them better. After that follows the strategy for each one of them.

Phase 1: The werewolf howls, summoning a very large moon.

Phase 2: Jamie executes three slashes which shatter the astronomical object into literally thousands of pieces.

Phase 3: The bullets fly out in all directions from the impact position.

Phase 1: Move as far away from Jamie as you can.

Phase 2: Stay there.

Phase 3: Slip through the scattering moon fragments.

So now we have our first archer! They are one of the best classes against bosses due to their Law Skills (an arrow focused on a single square, dealing high damage along with the Stun ailment usually). Refer to the status effects section for more information

This was also my first scene where I encountered height problems. The grassland to the left of Firenz cannot be reached with a Slasher but may be targeted with Dreyuss' Handmade Bow.

Turn 01

Equip [Sake Bottle], [Leather Opener], [Law Axe] and [Searing Edges]. Replace Dreyuss with Moira.

We do not want to inflict heavy damage on Jamie yet. Recruit Firenz (Sake Bottle). Give the Leather Opener to NPC Jorgen. Make sure to have around 4-5 MP.

Hint: Try to hit Jamie while you are aiming for the Key Items.

Use Moira (Searing Edges) to break the nearby grassland (C8). Do the same with the grassland and the chest (face her down-left). This results in three dropped items: [Crimson Brooch], [Spear Replica] and [Fountain Pen]. Break the remaining grassland with Firenz (Law Axe). Collect [Quill Pen].

You may now skip the turn.

Turn 02

Remove [Searing Edges] and [Law Axe]. Equip [Upora Statue], [Flint Bow] and [Piche's Bauble]. You may also keep the Law Axe/use a Chaos Axe although the Flint Bow should be enough for now. Replace Moira with Dreyuss.

Recruit Dreyuss (Upora Statue). Accumulate around 5 MP.

Jamie should already have lost some of his HP on Turn 01 already. I recommend to charge your equipped weapons, put them on Ready state and wait for the werewolf passing by. Especially Dreyuss will inflict heavy damage.

Important Note: Watch Jamie's Rage bar! Use Piche's Bauble immediately if it's almost full.

The Jamming Gear's still present - Jamie's human form is helpless and an easy target. Use any additional turns with the same tactics applying to

finish Scene 04.

Expect the next boss to be harder.

```
|-----|
| SCENE 05: HE WHO WAS LET LOOSE (#05) |
|-----|
```

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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
/  ___  \
\ /  \ / |-----|
          | INFORMATION |
          |-----|
          | UNIT(S) : Warrior, Hermit, Lance Knight, Duelist |
          | WEAPON(S): Searing Edges, Slasher, Halberd, Frozen Axe |
          |-----|
```

FIELD PERSONNEL

- Erica Val Eh Sokolov: Duelist (Teapot)
- Frances Mervyl: Hermit (Crimson Brooch)
- Bailey Y. Fender: Warrior (Quill Pen)
- Nadia Elliott (yes, this is Johann's mother): NPC (Crochet Needle)
- Melfi Keonig: NPC (Dry Grass)
- Monk Walsh: NPC (Hoe)

ENEMIES

- [Fire Witch]
- Fire Goblin
- Fire Sprite - HIGH
- Fire Tarantula

- [Lightning Slime]
- Lightning Sentry
- Lightning Sprite
- Lightning Goblin

- [Ice Goblin]
- Ice Slime
- Ice Tarantula - HIGH

Beware of the Goblins! They can steal dropped items if you're not fast enough at collecting them. Witches will also conjure [Grams].

VICTORY CONDITIONS

- complete 1 matrix line
- 9 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-5>

- Grassland - obstacle, respawn after six turns
(Secret Box, RESPAWN - Trendy Necktie)

- Barrel - container, respawn after four turns
(B6: Bent Coin, RESPAWN - Leather Shoes)
- Barrel - container (C5: Holy Water, RESPAWN - Hair Ribbon)
- Long Sign - obstacle, respawn after six turns (Talisman, RESPAWN - Cane)
- Stone - obstacle, does not respawn (Holy Necklace)

Total: 9 Key Items

STRATEGY

Scene 05 introduces yet another class: Duelists. These knights may move (like Lance Knights) but are restricted to two directions: up-left/up-right. They are also jumping instead of advancing on the ground - this makes it possible to move onto elevated squares. Duelists possess superb Law range.

This battlefield has the most amount of Key Items to collect so far, making Time a precious resource. The Field Personnel list is also longer than usual. Fortunately you won't need to move around that much.

****Turn 01****

Equip [Halberd], [Searing Edges], [Crimson Brooch] and [Teapot]. Replace Bailey with Mardin.

You will need about 8 MP. Recruit Erica and Frances (Teapot/Crimson Brooch).

Move Mardin two squares up-left followed by one square down-left. He should now be in line with the grassland and the rock, with a gap in-between. Wait for the Lightning Slime to enter this gap, then use your Halberd on all three things. The enemy should perish immediately (Neutral is effective against Lightning). Continue with breaking both objects - the stone requires a lot of hits thanks to his high damage resistance. Collect [Secret Box] + [Trendy Necktie]. Next up is Erica.

Move her up-right. The Duelist should now stand next to a barrel (C5).

Use Frances (Searing Edges) against Mr. Goblin plus the other barrel. Collect [Bent Coin] afterwards.

Skip.

****Turn 02****

Remove [Halberd] and [Searing Edges]. Equip [Frozen Axe], [Slasher] and [Quill Pen]. Replace Erica and Mardin with Bailey plus a 2nd Warrior.

Pick enemies so that only one matrix bracket remains (basically a Final Foe).

Hint: Don't pick the Lightning Sentry if you can. His Guard ability is more than annoying...

Recruit Bailey (Quill Pen). Collect MP crystals for a base amount of ~8 MP. Destroy both barrels with Warrior 1 (Frozen Axe), pick up [Holy Water]. Do the same with the Long Sign + Fire Fiend (use your Slasher). Collect the [Talisman] afterwards.

Materialize Warrior 2 (Frozen Axe) to destroy the grassland and the stone. Skip the turn or dispose of all remaining enemies.

****Turn 03****

Remove [Frozen Axe] and [Slasher]. Equip [Crochet Needle], [Dry Grass] and [Hoe].

Distribute the Key Items to all NPCs as exchange for weapons.

End of Turn 03.

Turn 04-07

Skip these turns.

Turn 08

RESPAWN - Long Sign, Barrel (C5), Barrel (B6), Grassland.

Equip [Halberd], [Frozen Axe] and [Slasher]. The Frozen Axe is not necessary if you use Frances/Moira (Searing Edges). Replace the bottom-right Warrior with Mardin.

You should have 9 MP by skipping turns. Wait for the Lightning Fiend to enter the previously mentioned gap. Use a Halberd Breakout on him and the grassland, netting you [Trendy Necktie].

Choice A (Searing Edges): Eliminate the Ice Monster which also opens Barrel 1. Collect [Leather Shoes]. Use the Slasher on Barrel 2 until it releases [Hair Ribbon].

Choice B (Frozen Axe): Open both barrels with the Frozen Axe. You can try to kill the Ice Foe in spite of his 75% resistance. Collect [Leather Shoes] + [Hair Ribbon].

Use Warrior XYZ (Slasher) on the Long Sign. Pick up [Cane]. Finish Scene 05 the normal way.

You can also use Turn 09 if it's not possible to win yet.

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|-----|
| SCENE 06: SUSPICION IN THE AIR (#06) |
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/ //_/NIGHTS IN THE NIGHTMARE
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\/ \/ |-----|
      |              INFORMATION              |
      |-----|
      | UNIT(S)   : Warrior, Wizard, Lance Knight, Archer, Hermit |
      | WEAPON(S): Slasher, Voltaic Dagger, Ruby Staff, Handmade Bow, |
      |           : Frozen Axe, Icepicks, Flint Bow                 |
      |-----|
```

Use a different weapon of the same type if you don't have the one listed. Remember to look it up in the [Weapons] section when in doubt.

FIELD PERSONNEL

- Rolf Rolinger: Wizard (Talisman)
- Alonso Updike: Lance Knight (Spear Replica)

- Rolenta Ellenhart: Hermit (Bent Coin)
- Reuben Rech Levine: NPC (Cane)
- Raphael Krishner: NPC (Fountain Pen)
- Isabel Irena Ragford: NPC (Holy Water)

ENEMIES

- [Ice Slime]
- Ice Witch
- Ice Skeleton
- Ice Gremlin
- Ice Goblin

- [Neutral Goblin]
- Neutral Lamia - HIGH
- Neutral Witch - HIGH
- Neutral Ghost

- [Neutral Skeleton]
- Neutral Slime
- Neutral Gremlin

VICTORY CONDITIONS

- complete 1 matrix line
- 10 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-6>

- Barrel - container, respawn after four turns
(Paint, RESPAWN - Gryff Grill)
- Bridge - flooring, does not respawn (Thin Watch)
- Wooden Crate - container, respawn after four turns
(Tanned Scroll, RESPAWN - Hammer)

Total: 5 Key Items

STRATEGY

Sidenote: The battle theme is great!

Scene 06 includes our first recruitable Wizard. These mages possess the ability to lay Grams (Law) and can target a very large area (Chaos). The latter is especially useful while trying to gather MP crystals. Grams are splendid single-target threats.

Enemies: Skeletons need to be struck by a Weapon Skill after their HP has been reduced to zero. Otherwise they will attempt to resurrect themselves over and over. Rolf is kinda misplaced if you only have a Law Rod (Grams won't trigger on unconscious skeletons).

There are literally endless variations of good strategies due to our choice of classes coupled with movement. Choose the tactics that suit your playstyle.

Turn 01

Equip [Slasher], [Voltaic Dagger], [Ruby Staff] and [Bent Coin]. Switch the positions of Rolf and Rolenta. Replace Alonso with a Warrior.

Our Time pool is more generous compared to Scene 05. Recruit Rolenta (Bent Coin). Use Rolf during Chaos Phase to collect a lot of MP - the range should cover all fiends. Place a Gram in front of Rolf, killing the Ice Slime as soon he steps on it. Set traps on the bridge until the Goblin is dead, too.

Destroy the Wooden Crate with Slasher Breakouts, then pick up [Tanned Scroll]. Eliminate the Skeleton by using your Voltaic Dagger.

End of Turn 01.

****Turn 02****

Pick an Ice Enemy according to your matrix. The others are not important right now.

Remove [Slasher], [Voltaic Dagger] and [Ruby Staff]. Equip [Handmade Bow], [Talisman] and [Spear Replica]. Switch Rolf's and Rolenta's position again. Replace Rolenta with Dreyuss and Warrior X with Alonso.

You will need about 4 MP. Recruit Rolf + Alonso, followed by moving the latter three squares up-right. Unleash Dreyuss' Handmade Bow on the bridge and the Ice Foe (you can also damage the Neutral Enemy although 25% damage won't hurt much). Repeat till both are gone. Collect [Thin Watch].

Skip.

****Turn 03****

This time you will need to choose a fitting Neutral enemy from the third Encounter Reel column.

Remove [Handmade Bow]. Equip [Frozen Axe], [Cane], [Fountain Pen] and [Holy Water]. Replace Alonso with a Warrior.

Give the Key Items to the NPC's. Use Frozen Axe Breakouts to destroy the barrel along with the Neutral Enemy. Pick up [Paint].

Skip.

****Turn 04-06****

Remove [Frozen Axe].

Skip these turns.

****Turn 07****

RESPAWN - Wooden Crate, Barrel.

This is/should be the final turn.

Equip [Icepicks], [Flint Bow] and any additional weapons. Switch Rolf's and Dreyuss' position. Replace Warrior X with Hermit Y.

Use the Icepicks to open the Wooden Crate for a [Hammer], then continue by damaging the barrel (Flint Bow) until it releases [Gryff Grill]. Remove all required enemies to finish Scene 06.


```
| SCENE 07: SACRIFICIAL LAMBS (#07) |
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/ //_/NIGHTS IN THE NIGHTMARE
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\ /  \ / |-----|
|                                     |
|                               INFORMATION                               |
|-----|
| UNIT(S) : Warrior, Priestess, Lance Knight, Duelist, Hermit |
| WEAPON(S): Slasher, Francisca, Halberd, Beast Fang, Halberd |
|-----|
```

FIELD PERSONNEL

- Simone Alexei: Priestess (Thin Watch)
- Crozeph Ross Arlay: Lance Knight (Tanned Scroll)
- Lillian I. Amnoble: Duelist (Secret Box)
- Maimi Middel Brouden: NPC (Hair Ribbon)
- Sven K. Brewer: NPC (Paint)

Surprise! Crozeph is a female Lance Knight.

ENEMIES

- [Lightning Goblin]
- Lightning Lamia
- Lightning Witch
- Lightning Skeleton
- Lightning Ghost - HIGH

- [Ice Ghost]
- Ice Goblin
- Ice Ghost (2nd) - HIGH
- Ice Gremlin
- Ice Witch
- Ice Skeleton

- [Fire Skeleton]
- Fire Goblin - HIGH
- Fire Slime
- Fire Skeleton (2nd)

You might encounter a Mimic here. These have a chance to spawn when you damage a treasure chest. You will not get the stored item until the Mimic has been defeated - their HP is quite low, thankfully.

VICTORY CONDITIONS

- complete 1 matrix line
- 9 turns available

OBJECTS/KEY ITEMS

- Barrel - container, respawn after four turns
(C9: Flour, RESPAWN - Mixing Glass)
- Barrel - container
(E4: Medal of Valor, RESPAWN - Mortar)
- Crock - container, respawn after four turns
(Flower Hairpin, RESPAWN - Cleaning Brush)
- Treasure Chest - container, respawn after four turns (Flute)
- Bridge - flooring, does not respawn (G4: Meat Cleaver)
- Bridge - flooring (C4: Sextant)

Total: 9 Key Items

STRATEGY

So now we have our second-to-last class: Priestess. These holy knights use a T-shaped Law attack (large range) and may also set Grams during Chaos Phase.

Scene 07 hasn't got that many squares but a lot of objects to compensate.

****Turn 01****

Equip [Slasher], [Francisca], [Secret Box] and [Hair Ribbon]. Replace Simone with Warrior 1 and Crozeph with Warrior 2.

Distribute the Secret Box and Hair Ribbon (Duelist Lillian/NPC Maimi). Gather crystals with Lillian or Warrior 2 till you have about 8 MP. Use Warrior 1 (Slasher) to destroy the nearby barrel (C9) which releases [Flour]. Open the chest with Warrior 1 (Francisca) while also killing the Ice Foe. Pick up [Flute]. Now give Warrior 2 Francisca. Follow-up by destroying Barrel 2 (E4), Bridge 1 (C4) and the Lightning Goblin. Collect [Medal of Valor]+ [Sextant].

Optional: You may eliminate the Fire Skeleton if there's still some MP left.

Move Lillian two squares up-right. Skip.

****Turn 02****

Matrix Targets (foes who we are going to damage on this turn - use this information to pick the enemies that build up your individual matrix line): Lightning Fiend, Fire Fiend (optional)

Remove [Slasher]. Equip [Beast Fang], [Thin Watch] and [Paint]. Replace Warrior 1 with Simone, Warrior 2 with a Hermit and Lillian with Warrior 3.

Distribute the Key Items first (Simone - Thin Watch/Sven - Paint). Mrs Priestess should gather MP crystals with her Law attack which should be able to hit all enemies. Break the bottom-right bridge with the Hermit (Beast Fang). Collect [Meat Cleaver]. Unleash Francisca via Warrior 3 on the crock+Lightning Fiend until both are destroyed/gone. It's also possible to hit the Fire Foe with this. Crock content: [Flower Hairpin].

Skip.

****Turn 03****

Matrix Targets: -none-

Equip [Tanned Scroll]. Remove [Beast Fang] and [Francisca]. Swap Simone with Warrior 1, the Hermit with Warrior 2 and Warrior 3 with Crozeph.

Recruit Crozeph (Tanned Scroll).

Skip.

Turn 04-05

Skip these turns.

Turn 06

RESPAWN - Barrel (C9), Barrel (E4), Crock.

Matrix Targets: Lightning Fiend, Fire Fiend

Equip [Slasher], [Halberd] and any other required weapons.

Use Warrior 1 (Slasher) to open the barrel. Collect [Mixing Glass]. Do the same with Warrior 2 and the other barrel+Fire Monster, netting you a [Mortar]. Materialize Crozeph (Halberd): Target the crock together with the Lightning Foe for a [Cleaning Brush].

All that remains is to clear the stage.

```
|-----|
| SCENE 08: GATHERING OF THE FOUR (#08) |
|-----|
```

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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
 /  _  \
\ /  \ / |-----|
          | INFORMATION |
          |-----|
          | UNIT(S) : Warrior, Priestess, Archer, Wizard, Duelist |
          | WEAPON(S): Bronce Mace, Frozen Axe, Handmade Bow, Slasher, |
          | Ruby Staff |
          |-----|
```

FIELD PERSONNEL

- Bonita Yorick: Duelist (Sextant)
- Lyzz Linda Ragford: Priestess (Flute)
- Freiber Will Permeal: Wizard (Medal of Valor)
- Olson Christoph: NPC (Cleaning Brush)
- Marvell Stackle: NPC (Gryff Grill)
- Belinda Anderson: NPC (Flour)

ENEMIES

- [Ice Ghost]
- Ice Ghost (2nd)
- Ice Witch
- Ice Slime
- Ice Tarantula - HIGH

- [Darkness Goblin]
- Darkness Goblin (2nd)
- Darkness Witch

- Darkness Sentry - HIGH
- Darkness Sentry (2nd) - HIGH
- Darkness Lamia

- [Fire Sentry]
- Fire Sprite
- Fire Ghost
- Fire Lamia
- Fire Tarantula

VICTORY CONDITIONS

-complete 1 matrix line
-10 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-8>

- Grassland - obstacle, respawn after six turns
(C2: Theater Passes, RESPAWN - Notepad)
- Grassland - obstacle
(B6: Berry Candy, RESPAWN - Violin)
- Treasure Chest - container, respawn after four turns
(C3: Broken Bow, RESPAWN - Justice Scales)
- Treasure Chest - container (F5: Yohen Tenmoku)

Total: 7 Key Items

STRATEGY

This scene is surprisingly easy due to the starting positions.

Turn 01

Equip [Frozen Axe], [Slasher], [Bronce Mace] and [Flute]. Replace Bonita with Warrior 1 and Freiber with Warrior 2.

Start collecting about 8 MP with Priestess Lyzz. Recruit her afterwards. Now destroy both the chest (C3) and the grassland (C2) with Warrior 1. Pick up [Broken Bow] and [Theater Passes]. Do the same with the second grassland via Warrior 2 (Slasher) for a [Berry Candy]. Materialize Lyzz, charge the Bronce Mace and kill the Ice and Darkness monsters with it.

Skip.

Turn 02

Matrix Target: Fire

Remove [Frozen Axe], [Slasher] and [Bronce Mace]. Equip [Handmade Bow], [Cleaning Brush], [Gryff Grill] and [Flour]. Replace Warrior 2 with Dreyuss.

Distribute all Key Items, then open/eliminate the remaining chest+the Fire Fiend with Dreyuss. Collect [Yohen Tenmoku].

Skip.

Turn 03

Remove [Handmade Bow]. Equip [Sextant] and [Medal of Valor]. Replace Warrior 1 with Bonita and Lyzz with Freiber.

Recruit Freiber and Bonita.

Skip.

Turn 04-06

Skip.

Turn 07

Matrix Targets: Ice, Darkness, all required ones

Equip [Bronze Mace], [Ruby Staff] and [Frozen Axe]. Switch Bonita with Warrior 1 and Dreyuss with Lyzz.

Damage the grassland and the chest with Warrior 1 until you get [Justice Scales] + [Notepad]. Use Lyzz (Bronze Mace): Break the second grassland along with vanquishing the Darkness Fiend. Collect [Violin]. Now employ Freiber (Ruby Staff) to kill the Ice Foe.

Next scene! :-)

```
|-----|
| SCENE 09: HER OWN PURPOSE (#09) |
|-----|
```

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/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
/ _ \
\ / \ /
```

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|                                     |
|                               INFORMATION |
|-----|
| UNIT(S) : Duelist, Lance Knight, Archer, Warrior |
| WEAPON(S): Frozen Axe, Spiral Arch, Halberd, Darkish, Voltaic |
|                               Voltaic Dagger |
|-----|
```

FIELD PERSONNEL

- Annalot Ella Permeal: Lance Knight (Yohen Tenmoku)
- Staehel Rudolia: Archer (Broken Bow)
- Nina H. Answorth: Duelist (Berry Candy)
- Albert Bergel: NPC (Hammer)
- Flavio Bowman: NPC (Meat Cleaver)
- Yantana Nichols: NPC (Mortar)

ENEMIES

- [Neutral Tarantula]
- Neutral Goblin
- Neutral Goblin (2nd)
- Neutral Sprite - HIGH
- Neutral Witch

- [Sanctity Witch]
- Sanctity Goblin
- Sanctity Slime - HIGH
- Sanctity Sentry
- Sanctity Tarantula

- [Lightning Goblin]
- Lightning Lamia
- Lightning Goblin (2nd)
- Lightning Sentry
- Lightning Ghost

VICTORY CONDITIONS

-complete 1 matrix line
-9 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-9>

- Barrel - container, respawn after four turns (F5: Plane)
- Barrel - container (C4: Ore)
- Wooden Crate - container, respawn after four turns (Fancy Tea Set)
- Treasure Chest - container, respawn after four turns (Foreign Gun)

Total: 4 Key Items

STRATEGY

Ah, a scene with objects which only contain one Key Item respectively - no respawn required.

****Turn 01****

Equip [Frozen Axe], [Halberd], [Spiral Arch] and [Broken Bow]. Replace Nina with a Warrior.

We will need ~8 MP. Recruit Staehel. Open the crate and the chest via your Frozen Axe (try to hit the Witch as well). Collect [Foreign Gun] and [Fancy Tea Set]. Now advance one square up-left with Annalot followed by charging the Halberd down-right. Open the barrel (F5) while also depleting the remaining HP of the Sanctity Witch. Pick up [Plane]. Move one square down-left. Use the Halberd on the barrel+Lightning Goblin (eliminate him). The former releases [Ore]. Now use Staehel to dispose of the last fiend - you will need to target square C7, wait for the Tarantula and then release the arrow. This will cause a Stun. A second arrow should be enough.

Next turn.

****Turn 02****

Matrix Targets: -none-

Remove [Frozen Axe], [Halberd] and [Spiral Arch]. Equip [Berry Candy], [Yohen Tenmoku], [Meat Cleaver] and [Mortar]. Replace the Warrior with Nina.

Hand out all Key Items.

Skip.

Turn 03

Matrix Targets: All required ones

Equip [Darkish], [Halberd], [Voltaic Dagger] and [Hammer]. Replace Staehel with a Hermit. All these weapons refer to their opposing enemy in terms of elements. Only use those you need.

Our only remaining task is to complete the matrix.

Sanctity Fiend: Use Annalot (Darkish).

Lightning Fiend: Use Annalot (Halberd).

Neutral Fiend: Use the Hermit (Voltaic Dagger).

Next stop: Scene 10.

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|-----|
| SCENE 10: LIBERATOR'S PROPOSAL (#10) |
|-----|
```

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  /\  /\
 /  //  _/NIGHTS IN THE NIGHTMARE
```

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 /  _  \
\ /  \ / |-----|
          | INFORMATION |
          |-----|
          | UNIT(S) : La Pucelle |
          | WEAPON(S): Searing Edges, Slasher |
          |-----|
```

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle
- Mervyn Salome Foster: NPC (Notepad)

ENEMIES

- [Ice Gremlin]
- [Sanctity Tarantula]
- Ice Tarantula
- Ice Tarantula (2nd)
- Ice Slime
- Sanctity Gremlin
- Sanctity Ghost
- Sanctity Sentry
- Sanctity Skeleton

VICTORY CONDITIONS

- complete 1 matrix line
- 5 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-10>

-no objects-

Total: 0 Key Items

STRATEGY

Finally! We get to see Yggdra in action. *excited* Make sure to take a look at the [Knight Classes] and [List of Knights] section. The latter records her stats.

Yggdra starts with pretty high parameters (except VIT). Her initial level makes it possible to use powerful weapons early on. She has the unique elemental affinity "All" which fulfills the requirement of every High Skill weapon, again a nice feature.

I will use Yggdra quite often in battle in order to spare the VIT of other knights (her VIT resets at the start of every scene).

This battlefield serves as a tutorial for the corresponding Heroine. No objects, no other knights - just Yggdra, one NPC and two enemies.

Turn 01

Equip [Notepad], [Slasher] and [Searing Edges]. You can also try out stronger weapons if you want to see the impressive visuals of High Skills.

Three MP are certainly enough for now. Give the Notepad to Mervyn. Charge the Searing Edges towards the top-left, waiting until the Gremlin is in range. This should kill him instantly. Proceed by moving closer to to the large gap (down-left). Now use your Slasher on the Darkness Tarantula - another immediate death.

Next turn.

Turn 02

Matrix Targets: All required ones

Finish this turn with the same tactics applying as before.

This scene went by much too fast... Anyway, onward!

| SCENE 11: THE GATEKEEPER OF DOOM (#11) |
'-----'

/\ /\n//_/NIGHTS IN THE NIGHTMARE
/ _ \n-----
\/ \/\n| INFORMATION |
|-----|
| UNIT(S) : La Pucelle, Archer |
| WEAPON(S): Spiral Arch, Strongest Law Weapon |

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle
- Walder W. Wallace: Archer (Foreign Gun)
- Gilder Rivera Oh Castle: NPC (Plane)
- Salida Greatfox: NPC (Fancy Tea Set)

ENEMIES

- BOSS: Judge Rivulia

VICTORY CONDITIONS

- defeat the boss
- 7 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-11>

- Treasure Chest - container, respawn after four turns (Faded Bag)

Total: 1 Key Item

STRATEGY

Enter the stage: Rivulia.

Judge Rivulia

HP: 24.000

Level: 84

EXP: 330.000

Movement Type: Air

Class: Judgment

Key Item: Justice Scales

[Skill I: Energy Stream]

"Falling waves of energy."

Damage: 3 shots, -12.00 Time per hit

A broad "watery" pillar comes down from the screen's ceiling. It goes from the top to the bottom and stays for a few seconds at the same position.

Stay in the lower screen half when you see these appearing and move away as fast as possible (left or right).

[Skill II: Twinkling Star]

"Stars scattering across the sky."

Damage: 80 shots, -8.00 Time per hit

Rivulia conjures a star cluster which dissolves soon afterwards, flying across the screen.

You need to move the Wisp into one of the upper corners (top-left or top-right) since the stars won't reach there normally. This attack is easier to

avoid than Energy Stream.

[Special: Charge]

The boss holds still for a moment while gaining some Rage. Do NOT attack her until she's finished with this. Otherwise the effect will cancel, followed by an instant full Rage Bar (well... she wouldn't be happy about that, correct?). Charge will end after some time.

[Ultimate: Imprisoning Crest]

Damage: *5 shots, -15.00 Time per hit (Quadrants/Compass)
*Shatter shots, -8.00 Time per hit (Shards)

Four bullets (shape: quadrants) close in on the Wisp's position. They move quite fast and will form a complete circle once they come in contact with each other. Shortly afterwards, a crest appears in the midst of it. The crest shatters after a while, splitting into a lot of pieces (certainly more than Jamie's Full Moon). These fly outwards into all directions.

What you need to do is to move behind one of the quadrants as soon as possible. Afterwards: go to the furthest corner. The upcoming bullet shards are not that easy to avoid which is why you might suffer some damage. Move through them as good as you can.

The Wisp must not (!) stay in the center - otherwise the quadrants will trap him within.

Turn 01

Equip [Spiral Arch], [Plane], [Fancy Tea Set] and [Foreign Gun]. We won't need the third knight slot.

Distribute all Key Items first like always. Move Yggdra closer to Rivulia so that her Law Skills are in range. Charge Walder's Spiral Arch, then open the treasure chest with it. Collect [Faded Bag]. Use the remaining time to damage the boss with Yggdra (make sure not to trigger an Enrage).

Skip.

Turn 02

Remove [Spiral Arch]. Equip [SLW] and [Justice Scales].

This turn and all future ones on this scene consist of Yggdra attacking. Use your Strongest Law Weapon like there's no tomorrow. The Heroine shouldn't die in the progress if all hits connect. Watch out for Rivulia's Charge ability and don't forget to use the Justice Scales shortly before the first enrage. That should be everything.

Next scene...

|
SCENE 12: WHISPERER IN THE SHADOWS (#12)

/\ /\n//_/NIGHTS IN THE NIGHTMARE\n_ \

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\ / \ / |
|
|              INFORMATION
|-----|
| UNIT(S)   : La Pucelle
| WEAPON(S): Beast Fang, Icepicks
|-----|
```

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle
- Gene J. Latada: NPC (Ore)

ENEMIES

- [Fire Gremlin]
- Fire Slime
- Fire Tarantula - HIGH
- Fire Skeleton
- Fire Skeleton (2nd)

- [Lightning Tarantula - HIGH]
- [Lightning Gremlin]
- Lightning Slime
- Lightning Ghost - HIGH
- Lightning Gremlin (2nd)
- Lightning Gremlin (3rd)
- Lightning Gremlin (4th)
- Lightning Skeleton
- Lightning Sentry

VICTORY CONDITIONS

- complete 1 matrix line
- 5 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-12>

-no objects-

Total: 0 Key Items

STRATEGY

This battlefield resembles Scene 10 in terms of object population (zero).

Turn 01

Equip [Icepicks], [Beast Fang] and [Ore]. We won't need a second knight.

It shouldn't be necessary to gather MP. Give the Ore to Gene. Equip Yggdra with the Beast Fang, then defeat the Lightning Tarantula along with the Lightning Gremlin. Make sure to hit both of them! Two strikes will do the trick. Now move Yggdra up-right until she's in range of the remaining enemy. Use the Icepicks to dispose of him.

Next turn.

Turn 02

Matrix Targets: All required ones

Pick the required enemies since this is the last turn. Apply the same tactics/weapons as before to clear the stage.

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|-----|
| SCENE 13: THOSE WHO SEEK ANCARDIA (#13) |
|-----|
```

```
  /\  /\
 /  //  _/NIGHTS IN THE NIGHTMARE
/  _  \
\ /  \ / |-----|
          | INFORMATION |
          |-----|
          | UNIT(S) : La Pucelle, Duelist, Hermit, Warrior, Wizard |
          | WEAPON(S): Slasher, Cross Axe, Ruby Staff, Frozen Axe, |
          |           Bloody Rapier |
          |-----|
```

FIELD PERSONNEL

-
- Yggdra Yuril Artwaltz: La Pucelle
 - Diora Rene Eh Mahana: Hermit (Theater Passes)
 - Hilgard Rei Merkitas: Duelist (Flower Hairpin)
 - Ephram D. Laverly: NPC (Violin)
 - Chester B. Zeston: NPC (Mixing Glass)

ENEMIES

-
- [Sanctity Tarantula]
 - Sanctity Goblin
 - Sanctity Witch
 - Sanctity Witch (2nd)
 - Sanctity Lamia
 - Sanctity Hound
 - Sanctity Sentry

 - [Darkness Sentry - HIGH]
 - Darkness Skeleton
 - Darkness Skeleton (2nd)
 - Darkness Tarantula
 - Darkness Sentry - HIGH
 - Darkness Ghost - HIGH
 - Darkness Dryad - HIGH
 - Darkness Hound - HIGH

 - [Ice Witch]
 - Ice Skeleton
 - Ice Witch (2nd)
 - Ice Goblin
 - Ice Sentry
 - Ice Ghost

 - [Neutral Sentry]
 - Neutral Sentry (2nd)
 - Neutral Sentry (3rd)

- Neutral Skeleton
- Neutral Skeleton (2nd)
- Neutral Witch

As you can clearly see, you will have to be careful while picking Darkness enemies. Always pick the not-so dangerous rows first in order to slow the threatening ones down!

VICTORY CONDITIONS

- complete 1 matrix line
- 13 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-13>

- Grassland - obstacle, respawn after six turns
(B2: Pocketwatch, RESPAWN - Lavish Blouse)
- Grassland - obstacle (E3: Cigar)
- Treasure Chest - container, respawn after four turns
(A3: Bouquet, RESPAWN - Smart Glasses)
- Treasure Chest - container, respawn after four turns
(B6: Gold Bookmark, RESPAWN - Worn Textbook)
- Neutral Dryad Fence - flooring, respawn after one turn
- Darkness Dryad Fence - flooring
- Sanctity Dryad Fence - flooring

Total: 7 Key Items

STRATEGY

Scene 13 requires the most amount of movement so far. There are also four enemies present, making things much more annoying.

****Turn 01****

Equip [Slasher], [Ruby Staff], [Violin] and [Mixing Glass]. Replace the Duelist with a Warrior and the Hermit with a Wizard.

Give the Key Items to the two NPC's. Use Yggdra's normal Law Attack once or twice to gather MP (she should be capable of reaching all foes from her current position). Equip the Warrior with a Slasher, followed by destroying the nearby grassland. Pick up [Cigar]. Set some grams to defeat the Ice Witch.

Note: The trap will probably hit other enemies too which triggers the elemental reel. Always try to change elemental affinities according to your set of weapons (Sanctity would be appropriate since it opposes our Slasher, a Darkness weapon).

Do the same with the Sentry - don't worry, grams ignore their Guard ability. Now pummel the two remaining enemies with Yggdra (Slasher) until they are dead.

Next turn.

****Turn 02****

Matrix Targets: -none-

Remove [Slasher]. Equip [Theater Passes]. Switch out the Warrior for a Lance Knight and the Wizard with Diora.

Recruit Diora. Move the Lance Knight one square up-left, down-left, up-left and finally down-left. He should now be in line with the remaining grassland.

Skip.

Turn 03

Matrix Targets: Sanctity or Neutral

Equip [Frozen Axe]. Swap the Lance Knight with a Warrior.

Destroy the grassland+chosen foe (either Sanctity or Neutral) with the Warrior (Frozen Axe). Collect [Pocketwatch]. You can use Yggdra if the foe still lives.

Skip.

Turn 04

Matrix Targets: Sanctity

Remove [Frozen Axe]. Equip [Bloody Rapier] and [Flower Hairpin]. Replace the Warrior with Hilgard.

Give the Flower Hairpin to Hilgard. Use the Bloody Rapier to move her one square up-left, up-right and up-left. Make sure to target (and kill) the Sanctity Foe while doing this.

Skip.

Turn 05

Matrix Target: Darkness

Remove [Bloody Rapier]. Equip [Cross Axe]. Replace the Duelist with a Warrior.

Charge the Cross Axe to destroy/vanquish both treasure chests and the Darkness Fiend. Spoils of war: [Bouquet] and [Gold Bookmark].

Skip.

Turn 06-08

Matrix Targets: -none-

Remove [Cross Axe].

Skip these turns.

Turn 09

Matrix Targets: Darkness, all required ones

Equip [Cross Axe] and any additional weapons you might need.

Open the two chests while also killing the Darkness Fiend with a Cross Axe. Collect [Smart Glasses] and [Worn Textbook]. Now move Yggdra one square up-right. Break the grassland with any weapon to get [Lavish Blouse]. Finish this scene with your own tactics applying.

Next battlefield! :)

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|-----|
| SCENE 14: WINGS OF DARKNESS (#14) |
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```

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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
/  ___  \
\ /  \ / |-----|
          | INFORMATION |
          |-----|
          | UNIT(S)   : La Pucelle, Wizard, Hermit, Warrior |
          | WEAPON(S): Strongest Law Dagger, Strongest Law Axe, |
          |           3x Strong Law Weapons, Strongest Chaos Weapon |
          |-----|
```

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle
- Gieche Gigas Siegel: Wizard (Pocketwatch)
- Josef Jarvis Hertz: Warrior (Cigar)
- Justin N. Larson: NPC (Trendy Necktie)
- Jester A. Lazlo: NPC (Leather Shoes)

ENEMIES

- BOSS: Angel Melissa

VICTORY CONDITIONS

- defeat the boss
- 4 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-14>

- Sling - weapon, respawn after four turns (A5: Tea Carafe)
- Sling - weapon (C7: Butter Cookies)
- Sandbag - obstacle (Horseshoe)
- Draw Bridge - flooring, does not respawn (C4: Stuffed Bear)
- Draw Bridge - flooring (D4: Pipe)

Total: 5 Key Items

STRATEGY

This scene introduces weapon objects - these fire bullets at the Wisp until they are broken. Fortunately they also contain Key Items, making their des-

truction worthwhile.

Melissa's HP are quite low compared to Rivulia which is however outweighed by her dangerous attacks and the four-turns-limit. This was my first time when I had to adjust the Wisp's speed quite often. Keep Hide Mode up!

Important Note: Possessing a usable HI-skill rod can easeen this battlefield a lot since it can reach 4/5 of all objects. That was not the case on my playthrough which is why I won't go deeper into this strategy.

Angel Melissa

HP: 12.000

Level: 85

EXP: 410.000

Movement Type: Air

Class: Dark Angel

Key Item: Holy Necklace

[Skill I: Death Thrust]

"Three piercing claws slash the screen."

Damage: 3 shots, -9.00 Time per hit

Melissa "strikes" towards a random side of the screen. Three large beams will then sprout from the opposite screen edge which expand towards the slashing direction.

Example: Melissa uses Death Thrust while facing down-right. The beams will appear at the top-left edge, stretching out down-right.

These rays get thinner the farther they travel. They might stack onto each other or spread out more evenly (random mechanic). Always move towards the end Melissa is facing ASAP. Prepare to dodge the incoming bullets by moving into one of the gaps.

[Skill II: Disastrous Omen]

"A devil bird soars through the night."

Damage: 28 shots, -12.50 Time per hit

Melissa conjures a circle crest in front of her which draws in several (damaging) feathers. This happens twice and takes up a considerable amount of time. Then the real attack starts...

Phase 1: Three birds fly into the screen, chasing the Wisp. A 4th much bigger one will appear shortly afterwards who flies diagonally across the field. This covers a lot of room. All birds disappear as soon they reach a screen border.

Phase 2: Three birds fly into the screen, chasing the Wisp. They will appear near where they left the field in the previous phase. All birds disappear as soon they reach a screen border.

Phase 3: Two birds fly into the screen, chasing the Wisp. They will appear near where they left the field in the previous phase. All birds disappear as soon they reach the screen border.

Phase 4: One bird flies into the screen, chasing the Wisp. He will appear near where he left the field in the previous phase. The bird disappears as soon he reaches the screen border.

Disastrous Omen lasts long enough to combo into Death Thrust, making it a deadly move. Move the Wisp to the center of the screen, wait for the birds, move towards the opposite side of the field, then dodge along the top or bottom line of the screen. You can evade the large bird if you are lucky enough.

While Phase 2 to 4 are going, you should continue attacking. These birds tend to draw semi-circles near a corner - if you stay in that corner, you will suffer zero damage. This won't always work in Phase 1 sadly.

[Spellcast: Magenta Seal]

Damage: 1 shot, -7.00 Time per hit

Five dots appear above Melissa, indicating a spell being chanted. Just like any other spell, this can be interrupted by any attack in this state. She will proceed with forming a large, stationary circle around the Wisp (cannot miss). This bullet forms an actual barrier - the Wisp cannot move outside of it and will be damaged when he touches the ring. Magenta Seal disables all actions (including Hide Mode) except moving.

The only viable tactic is to disrupt it. Either prepare a knight (Ready State) or launch a quick normal attack. Else you will have to wait until the circle disappears.

[Ultimate: Spear Assault]

Damage: 4 shots, -13.00 Time per hit (Doublehelixes)

6 shots, -11.50 Time per hit (Rays)

~11 shots, 7.00 Time per hit (Needles)

Phase 1: The boss calls forth four doublehelixes, going from the bottom to the top (moving speed: average). These bullets appear one after another and disappear afterwards.

Phase 2: Two thin rays spawn from a random side which then almost instantly expand into a certain direction. Four additional rays (with very short intervals between them) will join the duo. These bullets serve as trapping measures.

Phase 3: Multiple needles appear at the screen edges. They will fly towards the center, interlacing in the progress. The rays from the previous phase are still active during this.

Phase 1: Stay in the upper half of the screen. Dodge by moving right or left.

Phase 2: Position yourself near the center.

Phase 3: Move a bit towards the screen edge with the lowest amount of needles, then try to dodge them.

Turn 01

Equip [Strongest Law Axe], [Pocketwatch], [Cigar] and [Leather Shoes].

Be warned that this scene requires inhuman Time management. Try to hit the boss while gathering Key Items - every MP crystal is much needed. Don't kill her too soon, though. Onward with the actual tactics.

Distribute all Key Items followed by moving Yggdra one square up-right. We need about 8 MP for a good start. Our sole task for this turn is to destroy the sandbag with the Warrior. Do this, then collect [Horseshoe]. Any remaining Time can be used to damage both bridges with Yggdra.

Turn 02

Remove [Strongest Law Axe]. Equip [Strongest Law Dagger], [Trendy Necktie], [Holy Necklace] and one [Strong Law Weapon]. Replace Gieche with a Hermit.

Give the Trendy Necktie to NPC Justin. Use the Hermit (Strongest Law Dagger) to break the nearby sling. Spoils: [Butter Cookies]. Always keep an eye on the Rage bar in order to use the Holy Necklace to it's maximum effect. Equip Yggdra with the Strong Law Weapon, then target both bridges with it.

Skip.

Turn 03

Remove [Strongest Law Dagger]. Equip three [Strong Law Weapons] and one [Strong Chaos Weapon].

Unleash one or two (depending on the damage level) Law Weapons on the bridges. Collect [Stuffed Bear] and [Pipe]. Move Yggdra one square up-right and two squares up-left. The last move should be performed via the Strongest Chaos Weapon to damage the 2nd sling. Now use all remaining weapons on it, hopefully breaking the object in the progress. Pick up [Tea Carafe].

Skip.

Turn 04

Equip every required weapon.

Yggdra should be worn out (=low VIT) from all those turns. Use her remaining strength to dispose of the fallen angel or deploy another knight. The initial position of the Wizard is perfect for long-range assaults. This turn can also be used for netting any Key Items you couldn't get before.

Phew, that was nerve-wracking. Next scene...

```
|_____|
| SCENE 15: FRUITLESS EFFORTS (#15) |
|-----|
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 /\  /\
 /  //  _/NIGHTS IN THE NIGHTMARE
/  _  \
```

```
\ /  \ / |
          |
          | INFORMATION |
          |-----|
          | UNIT(S) : La Pucelle, Duelist, Priestess, Archer, Warrior |
          | WEAPON(S): Bloody Rapier, Francisca, Flint Bow, Bronze Mace, |
          |           Baldr, Frozen Axe |
          |-----|
```

FIELD PERSONNEL

-
- Yggdra Yuril Artwaltz: La Pucelle
 - Johanna W. Swift: Duelist (Butter Cookies)
 - Meryl U. Shretter: Priestess (Bouquet)
 - Maginot L'Arg Vol VIII: NPC (Lavish Blouse)
 - Locke V. Whittenberg: NPC (Smart Glasses)

ENEMIES

- [Fire Sentry - HIGH]
- Fire Sprite
- Fire Lamia
- Fire Sentry (2nd) - HIGH
- Fire Dryad
- Fire Skeleton
- Fire Skeleton (2nd)

- [Lightning Ghost]
- Lightning Sentry
- Lightning Dryad
- Lightning Gremlin
- Lightning Lamia - HIGH
- Lightning Sentry (2nd)
- Lightning Sentry (3rd)

- [Neutral Witch]
- Neutral Witch (2nd)
- Neutral Ghost - HIGH
- Neutral Tarantula
- Neutral Goblin

- [Ice Witch]
- Ice Witch (2nd)
- Ice Witch (3rd)
- Ice Hound
- Ice Skeleton
- Ice Goblin

VICTORY CONDITIONS

- complete 1 matrix line
- 11 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-15>

- Sling - weapon, respawn after four turns (B5: Angel Statue)
- Sling - weapon (D7: Medicine)
- Treasure Chest - container, respawn after four turns
(A3: Child's Sketch, RESPAWN - War Saddle)
- Grassland - obstacle, respawn after six turns (Broken Crystal)
- Fire Dryad Fence - flooring, respawn after one turn
- Lightning Dryad Fence - flooring

Total: 5 Key Items

STRATEGY

Four enemies yet again, several objects, lots of height differences AND two slings. Enjoy your f(1)ight!

Turn 01

Equip [Bronce Mace], [Bloody Rapier], [Butter Cookies] and [Bouquet].

Recruit Johanna and Meryl, then gather MP with the latter. Use the Bloody Rapier twice with the Duelist, advancing up-left. Kill the Fire Sentry while doing this. Now materialize Meryl (Bronze Mance) to break the sling and open the chest to her down-left. You can also try eliminating the Lightning and Neutral Fiend along the way. Collect [Angel Statue] and [Child's Sketch].

Note: It might happen that your Time expires before breaking the first sling. Use Turn 03 to resume this action since Yggdra is in range on that turn.

Skip.

Turn 02

Matrix Target: Neutral

Remove [Bronze Mace] and [Bloody Rapier]. Equip [Frozen Axe], [Baldr], [Lavish Blouse] and [Smart Glasses]. Replace Johanna with a Warrior.

Distribute both Key Items. Proceed by destroying the treasure chest with your Warrior (Frozen Axe). Now use Yggdra (Baldr) on the grassland while also finishing the Neutral Foe. Break the former to get [Broken Crystal]. Lastly, destroy the obstacle with our Warrior. This makes it possible for Yggdra to move across the battlefield. Move her four squares up-right and one square down-right.

Skip.

Turn 03

Matrix Target: Lightning

Remove [Frozen Axe] and [Baldr]. Equip [Francisca].

Break the second sling (D7) with Yggdra while also killing the Lightning Fiend. Collect [Medicine]. This is your chance to get the Angel Statue if you haven't got it already.

Skip.

Turn 04+05

Matrix Targets: -none-

Remove [Francisca].

Skip both turns.

Turn 06

Matrix Targets: Ice, Neutral, all required ones

Equip [Flint Bow] and [Francisca]. Replace Meryl with an Archer.

Charge the Flint Bow, disposing of that seemingly secure Ice Enemy. Two hits should do the trick. Equip the Warrior with a Francisca to open the respawned treasure chest which releases [War Saddle]. Make sure to kill the Lightning Foe. All that remains is to clear the scene after that.

Moving on!

```
|-----|
| SCENE 16: KNIGHT IN TAINTED ARMOR (#16) |
|-----|
```

```
  /\ /\
 / //_/NIGHTS IN THE NIGHTMARE
/   \
\ /  \ /-----|
|                                     |
|                               INFORMATION |
|-----|
| UNIT(S) : La Pucelle, Priestess, Lance Knight, Warrior |
| WEAPON(S): Strongest Law Mace, Strongest Law Weapon, Strongest |
|           Chaos Weapon, Fast Law Axe |
|-----|
```

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle
- Reinhart Ross Valero: Lance Knight (Horseshoe)

ENEMIES

- BOSS: Black Knight Gunther

VICTORY CONDITIONS

- defeat the boss
- 9 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-16>

- Candelabra - obstacle, respawn after six turns (B5: Table Napkin)
- Candelabra - obstacle (E5: Tie Tack)
- Knight Statue - obstacle, see description below (C7: Leather Hat)
- Knight Statue - obstacle
(D7: Demon Scabbard, RESPAWN - Baptism Veil)

A knight statue starts to shake when struck by an attack. After some while, it will transform into a Sentry enemy which remains on the field until defeated. Turn skipping will not cancel this. There is however a way to stop it: destroy the statue right after breaking it! This requires very good Wisp management and field observation due to Gunther's Charge Assault. The time frame before they convert into an enemy is also quite short.

Knight statues respawn after two turns of destruction/Sentry conversion. They can only spawn two Sentries at most respectively which sums up to four Sentries on this scene.

Total: 5 Key Items

STRATEGY

Gunther features a neat ability which is capable of banishing materialized

knights in an instant. Therefore Ready State is a no-go most of the time.

Black Knight Gunther

HP: 28.800
Level: 80
EXP: 470.000
Movement Type: Ground
Class: Cursed Soul
Key Item: War Saddle

[Skill I: Blaze Lancet]
"Two large flames moving diagonally."
Damage: 2 shots, -8.00 Time per hit

The description is quite accurate: a flame spawns either at the bottom-left or bottom-right screen edge and moves diagonally to the opposing corner. A second flame follows immediately after that which appears on the other side.

Blaze Lancet is easy to dodge. Just stay in the center of the bottom or top screen edge - the fire will pass by without sapping Time at all.

[Skill II: Javelin Strike]
"Multiple spears from the sides."
Damage: 8 shots, -7.00 Time per hit

Eight spears start flying into the screen from all sides. They will take wing one at a time while the next one flashes red as an indicator. Use this hint to move next to that spear (left or right) since they fly in a predictable straight path.

Javelin Strike covers a lot of time (real time). You can try dishing out attacks again as soon the majority of the spears disappeared. The other option would be to wait for a clear field, focusing on dodging.

[Special: Charge Assault]
Used when he sees a materialized knight.

An exclamation mark pops up above Gunther. He holds still for a moment, followed by a deadly charge which reduces the VIT of all hit knights to zero. This skill can be stopped with an attack before the charge phase occurs. He's invulnerable during the actual skill execution.

Charge Assault misses if you cancel or activate the targetted knight's action before he and Gunther come in contact. The boss needs to stand in a line with the materialized unit in order to see him. Objects will hinder his sight.

Visual examples:

I=Idle Knight
K=Active Knight
C=Candelabra
G=Gunther

[] [K] [] [C] [] [G]
[] [] [] [] [] []
[] [] [] [] [] []
[] [] [] [] [] []

[] [] [] [] [] [] []

The boss is unable to see our unit. He will not use Charge Assault.

[] [K] [] [] [] [] []
[] [] [] [] [] [] []
[] [] [] [G] [] [] []
[] [] [] [] [] [] []
[] [] [] [] [] [] []

The boss does not stand in a line with the knight. He will not attack.

[] [K] [] [] [] [] []
[] [] [] [] [] [] []
[] [] [] [] [] [] []
[] [] [] [] [] [] []
[] [G] [] [] [] [] []

The boss sees our active unit. He will use Charge Assault!

[] [I] [] [] [] [] [G]
[] [] [] [] [] [] []
[] [] [] [] [] [] []
[] [] [] [] [] [] []
[] [] [] [] [] [] []

The boss sees our unit but won't activate Charge Assault since the knight isn't preparing a attack or Weapon Skill.

[Ultimate: Javelin Crush]

Damage: 4 shots, -8.00 Time per hit (Cross Bullet)

1 shot, -12.00 Time per hit (Sword/Pincer)

Many shots, -5.00 Time per hit (Shatter Bullets)

Phase 1: Four thin, weird-shaped beams fly into the screen, forming a "cross" with a large hole in the middle. This bullet form spins clockwise.

Phase 2: The cross disappears. A broad sword with a large hole on the sharp end rushes diagonally into the field. It will close this hole with a pincer-like move, crushing anything within. This phase features two blank spots in the corners.

Phase 3: The lance begins to shatter which releases a lot of small bullets. These things bounce off the walls for a while and will cover the screen almost entirely. They disappear after that.

Phase 1: Place the Wisp in one of the corners. As soon the cross appears, you will have to move along with it. Make sure that the Wisp stands in a corner as soon Phase 2 starts!

Phase 2: The lance comes in from a random side. You can be lucky and might have gotten one of the two safe corners. Otherwise you will need to move ASAP out of the pincer-hole.

Phase 3: Stay in a corner, wait for the bullets, then dodge around like there's no tomorrow. Don't even try looking for a safe spot. Make

sure to adjust the Wisp's speed - it is possible to endure this phase with no time damage at all.

****Turn 01****

Equip [Strongest Chaos Lance], [Horseshoe] and [War Saddle]. Place a Priestess on the free square. If you feel confident, you can also equip [Strongest Law Mace] already. We will take care of that on the next turn anyway.

Note: I will not remind you anymore to use boss Key Items, just to equip them. You should know by now when to activate them.

Recruit Reinhart first. Now advance with Yggdra 3 squares up-right, 2 squares up-left and 1 square up-right. Gather MP while doing this! Move Reinhart (via Chaos Lance to damage Gunther) 4 times up-left followed by 3 times up-right. Our Time pool should be close to zero right now.

Skip or damage both candelabras with the Priestess.

****Turn 02****

Remove [Strongest Chaos Lance]. Equip [Fast Law Axe], [Strongest Law Weapon] and [Strongest Law Mace]. Replace Reinhart with a Warrior.

Wait until Gunther is far enough away (the critical part is to watch out for Charge Assault), then use your Strongest Law Weapon with Yggdra to break both knight statues. As soon you unleashed the Weapon Skill (read: the animation runs), you will have to drag the Fast Law Axe near our Warrior. Quickly charge it when the High Skill is almost done - let go of it at the right time to destroy both obstacles. If you did it right, the two statues will not convert into enemies. Collect [Leather Hat] and [Demon Scabbard]. Materialize the Priestess (Strongest Law Mace) to break both candelabras while also reducing Gunther's HP further. Grab [Table Napkin] and [Tie Tack].

Skip.

****Turn 03****

Remove all weapons.

Skip.

****Turn 04****

Equip [Strongest Law Weapon], [Fast Law Axe] and [Strongest Law Rod]. Replace the Priestess with a Wizard.

Use the same strategy from before (breaking both knight statues) to get [Baptism Veil]. Attack Gunther until your Time runs out.

Next turn coming up.

****Turn 05****

Remove [Fast Law Axe]. Equip [Strongest Law Bow]. Swap the Warrior with an Archer.

We are now going to use an interesting combo. Set a gram in-line with the Archer, wait for the boss to step on it, then shoot him with your Strongest

Law Bow. He will now be stunned. Use Yggdra (Strongest Law Weapon) to finish this chain of attacks. Repeat these steps until Gunther is defeated.

Breakthrough... we won!

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|-----|
| SCENE 17: A PRESENCE DRAWS NEAR (#17) |
|-----|
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```
  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
/  _  \
\ /  \ /-|-----|
          |          INFORMATION          |
          |-----|
          | UNIT(S) : Lance Knight, Priestess, Warrior |
          | WEAPON(S): Pamela's Broom, Darkish, Baldr |
          |-----|
```

FIELD PERSONNEL

-
- Klaus D. Strick: Lance Knight (Child's Sketch)
 - Anette Asim Straud: Priestess (Tea Carafe)
 - Aura Aurora Hertz: NPC (Stuffed Bear)
 - Orlando Sean Graham: NPC (Worn Textbook)
 - Brawny F. Bathues: NPC (Pipe)

ENEMIES

-
- [Sanctity Lamia]
 - Sanctity Tarantula - HIGH
 - Sanctity Lamia (2nd)
 - Sanctity Lamia (3rd)
 - Sanctity Goblin

 - [Neutral Goblin]
 - Neutral Dryad - HIGH
 - Neutral Dryad (2nd) - HIGH
 - Neutral Slime
 - Neutral Tarantula
 - Neutral Ogre

 - [Sanctity Ogre]
 - Sanctity Goblin
 - Sanctity Goblin (2nd)
 - Sanctity Slime - HIGH

IMPORTANT WARNING: Ogres possess the jammable ability to destroy objects at melee range! This will activate their respawn timer without releasing the stored item.

VICTORY CONDITIONS

-
- complete 1 matrix line
 - 8 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-17>

- Hanging Bridge - flooring, does not respawn (Cart Wheels)
- Long Sign - obstacle, respawn after six turns (Black Cassock)
- Wooden Crate - container, respawn after four turns
(A3: Dictionary, RESPAWN - Broken Chains)
- Ice Dryad Fence - flooring, respawn after one turn
- Fire Dryad Fence - flooring

Total: 4 Key Items

STRATEGY

We'll have to advance without the help of Yggdra for a while.

****Turn 01****

Equip [Tea Carafe], [Child's Sketch], [Pamela's Broom] and [Darkish].

Note: Theoretically you could open the wooden crate with the Lance Knight, wait for the Ogre to smash it and skip the Warrior-needs-to-destroy-it part on the next turn. This strategy could be applied on all future, similar occasions.

Recruit Anette and Klaus. Materialize the latter, then move two squares up-right followed by three squares up-left. Defeat the Sanctity Ogre via your Darkish. Now unleash Pamela's Broom on the long sign until it releases [Black Cassock]. Make use of the remaining Time for damaging both enemies (preferably killing them) + the hanging bridge.

Next turn.

****Turn 02****

Matrix Targets: Neutral, 2x Sanctity

Remove [Darkish]. Equip [Baldr]. Replace Anette with another Priestess and Klaus with a Warrior.

Charge the Baldr to destroy the wooden crate in addition to killing the Neutral Fiend. Spoils: [Dictionary]. Dispose of both Sanctity Foes with your Priestess - she should be capable of breaking the bridge in the progress. Collect [Cart Wheels].

Moving on.

****Turn 03-05****

Matrix Targets: -none-

Remove all weapons. Equip [Stuffed Bear], [Worn Textbook] and [Pipe].

Distribute the Key Items.

Skip.

****Turn 06****

Matrix Targets: Neutral, all required ones

Equip [Baldr]+any additional weapons.

Open the respawned crate, kill the Neutral Foe with your Baldr. Pick up [Broken Chains]. Now it's time to finish this battlefield.

Onward, Wisp!

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|-----|
| SCENE 18: THE YEARNING SOULS (#18) |
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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
/  _  \
\ /  \ / |-----|
          | INFORMATION |
          |-----|
          | UNIT(S) : Warrior, Archer, Lance Knight, Hermit |
          | WEAPON(S): Strongest Law Bow, Strongest Chaos Dagger, |
          |           Strongest Law Axe, Strongest Chaos Lance |
          |-----|
```

FIELD PERSONNEL

-
- Fritz Rupio Oh Dayan: Warrior (Cart Wheels)
 - Oswald J. Titus (Leather Hat)
 - Wander Remini Oh Gorah: NPC (Faded Bag)

ENEMIES

-
- BOSS: Angel Melissa

VICTORY CONDITIONS

-
- defeat Melissa
 - 6 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-18>

- Weapon Rack - obstacle (A4: Wooden Box)
- Weapon Rack - obstacle (A5: Garden Shears)
- Sandbag - obstacle (Muck)
- Battery - weapon (Sheet Music)

Total: 4 Key Items

STRATEGY

We can start to see a pattern here... Melissa works just like Mizer from Yggdra Union: both keep coming back!

The boss got a new skill, has more HP than last time (although still not much)

but works exactly the same otherwise.

Angel Melissa

HP: 17.300

Level: 86

EXP: 530.000

Movement Type: Air

Class: Dark Angel

Key Item: Holy Necklace

[Skill I: Death Thrust]

"Three piercing claws slash the screen."

Damage: 3 shots, -9.00 Time per hit

Melissa "strikes" towards a random side of the screen. Three large beams will then sprout from the opposite screen edge which expand towards the slashing direction.

Example: Melissa uses Death Thrust while facing down-right. The beams will appear at the top-left edge, stretching out down-right.

These rays get thinner the farther they travel. They might stack onto each other or spread out more evenly (random mechanic). Always move towards the end Melissa is facing ASAP. Prepare to dodge the incoming bullets by moving into one of the gaps.

[Skill II: Disastrous Omen]

"A devil bird soars through the night."

Damage: 28 shots, -12.50 Time per hit

Melissa conjures a circle crest in front of her which draws in several (damaging) feathers. This happens twice and takes up a considerable amount of time. Then the real attack starts...

Phase 1: Three birds fly into the screen, chasing the Wisp. A 4th much bigger one will appear shortly afterwards who flies diagonally across the field. This covers a lot of room. All birds disappear as soon they reach a screen border.

Phase 2: Three birds fly into the screen, chasing the Wisp. They will appear near where they left the field in the previous phase. All birds disappear as soon they reach a screen border.

Phase 3: Two birds fly into the screen, chasing the Wisp. They will appear near where they left the field in the previous phase. All birds disappear as soon they reach the screen border.

Phase 4: One bird flies into the screen, chasing the Wisp. He will appear near where he left the field in the previous phase. The bird disappears as soon he reaches the screen border.

Disastrous Omen lasts long enough to combo into Death Thrust, making it a deadly move. Move the Wisp to the center of the screen, wait for the birds, move towards the opposite side of the field, then dodge along the top or bottom line of the screen. You can evade the large bird if you are lucky enough.

While Phase 2 to 4 are going, you should continue attacking. These birds tend to draw semi-circles near a corner - if you stay in that corner, you will suffer zero damage. This won't always work in Phase 1 sadly.

[Spellcast: Magenta Seal]

Damage: 1 shot, -7.00 Time per hit

Five dots appear above Melissa, indicating a spell being chanted. Just like any other spell, this can be interrupted by any attack in this state.

She will proceed with forming a large, stationary circle around the Wisp (cannot miss). This bullet forms an actual barrier - the Wisp cannot move outside of it and will be damaged when he touches the ring. Magenta Seal disables all actions (including Hide Mode) except moving.

The only viable tactic is to disrupt it. Either prepare a knight (Ready State) or launch a quick normal attack. Else you will have to wait until the circle disappears.

[Ultimate: Spear Assault]

Damage: 4 shots, -13.00 Time per hit (Doublehelixes)

6 shots, -11.50 Time per hit (Rays)

~11 shots, 7.00 Time per hit (Needles)

Phase 1: The boss calls forth four doublehelixes, going from the bottom to the top (moving speed: average). These bullets appear one after another and disappear afterwards.

Phase 2: Two thin rays spawn from a random side which then almost instantly expand into a certain direction. Four additional rays (with very short intervals between them) will join the duo. These bullets serve as trapping measures.

Phase 3: Multiple needles appear at the screen edges. They will fly towards the center, interlacing in the progress. The rays from the previous phase are still active during this.

Phase 1: Stay in the upper half of the screen. Dodge by moving right or left.

Phase 2: Position yourself near the center.

Phase 3: Move a bit towards the screen edge with the lowest amount of needles, then try to dodge them.

Turn 01

Equip [Cart Wheels], [Faded Bag], [Strongest Law Axe] and [Strongest Chaos Lance]. Swap Oswald with a Lance Knight.

Note: The boss will still have the reduced-rage-gain status if you used the Holy Necklace on the first encounter.

Start with recruiting Fritz and handing out the Key Item to the sole NPC. Collect a few MP crystals just to be safe. Now charge the Chaos Lance, advancing one square down-left (don't forget the damage-the-enemy part). Use any remaining Time for damaging Melissa and the sandbag.

Next turn.

Turn 02

Remove [Strongest Chaos Lance]. Equip [Strongest Chaos Dagger]. Replace the Lance Knight with a Hermit and Fritz with a better Warrior (in terms of Law Index).

Break the sandbag with your Warrior to get [Muck]. Do the same with the two weapon rackets+the single battery via your Hermit. Collect [Garden

Shears], [Wooden Box] and [Sheet Music].

End of Turn 02.

Turn 03

Equip [Strongest Law Bow], [Leather Hat] and any other weapon you might need. Switch out your Hermit for Oswald.

Recruit Oswald. Now we will need to dispose of Melissa. Her old attacks are still the same. If you time it right, you can keep Melissa in an literally endless stun lock with Oswald. Frankly that's all what we need for this fight.

The boss decides to fly away yet again.

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|-----|
| SCENE 19: THE LOST DOMINION (#19) |
|-----|
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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
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\ /  \ / |-----|
          | INFORMATION |
          |-----|
          | UNIT(S)   : Lance Knight, Wizard, Warrior, Priestess |
          | WEAPON(S): Moonlight Rod, Holy Axe, Savior's Spear, Bronze |
          |           : Mance, Halberd |
          |-----|
```

FIELD PERSONNEL

- Heinel R. Hauser: Lance Knight (Broken Crystal)
- Juno O. Credin: Wizard (Dictionary)
- Gaston Gavotte Siegel: NPC (Angel Statue)
- Kulich S. Renard: NPC (Medicine)
- Filmier Ai Wagner: NPC (Baptism Veil)

ENEMIES

- [Neutral Goblin]
- Neutral Goblin (2nd)
- Neutral Dryad
- Neutral Tarantula
- Neutral Hound
- Neutral Dryad (2nd)

- [Darkness Tarantula]
- Darkness Ogre
- Darkness Dryad
- Darkness Dryad (2nd)
- Darkness Lamia
- Darkness Slime

- [Fire Ogre - HIGH]
- Fire Ogre (2nd) - HIGH
- Fire Goblin - HIGH
- Fire Slime - HIGH

VICTORY CONDITIONS

- complete 1 matrix line
- 9 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-19>

- Grassland - obstacle, respawn after six turns
(Girl's Diary, RESPAWN - Lollipop)
- Wooden Crate - container, respawn after four turns
(A3: Broken Pin, RESPAWN - Beast Horn)
- Long Sign - obstacle, respawn after six turns (Superb Scarf)
- Lightning Dryad Fence - flooring, respawn after one turn
- Fire Dryad Fence - flooring

Total: 5 Key Items

STRATEGY

There's nothing special going on in this scene. Note that I won't remind you anymore to gather MP.

****Turn 01****

Equip [Moonlight Rod], [Dictionary], [Baptism Veil] and [Holy Axe]. Replace Heinel with a Warrior.

Distribute both Key Items. Destroy/Defeat the wooden crate (which can also be destroyed by the Ogre), grassland, Darkness Tarantula and Neutral Goblin with your Holy Axe. Collect [Girl's Diary] and [Broken Pin]. Finish the Fire Ogre with Juno.

Next turn.

****Turn 03-06****

Matrix Targets: -none-

Remove all weapons. Equip [Angel Statue] and [Medicine].

Hand out the Key Items while skipping these turns.

****Turn 07****

Matrix Enemies: Darkness, Neutral, all required ones

Equip [Bronze Mace], [Halberd], [Broken Crystal] and [Savior's Spear]. Swap the Warrior with Heinel and Juno with a Priestess.

Give the Broken Crystal to Heinel. Advance three squares up-right (Savior's Spear) while also damaging the two nearby enemies. Open the respawned wooden crate with your Halberd (this is a good chance to eliminate the weakened Neutral and Darkness Fiends) which releases [Beast Horn]. Go on by charging the Bronze Mance down-left to break the grassland+long sign. This Breakout is capable of reaching all enemies in case you need it. Grab [Superb Scarf] and [Lollipop].

Fight your path to victory!

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|-----|
| SCENE 20: MENACE AT THE CASTLE GATE (#20) |
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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
/  ___  \
\ /   \ / |-----|
      |-----|
      | INFORMATION |
      |-----|
      | UNIT(S) : La Pucelle, Hermit, Duelist, Archer |
      | WEAPON(S): Strongest Law Weapon, Strongest Law Bow, Strongest |
      | Law Sword |
      |-----|
```

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle
- Beatrix Bell Noran: Hermit (Broken Pin)
- Norberg Norm Fried: NPC (Tie Tack)

ENEMIES

- BOSS: Demon Beast Garm
- BOSS: Beast King Dotaurus

VICTORY CONDITIONS

- defeat both bosses
- 8 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-20>

- Grassland - obstacle, respawn after six turns (F4: 4-Leaf Clover)
- Grassland - obstacle, respawn after six turns (G3: Dreamer's Hat)
- Treasure Chest - container, respawn after four turns (Cute Dress)

Total: 3 Key Items

STRATEGY

Don't worry: we are not going to fight both enemies at the same time. One of them summons minions while the other loves to feast on VIT. Well, at least we have Yggdra back and don't need to worry about any weapon objects.

They have separate HP Bars, statistics, attacks and Key Items but share the same Rage Bar. You also cannot hurt Dotaurus until Garm is defeated.

Demon Beast Garm

HP: 15.000

Level: 82
EXP: 147.500
Movement Type: Ground
Class: Garm
Key Item: Broken Chains

[Skill I: Savage Fang]

"Four fangs biting at the screen."

Damage: 4 shots, -14.00 Time per hit

Four large bullets resembling canine fangs crash into the screen as if they bite onto something. Two of these "teeth" come in from the top and the bottom screen edge respectively which covers the screen vertically.

Either move the Wisp to the upper mid or lower mid of the field - all four bullets are unable to reach him there. Savage Fang has a comparably long startup time which makes it easier to see it coming.

[Skill II: Mighty Roar]

"A shockwave moving in eight directions."

Damage: 40 shots, -7.00 Time per hit

Garm holds still for a short time before releasing four waves coupled with four "orbs" in eight directions. Each wave looks like this:

B = Boss
/ = Orb
- = Wave

```
\  -  /  
 \  -  /  
  B
```

Now imagine this attack going up, left, down and right at the same time. In a circle, this attack would cover 0°, 45°, 90°, 135°, 180°, 225°, 270°, 315° and 360°. Move as far away as possible, then prepare to position yourself here:

B = Boss
/ = Orb
- = Wave
W = Wisp

```
\ W -  /  
 \  -  /  
  B
```

[Jamming: Mangle]

Initial Jamming Gear value: 2

Activated when Garm sees a materialized Knight ("to see" works the same like Gunther's Charge Assault).

The boss dashes forward, gnawing on the victim. This will cancel any charged attack and will sap vitality multiple times. Mangle restores Garm's HP gradually and increases the level of Dotaurus.

I suggest that you plan ahead so that he doesn't interfere with attacking. Wait till Garm moves out of your knight's sight, THEN start charging Weapon Skills. The Jamming Gear pops up when the boss starts stealing vitality.

Your last option would be to cancel or unleash the attack before Garm starts gnawing on the knight.

[Ultimate: Savage Roar]

Damage: 4 shots, -14.00 Time per hit (Fangs)
20 shots, -7.00 Time per hit (Shockwaves)
Many shots, -7.00 Time per hit (Projectiles)

Phase 1: The boss combines his two normal attacks, summoning four fangs and several shockwave bullets. The former remain on the field.

Phase 2: Many projectiles spread out from the screen's center.

Phase 1: Move to the upper or lower mid, then dodge into a safe space in-between.

Phase 2: Build up some distance from the center while keeping Hide Mode up. There's no real bulletproof strategy applicable here.

Beast King Dotaurus

HP: 24.200
Level: 83
EXP: 442.500
Movement Type: Ground
Class: Savage
Key Item: Beast Horn

[Skill I: Death Flagellum]

"Three lashes across the screen with a whip."
Damage: 3 shots, -13.00 Time per hit

The description says it all. Three thin snake-like bullets spread out instantly into random directions from Dotaurus' position, one after another.

There's no real strategy involved (we don't know where these lashes appear) except activating Hide Mode like always.

[Skill II: Needle Swarm]

"Spikes that move slowly, then attack."
Damage: 60 shots, -8.00 Time per hit

Dotaurus whirls his whip wildly around which conjures a lot of arrow bullets above him. Each one stops, followed by facing a random direction. They will then fly outwards extremely fast. Move the Wisp to a far edge of the screen. Now you'll have to pay attention: which side has the lowest amount of arrows facing it? Move to that side.

Both of Dotaurus' attacks require some luck but are still manageable.

[Spellcast: Summon Beasts]

The boss prepares some summoning magic. This will call forth three multi-elemental Hound enemies with about 5500 HP. These foes appear in ~1 second intervals.

Summon Beasts can be interrupted before and during the actual summoning (remember: it's a spell). This skill can be really annoying - always prepare a knight for sniping Dotaurus, in case he wants to call some allies.

[Ultimate: Beast King's Ace]

Damage: 1 shot, -14.00 Time per hit (Card)
Many shots, -08.00 Time per hit (Arrows)
6 shots, -12.00 Time per hit (Fangs)

Phase 1: A giant card appears, covering either the left or right half of the screen. This thing summons several arrows which fly upwards in an arc.

Phase 2: The card disappears. Shortly afterwards, six very large fangs rend almost the entire screen.

Phase 1: Move to the top while dodging left and right. The arrows will focus on a certain area and will change this pattern slowly - use this information as an indicator.

Phase 2: Quick! Position yourself in one of the corners before the fangs appear.

Turn 01

Equip [Strongest Law Weapon], [Broken Pin], [Broken Chains] and [Tie Tack].

Hand out the Broken Pin and Key Item. Move Yggdra one square up-left and two squares up-right, gathering MP. Wait until Garm comes closer... Now use the normal skill of your weapon (otherwise the treasure chest will most likely be "Fragile") to damage the boss while also breaking all three objects. Spoils: [4-Leaf-Clover], [Dreamer's Hat] and [Cute Dress].

IMPORTANT NOTE: The Dreamer's Hat is required to recruit Pamela (if you've ever played Yggdra Union, you will know her). She will appear on a random scene which is why I will only take note of her in the List of Knights section.

Unleash a High Skill on Garm before skipping this turn.

Turn 02

Equip [Beast Horn], [Strongest Law Bow] and [Strongest Law Sword]. Replace Beatrix with an Archer. Set a Duelist on the free square.

Garm's HP should be quite low - finish him off with any weapon. Dotaurus will now start attacking! Keep the Strongest Law Bow and Strongest Law Sword on Ready state, then move closer to the boss with Yggdra. Always prepare to unload both knights as soon the spellcasting dots appear. Apart from that, our general strategy consists of unleashing the strongest usable weapons with the Heroine. You can use other knights if her vitality drops too low.

Next scene.

|-----|
SCENE 21: IMPENDING THREAT (#21)

/\ /\n / //_/NIGHTS IN THE NIGHTMARE\n / _ \n \/\ \/\-|-----|

INFORMATION

UNIT(S) : La Pucelle, Duelist, Priestess, Hermit
WEAPON(S): Raw Revenge, Twinkle Stick, Voltaic Dagger,
Crystal Rod

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle
- Dahlia E. Laverly: Priestess (Girl's Diary)
- Oryze Vid Eh Dapho: Duelist (Gold Bookmark)
- Maya O. Jidish: NPC (Table Napkin)
- Janak Riese Oh Cheryl: NPC (Garden Shears)
- Donald Louis Gilbert: NPC (Sheet Music)

ENEMIES

- [Sanctity Sentry]
- Sanctity Witch
- Sanctity Slime
- Sanctity Hound
- Sanctity Gremlin

- [Neutral Slime]
- Neutral Lamia
- Neutral Slime (2nd)
- Neutral Gremlin - HIGH
- Neutral Tarantula
- Neutral Ogre

- [Fire Hound - HIGH]
- Fire Ogre
- Fire Goblin
- Fire Lamia
- Fire Sentry
- Fire Sentry (2nd)

- [Darkness Dryad]
- Darkness Dryad (2nd)
- Darkness Hound
- Darkness Slime
- Darkness Dryad (3rd)
- Darkness Sprite
- Darkness Saber - HIGH

VICTORY CONDITIONS

-complete 1 matrix line
-12 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-21>

- Gargoyle - weapon (C2: Bracelet)
- Gargoyle - weapon (E6: Topaz)
- Crock - container (E4: Yakut Cheese)
- Crock - container (A4: Fishing Pole)

Total: 4 Key Items

STRATEGY

Scene 21 is a complete mess. There are four enemies, two annoying weapon objects and lots of height differences.

Turn 01

Equip [Raw Revenge], [Twinkle Stick], [Gold Bookmark] and [Girl's Diary].

Recruit Dahlia and Oryze. Move Yggdra one square up-right (via Twinkle Stick) to kill the Neutral Slime. Materialize Oryze afterwards, then advance one square up-left and four squares up-right (via Raw Revenge). Kill the Fire and - if your weapon is strong enough - Sanctity Enemies along the way.

Skip.

Turn 02

Matrix Enemies: Darkness, Neutral

Remove [Raw Revenge] and [Twinkle Stick]. Equip [Voltaic Dagger], [Table Napkin], [Garden Shears] and [Sheet Music]. Replace Dahlia with a L.I. Hermit (this means: possessing a good L.I. stat).

Hand out all Key Items. Use your Hermit to open/kill the nearby crock and Darkness Fiend respectively, the former releasing a [Fishing Pole]. Move Yggdra one square down-right to leave a gap between her and the gargoyle. Give her the Voltaic Dagger for breaking the aforementioned obstacle while also killing the sole Neutral Foe. Grab [Bracelet]. Lastly, move the Heroine one square up-right.

Skip.

Turn 03

Matrix Enemy: Fire, all required ones

Remove [Voltaic Dagger]. Equip [Crystal Rod] and any other needed weapon.

Unleash the Crystal Rod while facing up-right with Yggdra. Continue until the two remaining objects are broken (don't forget to eliminate the Fire Monster too). Pick up [Yakut Cheese] and [Topaz].

Complete one matrix line.

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|-----|
| SCENE 22: THE DESPERATE CARDINAL (#22) |
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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
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\ /  \ /  |-----|
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|                                     INFORMATION                                     |
|-----|
| UNIT(S)   : La Pucelle, Duelist, Wizard, Warrior |
| WEAPON(S) : Chaos Sword, Law Sword/Chaos Axe, Chaos Weapon, |
|             Strongest Chaos Rod, Strongest Law Weapons |
|-----|

```

This scene's name is quite appropriate - I felt sorry for [Spoiler Name]. :(

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle
- Baltar Bert Brouden: Wizard (Cute Dress - yes, that's his Key Item)
- Caline Rheia Dickson: Duelist (Topaz)
- Nestor Nev Reynolds: NPC (Lollipop)
- Knox Krytzo Piralonga: NPC (Fishing Pole)

ENEMIES

- BOSS: Angel Melissa

VICTORY CONDITIONS

- defeat the boss
- 7 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-22>

- [Element] Tome - weapon, respawn after one turn
(A5: Obsidian, RESPAWN - Calamity Tome)
- [Element] Tome - weapon (D6: 2nd Book Half)
- [Element] Tome - weapon (B2: Secret Dossier)
- [Element] Tome - weapon (E3: Book of Sweets)

Total: 5 Key Items

Tomes are an interesting type of object. They shoot out paper bullets and feature a random element each time they (re)spawn. You cannot break nor destroy them... unless you attack them with the element they represent! This will cause an instant "Destroyed!", regardless of what class attacked.

STRATEGY

Angel Melissa

HP: 22.600

Level: 87

EXP: 650.000

Movement Type: Air

Class: Dark Angel

Key Item: Holy Necklace

[Skill I: Death Thrust]

"Three piercing claws slash the screen."

Damage: 3 shots, -9.00 Time per hit

Melissa "strikes" towards a random side of the screen. Three large beams will then sprout from the opposite screen edge which expand towards the slashing direction.

Example: Melissa uses Death Thrust while facing down-right. The beams will appear at the top-left edge, stretching out down-right.

These rays get thinner the farther they travel. They might stack onto each other or spread out more evenly (random mechanic). Always move towards the end Melissa is facing ASAP. Prepare to dodge the incoming bullets by moving into one of the gaps.

[Skill II: Disastrous Omen]

"A devil bird soars through the night."

Damage: 28 shots, -12.50 Time per hit

Melissa conjures a circle crest in front of her which draws in several (damaging) feathers. This happens twice and takes up a considerable amount of time. Then the real attack starts...

Phase 1: Three birds fly into the screen, chasing the Wisp. A 4th much bigger one will appear shortly afterwards who flies diagonally across the field. This covers a lot of room. All birds disappear as soon they reach a screen border.

Phase 2: Three birds fly into the screen, chasing the Wisp. They will appear near where they left the field in the previous phase. All birds disappear as soon they reach a screen border.

Phase 3: Two birds fly into the screen, chasing the Wisp. They will appear near where they left the field in the previous phase. All birds disappear as soon they reach the screen border.

Phase 4: One bird flies into the screen, chasing the Wisp. He will appear near where he left the field in the previous phase. The bird disappears as soon he reaches the screen border.

Disastrous Omen lasts long enough to combo into Death Thrust, making it a deadly move. Move the Wisp to the center of the screen, wait for the birds, move towards the opposite side of the field, then dodge along the top or bottom line of the screen. You can evade the large bird if you are lucky enough.

While Phase 2 to 4 are going, you should continue attacking. These birds tend to draw semi-circles near a corner - if you stay in that corner, you will suffer zero damage. This won't always work in Phase 1 sadly.

[Spellcast: Magenta Seal]

Damage: 1 shot, -7.00 Time per hit

Five dots appear above Melissa, indicating a spell being chanted. Just like any other spell, this can be interrupted by any attack in this state.

She will proceed with forming a large, stationary circle around the Wisp (cannot miss). This bullet forms an actual barrier - the Wisp cannot move outside of it and will be damaged when he touches the ring. Magenta Seal disables all actions (including Hide Mode) except moving.

The only viable tactic is to disrupt it. Either prepare a knight (Ready State) or launch a quick normal attack. Else you will have to wait until the circle disappears.

[Ultimate: Spear Assault]

Damage: 4 shots, -13.00 Time per hit (Doublehelixes)
6 shots, -11.50 Time per hit (Rays)
~11 shots, 7.00 Time per hit (Needles)

Phase 1: The boss calls forth four doublehelixes, going from the bottom to the top (moving speed: average). These bullets appear one after another and disappear afterwards.

Phase 2: Two thin rays spawn from a random side which then almost instantly expand into a certain direction. Four additional rays (with very short intervals between them) will join the duo. These bullets serve as trapping measures.

Phase 3: Multiple needles appear at the screen edges. They will fly towards the center, interlacing in the progress. The rays from the previous phase are still active during this.

Phase 1: Stay in the upper half of the screen. Dodge by moving right or left.

Phase 2: Position yourself near the center.

Phase 3: Move a bit towards the screen edge with the lowest amount of needles, then try to dodge them.

Melissa decides to go for another clash. None of her attacks changed - the REAL threat on this scene are the numerous objects.

I will not mention specific weapons due to the tome element randomness (refer to the object section above). Instead, there will be a Object Target segment. It lists which tomes are getting destroyed on what turn and which weapon+unit is going to do it. Don't forget to keep units ready for interrupting Magenta Seal!

****Turn 01****

Object Targets: A5 (Law Sword OR Chaos Axe - Duelist OR Warrior);
B2 (Chaos Weapon - Yggdra)

Equip [Fishing Pole], [Lollipop], [Chaos Weapon] and [Law Sword] OR [Chaos Axe]. Replace Baltar with an L.I. Duelist OR C.I. Warrior.

Distribute both Key Items. Our primary goal is to disable two of the tomes by placing units on them - sadly, we cannot move the leftmost knight. Start with disabling the first one (A5) with your Law Sword/Chaos Axe. This is also a good opportunity for damaging Melissa (since her starting position is pretty close). Collect [Obsidian]. Equip Yggdra with the Chaos Weapon, then advance one square right to destroy the 2nd tome. Pick up [Secret Dossier]. Finally, move her one square down-right.

Skip or attack Melissa.

****Turn 02****

Object Targets: A5 (Law Sword OR Chaos Axe - Duelist OR Warrior);
E3 (Chaos Weapon - Yggdra);
D6 (Chaos Sword - Duelist)

Change the the Law Sword's/Chaos Axe's element according to the nearby tome (A5) and the Chaos Weapon to the other tome (E3). Equip [Topaz] and [Chaos Sword].

Recruit Caline. Advance one square up-right with Yggdra (Chaos Weapon).

Collect [Book of Sweets] from the destroyed tome, then move her onto the square where it stood (E3). Move Caline one square up-left and two squares up-right (perform the last jump with the Chaos Sword). Grab [2nd Book Half]. Afterwards, move onto the square where the tome stood. Destroy the first tome (A5) once more to get [Calamity Tome].

Skip or attack.

Turn 03

Object Targets: -none-

Remove [Chaos Sword], [Chaos Weapon] and [Law Sword/Chaos Axe]. Equip [Cute Dress], [Strongest Chaos Rod], [Strongest Law Sword] and [Strongest Law Weapon]. Replace the Duelist/Warrior with Baltar and Caline with an L.I. Duelist.

Recruit Baltar. You are now free to do whatever you feel like! Baltar covers a lot of range while Yggdra and the Duelist take care of the lower and upper screen half respectively. Keep all weapons charged, then unleash them on Melissa when she comes close.

Moving on.

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|-----|
| SCENE 23: THE WITCH'S PAWN (#23) |
|-----|
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/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
/ _ \
\ / \ /
```

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|-----|
|                                     |
|                               INFORMATION |
|-----|
| UNIT(S) : Lance Knight, Archer, Priestess, Warrior, Duelist, |
|                               Wizard |
| WEAPON(S): Baldr, Icicle Blade, Pamela's Broom |
|-----|
```

FIELD PERSONNEL

- Gudrun H. Mison: Lance Knight (Yakut Cheese)
- Ganosh Gaia Travis: Archer (Wooden Box)
- Pascale Poppi Reinard: NPC (Superb Scarf)
- Nielsen E. Cavalier: NPC (Muck)

ENEMIES

- [Fire Skeleton]
- Fire Skeleton (2nd)
- Fire Saber - HIGH
- Fire Wyrn - HIGH
- Fire Goblin
- Fire Gremlin

- [Neutral Witch]
- Neutral Witch (2nd)
- Neutral Ghost
- Neutral Ogre

- Neutral Hound - HIGH
- Neutral Slime

- [Sanctity Tarantula - HIGH]
- Sanctity Gremlin
- Sanctity Skeleton
- Sanctity Tarantula (2nd) - HIGH
- Sanctity Witch
- Sanctity Skeleton (2nd)

- [Lightning Ogre]
- Lightning Goblin
- Lightning Ogre (2nd)
- Lightning Skeleton
- Lightning Dryad
- Lightning Sprite

VICTORY CONDITIONS

- complete 1 matrix line
- 23 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-23>

- Gargoyle - weapon, respawn after two turns
(Urn Shard, RESPAWN - Bafomet Mask)
- Treasure Chest - container, respawn after four turns
(Windmill, RESPAWN - Rose)
- Suspended Path - flooring, does not respawn (C4: Special Lunch)
- Suspended Path - flooring (C7: Worn Holy Book)
- Suspended Path - flooring (F5: Black Talisman)

Total: 7 Key Items

STRATEGY

Normally Scene 23 would feature a hidden staircase leading to a hidden scene. Yggdra's Route is special since these stairs are visible from the start (compared to Maria's and Mellia's Path) which is why no action is required on that part. [Thanks to Gamefaqs User ecthell1412].

****Turn 01****

Equip [Baldr], [Icicle Blade], [Superb Scarf] and [Muck]. Replace Gudrun with a Duelist and Ganosh with a Wizard. Set a Warrior on the free square.

Distribute both Key Items. Attack with your Wizard until you have 9 MP, then eliminate the Fire Skeleton/open the treasure chest with the Icicle Blade. Collect [Windmill]. Let the Ogre destroy the chest (we want it to respawn). Lastly, dispose of the Neutral Witch with your Warrior.

Skip.

****Turn 02****

Matrix Enemy: Neutral

Remove [Icicle Blade]. Equip [Wooden Box] and [Yakut Cheese]. Replace the Wizard with Gudrun and the Duelist with Ganosh.

Recruit both knights. Move Gudrun one square down-right and one square down-left. Kill the Neutral Enemy/Destroy the Gargoyle with your Warrior. Grab [Urn Shard].

Skip.

Turn 03

Matrix Enemies: Sanctity, Lightning (optional), Neutral (optional)

Remove [Baldr]. Equip [Pamela's Broom]. Replace Gudrun with a Priestess.

Use Pamela's Broom to break all three bridge objects along with killing the Sanctity Foe. Pick up [Worn Holy Book], [Black Talisman] and [Special Lunch] afterwards.

Skip.

Turn 04

Matrix Enemies: -none-

Remove [Pamela's Broom].

Skip.

Turn 05

Matrix Enemy: Fire

Equip [Icicle Blade]. Replace Ganosh with a Duelist.

Take care of the treasure chest and Fire Fiend with your Icicle Blade. Spoils: [Rose]. Quite a simple turn indeed...

Skip.

Turn 06

Matrix Enemy: Neutral, all required ones

Remove [Icicle Blade]. Equip [Baldr]. Since this is the last turn, you can choose your knights and weapons according to your matrix grid (like always). The Priestess' position is excellent for sniping specific enemies.

Break the respawned gargoyle/Kill the Neutral Fiend with your Warrior. Collect [Bafomet Mask].

The Wisp advances.

/\ /\
/ //_/NIGHTS IN THE NIGHTMARE

INFORMATION	
UNIT(S)	: Duelist, Warrior, Archer, Lance Knight, Hermit
WEAPON(S)	: Strongest Law Dagger, Strongest Law Bow, Strongest Chaos Axe, Strongest Law Lance, Strongest Law Sword

FIELD PERSONNEL

- Granitz S. Dinatog: Archer (Obsidian)

ENEMIES

- BOSS: Scoppio the Hideous

VICTORY CONDITIONS

- defeat the boss
- 14 turns available

OBJECTS/KEY ITEMS

Map: http://knights.heriet.info/Chart/Scene-23_5

- Fine Chest - container (A4: random content, see below)
- Fine Chest - container (B3: random content, see below)
- Fine Chest - container (D4: random content, see below)
- Fine Chest - container (H4: random content, see below)
- Fine Chest - container (E7: random content, see below)
- Fine Chest - container (F6: random content, see below)

Total: 1 (Invisible) Key Item

Fine Chests work a little different compared to Treasure Chests. They either contain a weapon OR nothing at all OR the Holy Staff Ancardia.

STRATEGY

Hmm... we have an apparently overweighted boss coupled with many fine chests. Our goal is to open the container with the Holy Staff Ancardia, followed by defeating Scoppio. Unfortunately we don't really know which chest is the right one since Ancardia is placed in a random box. If that isn't enough, Scoppio dishes out heavy damage, has quite a lot HP AND can destroy objects.

Scoppio the Hideous

HP: 57.000
Level: 93
EXP: 710.000
Movement Type: Ground
Class: Titan
Key Item: Black Talisman

[Skill I: Calamity Hail]

"A series of iron balls falls down."

Damage: 8 shots, -18.00 Time per hit

Four waves of spiky balls (they vary in size) drop from the top onto the bottom screen edge. Their initial position is randomly chosen.

Move to the bottom, wait for the bullets, then move left or right into a gap. Increase the Wisp's speed just to be safe.

[Skill II: Infernal Debris]

"Rocks that explode into shrapnel."

Damage: >99 shots, -12.00 Time per hit

Scoppio whirls around while a lot of blue bullets gather above him. They will scatter into all directions. This attack is like an improved version of Beast King Dotaurus' Needle Swarm.

Move away as far as possible, then maneuver yourself through the incoming shards. The bullets advance at medium speed which makes things a little easier.

[Special: Smash]

Activated when he's close to a fine chest.

Scoppio swings his weapon at the targetted object. The chest in question will be destroyed if he's not stopped in time. Unlike the Ogre's variant, Smash cannot be jammed.

The only way to interrupt this skill is by attacking - keep your knights ready!

[Ultimate: Absolute Hellfire]

Damage: Many shots, -13.50 Time per hit (Flame Crescent)

3 shots, -27.00 Time per hit (Volcano)

Many shots, -12.00 Time per hit (Flame Orb)

Phase 1: Crescent bullets move into the screen from the west and east, disappearing after a short while. This phase persists through Phase 2 and 3.

Phase 2: Three volcano bullets move in from the top and bottom screen edge. They cover a lot of room and stay through Phase 3.

Phase 3: Several small flame orbs gather in the screen's center and start moving around in a random pattern.

Phase 1: You can keep the Wisp safe just by staying in the mid while dodging the incoming crescent bullets.

Phase 2: I suggest moving to the right or left screen edge. The mountain bullets won't reach there.

Phase 3: Stay where you are. Focus on dodging the orbs but make sure not to touch one of the mountains either! The flame orbs and crescents form a pincer attack: moving left will bring you in contact with the former, moving right in range of the latter. It might be wise to skip this attack altogether via Time ---> MP/EXP conversion.

Turn 01

Equip [Strongest Law Dagger], [Strongest Chaos Axe] and [Black Talisman]. Replace Granitz with a L.I. Hermit. Set a Lance Knight on the bottom-right square and a C.I. Warrior on the other one (F1).

I will not remind you anymore to attack a boss while you are dealing with objects (or while moving a knight). Start with using the Hermit to open the two nearby chests with your Strongest Law Dagger. Did one of them contain Ancardia?

Yes: Skip to Turn 02.

No: Read on.

Open the next treasure chest duo (D4 and H4) with your Warrior facing up-right. Did one of them contain Ancardia?

Yes: Skip to Turn 02.

No: Read on.

Move your Lance Knight three squares up-left and two squares-up right.

Skip.

****Turn 02****

Remove [Strongest Law Dagger] and [Strongest Chaos Axe]. Equip [Strongest Law Bow] and [Obsidian]. Swap the Hermit with Granitz and - if you are still looking for Ancardia - the Lance Knight with an L.I. Duelist. Equip [Strongest Law Sword] in that case, too.

Recruit Granitz. If you still need to get Ancardia: open the last set of chests with the Duelist facing up-right.

[Obtained Ancardia!]

Now we will have to deal with the boss... Granitz should launch a Weapon Skill whenever Scoppio is in range. The second knight should be a Lance Knight who attacks the boss according to his position. Grams could be effective too but are difficult to set since they might not trigger at all (due to the lacking movement speed of the boss). Our third knight stays in the bottom-right corner - he attacks when the boss comes closer.

Next turn.

****Turn 03****

Equip [Strongest Law Lance] and [Strongest Law Sword] OR [Strongest Chaos Axe]. This depends upon which class you are using in the bottom-right corner.

Keep Granitz and the Warrior/Duelist in Ready state at all times. We can't afford to waste a damage opportunity. Always move the Lance Knight near Scoppio, then attack him with your Strongest Law Lance. Activate the other two units as soon the boss enters their range.

That should be everything. Advance to the next scene!

|
SCENE 24: ASSAULT ON THE TOMB (#24)

/\ /\n / // _/NIGHTS IN THE NIGHTMARE

INFORMATION	
UNIT(S)	: Hermit, Warrior, Priestess, Archer, Lance Knight, Duelist
WEAPON(S)	: Crystal Arc, Venus Wand, Elfin Bow, Mjolnir

FIELD PERSONNEL

- Theonil L. Algren: Warrior (Windmill)
- Minotta Y. Irving: Hermit (Urn Shard)
- Lucana Y. Ample: NPC (4-Leaf Clover)
- Schweiz Saijar Ransom: NPC (Secret Dossier)

ENEMIES

- [Sanctity Gremlin]
- Sanctity Ogre - HIGH
- Sanctity Skeleton
- Sanctity Witch
- Sanctity Slime
- Sanctity Witch (2nd)
- Sanctity Lamia

- [Darkness Witch]
- Darkness Sentry
- Darkness Slime
- Darkness Skeleton
- Darkness Ogre
- Darkness Sentry

- [Darkness Sentry]
- Darkness Ghost
- Darkness Ghost
- Darkness Wurm - HIGH
- Darkness Lamia
- Darkness Gremlin

- [Darkness Skeleton]
- Darkness Sentry
- Darkness Witch
- Darkness Gremlin
- Darkness Ghost
- Darkness Saber - HIGH

VICTORY CONDITIONS

- complete 1 matrix line
- 9 turns available

OBJECTS/KEY ITEMS

- Hovering Stone - flooring, does not respawn (Sweet Berry)
- Decorative Armor - obstacle, respawn after two turns
(E6: Medal of Honor, RESPAWN - Old Amulet)
- Decorative Armor - obstacle (E3: Carrier Pigeon)
- Decorative Armor - obstacle (D2: Incense Pot)
- Decorative Armor - obstacle (D7: Comrade's Coat)

Total: 6 Key Items

STRATEGY

We will need to move a lot in order to get the Old Amulet. Another problem is the low amount of available turns.

****Turn 01****

Equip [Crystal Arc], [Venus Wand], [4-Leaf Clover] and [Windmill]. Replace Minotta with a Priestess. Set a 2nd Priestess on the free square for MP gathering purposes.

Distribute both Key Items. Destroy the first knight armor (D2) with Theonil to get [Incense Pot]. Kill the Sanctity Gremlin, too. Now attack the second knight armor (D7)+hovering stone with your Priestess - do this until you get [Carrier Pigeon] from the former. The latter requires too much hits in order to be broken just yet.

Skip.

****Turn 02****

Matrix Enemy: Darkness (optional)

Remove [Crystal Arc] and [Venus Wand]. Equip [Urn Shard], [Secret Dossier] and [Elven Bow]. Replace Theonil with a Lance Knight, the 1st Priestess with an Archer and the 2nd Priestess with Minotta.

Hand out the last set of Key Items. Move the Lance Knight one square up-right and one square down-right. Break the hovering stone with some Law Attacks from your Elven Bow, then pick up [Sweet Berry]. It's possible to dispose of the nearby Darkness Enemy in addition.

Skip.

****Turn 03****

Matrix Enemies: Sanctity, Darkness, Darkness

Equip [Crystal Arc] and [Venus Wand]. Replace the Lance Knight with a Warrior and Minotta with a Priestess.

Destroy the knight armor (E3) next to the Warrior via your Crystal Arc. Pick up [Comrade's Coat]. Defeat two of the three Darkness Enemies and the sole Sanctity Enemy (try changing his element to darkness) with your Priestess.

Skip.

****Turn 04****

Matrix Enemy: -none-

Remove [Crystal Arc] and [Venus Wand]. Switch out the Warrior for a Lance Knight.

Move the Lance Knight one square up-right and one square down-right.

Skip.

****Turn 05****

Matrix Enemy: -none-

Swap the Lance Knight with a Duelist.

Move the Duelist one square up-right.

Skip.

****Turn 06****

Matrix Enemy: -none-

Equip [Mjolnir]. Replace the Duelist with Theonil.

Now destroy the knight armor right in front of the Warrior... finally.
Collect [Medal of Honor].

Skip.

****Turn 07****

Matrix Enemy: -none-

Remove [Mjolnir].

Skip.

****Turn 08****

Matrix Enemies: All required ones

Equip [Mjolnir] and every other required weapon.

Break the respawned knight armor with your Warrior which nets you [Old Amulet]. Time to end this scene - you can target the three enemies on the lower level with a Priestess (like we did on Turn 03) and the one on the upper level with an Archer (Chaos Attack) for example.

Moving on.

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|-----|
| SCENE 25: THE HEART ASTRAY (#25) |
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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
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INFORMATION

UNIT(S) : Wizard, Duelist, Lance Knight, Priestess
WEAPON(S): Strongest Rod, Strongest Law Sword, Strongest Law
Lance, Strongest Law Mace

FIELD PERSONNEL

- Atkasia N. Velden: Duelist (2nd Book Half)
- Morozof Mohr Jensen: Wizard (Black Cassock)
- Leane Lage Ford: NPC (Bracelet)

ENEMIES

- BOSS: General Leonil

VICTORY CONDITIONS

- defeat Leonil
- 8 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-25>

- Weapon Rack - container (B6: Sword Hilt)
- Weapon Rack - container (B7: Sturdy Cane)
- Weapon Rack - container (B8: Aegis Shield)

Total: 3 Key Items

STRATEGY

Leonil is probably the most interesting boss so far. He changes his primary weapon once in a while which alters the current skillset. Leonil may jump to the other side of the field on occasion, summons minions, possesses a VIT draining skill and can block attacks. Here we go...

General Leonil

HP: 52.600
Level: 77
EXP: 730.000
Movement Type: Ground
Class: Gladiator
Key Item: Demon Scabbard

I will refer to the three weapons as Broadsword (he starts with this one), Einherjar (the zigzag blade) and Feathersword (it's smaller than the Broadsword and has some feathers attached to the hilt).

[Broadsword Skill I: Greed Slash]

"A giant blade that comes from the sky."

Damage: 1 shot, -16.00 Time per hit

A thin, long blade (vertical range: basically top to bottom) crashes diagonally into the screen from above. It will then swing east- or westwards

in an arc, leaving the screen almost instantly.

Stay near the south screen edge. You can't really avoid the initial slash on reaction since the sword appears really fast. Moving to the southwest or southeast corner before it appears should be a viable option. Stay there till it goes away.

[Broadsword Skill II: Ignition Edge]

"Fire pillars erupt and shoot fireballs."

Damage: 6 shots, -12.00 Time per hit

Leonil calls forth a fire blade from nowhere. It will spawn several missiles which track the Wisp. They reappear as soon they exit the screen and will vanish when they leave the field for a second time.

Move away from the sword, depending on where it spawned. The bullets move rather slow - glide around them, watch as they depart, then prepare for the second missile wave.

[Broadsword Ultimate: Flame Judgement]

Damage: Many shots, -07.00 Time per hit (Fire Missile)

2 shots, -06.00 Time per hit (Flame Rock)

2 shots, -08.00 Time per hit (Small Dragon)

1 shot, -16.00 Time per hit (Large Dragon)

Phase 1: Two small flame dragons move in from down-left and down-right. They will fly upwards and stay close to the west and east screen edge respectively. At the same time, several fire missiles fall down from the upper screen half.

Phase 2: A large fire dragon appears at the bottom-left corner and moves along the southern edge to the east. After that, many flame rocks are being launched from the left which fly all the way to the right.

Phase 1: This is without doubt his weakest Ultimate. Move the Wisp between one of the dragons and the spawning fire missiles (imagine the screen as a circle: 30° and 330° are the safe spots).

Phase 2: Place yourself at the top-right corner. Neither the large dragon nor the flame rocks should hit you there. Otherwise you can try to slip through the bullets.

[Einherjar Skill I: Wandering Slash]

"A jagged blade that suddenly appears."

Damage: 1 shot, -20.00 Time per hit

The boss summons a branch of lightning which comes in from a random direction. It will stay there for a short time and covers a good portion of the field.

There's no surefire strategy in this case. The lightning is quick and will probably catch you off-guard anyway.

[Einherjar Skill II: Fractal Misery]

"Demonic light that splits as it moves."

Damage: 13 shots, -11.30 Time per hit

A single red beam moves diagonally onto the field. It will bounce off the walls a few times. Each time this happens, the ray will split into additional smaller lasers - these bounce off as well and form a bullet grid with only a few gaps inbetween.

Move the Wisp away from the beam. We will need to "go along with the flow" - there's no absolute safe spot. Predict the target area of the smaller lasers, then try to get a gap.

[Einherjar Ultimate: Supreme Spark]

Damage: Many shots, -07.00 Time per hit (Lightning Orb)

1 shot, -15.00 Time per hit (Thunder Snake)

Many shots, -10.50 Time per hit (Spark Arrow)

Many shots, -13.00 Time per hit (Bolt)

Phase 1: Many small lightning orbs appear above Leonil's sword. They are accompanied by three thunder bolts.

Phase 2: Bolts stop appearing and the orbs move towards the bottom-left or bottom-right corner.

Phase 3: All orbs fly off the screen. A thunder snake appears at the opposite corner and chases after the Wisp four times before disappearing. Each time this snake stops, several unmoving spark arrows spawn near it. The Ultimate ends with some thunder bolts coming down from above.

Phase 1: Stay away from Leonil.

Phase 2: Dodge around the orbs, then move to the center.

Phase 3: Evade the first snake assault by moving upwards or downwards.

Continue luring the bullet along the screen edges until it departs.

Make sure to position yourself in the lower half of the field before the lightning bolts appear!

[Feathersword Skill I: Relentless Duel]

"A single mysterious blade appears."

Damage: 1 shot, -13.00 Time per hit

Leonil "draws" an oval bullet around him which has lots of safe space on the inner part. It will appear almost instantly and has excellent vertical range.

Position yourself near (or rather on) Leonil. The strike will miss due to the bullet having always the same size and forming around the boss' current position.

[Shortsword Skill II: Vortex Crescent]

"A sword that moves erratically."

Damage: 5 shots, -9.00 Time per hit

The boss throws out five rotating wind rings, one after another. These move across the field, cause irritating noise AND last really long.

Turn the volume down (...), then move aside when they come close. Simple as that.

[Feathersword Ultimate: Void Sphere]

Damage: 1 shot, -20.00 Time per hit (Cloud)

2 shots, -12.50 Time per hit (Snakes)

10 shots, -10.00 Time per hit (Blue Flame)

This is the hardest of the boss' Ultimates since it lasts very very long - he will continue attacking while you are dodging around.

Phase 1: A large, stationary bubble spawns above Leonil.

Phase 2: Two violet drakes circle around the sphere. They will then start flying around, leaving and entering the screen multiple times.

Phase 3: Both drakes form an unmoving circle around the Wisp (it's possible to fly out of it).

Phase 4: Many blue flames appear one by one at the inner edge of the circle.

Phase 5: The circle disappears - all flames advance towards the bubble, then vanish.

Phase 1: Move away from Leonil.

Phase 2: Dodge the dragons by moving. Their movement speed is above-average but still slow enough for a chance to react. Try to enter Phase 3 as far as possible from the void sphere.

Phase 3: Either stay in the circle or move out of it, suffering some Time damage in the latter case. Ignore the next two phases if you decided to escape.

Phase 4: Stay in the center of the circle.

Phase 5: You have only one second - maybe even less - to move through one of the gaps between the flames as soon the dragon circle fades! If you are not able to do that: Time damage.

[Spellcast: Summon Saber]

A single Saber enemy joins the fight if Leonil is not interrupted during the chanting.

Same pattern applies to every spell: attack/keep your knights ready.

[Special: Agility Up]

Leonil moves like a flash up and down on the squares, leaving a blue trail behind. This increases his movement speed drastically and makes him invulnerable for a short time.

Well, nothing we can do about it. :-) Try not too hard attacking during this state.

[Special: Change Weapon]

Equips another weapon while the word "Change" pops up. Effect: switches to another skillset.

You can't do anything about that either.

[Special: Jump]

Leonil leaps into the air, then reappears on the other side of the field (either behind or in front of the weapon racks).

This move can be annoying if there's no unit in range afterwards. That will also render him safe while casting Summon Saber.

[Special: Guard]

The boss possesses the innate ability to guard himself against attacks while he wields the broadsword.

There are two ways to bypass this mechanic: 1) Grams or 2) launching Weapon Skills while Leonil is executing an attack himself (he cannot block and go on the offense at the same time).

[Special: Cancelling Swipe]

Sometimes activated when he sees a materialized knight.

An exclamation mark pops up. Leonil will then execute a quick strike which drains VIT, pushes the victim back and cancels the current action.

Charge your weapons before he comes in range, then unleash them as soon as possible. Remember that Cancelling Swipe only occurs during the Broadsword Phase.

Turn 01

Equip [Strongest Law Lance], [Bracelet], [2nd Book Half] and [Demon Scabbard]. Replace Atkasia with a Lance Knight and Morozof with Atkasia. Set a 2nd Lance Knight on the free square.

Distribute the Key Items (except Demon Scabbard - use it at the right time). Move Atkasia one square up-left and three squares up-right. Advance with the 1st Lance Knight one square down-right. Move the 2nd Lance Knight one square up-right, three squares up-left and one square up-right. Attack the boss with some Lance Breakouts.

Next one.

Turn 02

Equip [Strongest Law Mace] and [Strongest Law Sword]. Replace Atkasia with a L.I. Priestess and the 1st Lance Knight with a L.I. Duelist.

Break all three weapon rackets via your Priestess to get [Aegis Shield], [Sturdy Cane] and [Sword Hilt]. Continue damaging Leonil from every side (Strongest Law Lance/Strongest Law Mace/Strongest Law Sword) till the Time runs out.

Turn 03 coming up.

Turn 03

Remove [Strongest Law Mace]. Equip [Black Cassock] and [Strongest Rod]. Replace the Priestess with Morozof.

Recruit Morozof. Set grams as soon Leonil leaps over to the top-left. Otherwise you should stick to Chaos Attacks. Use the other two knights according to where the boss is standing (build up pressure from all sides) until he is defeated.

Next scene!

|-----|
SCENE 26: THE RISE OF THE WITCH (#26)

/\ /\n
/ //_/NIGHTS IN THE NIGHTMARE
/ ___ \n
\\/ \\/ |-----|
INFORMATION

```
| UNIT(S) : Duelist, Lance Knight, Archer, Priestess |
| WEAPON(S): Silver Rapier, Deathbringer, Pamela's Broom, |
|           Icicle Blade |
|-----|
```

FIELD PERSONNEL

- Bordeau Bach Fredric: Archer (Medal of Honor)
- Rudolf M. Kialoster: Lance Knight (Aegis Shield)
- Merrick Alex Carolla: NPC (Rose)
- Wurger Weiss Ritter: NPC (Bafomet Mask)

ENEMIES

- [Lightning Hound]
- Lightning Ghost
- Lightning Ghost (2nd)
- Lightning Slime
- Lightning Lamia
- Lightning Ogre
- Lightning Sentry

- [Darkness Slime]
- Darkness Goblin
- Darkness Hound
- Darkness Witch
- Darkness Tarantula
- Darkness Ghost

- [Fire Ghost]
- Fire Gremlin
- Fire Lamia - HIGH
- Fire Slime
- Fire Saber - HIGH
- Fire Skeleton

- [Sanctity Goblin]
- Sanctity Skeleton
- Sanctity Ogre
- Sanctity Ghost
- Sanctity Goblin
- Sanctity Witch - HIGH

VICTORY CONDITIONS

- complete 1 matrix line
- 13 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-26>

- Gargoyle Statue - weapon, respawn after four turns (B2: Lantern)
- Gargoyle Statue - weapon (D2: Earrings)
- Crock - container, respawn after six turns (E3: Gold Hairpin)
- Crock - container (B7: Candle)

Total: 4 Key Items

STRATEGY

A pleasant scene for a change.

Turn 01

Equip [Silver Rapier], [Aegis Shield], [Medal of Honor] and [Rose]. Set a Duelist on the bottom-left square.

Distribute all Key Items. Break the two gargoyle statues/Kill the Darkness Slime with your Duelist. Collect [Lantern] and [Earrings].

Skip.

Turn 02

Matrix Enemies: Sanctity, Lightning

Remove [Silver Rapier]. Equip [Deathbringer], [Pamela's Broom] and [Bafomet Mask]. Replace Bordeau with a Priestess and Rudolf with a 2nd Duelist.

Hand out the last Key Item. Eliminate the Sanctity Foe while also opening the bottom-right crock (via Deathbringer). Pick up [Gold Hairpin]. Now use Pamela's Broom for releasing the content of the last object/killing the Lightning Enemy. Collect [Candle]. Move the 2nd Duelist two squares up-left.

Skip.

Turn 03

Matrix Enemies: Fire, Lightning, all required ones

Remove [Pamela's Broom] and [Deathbringer]. Equip [Icicle Blade].

Charge the Icicle Blade with the 2nd Duelist, then eliminate the Lightning and Fire Fiend (you will have to wait until the latter moves down-left). So much on how to reach every enemy.

Clear the scene.

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|-----|
| SCENE 27: A MAN WITH A LION'S HEART (#27) |
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/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
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|                                     |
|                               INFORMATION                               |
|-----|
| UNIT(S) : Lance Knight, Duelist, Wizard                             |
| WEAPON(S): Strongest Law Sword, Strongest Chaos Axe, Strongest   |
|                               Bow                                   |
|-----|
```

FIELD PERSONNEL

-
- Seriee D. Colaine: Duelist (Gold Hairpin)
 - Basturk Tas Oh Tubek: Warrior (Comrade's Coat)

ENEMIES

-
- BOSS: General Aquina

VICTORY CONDITIONS

-
- defeat the boss
 - 6 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene2-27>

- Arbalest - weapon (A3: Loose Bandage)
- Arbalest - weapon (C3: Scriptures)
- Arbalest - weapon (E4: Large Canteen)

Total: 3 Key Items

STRATEGY

A superb battle theme accompanies this boss fight. Aquina starts on an elevated platform (which she won't leave) and is basically untouchable from the lower level. The only way to get to her is with a Duelist.

General Aquina

HP: 22.500
Level: 78
EXP: 790.000
Movement Type: Ground
Class: Silent Sniper
Key Item: Worn Holy Book

[Skill I: Arrow Quintet]
"Five arrows fly across the screen."
Damage: 5 shots, -9.00 Time per hit

The boss launches five long arrows. These spawn at the opposite screen edge she is facing (if she's looking down-right, they will come in from the northwest) and fly all the way to the other side. There are small gaps between them.

Move towards the edge she's looking at, then get into one of the safe spots.

[Skill II: Shaft Rain]
"A rain of arrows."
Damage: 55 shots, -6.00 Time per hit

Aquina throws out five orbs in front of her. She will then shoot an equal amount of arrows to let them explode, causing an arrow barrage - these spread out into all directions.

Move away from the boss (the farther the better). You will then have to

navigate the Wisp through one side of the bullet storm.

[Spellcast: Lock On]

A cross hair starts to track the Wisp for some seconds. If it catches the Wisp and stays near/on it for a while, the actual skill triggers:

Five arrows (one at a time) materialize a few yards away from the Wisp and fly towards it's initial position in a straight line. Each one disappears afterwards.

Lock On counts as a spell and is therefore interruptable. The more exciting way is to increase the Wisp's movement speed - move around like crazy until the cross hair disappears.

[Special: Backtrack]

Triggered when the boss is struck by an attack while standing still.

Aquina moves a few squares backwards (basically the reversed version of Leonils "Agility"). This increases her movement speed and grants invincibility while it lasts.

Put all attacks on hold, then wait it out. You can bypass this ability by launching skills while Aquina's moving or using an attack.

[Ultimate: Stardust]

Damage: Many shots, -06.00 Time per hit (Small Rays)
Many shots, -04.50 Time per hit (Small Arrows)
Many shots, -07.00 Time per hit (Multicolored Rays)
Many shots, -02.00 Time per hit (Stars)
2 shots, -12.00 Time per hit (Large Arrows)

Phase 1: Many small bullets move into the screen from the southwest corner. They leave as soon they reach the northeast edge. A few bullets might also travel from northwest to southeast (or the other way around).

Phase 2: Two interlacing arrows, coming from up-right and down-left respectively, fly diagonally into and out of the screen. After they touched each other, several stars appear at the screen's center.

Phase 1: Move to the northwest or southeast half of the screen, then dodge the incoming bullets. Stay away from the centric diagonal line.

Phase 2: Keep the previous strategy up. Neither the large arrows nor the stars should be capable of reaching you.

Turn 01

Equip [Worn Holy Book], [Strongest Chaos Axe], [Gold Hairpin] and [Comrade's Coat]. Set a 2nd Duelist on the free spot.

NOTE: Accumulating MP is a bit hard right now - you should focus on getting no more than the absolute necessary amount.

Recruit Seriee and Basturk. Afterwards, move the former two squares up-right. Destroy Arbalest A and B (C3+E4) with Basturk for a [Large Canteen] and some [Scriptures]. Move the Duelist one square up-right.

Skip.

Turn 02

Remove [Strongest Chaos Axe]. Equip [Strongest Bow], [Strongest Law Sword] and [Worn Holy Book]. Replace Basturk with a Lance Knight and Seriee with an Archer.

Advance two squares up-right with the Lance Knight. Two of the three arbalests are now occupied. Break the last arbalest with your Duelist to get [Loose Bandage]. From now on our Archer is the lone attacker and MP collector (the other knights serve as object blockades). Fortunately Aquina is vulnerable to "Stun". Try to keep her in a constant stun lock while she's traversing the middle lane of the platform. Otherwise you should stick to Chaos Bow Skills.

Onward!

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|-----|
| SCENE 28: THE EVE OF THE BATTLE (#28) |
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/ //_/NIGHTS IN THE NIGHTMARE
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|                                     |
|                               INFORMATION                               |
|-----|-----|
| UNIT(S) : La Pucelle, Duelist, Priestess |
| WEAPON(S): Element Law Mace, Ice Chalice/Pamela's Broom, |
|           Icicle Blade, Element Chaos Weapon, Flint Bow |
|-----|-----|
```

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle (Sweet Berry)
- Rosa Shis Proias: Priestess (Scriptures)
- Margaret Maccia Torres: NPC (Special Lunch)

ENEMIES

- [Ice Ogre]
- Ice Gremlin
- Ice Sentry
- Ice Sentry (2nd)
- Ice Goblin
- Ice Lamia

- [Fire Ogre]
- Fire Witch
- Fire Ogre (2nd)
- Fire Lamia
- Fire Saber
- Fire Wyrn

- [Sanctity Lamia]
- Sanctity Ogre
- Sanctity Hound
- Sanctity Dryad

- Sanctity Saber
- Sanctity Slime

- [Fire Dryad]
- Fire Witch
- Fire Gremlin
- Fire Dryad (2nd)
- Fire Ogre
- Fire Sprite
- Fire Goblin

VICTORY CONDITIONS

- complete 1 matrix line
- 14 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-28>

- [Element] Tome - weapon, respawn after one turn (A4: Dragon Wing)
- [Element] Tome - weapon (E2: Torn Umbrella)
- Treasure Chest - container, respawn after four turns (A2: Looking Glass)

Due to the tomes, you will have to choose a weapon according to their element (remember the last Melissa battle?). I will call them "Element [Phase] Weapon".

Total: 3 Key Items

STRATEGY

Yggdra joins once more, being more dangerous than you could ever imagine. Check the [EX Skills] tutorial section before you do anything else. Regarding the actual battlefield, we have to deal with height problems, many enemies and two weapon objects.

Turn 01

Equip [Element Law Mace], [Element Chaos Weapon], [Scriptures] and [Sweet Berry]. Set a Duelist on the freesquare.

Distribute both Key Items. Destroy the bottom-right tome with your Priestess while also defeating the Sanctity Lamia and Fire Ogre. Collect [Torn Umbrella] afterwards. Move Yggdra two squares up-left via Element Chaos Weapon (kill the Ice Ogre along the way). Use the last jump to destroy the second tome which releases [Dragon Wing]. Move Yggdra one square down-left.

Skip.

Turn 02

Matrix Enemies: Sanctity, Fire, Ice, Fire

Remove [Element Chaos Weapon] and [Element Law Mace]. Equip [Flint Bow], [Icicle Blade], [Special Lunch] and [Ice Chalice] OR [Pamela's Broom].

Hand out the last Key Item. Open the treasure chest/Defeat the Ice Enemy with Yggdra (Flint Bow). Collect [Looking Glass]. That was all regarding the Key

Items. Use Rosa to reach the other two enemies while the Duelist is in charge of the 2nd Fire Fiend. Besides that, I highly suggest trying out Yggdra's EX Skill "Crusade" at least once - breathtaking visuals. :)

Next scene.

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|-----|
| SCENE 29: THE LION AND THE DRAGON (#29) |
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/ //_/NIGHTS IN THE NIGHTMARE
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|-----| INFORMATION |-----|
| UNIT(S) : La Pucelle, Archer, Warrior |
| WEAPON(S): Strongest Chaos Weapon, Strongest Bow, Strongest |
| Chaos Axe |
```

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle (Sweet Berry)
- Carlette Camu Nainotte: NPC (Book of Sweets)

ENEMIES

- BOSS: Cardinal Capehorn

VICTORY CONDITIONS

- defeat the boss
- 8 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-29>

- Cursed Contract - flooring, respawn after two turns (F5)
- Cursed Contract - flooring, (B5)
- Cursed Contract - flooring, (D3: Dragon Bone)
- Candelabra - obstacle (E7: Handkerchief)
- Candelabra - obstacle (B7: Flint)

Contracts are a new type of object. They summon a Skeleton enemy and are treated as flooring (you can pass over them). Only one skeleton will spawn per contract. The only way to stop this is by destroying or breaking them. I highly suggest the latter since they respawn already after two turns.

Total: 3 Key Items

STRATEGY

You can now try out EX Skills on a boss for the first time. Crusade (Yggdra's EX Skill) covers lots of space and reaches the majority of all present

objects. Naturally it will also affect the Skeletons.

Cardinal Capehorn

HP: 36.900

Level: 81

EXP: 850.000

Movement Type: Ground

Class: Cardinal

Key Item: Calamity Tome

[Skill I: Vandalize]

"A giant magic circle covering the screen."

Damage: 1 shot, -12.00 Time per hit

Capehorn conjures an enormous circle (covers the entire screen) with a safe "path" located at the edge of it. This bullet rotates for a while before fading.

Basically all you need to do is to follow this slim "path". The circle moves slowly - adjust the Wisp's speed accordingly.

[Skill II: Malediction]

"A spreading circle of curses."

Damage: 40 shot, -6.50 Time per hit

Several runes gather above the boss. These will spread out in the shape of circles. Each one of those bullet circles spins clockwise or anti-clockwise. There are gaps between the runes.

Move away from Capehorn, then slip through each wave in a zigzag pattern (due to the clockwise/anti-clockwise mechanic).

[Spellcast: Weakening Sigils]

Damage: 1 or 3 shots, -1.00 MP per hit

One or three immobile crests spawn on the contracts. These will sap MP and lower the Wisp's movement speed. The 1 crest-version lasts for the entire turn while the 3 crest-equivalent disappears quite soon.

This attack is semi-dangerous. If the circles spawn somewhere unimportant, you will be fine. If they touch a critical spot however, you will be out of luck. Interruption is the best solution. Otherwise move around it or position your knights elsewhere beforehand (sigils prevent materialization).

[Ultimate: Compressed Force]

Damage: 1 shot, -16.00 Time per hit (Large Circle)

1 shot, -11.00 Time per hit (Small Circles)

Many shots, -8.50 Time per hit (Crescent Bullets)

Phase 1: Capehorn calls forth a large crest which shrinks into a smaller type of it's own. After that, it will move around for a bit. Three additional ones spawn, moving around the same way. A final pair appears, flying around with the other five circles.

Phase 2: All crests shatter into several scattering crescent bullets.

Phase 1: Dodge the crests. Stay away as far as you can before Phase 2 starts.

Phase 2: Advance through the gaps between the crescent bullets. Overall this attack is rather unspectacular.

Turn 01

Equip [Strongest Chaos Weapon], [Calamity Tome] and [Book of Sweets]. Set two Lance Knights on the free squares.

Hand out Carlette's Key Item. Use Crusade towards the top-right to destroy all contracts along with the Skeletons (make sure that no enemy is standing on one of the floorings - otherwise Crusade will miss). Collect [Dragon Bone]. Move Lance Knight A (A4) one square down-right and two squares up-right, then move Lance Knight B one square up-left and two squares up-right.

Skip.

Turn 02

Equip [Strongest Chaos Axe] and [Strongest Bow]. Replace Lance Knight A with an Archer and Lance Knight B with an C.I. Warrior.

Move Yggdra two squares up-right. Unleash another EX skill towards the cardinal's position - this takes care of the two candelabras. Pick up [Flint] and [Handkerchief]. That's all regarding Key Items. Eliminate Capehorn with your Archer and Warrior. Yggdra should be almost dead right now. Use her remaining VIT for one HIGH skill on the next turn and a final EX Skill on Turn 04 (she will die but it still counts as a victory if you defeat the boss with that attack).

Breakthrough...we won!

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|-----|  
| SCENE 30: WHERE THE CURRENT LEADS (#30) |  
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  /\  /\  
 /  //  _/NIGHTS IN THE NIGHTMARE  
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\ /  \ / |-----|  
          |              INFORMATION              |  
          |-----|  
          | UNIT(S) : La Pucelle, Wizard, Priestess, Duelist, Hermit |  
          | WEAPON(S): Strong Chaos Weapons (x2), Strongest Rod, Strongest |  
          |              Law Mace, Strongest Chaos Dagger              |  
          |-----|
```

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle (Sweet Berry)

ENEMIES

- BOSS: Angel Melissa

VICTORY CONDITIONS

- defeat the boss
- 9 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-30>

- Candelabra - obstacle (A4: Star Sand)
- Candelabra - obstacle (C6: Healing Herbs)
- Candelabra - obstacle (E6: Powdered Herbs)
- Candelabra - obstacle (G4: Hourglass)
- Gargoyle Statue - weapon, respawn after four turns (C2: Picture Book)
- Gargoyle Statue - weapon (E2: Holy Grail)

Total: 6 Key Items

STRATEGY

As you can tell by the music, this will be the final encounter against Melissa. She got another stat boost coupled with a new ability. There are many Key Items to be picked up in addition.

Angel Melissa

HP: 38.400

Level: 90

EXP: 1.010.000

Movement Type: Air

Class: Dark Angel

Key Item: Holy Necklace

[Skill I: Death Thrust]

"Three piercing claws slash the screen."

Damage: 3 shots, -9.00 Time per hit

Melissa "strikes" towards a random side of the screen. Three large beams will then sprout from the opposite screen edge which expand towards the slashing direction.

Example: Melissa uses Death Thrust while facing down-right. The beams will appear at the top-left edge, stretching out down-right.

These rays get thinner the farther they travel. They might stack onto each other or spread out more evenly (random mechanic). Always move towards the end Melissa is facing ASAP. Prepare to dodge the incoming bullets by moving into one of the gaps.

[Skill II: Disastrous Omen]

"A devil bird soars through the night."

Damage: 28 shots, -12.50 Time per hit

Melissa conjures a circle crest in front of her which draws in several (damaging) feathers. This happens twice and takes up a considerable amount of time. Then the real attack starts...

Phase 1: Three birds fly into the screen, chasing the Wisp. A 4th much bigger one will appear shortly afterwards who flies diagonally across the field. This covers a lot of room. All birds disappear as soon they reach a screen border.

Phase 2: Three birds fly into the screen, chasing the Wisp. They will appear near where they left the field in the previous phase. All birds

disappear as soon they reach a screen border.

Phase 3: Two birds fly into the screen, chasing the Wisp. They will appear near where they left the field in the previous phase. All birds disappear as soon they reach the screen border.

Phase 4: One bird flies into the screen, chasing the Wisp. He will appear near where he left the field in the previous phase. The bird disappears as soon he reaches the screen border.

Disastrous Omen lasts long enough to combo into Death Thrust, making it a deadly move. Move the Wisp to the center of the screen, wait for the birds, move towards the opposite side of the field, then dodge along the top or bottom line of the screen. You can evade the large bird if you are lucky enough.

While Phase 2 to 4 are going, you should continue attacking. These birds tend to draw semi-circles near a corner - if you stay in that corner, you will suffer zero damage. This won't always work in Phase 1 sadly.

[Spellcast: Magenta Seal]

Damage: 1 shot, -7.00 Time per hit

Five dots appear above Melissa, indicating a spell being chanted. Just like any other spell, this can be interrupted by any attack in this state. She will proceed with forming a large, stationary circle around the Wisp (cannot miss). This bullet forms an actual barrier - the Wisp cannot move outside of it and will be damaged when he touches the ring. Magenta Seal disables all actions (including Hide Mode) except moving.

The only viable tactic is to disrupt it. Either prepare a knight (Ready State) or launch a quick normal attack. Else you will have to wait until the circle disappears.

[Special: Shield]

Active while standing still.

Melissa blocks every hit, no matter where it comes from. This ability is inactive while she's moving or attacking.

The description says it already: only launch an attack while the boss is doing something.

[Ultimate: Spear Assault]

Damage: 4 shots, -13.00 Time per hit (Doublehelixes)

6 shots, -11.50 Time per hit (Rays)

~11 shots, 7.00 Time per hit (Needles)

Phase 1: The boss calls forth four doublehelixes, going from the bottom to the top (moving speed: average). These bullets appear one after another and disappear afterwards.

Phase 2: Two thin rays spawn from a random side which then almost instantly expand into a certain direction. Four additional rays (with very short intervals between them) will join the duo. These bullets serve as trapping measures.

Phase 3: Multiple needles appear at the screen edges. They will fly towards the center, interlacing in the progress. The rays from the previous phase are still active during this.

Phase 1: Stay in the upper half of the screen. Dodge by moving right or left.

Phase 2: Position yourself near the center.

Phase 3: Move a bit towards the screen edge with the lowest amount of

needles, then try to dodge them.

****Turn 01****

Equip two [Strong Chaos Weapons]. Set a Wizard on the top-left square and a Duelist on the bottom-right one.

Move the Duelist one square up-right and two squares up-left, then advance with Yggdra one square up-right via a High Skill (reason: to damage both gargoyles). Proceed further towards the top-right corner with an EX Skill to destroy two candelabras (C6 and E6). Spoils: [Healing Herbs] and [Powdered Herbs].

Next turn.

****Turn 02****

Remove both [Strong Chaos Weapons]. Equip [Strongest Chaos Dagger] and [Strongest Rod]. Replace the Duelist with a C.I. Hermit.

Damage the gargoyles with your Hermit until the point where one EX Skill is enough to break them. Use the remaining Time to damage the boss with the Wizard.

****Turn 03****

Remove [Strongest Chaos Dagger]. Replace the Hermit with a Duelist.

Move the Duelist and the Heroine one square up-right respectively. Reduce Melissa's HP further until the turn ends.

****Turn 04****

Equip [Strongest Law Mace].

Break the remaining candelabra pair with your Priestess, then pick up [Star Sand] and [Hourglass]. Use the remaining Time to harass Melissa.

****Turn 05****

Remove [Strongest Law Mace]. Equip [Strongest Chaos Weapon]. Replace the Priestess with a Duelist.

Move the Duelist and Yggdra two squares up-right. Execute Crusade towards the bottom-left corner to break the gargoyles (you DID damage them on Turn 02, right...?). Collect [Picture Book] and [Holy Grail].

Next turn.

****Turn 06****

Move Yggdra one square up-right. Now it's time to weaken Melissa until her HP are low enough to be defeated by an EX Skill (remember: the third EX Skill kills Yggdra - if this one is not the winning strike, it will result in a Game Over). Materialize the Wizard for this task. Activate Crusade towards the bottom-left as soon everything is set.

The angel falls...

| SCENE 31: DEEP INTO THE NIGHT (#31) |

/\ /\n//_/NIGHTS IN THE NIGHTMARE\n_ \n\/ \\/

INFORMATION

UNIT(S) : Priestess, Duelist
WEAPON(S): Magical Sword, Pamela's Broom, Silver Rapier

FIELD PERSONNEL

- Misleen Eri Berton: Priestess (Healing Herbs)
- Donnel D'Aulon Straud: NPC (Carrier Pigeon)

ENEMIES

- [Sanctity Ghost]
- Sanctity Skeleton
- Sanctity Ogre
- Sanctity Slime - HIGH
- Sanctity Gremlin
- Sanctity Skeleton (2nd)

- [Ice Skeleton]
- Ice Wyrn - HIGH
- Ice Ogre
- Ice Slime
- Ice Slime (2nd)
- Ice Ghost

- [Darkness Slime]
- Darkness Ghost
- Darkness Gremlin
- Darkness Ghost

VICTORY CONDITIONS

-complete 1 matrix line
-8 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-31>

- Treasure Chest - container, respawn after four turns (C1: Beast Fangs)
- Treasure Chest - container (D4: Fine Hairclip)
- Treasure Chest - container (C7: Candlestick)
- Bone Bridge - flooring, does not respawn (Angel Bell)

Total: 4 Key Items

STRATEGY

Yggdra left us again *sigh*. There's nothing special about this battlefield except the bone bridge (high endurance).

Turn 01

Layout Change 1: The last line containing "Next turn" or "Skip" will no longer be there. If you are supposed to skip a turn, I will mention that in the core segment.

Layout Change 2: There's almost no information anymore regarding when you are supposed to kill a certain enemy ("Activate the Duelist, then open the chest along with vanquishing the Darkness Fiend"). Instead, I will list who's killing which enemy under the matrix Enemies section.

Matrix Enemies: Sanctity (Misleen), Ice (Duelist A+Misleen)

Equip [Pamela's Broom], [Magical Sword], [Healing Herbs] and [Carrier Pigeon]. Set Duelist A on the free square.

Distribute both Key Items. Materialize the Duelist, then open the first chest (C1). Collect [Beast Fangs]. Do the same with the 2nd chest (D4) via Misleen to get [Fine Hairclip]. Move the Duelist one square up-left. Damage the bone bridge until the turn ends.

Turn 02

Matrix Enemies: Darkness (Duelist B), Ice (Duelist A)

Remove [Pamela's Broom]. Equip [Silver Rapier]. Replace Misleen with Duelist B.

Move Duelist B one square up-left, up-right and finally up-left (you are now capable of reaching the Darkness Enemy). Open the last chest for a [Candlestick]. Continue damaging the bone bridge.

Turn 03

Matrix Enemies: Ice (Duelist A), all required ones

Remove [Silver Rapier].

Break the bone bridge with your Duelist. At last we can pick up [Angel Bell]. Afterwards, complete your matrix line.

Next scene...

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| _____ |  
| SCENE 32: THE ACCURSED ONES (#32) |  
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 /  //  /NIGHTS IN THE NIGHTMARE  
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      |                               |  
      | INFORMATION                   |
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| UNIT(S) : Wizard, Warrior, Duelist, Priestess, Hermit |
| WEAPON(S): Crystal Arc, Bloody Rapier, Morning Star, Vampire |
|-----|
```

FIELD PERSONNEL

- Mahmoud Gary Murdock: Wizard (Looking Glass)
- Rondine Lex Oh Dias: Warrior (Sword Hilt)
- Gwen Arc Caillat: NPC (Old Amulet)
- Diane Kui Algren: NPC (Incense Pot)

ENEMIES

- [Lightning Saber]
- Lightning Sentry
- Lightning Ogre
- Lightning Saber (2nd)
- Lightning Skeleton
- Lightning Skeleton (2nd)
- Lightning Goblin - HIGH

- [Sanctity Saber]
- Sanctity Tarantula
- Sanctity Saber (2nd)
- Sanctity Goblin
- Sanctity Skeleton - HIGH
- Sanctity Ghost

- [Fire Skeleton]
- Fire Tarantula - HIGH
- Fire Skeleton (2nd)
- Fire Sentry
- Fire Ogre

- [Lightning Saber - HIGH]
- Lightning Sentry
- Lightning Ghost
- Lightning Skeleton
- Lightning Ogre
- Lightning Tarantula
- Lightning Goblin

VICTORY CONDITIONS

- complete 1 matrix line
- 16 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-32>

- Royal Sarcophagus - container (Guardia Tablet)
- Cenotaph - obstacle (Worn Faceguard)
- Candelabra - obstacle (B4: Ink Bottle)
- Candelabra - obstacle (G4: Dragon Scales)

Total: 4 Key Items

STRATEGY

The large sarcophagus sticks out the most probably. It is classified as a container, occupies four squares and features great defense. The starting set of enemies couldn't be worse due to the Saber's warp ability - try to pick other foes on subsequent turns.

Turn 01

Matrix Enemy: Fire (Rondine)

Equip [Crystal Arc], [Sword Hilt], [Looking Glass] and [Old Amulet]. Take out Rondine, then set Duelist A on his square. Place Rondine on the other free slot instead.

Distribute all Key Items. Attack the nearby candelabra+cenotaph with Rondine until they release [Worn Faceguard] and [Dragon Scales]. Skip this turn afterwards.

Turn 02

Matrix Enemies: Sanctity (Duelist A), Lightning (B5: Priestess A),
Fire (Priestess A)

Remove [Crystal Arc]. Equip [Bloody Rapier], [Morning Star] and [Incense Pot]. Replace Rondine with Duelist B and Mahmoud with Priestess A.

Hand out the Incense Pot. Move Duelist B one square up-right, four squares up-left, one square up-right and one square up-left. Break the second candelabra with Priestess A. Collect [Ink Bottle]. Give Duelist A the Bloody Rapier, then advance two squares up-left (this should kill the Sanctity Foe) and four squares up-right. Skip.

Turn 03

Matrix Enemies: Fire (Priestess B), Lightning (E4: Priestess B), Sanctity,
all required ones

Remove [Bloody Rapier]. Equip [Vampire]. Replace Duelist A (D6) with Priestess B and Duelist B (C6) with a Hermit.

Open the sarcophagus with the Hermit and Priestess B to get [Guardia Tablet]. You can do this pretty quickly: use the Vampire weapon, then - while the animation runs - charge the Morning Star via your Priestess. Now do the same combo in reverse, repeating this cycle again and again.

Clear the scene afterwards.

|-----|
SCENE 33: THE FORSAKEN RACE (#33)

/\ /\n
/ //_/NIGHTS IN THE NIGHTMARE
/ _ \n
\\ / \-|-----|

INFORMATION

UNIT(S) : Priestess, Hermit, Duelist
WEAPON(S): Searing Edges, End of Ages

FIELD PERSONNEL

- Pamela: Priestess (Dreamer's Hat)
- Natalie K. Sinclair: Hermit (Fine Hairclip)
- Myra Lucy Lesberg: NPC (Candle)
- Sienna Shade Adamson: NPC (Earrings)

ENEMIES

- [Darkness Ghost]
- Darkness Hound
- Darkness Dryad - HIGH
- Darkness Ghost (2nd)
- Darkness Ghost (3rd)
- Darkness Hound (2nd)

- [Ice Ghost]
- Ice Ghost (2nd)
- Ice Dryad
- Ice Dryad (2nd)

- [Neutral Ghost]
- Neutral Hound - HIGH
- Neutral Ghost (2nd)
- Neutral Ghost (3rd)
- Neutral Ghost (4th)
- Neutral Sprite - HIGH

VICTORY CONDITIONS

-complete 1 matrix line
-8 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-33>

- Tombstone - obstacle (Bent Dagger)
- Wooden Bridge - flooring (C6)
- Wooden Bridge - flooring (E3)
- Fallen Tree - flooring, does not respawn (C4)
- Fallen Tree - flooring (F4)
- Lightning Dryad Fence - flooring
- Darkness Dryad Fence - flooring

Tombstones start to shake as soon they are broken. If you don't destroy them in time, they will convert into a Skeleton enemy.

Total: 1 Key Item

STRATEGY

This was the stage where I finally met Pamela which is why she's listed here.

There's nothing special about Scene 33 otherwise.

****Turn 01****

Matrix Enemies: Darkness (Natalie), Neutral (Natalie)

Equip [Searing Edges], [Fine Hairclip], [Candle] and [Earrings].

Distribute all Key Items. Break the tombstone with Natalie, then wait until the Skeleton appears. Skip this turn afterwards (the enemy will spawn on the next turn if you do this too early).

****Turn 02****

Matrix Enemies: Darkness (Duelist), Ice (Duelist), all required ones

Equip [End of Ages] and - if Pamela is present - [Dreamer's Hat]. Set a Duelist on the bottom-right square.

Recruit Pamela (once again: in case she's there). Deal with the fiends according to the matrix enemies section. If you've picked an Ice Dryad: materialize the Duelist, then advance one square up-left. End of Ages is now capable of reaching the foe.

Moving on.

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|-----|
| SCENE 34: DESCENDANTS OF DRAGONS (#34) |
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  /\  /\
 /  //  _/NIGHTS IN THE NIGHTMARE
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\ /  \ / |-----|
          | INFORMATION |
          |-----|
          | UNIT(S) : Hermit, Wizard, Duelist, Warrior |
          | WEAPON(S): Strongest Rod, Strongest Law Sword, Strongest Axe |
          |-----|
```

FIELD PERSONNEL

- Vishna Elle Alestie: Hermit (Worn Faceguard)
- Tigot Leguna Oh Garny: NPC (Lantern)
- Garik W. Woodsmith: NPC (Loose Bandage)

ENEMIES

- BOSS: Vilgo the Immortal

VICTORY CONDITIONS

- defeat the boss
- 9 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-34>

- Log Bridge - flooring, does not respawn (D3)
- Log Bridge - flooring (D5: Ancient Texts)
- Wooden Bridge - flooring, does not respawn (B6)
- Wooden Bridge - flooring (C4)
- Wooden Bridge - flooring (E4)
- Tombstone - obstacle (Family Crest)

Total: 2 Key Items

STRATEGY

Hmm... a simple battlefield with two Key Items to be obtained.

Vilgo the Immortal

HP: 39.000
Level: 79
EXP: 990.000
Movement Type: Air
Class: Lich
Key Item: Dragon Bone

[Skill I: Misery]
"Forces of hatred from the sides."
Damage: 8 shots, -11.00 Time per hit

Four blades appear at the west and east screen edge respectively (eight in total). They will expand almost immediately to the other side, forming multiple horizontal bullet barriers. Afterwards the blades slowly retreat to where they came from.

Move to the mid of the upper screen edge as soon the bullets appear. Misery will miss completely.

[Skill II: Focus Portal]
"Summon demmons from nearby hells."
Damage: 50 shots, -7.00 Time per hit

Vilgo draws in several ghosts from all sides (range: entire field) which disappear as soon they reach him.

Stay near the boss, then slip through all incoming waves. This sounds easier than it actually is since there are only a few gaps.

[Spellcast: Hell's Flame]
Sometimes activated when he's been struck by an attack.
Damage: 1 shot, -1.00 MP per hit

A large white flame appears at the Wisp's current position. It won't move but remains there until the next Hell's Flame spell is being chanted (or as soon the turn ends).

The boss needs to focus a long time before the bullet actually appears. If you still cannot stop it: move the Wisp to the bottom-right corner where the flame won't do much harm.

[Special: Anger]
Activated when struck by an attack.

Comical veins pop up above the boss. This will lock his Act Gauge at it's current position for a short while. So what does this do? Well, if you trigger Anger while he's executing an attack, he will follow up with another skill right after that (since his Act Gauge is locked at the top). On the flipside, Anger will keep him constantly out of action if the Act Gauge is only halfway-filled.

This translates into two basic rules for this fight:

*Don't do anything while Vilgo's using Misery or Focus Portal.

*Constantly launch attacks as long his Act Gauge is low.

[Ultimate: Call upon the Dead]

Damage: 1 shot, -20.00 Time per hit (Circle Crest)

1 shot, -16.00 Time per hit (Skull+Hands)

Many shots, 07.00 Time per hit (Flames)

Phase 1: A large ethereal circle crest expands at the center of the field. It will materialize as soon it reaches it's full size - the bullet will now inflict damage if the Wisp comes in contact.

Phase 2: Two hands and a skull "climb" out of the crest. The latter releases many small flames, chasing the Wisp.

Phase 3: Apart from those flames, all other bullets fade.

Phase 1: Move to a corner.

Phase 2: Stay there.

Phase 3: Increase the Wisp's movement speed, then travel across the field until all flames despawn. Phase 3 may last long enough to combo into a normal boss skill - be careful!

Turn 01

Equip [Strongest Law Sword], [Worn Faceguard], [Lantern] and [Loose Bandage]. Set a Duelist on the bottom-left square and a Warrior on the other one.

Distribute all Key Items. Move the Duelist three squares up-right and one square up-left. Break the tombstone with her to get [Family Crest], then skip this turn.

Turn 02

Equip [Strongest Axe], [Strongest Rod] and [Dragon Bone]. Replace Vishna with a Wizard.

Break the log bridge (D5) with your Wizard or Duelist for a [Ancient Texts]. Move the latter one square up-left. Use the remaining Time to damage Vilgo.

Turn 03

Killing the boss is all that's left to do - use the Wizard for the mid lane, the Warrior for the bottom-right lane and the Duelist for the top-left lane. Fortunately Vilgo hasn't got that much HP anyway.

The leader is defeated - we won!

| SCENE 35: THE OUTCASTS OF OLD (#35) |
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/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
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INFORMATION

UNIT(S) : Lance Knight, Archer, Warrior
WEAPON(S): Strongest Lance, Strongest Bow, Strongest Axe

FIELD PERSONNEL

-
- Otto L.O. Croney: Lance Knight (Beast Fangs)
 - Latune Le Wayle: NPC (Sturdy Cane)

ENEMIES

-
- BOSS: Vienna the Ashen
 - Ghost
 - Skeleton

VICTORY CONDITIONS

-
- defeat Vienna
 - 5 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-35>

-no objects-

Total: 0 Key Items

STRATEGY

Although we have only five turns at our disposal, Vienna is nothing more than a pushover. Her HP are dangerously low, the field is small and there are no Key Items to be collected. The boss' real strength lies at producing high Time damage coupled with two "pets".

Vienna the Ashen

HP: 18.000
Level: 72
EXP: 1.030.000
Movement Type: Ground
Class: Cendrillon
Key Item: Picture Book

[Skill I: Rogue Rouge]
"Crimson lipstick is applied onscreen."
Damage: 1 shot, -13.50 Time per hit

Definitely one of the best skill names in this game. :)

Rogue Rouge has three attack variations. The first one is a zigzag bullet (looks like a large Z), the second resembles a straight line with a loop and the third is a simple heart. The Z and at the loop versions spawn at the left screen edge while the heart comes in from below.

I suggest staying slightly above the center of the east screen edge. The "loop bullet" normally spawns closer to the southwest corner which is why you should be safe in the top-right one. The other bullet form seems to prefer the northwest corner - safe spots would be the gaps in the letter "Z". Lastly the heart only affects some parts of the center.

[Skill II: Demonic Raven]

"Demon servants fly into the night."

Damage: >99 shots, -13.00 Time per hit

Vienna holds still for a comparably long time. She then releases many small ravens towards the Wisp's initial position which interlace in a doublehelix pattern. They will leave the screen but come back shortly afterwards, tracking the Wisp.

Move away from the boss. Wait until the attack begins, then dodge to the side. Stay on the toes as soon the ravens start chasing the Wisp.

[Jamming: Gram]

Damage: Many shots, -9.50 Time per hit

Initial Jamming Gear Value: 1

The boss sets a rune trap in front of him. It will release some birds after a while. These bullets loosely track the Wisp before leaving the screen.

This skill has a very short time window for jamming. The birds itself are rather slow but can prove to be dangerous in combination with the other attacks. Moving aside is the way to go.

[Spellcast: Raise Dead]

Activated while at least one servant is dead.

The boss revives all unconscious allies.

Raise Dead takes a very long time to execute. Try to stop it at all costs! Naturally you won't see the spell in action if you don't bother killing Vienna's servants.

[Special: Familiar's Embrace]

Damage: 1 shot, -20.00 Time per hit

The boss conjures a small Z bullet near him which travels a short distance before it fades.

Familiar's Embrace has pathetic movement speed and shouldn't harm you in any way. Stay away from the boss.

[Ultimate: Card of the Innocent]

Damage: 1 shot, -20.00 Time per hit (Card)

Many shots, -4.50 Time per hit (Small Stars)

Many shots, -8.00 Time per hit (Large Stars)

Many shots, -9.00 Time per hit (Crescent Bullets)

This Ultimate looks very similar to Beast King Dotaurus' Ultimate.

Phase 1: A giant card moves in from the bottom.

Phase 2: Many different shaped bullets spawn near Vienna which scatter into all direction.

Phase 3: The card departs towards the north.

Phase 1: Stay in the upper half of the field, then move aside according to where the card spawns.

Phase 2: Dodge all incoming bullets.

Phase 3: Wait till the card disappears.

Turn 01

Equip [Strongest Lance], [Strongest Axe], [Beast Fangs] and [Sturdy Cane].
Set a Warrior on the free square.

Distribute all Key Items. Move Otto two squares down-left and one square up-left. Kill both servants (optional) with him while also damaging the boss. In case you did the former, prepare to interrupt Raise Dead from now on. The Warrior should be used when one of the foes comes in range.

Turn 02

Equip [Strongest Bow]. Replace Otto with an Archer.

18.000 HP should be enough to tell you that only a few attacks will take care of this battlefield. It is better to stay on the offense since all of Vienna's attacks draw quite a lot Time. Stunlocking the boss with your Archer is a viable option.

Next scene!

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| SCENE 36: IN POSSESSION OF THE BODY (#36) |  
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/\ /\n / // /NIGHTS IN THE NIGHTMARE  
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| INFORMATION |  
|-----|  
| UNIT(S) : Warrior, Hermit, Duelist, Lance Knight |  
| WEAPON(S): Dragon Killer, Golden Spear, Sunrise, Main-Gauche, |  
| Cross Axe |  
|-----|
```

FIELD PERSONNEL

-
- Sarland I.S. Vista: Hermit (Bent Dagger)
 - Hagen M.K. Ifroth: Warrior (Family Crest)
 - Cleo Baralatica Eh Graf: NPC (Large Canteen)
 - Morgan Y. H. Kounen: NPC (Flint)
 - Madra I. K. Tyrrel: NPC (Torn Umbrella)

ENEMIES

- [Lightning Slime]
- Lightning Lamia
- Lightning Lamia (2nd)
- Lightning Tarantula
- Lightning Ghost
- Lightning Ghost (2nd)
- Lightning

- [Darkness Lamia]
- Darkness Lamia (2nd)
- Darkness Skeleton
- Darkness Wyrn
- Darkness Goblin
- Darkness Hound

- [Neutral Skeleton - HIGH]
- Neutral Goblin - HIGH
- Neutral Tarantula - HIGH
- Neutral Gremlin - HIGH
- Neutral Ogre - HIGH
- Neutral Lamia
- Neutral Tarantula (2nd) - HIGH

- [Ice Gremlin]
- Ice Gremlin (2nd)
- Ice Lamia
- Ice Skeleton
- Ice Ogre
- Ice Slime

VICTORY CONDITIONS

- complete 1 matrix line
- 12 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-36>

- Rubble - obstacle (D7: Silver Vase)
- Rubble - obstacle (C4: Friend's Note)
- Dead Tree - obstacle (Coffee Beans)
- Barrel - container (Compass)

I will not mention the respawn timer anymore if the object in question doesn't possess a RESPAWN Key Item.

Total: 4 Key Items

STRATEGY

Four enemies...prepare for another bullet hell experience. *sigh* Fortunately there are no weapon objects present.

Turn 01

Matrix Enemies: Neutral Skeleton (Lance Knight A), Lightning Slime (Duelist)

Equip [Dragon Killer], [Golden Spear], [Large Canteen] and [Flint]. Set a

Duelist on the free square, replace Sarland with Lance Knight A and Hagen with Lance Knight B.

Distribute all Key Items, then dispose of the Skeleton. Move Lance Knight A one square down-right, Lance Knight B one square up-left and the Duelist one square up-right. Open the barrel via the Dragon Killer, followed by picking up [Compass]. Skip.

Turn 02

Matrix Enemies: Ice (Hagen), Lightning (Sarland)

Remove all weapons. Equip [Main-Gauche], [Sunrise], [Bent Dagger] and [Family Crest]. Switch out Lance Knight A for Sarland and Lance Knight B for Hagen.

Recruit both knights. Break the top-left rubble with Sarland to get [Friend's Note]. Do the same with the dead tree by using Hagen (this will also damage the other rubble) to get [Coffee Beans]. Skip.

Turn 03

Matrix Enemy: Darkness (Hagen), all required ones

Equip [Cross Axe] and [Torn Umbrella].

Allocate the last Key Item. Afterwards break the second rubble with Hagen which releases [Silver Vase].

Complete your individual matrix line.

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|-----|
| SCENE 37: THE CARDINAL'S KEEPSAKE (#37) |
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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
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|-----|
|                                     |
|                               INFORMATION                               |
|-----|
| UNIT(S)   : Wizard, Warrior, Lance Knight                         |
| WEAPON(S) : Frozen Axe, Ruby Staff, Catastrophe                   |
|-----|
```

FIELD PERSONNEL

- Grimwad Dylan Mirele: Wizard (Coffee Beans)
- Werner F. Device: Warrior (Friend's Note)
- Limone V. A. Trinnian: NPC (Star Sand)
- Roberta U. E. Julius: NPC (Powdered Herbs)

ENEMIES

- [Sanctity Tarantula]
- Sanctity Tarantula (2nd)
- Sanctity Tarantula (3rd)

- Sanctity Tarantula (4th)
- Sanctity Gremlin
- Sanctity Ghost
- Lightning Goblin - HIGH

- [Fire Gremlin]
- Fire Saber
- Fire Gremlin (2nd)
- Fire Gremlin (3rd)
- Fire Wyrn
- Fire Ghost

- [Ice Gremlin - HIGH]
- Ice Gremlin (2nd) - HIGH
- Ice Gremlin (3rd) - HIGH
- Ice Saber - HIGH

VICTORY CONDITIONS

-complete 1 matrix line

-9 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-37>

- Rubble - obstacle (E5: Rusted Sword)
- Rubble - obstacle (C3: Hand Ball)
- Wooden Crate - container (Black Grimoire)
- Lamia Egg - obstacle

Lamia Eggs release a Lamia enemy (surprise!) as soon you break them.

Total: 3 Key Items

STRATEGY

An easy battlefield due to the low amount of enemies and almost no movement being required.

****Turn 01****

Matrix Enemies: Ice (Grimwad), Fire (Werner)

Equip [Frozen Axe], [Ruby Staff], [Coffee Beans] and [Friend's Note].

Recruit both knights. Break the rubble (C3) right next to Werner to get [Hand Ball]. Skip this turn as soon you have defeated your matrix enemies.

****Turn 02****

Matrix Enemies: Sanctity (Lance Knight), all required ones

Remove [Frozen Axe]. Equip [Catastrophe], [Star Sand] and [Powdered Herbs]. Replace Werner with a Lance Knight.

Distribute both Key Items, then move your Lance Knight one square up-right and one square down-right (unleash Catastrophe while doing this). Now break the 2nd rubble while also opening the wooden crate. Collect [Rusted Sword]

and [Black Grimoire], then take care of every other required enemy.

Next scene.

```
|-----|
| SCENE 38: THE TWO PURSUERS (#38) |
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```

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 /  //_/NIGHTS IN THE NIGHTMARE
/  _  \
\  \  /|-----|
\  \  /|             |
|             | INFORMATION |
|-----|
| UNIT(S)   : Archer, Duelist |
| WEAPON(S): Strongest Chaos Bow, Strongest Law Sword |
|-----|
```

FIELD PERSONNEL

- Frabela Flay Arkun: Duelist (Silver Vase)
- Amalgun Roni Oh Jieu: Archer (Rusted Sword)

ENEMIES

- BOSS: Piche the Tragedy

VICTORY CONDITIONS

- defeat Piche
- 4 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-38>

- Lamia Egg - obstacle (D4)
- Lamia Egg - obstacle (E4)
- Lamia Egg - obstacle (D7)

Total: 0 Key Items

STRATEGY

Such a cruel boss fight in terms of story... Piche has even less HP than Vienna but may restore it with a skill. Her attacks are not that dangerous either - make it quick to end her suffering.

Piche the Tragedy

HP: 12.500
Level: 64
EXP: 1.110.000
Movement Type: Air
Class: Harpy
Key Item: Handkerchief

[Skill I: Feather Mirage]

"A giant pair of wings that fades."

Damage: 40 shots, -16.00 Time per hit

Piche shoots a compressed ball of feathers towards the direction she's facing. It will bounce off the wall two times before scattering into several feather bullets. These float slowly downwards, leaving the screen.

Move behind Piche, then dodge the bullet ball. Stay away from the feathers until all or most of them are gone.

[Skill II: Cleaving Wind]

"A violent tornado that scatters."

Damage: 25 shots, -16.00 Time per hit

A large tornado spawns vertically on Piche's current position. It will release several wind sicles which fly east and westwards. Afterwards it disappears.

Move as far away as you can, then avoid all bullets until the attack ends.

[Jamming: Roost]

Initial Jamming Gear Value: 2

Piche ascends, flying off the screen. She will come back shortly afterwards and lands on a random square. Now begins the jamming part: the harpy tries to rest which restores quite a lot HP if it succeeds. Piche is invulnerable during the flying phase.

Roost has a moderate time window for jamming which serves as the only way to stop it. This skill can be hard to interrupt if Piche's position is covered in feathers from her Feather Mirage attack.

[Ultimate: Bloody Moon]

Damage: 1 shot, -20.00 Time per hit (Red Moon)

Many shots, -4.50 Time per hit (Clouds)

Many shots, -8.00 Time per hit (Birds)

Phase 1: Clouds spawn above Piche, revealing a large moon behind them.

Phase 2: Lots of birds fly out of the moon. The latter fades as soon all birds went out.

Phase 3: Apart from about six birds, all other avian bullets leave the screen towards all directions. The leftover ones start to chase the Wisp in a circular fashion before departing themselves.

Phase 1: Stay in the lower half of the screen.

Phase 2: Move towards the screen edge which has the lowest amount of birds close to them.

Phase 3: Try dodging the outwards spreading bullets. As soon the chasing phase begins, you will need to travel around until the birds are gone.

Turn 01

Equip [Strongest Chaos Bow], [Handkerchief], [Silver Vase] and [Rusted Sword].

Recruit Frabela and Amalgun. Collecting MP seems a bit hard due to the field structure (you won't need more than ~5 though). Attack Piche with Amalgun

till the turn ends.

Turn 02

Equip [Strongest Law Sword].

The boss is fragile enough to be disposed already by about two High Skills. Amalgun takes care of the upper squares while Frabela is in charge of the lower ones. Piche's Roost skill shouldn't pose a threat if you interrupt it in time. Defeat her to move on.

The Nordich/Piche tragedy comes to an end...

```
|-----|
| SCENE 39: VENTURING INTO THE LABYRINTH (#39) |
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```

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/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
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\ /  \/ |
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|-----|
| INFORMATION |
|-----|
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```
| UNIT(S) : Lance Knight, Wizard, Duelist |
| WEAPON(S): Rosen Kavalier, Ignis Staff, Silver Rapier |
|-----|
```

FIELD PERSONNEL

-
- Alfred Alois Dias: Lance Knight (Black Grimoire)
 - Muse Raguno Lewinne Lete: NPC (Candlestick)
 - Philo Lekis Miseriar: NPC (Ink Bottle)

ENEMIES

-
- [Ice Wurm]
 - Ice Wurm (2nd)
 - Ice Gremlin
 - Ice Hound
 - Ice Tarantula

 - [Darkness Hound]
 - Darkness Hound (2nd)
 - Darkness Tarantula
 - Darkness Wurm
 - Darkness Gremlin

 - [Lightning Gremlin]
 - Lightning Wurm - HIGH
 - Lightning Wurm (2nd) - HIGH
 - Lightning Hound
 - Lightning Wurm (3rd) - HIGH
 - Lightning Witch

VICTORY CONDITIONS

-complete 1 matrix line
-10 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-39>

- Crystal - obstacle (B5: Crystal Ball)
- Crystal - obstacle (E3: Arcane Stone)
- Crystal - obstacle (F4: Magatama)
- Treasure Chest - container (Silver Star)

Total: 4 Key Items

STRATEGY

There's nothing special about this chapter.

Turn 01

Matrix Enemies: Ice (Alfred, Wizard)

Equip [Rosen Kavalier], [Ignis Staff], [Black Grimoire] and [Candlestick].
Set a Wizard on the free square.

Distribute both Key Items. Move Alfred two squares up-right via the Rosen Kavallier. Now advance with him two squares up-left. Activate some Ignis Rod Breakouts towards the bottom-left with your Wizard, killing the Ice Fiend in the progress. Skip.

Turn 02

Matrix Enemies: Darkness (Duelist), Lightning (Wizard), all required ones

Remove [Rosen Kavalier] and [Ignis Staff]. Equip [Silver Rapier] and [Ink Bottle]. Replace Alfred with a Duelist.

Break the two crystals and the treasure chest with your Wizard to get [Arcane Stone], [Magatama] and [Silver Star]. Do the same with the third crystal on the top-left with the Silver Rapier, then collect [Crystal Ball]. That was everything - vanquish all Matrix Targets.

Breakthrough!

```
|-----|  
| SCENE 40: PLACING OF THE SEAL (#40) |  
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/\ /\n / // _/NIGHTS IN THE NIGHTMARE  
/ _ _ \
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\ / \ / |-----|  
| INFORMATION |  
|-----|  
| UNIT(S) : Priestess, Duelist, Warrior |  
| WEAPON(S): Venus Wand, Mjolnir, Battleaxe |
```

FIELD PERSONNEL

- Carena Yiel Eh Ceres: Priestess (Silver Star)
- Mevina Solari Ageon: NPC (Holy Grail)

ENEMIES

- [Darkness Lamia]
- Darkness Hound
- Darkness Ogre - HIGH
- Darkness Slime
- Darkness Witch
- Darkness Goblin

- [Neutral Slime]
- Neutral Witch
- Neutral Wyrn
- Neutral Slime (2nd)
- Neutral Tarantula - HIGH
- Neutral Tarantula (2nd) - HIGH
- Neutral Witch (2nd)

- [Lightning Hound]
- Lightning Gremlin
- Lightning Hound (2nd)
- Lightning Lamia - HIGH
- Lightning Wyrn
- Lightning Slime

- [Sanctity Wyrn]
- Sanctity Saber
- Sanctity Tarantula
- Sanctity Gremlin
- Sanctity Ogre
- Sanctity Goblin - HIGH

VICTORY CONDITIONS

- complete 1 matrix line
- 13 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-40>

- Crystal - obstacle (C3: Lock of Hair)
- Crystal - obstacle (D5: Thick Cape)
- Crystal - obstacle (E7: Silver Tiara)
- Treasure Chest - container (E5: Ordinary Towel)
- Treasure Chest - container (B3: Safe Key)

Total: 5 Key Items

STRATEGY

Four enemies again... Otherwise nothing of importance here.

Turn 01

Matrix Enemy: Neutral (Warrior A)

Equip [Mjolnir], [Silver Star] and [Holy Grail]. Place Warrior A on the bottom-left square and a Duelist on the bottom-right one.

Hand out both Key Items. Move your Duelist one square up-left, then break the crystal (C3) near Warrior A for a [Lock of Hair]. Skip.

Turn 02

Matrix Enemies: Darkness (Priestess), Sanctity (Priestess - change the enemy's element to Darkness in order to do maximum damage with the Venus Wand), Lightning (Priestess+Warrior B)

Remove [Mjolnir]. Equip [Battleaxe] and [Venus Wand]. Switch out the Duelist for Warrior B and Carena for a stronger Law Priestess.

Break the treasure chest (B3) and the two leftover crystals (D5+E7) with your Priestess. Collect [Safe Key], [Thick Cape] and [Silver Tiara] afterwards. Open the second treasure chest via Warrior B to get [Ordinary Towel]. Complete your matrix line.

Next stage...

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|-----|
| SCENE 41: THE BREACH OF THE SANCTUARY (#41) |
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/ //_/NIGHTS IN THE NIGHTMARE
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\ / \ / |-----|
|                                     |
|                               INFORMATION                               |
|-----|
| UNIT(S) : Duelist, Wizard |
| WEAPON(S): Strongest Law Sword, Strongest Chaos Rod |
|-----|
```

FIELD PERSONNEL

- Enite Toro Eh Keilos: Duelist (Silver Tiara)

ENEMIES

- BOSS: Devout Sacchito

VICTORY CONDITIONS

- defeat the boss
- 6 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-41>

- Wooden Fence, obstacle (Hand Mirror)

Total: 1 Key Item

STRATEGY

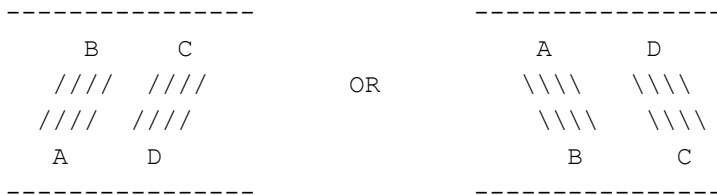
This fight can be pretty hard or really easy. It all depends on knowledge of the boss' skills. Scene 41 is also a test of your patience due to the [Teleport] ability.

Devout Sacchito

HP: 15.700
Level: 75
EXP: 1.190.000
Movement Type: Ground
Class: The Secret
Key Item: Dragon Wing

[Skill I: Ace in the Hole]
"Playing cards cut diagonally across."
Damage: 2 shots, -12.00 Time per hit

Two large cards come in from southwest and northeast OR northwest and southeast respectively. They will fly past each other on different lanes, followed by leaving the stage on the opposite side. It looks like this:



A = Card 1
B = Destination of Card 1
C = Card 2
D = Destination of Card 2
/ = Bullet Path

Note that the bullet path covers more room than depicted here.

Tactics: Position the Wisp at the field's center. Wait for the cards to spawn, then "run away" from one of them. Switch to the lane of the other card as soon you reach the screen border. Alternatively you could also try to get one of the safe corners.

[Skill II: 52 Pickup]
"Cards fall from the top of the screen."
Damage: 36 shots, -07.00 Time per hit

Lots of small cards rain down from above.

Dodge the bullets by moving left or right (basically slipping through the gaps).

[Special: Teleport]

Sacchito whirls around, disappearing into a card. She will reappear on a random square shortly afterwards.

Teleport deflects any damage while Sacchito is a card. You can delay this skill a bit with attacks but may not stop it.

[Jamming: Illusion Arts]

Sometimes activated after using [Teleport].

Initial Jamming Gear Value: 5

Three boss replicas spawn. All "Sacchitos" will now be covered in a jamming reel. If you jam the original, all illusions fade. If you jam an illusion, the targetted illusion converts into several MP crystals while the boss' Rage Gauge maxes out instantly. The jammed illusion will also reappear on the next [Teleport].

The real boss casts a shadow (sometimes hard to notice due to the colored mist) - target that one! Illusion Arts divides the strength of Skill I and Skill II among all Sacchitos ("Ace in the Hole" will feature smaller cards while "52 Pickup" has less cards raining down). The downside to that effect is that every Sacchito has her own Action Gauge, leading to lots of bullets at the same time.

The Illusions have only 1 HP but won't drop any crystals behind. Actually it is pointless to defeat them since they come back a few seconds later. They leave the field after using [Teleport] about 3 times (or by skipping the current turn).

Note: Although you can use Sacchito's Key Item on the illusions, it won't have any effect. The Dragon Wing will be wasted that way.

[Ultimate: Astral Mirage]

Damage: 1 shot, -5.00 Time per hit (Starshower Card)
2 shots, -16.50 Time per hit (Northern Lights)
Many shots, -7.00 Time per hit (Falling Cards)
Many shots, -11.50 Time per hit (Snowflakes)
Many shots, -5.00 Time per hit (Falling Stars)
Many shots, -4.00 Time per hit (Rising Stars Type A)
Many shots, -5.00 Time per hit (Rising Stars Type B)

Skip this Ultimate if it occurs while Illusion Arts is still active (too much bullets flying across the screen...).

Phase 1: A single card appears at the west or east screen border. It travels all the way to the other side, leaving a star shower behind.

Phase 2: Two northern lights cover the majority of the upper and lower screen half. They stay there for the entire Ultimate.

Phase 3: Many kinds of bullets fly into the field from below.

Phase 4: All projectiles dissolve. The resulting bullets fall down, leaving the screen.

Phase 1: Move to the screen edge where the card is heading to. Afterwards, dodge all scattering stars.

Phase 2: Stay in the center.

Phase 3: Dodge the upwards moving bullet barrage by moving left or right. Stay away from the northern lights!

Phase 4: Move left or right while moving along with the pattern of the northern lights.

Turn 01

Equip [Strongest Chaos Rod], [Silver Tiara] and [Dragon Wing]. Set a C.I. Wizard on the free square.

Recruit Enite. Attack Sacchito with the Wizard until all 3 MP are expired, then skip.

Turn 02

Equip [Strongest Law Sword]. Replace Enite with a stronger L.I. Duelist.

Aattack the wooden fence on this and all future turns until you get [Hand Mirror]. Getting MP should be covered by turn skipping since it would be too much of a hassle otherwise. Regarding the actual boss strategy...

Keep the Strongest Chaos Rod in Ready State while doing the same with your Strongest Law Sword. Now wait until Sacchito warps to square E6 (it's the only one in range of the Duelist), then release both weapons. The boss will lose about 1/2 of his HP in the progress. I suggest removing Sacchitos remaining HP via Chaos Skills from the Wizard since they cover more squares (of course you are free to continue with the other strategy if you have enough patience). Just make sure getting the Hand Mirror BEFORE the boss dies.

The princess' servant falls.

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|-----|
| SCENE 42: THE PRINCESS'S PRIDE (#42) |
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 /  //  /NIGHTS IN THE NIGHTMARE
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          | INFORMATION |
          |-----|
          | UNIT(S) : Hermit, Warrior, Lance Knight |
          | WEAPON(S): Frozen Axe, Beast Fang, Vampire, Voltaic Dagger |
          |-----|
```

FIELD PERSONNEL

- Lucia Riese Eh Krauz: Hermit (Ordinary Towel)
- Narhal Mirza Lecakist: NPC (Dragon Scales)
- Gordon Donie Wolfgang: NPC (Compass)

ENEMIES

- [Sanctity Dryad]
- Sanctity Saber
- Sanctity Dryad (2nd)
- Sanctity Gremlin
- Sanctity Wyrn
- Sanctity Witch

- [Lightning Sentry]
- Lightning Lamia

- Lightning Hound
- Lightning Dryad - HIGH
- Lightning Dryad (2nd) - HIGH
- Lightning Dryad (3rd) - HIGH

- [Fire Witch]
- Fire Sentry
- Fire Witch (2nd)
- Fire Witch (3rd)
- Fire Gremlin
- Fire Sprite
- Fire Wurm - HIGH

- [Neutral Hound]
- Neutral Lamia
- Neutral Hound (2nd)
- Neutral Sprite
- Neutral Sentry - HIGH
- Neutral Sentry (2nd) - HIGH

VICTORY CONDITIONS

-complete 1 matrix line

-16 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-42>

- Magic Tiles - flooring (A6)
- Magic Tiles - flooring (D2)
- Hidden Fine Chest - container (A5)
- Hidden Fine Chest - container (G4)
- Sanctity Dryad Fence - flooring (C7)
- Sanctity Dryad Fence - flooring (D7)
- Darkness Dryad Fence - flooring

Magic tiles spawn a fine chest as long they are occupied by a unit (it doesn't matter if this is an enemy or a knight). The chest disappears immediately after the respective unit leaves the square.

Total: 0 Key Items

STRATEGY

We will be dealing with four enemies and a 5x5 matrix grid. Fortunately there are no collectable Key Items present.

Turn 01

Matrix Enemy: Lightning (Lucia)

Equip [Beast Fang], [Ordinary Towel], [Dragon Scales] and [Compass]. Set a Lance Knight on the top-left square.

Distribute all Key Items. Defeat the Lightning Sentry with Lucia, then move the Lance Knight two squares up-right. Skip.

Turn 02

Matrix Enemies: Lightning (Lucia, Warrior), Fire (Warrior), Sanctity
(Hermit B), Neutral (Hermit B)

Equip [Frozen Axe], [Vampire] and [Voltaic Dagger]. Set a Warrior on the last
free square. Replace the Lance Knight with Hermit B.

Defeat all monsters according to the Matrix Enemies section above - they
shouldn't last long if you exploit their elemental weakness. Complete your
matrix line!

Moving on.

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|-----|  
| SCENE 43: THE WITCH'S VEXATION (#43) |  
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|                                     |  
|                               INFORMATION                               |  
|-----|  
| UNIT(S) : Priestess, Wizard, Duelist, Archer                       |  
| WEAPON(S): Venus Wand, Handmade Bow, Flare Shooter,                 |  
|                               7-Star Sword                             |  
|-----|
```

FIELD PERSONNEL

- Algiery Merza Ectole: Priestess (Lock of Hair)
- Yavuz Rolef Walesner: Wizard (Safe Key)
- Partha Raguno Gilbert: NPC (Hand Ball)
- Magisa Lekis Agende Lete: NPC (Crystal Ball)

ENEMIES

- [Darkness Lamia]
- Darkness Sentry
- Darkness Hound
- Darkness Lamia (2nd)
- Darkness Sentry
- Darkness Witch

- [Ice Wyrn]
- Ice Wyrn (2nd)
- Ice Saber
- Ice Dryad
- Ice Dryad (2nd)
- Ice Gremlin

- [Lightning Sentry]
- Lightning Wyrn
- Lightning Dryad
- Lightning Dryad (2nd)
- Lightning Lamia

- Lightning Saber
- Lightning Hound

- [Neutral Sprite]
- Neutral Witch - HIGH
- Neutral Sprite (2nd) - HIGH
- Neutral Sentry - HIGH
- Neutral Witch (2nd) - HIGH
- Neutral Gremlin - HIGH

VICTORY CONDITIONS

- complete 1 matrix line
- 16 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-43>

- Magic Tiles - flooring (E5)
- Magic Tiles - flooring (C7)
- Neutral Dryad Fence - flooring
- Darkness Dryad Fence - flooring

Total: 0 Key Items

STRATEGY

IMPORTANT NOTE: Algiery is a special knight since she actually affects the story's course. Keep her alive (no Transoul or VIT death) for the rest of the game if you want the Good Ending.

There are two magic tiles present again although Key Items remain absent.

****Turn 01****

Matrix Enemy: Darkness (Algiery)

Equip [Venus Wand], [Lock of Hair], [Safe Key] and [Hand Ball].

Distribute all Key Items. Defeat the patrolling Darkness Lamia with Algiery. Skip.

****Turn 02****

Matrix Enemies: Darkness (optional - Archer), Lightning (Archer), Ice (Archer), Neutral (Duelist)

Remove [Venus Wand]. Equip [Handmade Bow], [Flare Shooter], [7-Star Sword] and [Crystal Ball]. Replace Yavuz with a Duelist and Algiery with an Archer.

Distribute the last Key Item. Now move the Duelist one square up-left and one square up-right. Defeat the Neutral Enemy with her, then concentrate on the remaining three foes. The Ice and Darkness Monsters require some patience since they wander around a lot. You can also try to chain the Ice and Lightning enemies together with your Archer. Anyway - complete one matrix line for a CLEAR.

The Wisp advances.

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|-----|
| SCENE 44: DISTANT MEMORIES (#44) |
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/ //_/NIGHTS IN THE NIGHTMARE
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```
-----|
|                                     |
|                               INFORMATION |
|-----|
| UNIT(S) : Lance Knight, Duelist, Archer, Hermit |
| WEAPON(S): Strongest Bow, Strongest Dagger |
|-----|
```

FIELD PERSONNEL

- Marion Mel Zweig: Lance Knight (Thick Cape)
- Cherim Donie Marsh Lete: NPC (Arcane Stone)
- Musica Lekis Claudia: NPC (Magatama)

ENEMIES

- BOSS: Princess Alier

VICTORY CONDITIONS

- defeat the boss
- 7 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-44>

- Dragon Statue, weapon (Misericordia)

Total: 1 Key Item

STRATEGY

So now we are dealing with the last person in the Tiamat line. Alier has a healthy amount of HP, uses two different skillsets and gets some assistance from the dragon statue in the background. Overall a medium-difficult fight.

Princess Alier

HP: 33.000
Level: 76
EXP: 1.270.000
Movement Type: Air
Class: Princess
Key Item: Hand Mirror

The princess uses two skillsets which depend upon whether she's riding her dragon or walking on the ground (see "Drop Rider" and "Call Mount" below for further details).

[Air Skill I: Sonic Blast]

"Rapiers emit waves of wind."

Damage: 2 shots, -9.00 Time per hit

Two large wavelike bullets are hurled towards the Wisp. They possess tracking abilities, shrink as time goes by and come back for a second time after they leave the screen.

Move as far away from the boss as you can. Wait for the waves, then dodge around them. I suggest increasing the Wisp's movement speed since the bullets move slow but cover a noticeable amount of space at the beginning. Prepare for the second assault after they left the field.

[Air Skill II: Scarlet Flame]

"Dragon's breath that explodes."

Damage: 20 shots, -11.00 Time per hit

The dragon spouts a fireball which stays still for a moment. It will then soar towards the Wisp's position, rebound from the wall and leave the screen. Several short-range flames radiate from the bullet while it's flying.

Move to the opposite end of the screen. Now keep moving left or right in order to avoid the fireball (it's movement speed is quite fast). The rebound will rarely hit you - just stay away from the bullet's path.

[Air Special: Drop Rider]

Activated after Alier has suffered a certain amount of damage.

Alier falls from her dragon, landing on the currently occupied square. Her movement type is now "Ground". The boss will suffer much higher damage through attacks in this phase (similar to Werewolf Jamie's "Metamorphosis"). Grounded Alier moves slower and requires more time until her Action Gauge is filled.

Exploit this state heavily as soon you trigger it! Theoretically you could trap the boss on the elevated platform since she cannot escape from it without her dragon. Note that her Key Item "Hand Mirror" will have NO EFFECT while she's recovering from her fall.

[Air Ultimate: Scorching Phoenix]

Damage: Many shots, -12.00 Time per hit (Flame Bird)

Many shots, -2.50 Time per hit (Circle Mines)

Phase 1: A large flame wave taking the form of a bird approaches from the west or east screen edge, flying to the other side.

Phase 2: Lots of small circles spawn across the screen. Each one spins for a short while, transforms into a needle bullet and then flies towards a random direction.

Phase 1: Move to the bottom or top screen edge.

Phase 2: Since these pesky needles choose a seemingly random direction, you can try to stay away from the spinning circles. Otherwise pray while staying in Hide Mode.

[Ground Skill I: Turning Crescent]

"A ring of light that moves strangely."

Damage: 1 shots, -7.50 Time per hit

Alier conjures a large crescent projectile which travels back and forth,

chasing the Wisp slowly. It lasts for a long time.

There's not much you can do about this. Stay away from the bullet while still focusing on the boss.

[Ground Skill II: Imperial Rose]

"Petals fall from a gorgeous rose."

Damage: 47 shots, -9.00 Time per hit

A large rose spawns above the boss. It dissolves into many petals, spreading outwards.

Move to the farthest away corner/screen edge. The petals have some gaps which widen the longer they travel - slip through them at the last possible moment.

[Ground Special: Call Mount]

Activated after some time has passed.

Alier calls her dragon back. Her movement type switches back to "Air", damage is reduced again, she moves faster and the Action Gauge fills more quickly. All Ground Skills are replaced by the Air Skills.

Nothing that can be done about it. Inflict as much damage as you can before "Call Mount" activates.

[Ground Ultimate: Crystalline Assault]

Damage: 1 shot, -16.00 Time per hit (Ice Crystal)

Many shots, -5.50 Time per hit (Shards)

Many shots, -14.00 Time per hit (Crystal Stalagmites)

Phase 1: Alier summons a large ice crystal above her.

Phase 2: The object releases many shards and "scans" his immediate surrounding with a damaging laser.

Phase 3: Several large stalagmites come in from all sides, remaining there for a short while.

Phase 1: Move away from Alier.

Phase 2: Dodge the shards.

Phase 3: Stay in the center of the field, hoping to evade all stalagmites.

Turn 01

Equip [Strongest Bow], [Thick Cape], [Magatama] and [Arcane Stone]. Set your strongest Archer on the western free square.

Distribute all Key Items, then move Marion two squares up-right. Attack the princess with the archer as soon she comes in range. Next turn.

Turn 02

Equip [Hand Mirror]. Switch out Marion for a Duelist.

Move the Duelist two squares up-right and one square up-left. Continue reducing the boss' HP until the turn ends.

Turn 03

Equip [Strongest Dagger]. Replace the Duelist with a good Hermit.

Break the dragon statue with your Hermit to get [Misericordia] - the last Key Item in KitN. Regarding Alier... Use your Archer while she's moving on the lower portion of the field. The Hermit is in charge of the elevated platform, dealing immense damage due to the low charging time. Remember that Alier is trapped if she falls off her mount near the dragon statue! Defeat her to advance.

The tragic end of a brave race...

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|-----|
| SCENE 45: AN AMBITION TO TRANSCEND ALL (#45) |
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  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
/  _  \
\ /  \ / |-----|
          | INFORMATION |
          |-----|
          | UNIT(S) : Archer, Priestess, Warrior |
          | WEAPON(S): Cross Axe, Bronce Mace, Nameless Bow |
          |-----|
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FIELD PERSONNEL

- Dosika Donia Ultina: Archer (Misericordia)
- Norr Solari Ageon Leto: NPC (Ancient Texts)
- Zepha Mirza Verne Lete: NPC (Hourglass)

ENEMIES

- [Sanctity Dryad]
- Sanctity Gremlin
- Sanctity Slime
- Sanctity Tarantula
- Sanctity Tarantula (2nd)
- Sanctity Skeleton

- [Darkness Slime]
- Darkness Ghost
- Darkness Slime (2nd) - HIGH
- Darkness Lamia - HIGH
- Darkness Wyrn
- Darkness Sentry - HIGH

- [Ice Sprite]
- Ice Ogre
- Ice Sentry
- Ice Skeleton
- Ice Ghost
- Ice Wyrn
- Ice Hound

- [Neutral Wyrn]
- Neutral Ogre - HIGH
- Neutral Skeleton - HIGH

- Neutral Goblin
- Neutral Hound - HIGH
- Neutral Witch

VICTORY CONDITIONS

- complete 1 matrix line
- 11 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-45>

- Grass Bridge - flooring
- Crystal - obstacle (B5)
- Crystal - obstacle (D4)
- Treasure Chest - container (A5)
- Treasure Chest - container (D5)
- Treasure Chest - container (C3)
- Sanctity Dryad Fence - flooring

Total: 0 Key Items

STRATEGY

A unique battle theme accompanies this final battle against normal monsters. It will end pretty fast though - no Key Items, advantageous starting positions and zero weapon objects.

****Turn 01****

Matrix Enemy: Darkness (Warrior)

Equip [Cross Axe], [Misericordia], [Ancient Texts] and [Hourglass]. Set a Warrior on the bottom-right square.

Distribute all Key Items. Defeat the Darkness Slime with your Warrior, then skip.

****Turn 02****

Matrix Enemies: Darkness (optional - Warrior), Sanctity (Archer), Ice (Priestess), Neutral (Priestess)

Equip [Nameless Bow] and [Bronze Mace]. Set an Archer on the remaining free square. Replace Dosika with a Priestess.

Materialize your Archer to defeat the Sanctity Foe. Continue eliminating the Ice and Neutral Fiends via the Bronze Mace. It is possible to break some objects while doing this, netting you weapons as a result. These might be useful for the next two scenes since these feature the final bosses. Complete 1 matrix line to move on.

The path has been cleared!

/\ /\
/ //_/NIGHTS IN THE NIGHTMARE

INFORMATION	
UNIT(S)	: La Pucelle, Priestess, Duelist
WEAPON(S)	: Strongest Law Mace, Strongest Law Sword, Strongest Chaos Weapon

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle (Sweet Berry)

ENEMIES

- BOSS: Zolgonark (Central Body)
- BOSS: Zolgonark (Left Head)
- BOSS: Zolgonark (Right Head)
- BOSS: Zolgonark (Soul)

The soul becomes visible as soon the central body is dead.

VICTORY CONDITIONS

- defeat Zolgonark (Soul)
- 20 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-46>

-no objects-

Total: 0 Key Items

STRATEGY

Yay, Yggdra returns! :) Crusade truly shines here since we need to deal with three bosses at the same time. All body parts have their own HP, Action Gauge, Rage Gauge and skillset. The basic cycle of this fight is very simple:

Defeat the heads --> attack central body --> heads respawn --> defeat heads

As you may have already noticed, we have two Key Items for this boss instead of one. The Guardia Tablet depletes all three Rage Gauges and belongs to Zolgonark's central body while the Soul Crucible can only be used on Zolgonark's soul.

Zolgonark (Central Body)

HP: 65.200
Level: 91
EXP: 1.330.000
Movement Type: Ground
Class: Hades

Key Item: Guardia Tablet

[Skill I: Perpetual Doom]

"Evil power that will bounce endlessly."

Damage: 1 shot, -8.00 Time per hit

Zolgonark conjures a large shadow ball in front of him. He will release the bullet as soon it reaches it's full size which then proceeds to bounce around the stage. The projectile decreases in size but becomes faster while it's flying around.

Calculate the path, then dodge accordingly. This is the recurring wallbouncer attack you knew from other bosses.

[Skill II: Murder Silver]

"Needles appear, then suddenly shoot out."

Damage: 14 shots, -6.00 Time per hit

Two sets of needles cover the top and bottom screen edge. They fly forward, interlace in the center and then leave the field on the other side respectively.

Move to the center of the east screen border. None of the needles should be able to touch the Wisp.

[Special: Regenerate]

Triggered after some time has passed while one or two heads are dead.

Zolgonark revives any missing body part(s) with a few HP.

This skill activates quite late, making it easier to exploit the time window of the central body's vulnerability. Defeat the heads quickly before they have a chance to heal themselves.

[Ultimate: Absolute Doom]

Damage: 1 shot, -13.50 Time per hit (Shadow Orb)

Many shots, -5.00 Time per hit (Stars)

Phase 1: A giant void sphere expands in front of the boss.

Phase 2: Lots of stars gather around it, scattering into all directions after some while. The void sphere disappears.

Phase 3: A faint light twinkles where the sphere initially stood. Suddenly lots of small stars spawn near it which soar outwards.

Phase 1: Move away from the sphere (top-right corner preferably).

Phase 2: Stay near the right screen edge, then slip through the approaching stars.

Phase 3: Go back to the right screen. Try to evade all projectiles as good as you can.

Zolgonark (Left Head)

HP: 39.100

Level: 89

EXP: 266.000

Movement Type: Ground

Class: Hades

[Skill I: Raging Inferno]

"Fire spreads from the top and bottom."

Damage: 27 shots, -9.00 Time per hit

Two large flames run along the south and west screen border. They disappear as soon they reach a corner.

Stay away from the affected borders each time the left head acts.

[Skill II: Guilty Burst]

"Fireballs explode in every direction."

Damage: 33 shots, -4.50 Time per hit

A volley of flame missiles shoots forward, dissolving into many outspreading fire bullets.

Dodge the missiles, then prepare for the smaller fire projectiles. Their pattern resembles sun rays expanding into all directions.

[Jamming: Nightmare's Embrace]

Initial Jamming Gear value: 3

Restores some HP to Zolgonark.

A skill which prolongs the battle unnecessarily. Stop it as soon as you can.

[Special: Weakening Breath]

Damage: Many shots, -1 MP per hit

Sometimes triggered if the right head is incapacitated while the left one is still alive.

The head releases a bullet stream, sapping MP.

This attack covers the bottom-left side of the field and is therefore avoidable by staying behind the boss. Weakening Breath and Ignition Breath are one of the reasons why you should defeat both heads at the same time.

[Ultimate: Ocean of Flames]

Damage: 1 shot, -10.00 Time per hit (Flame Sea)

Many shots, -5.00 Time per hit (Fire Darts)

Many shots, -8.00 Time per hit (Magma Rocks)

Phase 1: Zolgonark bathes the bottom screen edge in flames.

Phase 2: Lots of fire darts and magma rocks shoot upwards.

Phase 1: Move to the upper screen half.

Phase 2: Dodge all projectiles.

Zolgonark (Right Head)

HP: 39.100

Level: 89

EXP: 266.000

Movement Type: Ground

Class: Hades

[Skill I: Cruel Rest]

"Destructive force that spins around."

Damage: 6 shots, -6.00 Time per hit

Six crescent bullets (two at a time) move into the field's center at which point they fade.

Move to the top-right corner as soon you see this attack starting.

[Skill II: Nocturnal Shade]

"Cursed souls gather around in a circle."

Damage: 6 shots, -5.50 Time per hit

A large ring of souls manifests. It flies around in circles and tracks the Wisp somewhat.

Dodge away from the soul ring while it's active. It won't last long.

[Jamming: Enrage]

Initial Jamming Gear value: 3

Zolgonark turns red which increases all Time damage by 50%. Enrage ends automatically after some time.

A dangerous skill since it "scales" with the chosen difficulty level. Interrupt it!

[Special: Ignition Breath]

Damage: Many shots, -0.50 Time per hit

Sometimes triggered if the left head is incapacitated while the right one is still alive.

Zolgonark exhales, creating damaging flames.

This attack covers the bottom-left side of the field and is therefore avoidable by staying behind the boss. Ignition Breath and Weakening Breath are another reason why you should defeat both heads at the same time.

[Ultimate: Chaos Rain]

Damage: 3 shots, -10.50 Time per hit (Mist)

Many shots, -6.00 Time per hit (Rain)

Phase 1: The head releases a slow, medium-sized mist bullet. It will split into two more of it's kind.

Phase 2: A damaging rainfall occurs. The whole action lasts for a long time.

Phase 1: Move away from the fog.

Phase 2: Dodge the raindrops as good as you can. They fall in a non-predictable pattern.

Zolgonark (Soul)

HP: 35.000

Level: 91

EXP: 133.000

Movement Type: Air

Class: Hades

Key Item: Soul Crucible

The soul has an invisible Action Gauge - it will only act after it's Rage Gauge is full.

[Ultimate: Death]

Damage: Countless shots, -60.00 Time per hit

Phase 1: Zolgonark hurls many tiny stars upwards.

Phase 2: All stars come down, covering the entire screen with only a few gaps in-between.

I will not write a strategy about this since it's really over as soon he casts it. You can try to execute a quick attack before the bullets rain down - just make sure to skip the turn before it's too late.

In summary I recommend staying in the northeast portion of the field. Zolgonark lacks skills affecting the area behind him.

****Turn 01****

Equip [Strongest Law Sword], [Strongest Chaos Weapon] and [Guardia Tablet]. Set your strongest Duelist (Duelist A) on the down-right square and a 2nd one (Duelist B) on the other free spot.

Move both Duelists three squares up-right respectively. Unleash an EX Skill and some Weapon Skills on both heads until the next turn starts.

****Turn 02-Turn X****

Equip [Strongest Law Mace]. Switch out Duelist B (she stands on square B6 right now) for an L.I. Priestess.

Now we have our main setup for this fight. Initiate a Weapon Skill with Ms. Priestess, then charge your Strongest Law Sword while the attack animation runs. Repeat this cycle (don't forget to use another EX Skill). Finish each turn with the two High Skills of the weapons.

As soon you knocked out both heads...

****Turn X - Turn Y****

Zolgonark's central body is now vulnerable. Use the same cycle you used on Turn 02 - the boss is rather helpless without his heads.

After you accomplished this feat, Zolgonark (Soul) appears.

****Turn Y****

Equip [Soul Crucible].

Our strategy doesn't change much. Attack Zolgonark with a neverending barrage of attacks. Distribute the Soul Crucible shortly before he uses his Ultimate for the first time. In general you should skip it completely since 60.00 Time damage means an instant death (or half-instant in Hide Mode). For a classy victory, I suggest using Yggdra's EX Skill a 3rd time when Zolgonark's HP are low enough.

Begone, Lord of the Underworld!

|_____|

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/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
/ _ \

INFORMATION	
UNIT(S)	: La Pucelle, Wizard, Duelist
WEAPON(S)	: Strongest Chaos Weapon, Strongest Chaos Rod, Strongest Law Sword

FIELD PERSONNEL

- Yggdra Yuril Artwaltz: La Pucelle (Sweet Berry)

ENEMIES

- BOSS: Melad Margus

VICTORY CONDITIONS

- defeat the boss
- 18 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene-47>

-no objects-

Total: 0 Key Items

STRATEGY

Whew, the final scene... Looks like she won't give up that easily. Melad Margus possesses dangerous attacks which feature a very short recovery time. We will need to attack as quick/often as possible in order to slow the skill barrage down.

Melad Margus

HP: 83.200
Level: 99
EXP: 1.390.000
Movement Type: Air
Class: Neo-Hades
Key Item: Angel Bell

[Skill I: Jugular Slash]
"Deep wounds in the screen that bleed."
Damage: 27 shot, -10.00 Time per hit

Three claws come in from the left or right screen border, depending on which direction the boss is facing. They stretch out all the way to the other side. All claw lines begin to bleed which reduces the amount of safe gaps.

Move to the far end of where Melad is looking. Slip into a gap between the claws, then try to dodge the blood lines.

[Skill II: Devastation]

"Three vortices that emit energy balls."

Damage: 33 shots, -12.00 Time per hit

Four unmoving tornados (vertical range: unlimited) spawn. There are three large gaps between them. After a short while, many sparks travel up and down in these gaps.

Probably the most annoying boss skill in the whole game. Evade as many sparks as you can. Attacking is basically impossible since the action lasts long enough to combo into another boss skill. "Ready stating" a knight before-hand might be useful since the damage impact halts Melad's Action Gauge for a short while.

[Jamming: Nightmare]

Initial Jamming Gear value: 4

Melad Margus basks the screen in darkness, leaving only the Wisp's immediate surrounding visible.

Nightmare is deadly when active. You can barely see any incoming attacks let alone locate your knights. Jam it!

[Special: Paradigm]

Randomly activated throughout the fight.

The battlefield shifts. [Note: I have no idea what the actual effect is. Could someone enlighten me on this?]

[Spellcast: Plain Crest]

Damage: 1 shot, 6.50 Time per hit

The Wisp gets trapped in a barrier similar to Melissa's "Magenta Seal". It disables all actions except moving.

A quick attack during the chanting settles this. There's no other counter available except skipping the turn or holding out until the crest fades.

[Ultimate: Fallen Goddess]

Damage: 2 shots, -20.00 Time per hit (Wings)

Many shots, -7.00 Time per hit (Stars)

Many shots, -9.00 Time per hit (Arrows)

Many shots, -13.00 Time per hit (Blue Shockwaves)

The first two phases cover a limited radius. This can be used in your favor by triggering the Ultimate while the boss is in the top-right or bottom-left corner, leaving only Phase 3 and Phase 4 as possible threats.

Phase 1: Two wings sprout from Melad which spin anticlockwise.

Phase 2: Several stars appear in a medium radius around the boss, moving clockwise.

Phase 3: All bullets stop. Afterwards, Melad releases lots of arrows which fly outwards very fast.

Phase 4: The boss summons many blue shockwaves. These appear at the bottom and move to the top.

Phase 1: Move as far away as you can.

Phase 2: Follow the pattern of the stars while staying alert of the wings.

Phase 3: Dodge all arrows.

Phase 4: Stay in the upper half of the field, then evade the shockwaves.

Turn 01 - Turn Z

Equip [Strongest Chaos Weapon], [Strongest Law Sword], [Strongest Chaos Rod] and [Angel Bell]. Set a C.I. Wizard on the up-left square and a L.I. Duelist on the down-right one.

The bulk of tactics has been covered in the boss section. In general it is better to stay on the offense since Melad prefers rapid, not-punishable attacks. Like all other bosses she sometimes holds still and watches the surrounding, stopping the Action Gauge for a short time. Every time window is of use here.

Start with charging an EX Skill. While Yggdra is preparing, you can try to connect with an attack from your Duelist or Wizard. Followup with as many attacks as possible after Crusade activates (due to Melad being staggered). Repeat this on Turn 02 as well as a third time when the boss' HP are low enough.

On all other turns, you will have to rely on your Wizard and Duelist. The former has great range while the latter is able to reach a portion of the upper-right field. Oh, and remember to use the Angel Bell. Unfortunately there's not much more advise I can give here... Defeat Melad Margus to end the Nightmare.

Enjoy the ending!!

KEY ITEMS (YGGDRA)	[KEYS]
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Recruit: Used to recruit a knight. Might contain spoilers.

Boss: Weaken a boss with it. In order to avoid spoilers, I will only mention the respective scene instead of the foe's name.

NPC: Give it to an NPC in exchange for a weapon.

Name of the Key Item	Where to obtain	Where to use	Information
Knitted Scarf	Scene 1	Scene 1	Recruit Johann
Favorite Jug	Scene 1	Scene 2	Recruit Bonn
Wedding Ring	Scene 1	Scene 2	Recruit Moira
Letter Opener	Scene 1	Scene 4	NPC Jorgen
Soul Crucible	Scene 1	Scene 46	Boss
Indigo Ocarina	Scene 2	Scene 3	Recruit Michel

Slim Darts	Scene 2	Scene 3	Recruit Mardin
Leather Wallet	Scene 2	Scene 3	NPC Norton
Piche's Bauble	Scene 2	Scene 4	Boss

Sake Bottle	Scene 3	Scene 4	Recruit Firenz
Upora Statue	Scene 3	Scene 4	Recruit Dreyuss
Teapot	Scene 3	Scene 5	Recruit Erica
Dry Grass	Scene 3	Scene 5	NPC Melfi
Crochet Needle	Scene 3	Scene 5	NPC Nadia
Hoe	Scene 3	Scene 5	NPC Monk

Crimson Brooch	Scene 4	Scene 5	Recruit Frances
Quill Pen	Scene 4	Scene 5	Recruit Bailey
Spear Replica	Scene 4	Scene 6	Recruit Alonso
Fountain Pen	Scene 4	Scene 6	NPC Raphael

Bent Coin	Scene 5	Scene 6	Recruit Rolenta
Talisman	Scene 5	Scene 6	Recruit Rolf
Secret Box	Scene 5	Scene 7	Recruit Lillian
Cane	Scene 5	Scene 6	NPC Reuben
Holy Water	Scene 5	Scene 6	NPC Isabel
Hair Ribbon	Scene 5	Scene 7	NPC Maimi
Leather Shoes	Scene 5	Scene 14	NPC Justin
Trendy Necktie	Scene 5	Scene 14	NPC Jester
Holy Necklace	Scene 5	Scene ???*	Boss

*The boss in question appears on multiple scenes, hence why it is labeled as "???".

Tanned Scroll	Scene 6	Scene 7	Recruit Crozeph
Thin Watch	Scene 6	Scene 7	Recruit Simone
Paint	Scene 6	Scene 7	NPC Sven

Gryff Grill	Scene 6	Scene 8	NPC Marvell
Hammer	Scene 6	Scene 9	NPC Albert
Medal of Valor	Scene 7	Scene 8	Recruit Freiber
Flute	Scene 7	Scene 8	Recruit Lyzz
Sextant	Scene 7	Scene 8	Recruit Bonita
Flower Hairpin	Scene 7	Scene 13	Recruit Hilgard
Flour	Scene 7	Scene 8	NPC Belinda
Cleaning Brush	Scene 7	Scene 8	NPC Olson
Meat Cleaver	Scene 7	Scene 9	NPC Flavio
Mortar	Scene 7	Scene 9	NPC Yantana
Mixing Glass	Scene 7	Scene 13	NPC Chester

Broken Bow	Scene 8	Scene 9	Recruit Staehel
Berry Candy	Scene 8	Scene 9	Recruit Nina
Yohen Tenmoku	Scene 8	Scene 9	Recruit Annalot
Theater Passes	Scene 8	Scene 13	Recruit Diora
Notepad	Scene 8	Scene 10	NPC Mervyn
Violin	Scene 8	Scene 13	NPC Ephram
Justice Scales	Scene 8	Scene 11	Boss

Foreign Gun	Scene 9	Scene 11	Recruit Walder
Plane	Scene 9	Scene 11	NPC Gilder
Fancy Tea Set	Scene 9	Scene 11	NPC Salida
Ore	Scene 9	Scene 12	NPC Gene

[Scene 10 doesn't contain any Key Items.]

Faded Bag	Scene 11	Scene 18	NPC Wander
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[Scene 12 doesn't contain any Key Items.]

Pocketwatch	Scene 13	Scene 14	Recruit Gieche
Cigar	Scene 13	Scene 14	Recruit Josef
Bouquet	Scene 13	Scene 15	Recruit Meryl
Gold Bookmark	Scene 13	Scene 21	Recruit Oryze
Lavish Blouse	Scene 13	Scene 15	NPC Maginot
Smart Glasses	Scene 13	Scene 15	NPC Locke
Worn Textbook	Scene 13	Scene 17	NPC Orlando
Butter Cookies	Scene 14	Scene 15	Recruit Johanna
Horseshoe	Scene 14	Scene 16	Recruit Reinhart
Tea Carafe	Scene 14	Scene 17	Recruit Anette
Pipe	Scene 14	Scene 17	NPC Brawny
Stuffed Bear	Scene 14	Scene 17	NPC Aura
Child's Sketch	Scene 15	Scene 17	Recruit Klaus
Broken Crystal	Scene 15	Scene 19	Recruit Heinel
Medicine	Scene 15	Scene 19	NPC Kulich
Angel Statue	Scene 15	Scene 19	NPC Gaston
War Saddle	Scene 15	Scene 16	Boss
Leather Hat	Scene 16	Scene 18	Recruit Oswald
Baptism Veil	Scene 16	Scene 19	NPC Filmier
Tie Tack	Scene 16	Scene 20	NPC Norberg
Table Napkin	Scene 16	Scene 21	NPC Maya
Demon Scabbard	Scene 16	Scene 25	Boss
Cart Wheels	Scene 17	Scene 18	Recruit Fritz
Dictionary	Scene 17	Scene 19	Recruit Juno
Black Cassock	Scene 17	Scene 25	Recruit Morozof
Broken Chains	Scene 17	Scene 20	Boss

Wooden Box	Scene 18	Scene 23	Recruit Ganosh
Sheet Music	Scene 18	Scene 21	NPC Donald
Garden Shears	Scene 18	Scene 21	NPC Janak
Muck	Scene 18	Scene 23	NPC Nielsen
Broken Pin	Scene 19	Scene 20	Recruit Beatrix
Girl's Diary	Scene 19	Scene 21	Recruit Dahlia
Lollipop	Scene 19	Scene 22	NPC Nestor
Superb Scarf	Scene 19	Scene 23	NPC Pascale
Beast Horn	Scene 19	Scene 20	Boss
Cute Dress	Scene 20	Scene 22	Recruit Baltar
Dreamer's Hat	Scene 20	Scene ??	Recruit Pamela
4-Leaf Clover	Scene 20	Scene 24	NPC Lucana
Topaz	Scene 21	Scene 22	Recruit Caline
Yakut Cheese	Scene 21	Scene 23	Recruit Gudrun
Fishing Pole	Scene 21	Scene 22	NPC Knox
Bracelet	Scene 21	Scene 25	NPC Leane
Obsidian	Scene 22	Scene 23.5	Recruit Granitz
2nd Book Half	Scene 22	Scene 25	Recruit Atkasia
Secret Dossier	Scene 22	Scene 24	NPC Schweiz
Book of Sweets	Scene 22	Scene 29	NPC Carlette
Calamity Tome	Scene 22	Scene 29	Boss
Windmill	Scene 23	Scene 24	Recruit Theonil
Urn Shard	Scene 23	Scene 24	Recruit Minotta
Bafomet Mask	Scene 23	Scene 26	NPC Wurger

Rose	Scene 23	Scene 26	NPC Merrick
Special Lunch	Scene 23	Scene 28	NPC Margaret
Black Talisman	Scene 23	Scene 23.5	Boss
Worn Holy Book	Scene 23	Scene 27	Boss
Ancardia	Scene 23.5	Scene ??	*

*Ancardia serves as a important Key Item. Obtaining it is necessary in order to get the Good Ending for Yggdra.
 [Thanks to Gamefaqs User Broonga]

Sweet Berry	Scene 24	Scene ??	Yggdra*
Medal of Honor	Scene 24	Scene 26	Recruit Bordeau
Comrade's Coat	Scene 24	Scene 27	Recruit Basturk
Carrier Pigeon	Scene 24	Scene 31	NPC Donnel
Incense Pot	Scene 24	Scene 32	NPC Diane
Old Amulet	Scene 24	Scene 32	NPC Gwen

*Enables the usage of her [EX Skill].

Aegis Shield	Scene 25	Scene 26	Recruit Rudolf
Sword Hilt	Scene 25	Scene 32	Recruit Rondine
Sturdy Cane	Scene 25	Scene 35	NPC Latune
Gold Hairpin	Scene 26	Scene 27	Recruit Seriee
Earrings	Scene 26	Scene 33	NPC Sienna
Candle	Scene 26	Scene 33	NPC Myra
Lantern	Scene 26	Scene 34	NPC Tigot
Scriptures	Scene 27	Scene 28	Recruit Rosa
Loose Bandage	Scene 27	Scene 34	NPC Garik
Large Canteen	Scene 27	Scene 36	NPC Cleo

Looking Glass	Scene 28	Scene 32	Recruit Mahmoud
Torn Umbrella	Scene 28	Scene 36	NPC Madra
Dragon Wing	Scene 28	Scene 41	Boss
Flint	Scene 29	Scene 36	NPC Morgan
Dragon Bone	Scene 29	Scene 34	Boss
Handkerchief	Scene 29	Scene 38	Boss
Healing Herbs	Scene 30	Scene 31	Recruit Misleen
Powdered Herbs	Scene 30	Scene 37	NPC Roberta
Star Sand	Scene 30	Scene 37	NPC Limone
Holy Grail	Scene 30	Scene 40	NPC Mevina
Hourglass	Scene 30	Scene 45	NPC Zepha
Picture Book	Scene 30	Scene 35	Boss
Beast Fangs	Scene 31	Scene 35	Recruit Otto
Candlestick	Scene 31	Scene 39	NPC Muse
Hourglass	Scene 30	Scene 45	NPC Zepha
Angel Bell	Scene 31	Scene 47	Boss
Worn Faceguard	Scene 32	Scene 34	Recruit Vishna
Ink Bottle	Scene 32	Scene 39	NPC Philo
Dragon Scales	Scene 32	Scene 42	NPC Narhal
Guardia Tablet	Scene 32	Scene 46	Boss
Bent Dagger	Scene 33	Scene 36	Recruit Sarland
Family Crest	Scene 34	Scene 36	Recruit Hagen
Ancient Texts	Scene 34	Scene 45	NPC Norr

[Scene 35 doesn't contain any Key Items.]

Friend's Note	Scene 36	Scene 37	Recruit Werner
Coffee Beans	Scene 36	Scene 37	Recruit Grimwad
Silver Vase	Scene 36	Scene 38	Recruit Frabela
Compass	Scene 36	Scene 42	NPC Gordon
Rusted Sword	Scene 37	Scene 38	Recruit Amalgun
Black Grimoire	Scene 37	Scene 39	Recruit Alfred
Hand Ball	Scene 37	Scene 43	NPC Partha

[Scene 38 doesn't contain any Key Items.]

Silver Star	Scene 39	Scene 40	Recruit Carena
Crystal Ball	Scene 39	Scene 43	NPC Magisa
Magatama	Scene 39	Scene 44	NPC Musica
Arcane Stone	Scene 39	Scene 44	NPC Cherim
Silver Tiara	Scene 40	Scene 41	Recruit Enite
Ordinary Towel	Scene 40	Scene 42	Recruit Lucia
Lock of Hair	Scene 40	Scene 43	Recruit Algieri
Thick Cape	Scene 40	Scene 44	Recruit Marion
Safe Key	Scene 40	Scene 44	Recruit Yavuz
Hand Mirror	Scene 41	Scene 44	Boss

[Scene 42 and 43 don't contain any Key Items.]

Misericordia	Scene 44	Scene 45	Recruit Dosika
--------------	----------	----------	----------------

[Scene 45-47 don't contain any Key Items.]

This section concludes every recruitable Knight throughout Yggdra's story, split into classes. It will look like this:

Full Name (Starting Level)	[Element]	[Race]	
~~~~~	Starting VIT	Starting LOY	Character text
Scene Location			(copied from ingame)
[Recruit Item]	Starting L.I.	Starting C.I.	

-----  
WARRIORS  
-----

Johann Elliot (Level 2)	[Neutral]	[Nestico]	
~~~~~	25.00 VIT	27% LOY	"A rookie in the 11th
Scene 01			Order. He worries
[Knitted Scarf]	51 L.I.	32 C.I.	for his mother con-
			stantly."

Bonn Clavell (Level 4)	[Fire]	[Nestico]	
~~~~~	40.00 VIT	41% LOY	"A carefree hedonist
Scene 02			who likes liquor,
[Favorite Jug]	42 L.I.	55 C.I.	but never shirks his
			duty."

Michel K. Levine (Level 7)	[Sanctity]	[Ingeid]	
~~~~~	10.00 VIT	25% LOY	"He enlisted to
Scene 03			support his sick
[Indigo Ocarina]	63 L.I.	37 C.I.	grandfather, despite
			his frailty."

Firenz Hanover (Level 5)	[Ice]	[Nestico]	
~~~~~	39.00 VIT	37% LOY	"A happy-go-lucky man
Scene 04			from the 11th Order
[Sake Bottle]	45 L.I.	52 C.I.	who likes to drink."

Bailey Y. Fender (Level 5)	[Darkness]	[Rondalia]	
~~~~~	22.00 VIT	34% LOY	"He joined the
Scene 05			knights on an
[Quill Pen]	37 L.I.	47 C.I.	impulse, and now
			regrets his choice."

Josef* (Level 18)	[Fire]	[Elvale]	
			"A delinquent of an

~~~~~	36.00 VIT	68% LOY	officer who takes
Scene 14	-----	-----	pride in his
[Cigar]	24 L.I.	89 C.I.	pranks."

*Josef Jarvis Hertz

Fritz*	[Darkness]	[Amartia]	
(Level 22)	-----	-----	"A gruff but kind
~~~~~	23.00 VIT	52% LOY	man who enjoys
Scene 18	-----	-----	hearty meals and
[Cart Wheels]	16 L.I.	95 C.I.	laughter."

*Fritz Rupio Oh Dayan

Theonil L. Algren	[Lightning]	[Rondalia]	
(Level 27)	-----	-----	"A bumbling, lazy man
~~~~~	58.00 VIT	40% LOY	who doesn't take
Scene 24	-----	-----	his knighthood
[Windmill]	53 L.I.	53 C.I.	seriously."

Basturk*	[Ice]	[Amartia]	
(Level 30)	-----	-----	"A battle-hardened
~~~~~	8.00 VIT	45% LOY	man who has lost
Scene 27	-----	-----	many friends to
[Comrade's Coat]	39 L.I.	65 C.I.	war."

*Basturk Tas Oh Tubek

Rondine*	[Neutral]	[Amartia]	
(Level 45)	-----	-----	"Veteran general of
~~~~~	36.00 VIT	64% LOY	the 7th Order. His
Scene 32	-----	-----	looks belie his
[Sword Hilt]	91 L.I.	75 C.I.	gentility."

*Rondine Lex Oh Dias

Hagen M.K. Ifroth	[Fire]	[Balmore]	
(Level 40)	-----	-----	"A tough but kind man
~~~~~	40.00 VIT	13% LOY	who wants to see the
Scene 36	-----	-----	world freed of
[Family Crest]	12 L.I.	79 C.I.	rank."

Werner F. Device	[Sanctity]	[Rondalia]	
(Level 35)	-----	-----	"A gullible knight
~~~~~	32.00 VIT	55% LOY	who fights to keep
Scene 37	-----	-----	up with his elders
[Friend's Note]	70 L.I.	31 C.I.	around him."

HERMITS

Moira Chateletze	[Ice]	[Nestico]	
(Level 3)	-----	-----	"Her experience and
~~~~~	34.00 VIT	44% LOY	calm demeanor co-
Scene 02	-----	-----	mmand her order's
[Wedding Ring]	57 L.I.	44 C.I.	respect."

Frances Mervyl	[Sanctity]	[Nestico]	
(Level 5)	-----	-----	"Her friend Roslip,
~~~~~	13.00 VIT	33% LOY	who she depends on,
Scene 05	-----	-----	is stationed far
[Crimson Brooch]	55 L.I.	46 C.I.	away."

Rolenta Ellenhart	[Darkness]	[Nestico]	
(Level 8)	-----	-----	"Born a commoner, she
~~~~~	40.00 VIT	58% LOY	distrusts all nobles
Scene 06	-----	-----	except for Flora."
[Bent Coin]	81 L.I.	53 C.I.	

Diora*	[Neutral]	[Amartia]	
(Level 17)	-----	-----	"An optimistic knight
~~~~~	56.00 VIT	66% LOY	who joined the
Scene 13	-----	-----	special resistance
[Theater Passes]	93 L.I.	66 C.I.	group."

*Diora Rene Eh Mahana

Beatrix*	[Sanctity]	[Elvale]	
(Level 27)	-----	-----	"Her duty in the 1st
~~~~~	33.00 VIT	68% LOY	Order prevents her
Scene 20	-----	-----	from socializing."
[Broken Pin]	99 L.I.	12 C.I.	

*Beatrix Bell Noran

Minotta Y. Irving	[Darkness]	[Rondalia]	
(Level 28)	-----	-----	"Her calm face gives
~~~~~	36.00 VIT	45% LOY	way to rage when she
Scene 24	-----	-----	yells at Josef."
[Urn Shard]	27 L.I.	77 C.I.	

Natalie*	[Fire]	[Rondalia]	
(Level 37)	-----	-----	"An orphan herself,
~~~~~	30.00 VIT	48% LOY	she looks after
Scene 33	-----	-----	others who share
[Fine Hairclip]	75 L.I.	48 C.I.	her fate."

*Natalie K. Sinclaire

Vishna*	[Ice]	[Ingeid]	
(Level 50)	-----	-----	"General loyal to
~~~~~	38.00 VIT	49% LOY	Capehorn with a
Scene 34	-----	-----	fierce desire for
[Worn Faceguard]	69 L.I.	93 C.I.	justice."

*Vishna Elle Alestie

Sarland*	[Neutral]	[Baltimore]	
(Level 43)	-----	-----	"A temperamental
~~~~~	23.00 VIT	15% LOY	knight who has no
Scene 36	-----	-----	love for the king's
[Bent Dagger]	18 L.I.	94 C.I.	court."

*Sarland I.S. Vista

Lucia*	[Lightning]	[Amartia]	
(Level 45)	-----	-----	"A simple girl who
~~~~~	41.00 VIT	31% LOY	blends in, but
Scene 42	-----	-----	finds an ally
[Ordinary Towel]	38 L.I.	64 C.I.	in Legro."

*Lucia Riese Eh Krauz

-----  
LANCE KNIGHTS (L. KNIGHTS)  
-----

Mardin Scott	[Neutral]	[Nestico]	
(Level 5)	-----	-----	"A pessimistic man
~~~~~	47.00 VIT	50% LOY	who worries too
Scene 03	-----	-----	much. He respects
[Slim Darts]	60 L.I.	42 C.I.	Wunsche."

Alonso Updike	[Lightning]	[Nestico]	
(Level 7)	-----	-----	"A friendly man with
~~~~~	62.00 VIT	40% LOY	a booming voice. He
Scene 06	-----	-----	is skilled with a
[Spear Replica]	35 L.I.	58 C.I.	spear."

Crozeph*	[Sanctity]	[Ingeid]	
(Level 10)	-----	-----	"Aloof but intelli-
~~~~~	37.00 VIT	57% LOY	gent, she is a loyal
Scene 07	-----	-----	knight and a skilled
[Tanned Scroll]	43 L.I.	84 C.I.	writer."

*Crozeph Ross Arlay

Annalot*	[Sanctity]	[Ingeid]	
(Level 12)	-----	-----	"She followed her
~~~~~	27.00 VIT	40% LOY	father's footsteps
Scene 09	-----	-----	into the knight-
[Yohen Tenmoku]	86 L.I.	60 C.I.	hood."

*Annalot Ella Permeal

Reinhart*	[Fire]	[Elvale]	
(Level 25)	-----	-----	"A passionate man
~~~~~	36.00 VIT	55% LOY	who is well liked
Scene 16	-----	-----	for his sense of
[Horseshoe]	87 L.I.	80 C.I.	justice."

*Reinhart Ross Valero

Klaus D. Strick	[Darkness]	[Rondalia]	
(Level 21)	-----	-----	"A knight who
~~~~~	27.00 VIT	49% LOY	cherishes his family
Scene 17	-----	-----	above all else,
[Child's Sketch]	56 L.I.	65 C.I.	even his duty."

Heinel R. Hauser	[Ice]	[Rondalia]	
(Level 24)	-----	-----	"A veteran knight
~~~~~	46.00 VIT	59% LOY	who has seen many
Scene 19	-----	-----	battles. Her past
[Broken Crystal]	80 L.I.	63 C.I.	is shrouded."

Gudrun H. Mison	[Fire]	[Rondalia]	
(Level 1)	-----	-----	"A rookie knight who
~~~~~	8.00 VIT	60% LOY	wears armor too big
Scene 23	-----	-----	for her."
[Yakut Cheese]	77 L.I.	54 C.I.	

Rudolf*	[Neutral]	[Rondalia]	
(Level 31)	-----	-----	"A tactical officer
~~~~~	48.00 VIT	70% LOY	of the 5th Order
Scene 26	-----	-----	with knowledge of
[Aegis Shield]	89 L.I.	19 C.I.	armor."

*Rudolf M. Kialoster

Otto L.O. Croney	[Lightning]	[Balmore]	
(Level 44)	-----	-----	"Rumor has it Cape-
~~~~~	61.00 VIT	16% LOY	horn bought the
Scene 35	-----	-----	loyalty of his
[Beast Fangs]	34 L.I.	90 C.I.	12th Order..."

Alfred Alois Dias	[Darkness]	[Elvale]	
-------------------	------------	----------	--

(Level 47)	-----	-----	"He follows Yelma
~~~~~	33.00 VIT	27% LOY	with a loyalty
Scene 39	-----	-----	that borders on
[Black Grimoire]	36 L.I.	78 C.I.	obsession..."

Marion Mel Zweig	[Sanctity]	[Elvale]	
(Level 50)	-----	-----	"An effective knight
~~~~~	23.00 VIT	53% LOY	who earns the
Scene 44	-----	-----	respect of
[Thick Cape]	23 L.I.	92 C.I.	even Vishna."

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ARCHERS

-----

Dreyuss Koubelka	[Sanctity]	[Nestico]	
(Level 6)	-----	-----	"A young archer who
~~~~~	35.00 VIT	39% LOY	shows great promise
Scene 04	-----	-----	although he is
[Upora Statue]	46 L.I.	62 C.I.	naive."

Staehel Rudolia	[Ice]	[Nestico]	
(Level 9)	-----	-----	"A skilled, respected
~~~~~	20.00 VIT	45% LOY	archer who takes his
Scene 09	-----	-----	life with laughter."
[Broken Bow]	76 L.I.	23 C.I.	

Walder W. Wallace	[Fire]	[Rondalia]	
(Level 12)	-----	-----	"A skilled archer
~~~~~	45.00 VIT	61% LOY	with a narrow gaze
Scene 11	-----	-----	and a vast vocabu-
[Foreign Gun]	73 L.I.	41 C.I.	lary."

Oswald J. Titus	[Ice]	[Rondalia]	
(Level 20)	-----	-----	"An expert archer
~~~~~	31.00 VIT	50% LOY	who works very
Scene 18	-----	-----	closely with
[Leather Hat]	58 L.I.	50 C.I.	Frabela."

Ganosh*	[Neutral]	[Elvale]	
(Level 29)	-----	-----	"He was more a father
~~~~~	21.00 VIT	67% LOY	to Prince Nordich
Scene 23	-----	-----	than even King
[Wooden Box]	41 L.I.	80 C.I.	Wilmgard."

Granitz*	[Lightning]	[Rondalia]	
(Level 37)	-----	-----	"General of the 9th
~~~~~	46.00 VIT	62% LOY	Order, trusted by
Scene 23.5	-----	-----	Morozof and
[Obsidian]	79 L.I.	86 C.I.	Rondine."

*Granitz S. Dinatog

Bordeaux*	[Lightning]	[Elvale]	
(Level 29)	-----	-----	"A man of the 1st
~~~~~	32.00 VIT	66% LOY	Order who values
Scene 26	-----	-----	action above words."
[Medal of Honor]	57 L.I.	41 C.I.	

*Bordeau Bach Fredric

Amalgun*	[Sanctity]	[Amartia]	
(Level 48)	-----	-----	"A paranoid man who
~~~~~	11.00 VIT	41% LOY	enjoys the study of
Scene 38	-----	-----	exotic weaponry."
[Rusted Sword]	15 L.I.	99 C.I.	

*Amalgun Roni Oh Jieu

Dosika*	[Darkness]	[Tiamat]	
(Level 48)	-----	-----	"A guard of Alier,
~~~~~	11.00 VIT	12% LOY	the Tiamat Princess.
Scene 45	-----	-----	He is quite skilled."
[Misericordia]	31 L.I.	61 C.I.	

*Dosika Donia Ultina

DUELISTS

Erica*	[Sanctity]	[Amartia]	
(Level 6)	-----	-----	"Born of nobility,
~~~~~	52.00 VIT	52% LOY	she fights against
Scene 05	-----	-----	social class
[Teapot]	82 L.I.	30 C.I.	distinctions."

*Erica Val Eh Sokolov

Lillian*	[Sanctity]	[Rondalia]	
(Level 8)	-----	-----	"She prefers the
~~~~~	18.00 VIT	47% LOY	social aspects of
Scene 07	-----	-----	knighthood, and
[Secret Box]	67 L.I.	26 C.I.	misses Annalot."

*Lillian I. Amnoble

Bonita Yorick (Level 8)	[Lightning]	[Nestico]	"Once a problem child, she matured into a disciplined knight."
~~~~~ Scene 08 [Sextant]	10.00 VIT 44 L.I.	26% LOY 67 C.I.	

Nina H. Answorth (Level 9)	[Neutral]	[Rondalia]	"A weak, young knight who joined out of familial pressure."
~~~~~ Scene 09 [Berry Candy]	35.00 VIT 40 L.I.	33% LOY 57 C.I.	

Hilgard* (Level 15)	[Sanctity]	[Ingeid]	"An attractive knight of the 2nd Order, despite her pessimism."
~~~~~ Scene 13 [Flower Hairpin]	29.00 VIT 97 L.I.	64% LOY 18 C.I.	

*Hilgard Rei Merkitas

Johanna W. Swift (Level 15)	[Fire]	[Rondalia]	"A naive young knight. Easily dis- tracted, but kept in line by Diora."
~~~~~ Scene 15 [Butter Cookies]	32.00 VIT 58 L.I.	60% LOY 56 C.I.	

Oryze* (Level 26)	[Fire]	[Amartia]	"The youngest knight in the ranks, she is more naive than many think."
~~~~~ Scene 21 [Gold Bookmark]	6.00 VIT 20 L.I.	22% LOY 69 C.I.	

*Oryze Vid Eh Dapho

Caline* (Level 24)	[Darkness]	[Ingeid]	"Cold and irritable, she despises the warmongering of humanity."
~~~~~ Scene 22 [Topaz]	8.00 VIT 32 L.I.	51% LOY 79 C.I.	

*Caline Rheia Dickson

Atkasia N. Velden (Level 28)	[Ice]	[Rondalia]	"Sister to Neredo, but the two of them don't get along."
~~~~~ Scene 25 [2nd Book Half]	25.00 VIT 65 L.I.	55% LOY 35 C.I.	



Series D. Colaine (Level 34)	[Ice]	[Rondalia]	
~~~~~	21.00 VIT	64% LOY	"She gave up on her feminine side for love of the sword."
Scene 27 [Gold Hairpin]	50 L.I.	82 C.I.	

Frabela* (Level 56)	[Neutral]	[Elvale]	
~~~~~	20.00 VIT	60% LOY	"The reliable general of the 10th Order of Knights."
Scene 38 [Silver Vase]	94 L.I.	66 C.I.	

*Frabela Flay Arkun

Enite* (Level 49)	[Darkness]	[Amartia]	
~~~~~	15.00 VIT	30% LOY	"As a veteran knight, she is loyal to Algiery to the last."
Scene 41 [Silver Tiara]	21 L.I.	91 C.I.	

*Enite Toro Eh Keilos

WIZARDS

Rolf Rolinger (Level 9)	[Sanctity]	[Nestico]	
~~~~~	33.00 VIT	56% LOY	"The young general of the 11th Order who has earned his respect."
Scene 06 [Talisman]	83 L.I.	36 C.I.	

Freiber* (Level 10)	[Neutral]	[Ingeid]	
~~~~~	52.00 VIT	65% LOY	"An old knight who looks after the young, including his daughter."
Scene 08 [Medal of Valor]	33 L.I.	68 C.I.	

*Freiber Will Permeal

Gieche* (Level 16)	[Ice]	[Elvale]	
~~~~~	50.00 VIT	70% LOY	"Wilmgard's most loyal retainer, who would die for the king."
Scene 14 [Pocketwatch]	88 L.I.	22 C.I.	

*Gieche Gigas Siegel

Juno O. Credin (Level 22)	[Neutral]	[Rondalia]	
~~~~~			"A precocious man

~~~~~	44.00 VIT	53% LOY	who makes fewer
Scene 19	-----	-----	friends than he
[Dictionary]	68 L.I.	27 C.I.	does enemies."

Baltar*	[Fire]	[Rondalia]	
(Level 25)	-----	-----	"A man who values the
~~~~~	40.00 VIT	52% LOY	book to the sword.
Scene 22	-----	-----	His daughter is back
[Cute Dress]	28 L.I.	76 C.I.	home."

*Baltar Bert Brouden

Morozof*	[Sanctity]	[Elvale]	
(Level 39)	-----	-----	"Veteran general of
~~~~~	37.00 VIT	65% LOY	the 5th Order. He is
Scene 25	-----	-----	quite fond of
[Black Cassock]	72 L.I.	96 C.I.	liquor."

*Morozof Mohr Jensen

Mahmoud*	[Darkness]	[Ingeid]	
(Level 38)	-----	-----	"His overconfidence
~~~~~	34.00 VIT	36% LOY	in his youth is now
Scene 32	-----	-----	his greatest
[Looking Glass]	32 L.I.	98 C.I.	regret."

*Mahmoud Gary Murdock

Grimwad*	[Ice]	[Ingeid]	
(Level 38)	-----	-----	"A calm Wizard who is
~~~~~	23.00 VIT	58% LOY	conflicted by his
Scene 37	-----	-----	duty and his
[Coffee Beans]	78 L.I.	40 C.I.	morals."

*Grimwad Dylan Mirele

Yavuz*	[Lightning]	[Ingeid]	
(Level 43)	-----	-----	"A man who prefers
~~~~~	28.00 VIT	23% LOY	not to get too in-
Scene 43	-----	-----	volved or emotio-
[Safe Key]	37 L.I.	59 C.I.	nally invested."

*Yavuz Rolef Walesner

PRIESTESSES

Simone Alexei	[Ice]	[Nestico]	
(Level 6)	-----	-----	"A Priestess with a
~~~~~	21.00 VIT	43% LOY	motherly attitude
Scene 07	-----	-----	who appreciates

[Thin Watch]	49 L.I.	48 C.I.	life."
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Lyzz*	[Sanctity]	[Elvale]	
(Level 11)	-----	-----	"A young, confidence-
~~~~~	13.00 VIT	64% LOY	lacking knight,
Scene 08	-----	-----	skilled at the
[Flute]	73 L.I.	73 C.I.	flute."

*Lyzz Linda Ragford

Meryl U. Shretter	[Sanctity]	[Rondalia]	
(Level 13)	-----	-----	"A gentle, warm woman
~~~~~	49.00 VIT	65% LOY	who looks after
Scene 15	-----	-----	many as a mother
[Bouquet]	69 L.I.	17 C.I.	would."

Anette*	[Fire]	[Elvale]	
(Level 19)	-----	-----	"A lowly Priestess
~~~~~	6.00 VIT	65% LOY	who worries her
Scene 17	-----	-----	uncle within her
[Tea Carafe]	30 L.I.	77 C.I.	childish ways."

*Anette Asim Straud

Dahlia E. Laverly	[Lightning]	[Rondalia]	
(Level 22)	-----	-----	"Overly talkative,
~~~~~	28.00 VIT	53% LOY	she is perceived as
Scene 21	-----	-----	being younger than
[Girl's Diary]	59 L.I.	40 C.I.	she is."

Rosa Shis Proias	[Fire]	[Ingeid]	
(Level 33)	-----	-----	"An optimist who once
~~~~~	13.00 VIT	44% LOY	watched over Piche
Scene 28	-----	-----	like an older
[Scriptures]	92 L.I.	25 C.I.	sister."

Misleen*	[Lightning]	[Ingeid]	
(Level 30)	-----	-----	"She despises having
~~~~~	23.00 VIT	46% LOY	to carry medicine
Scene 31	-----	-----	with her at all
[Healing Herbs]	68 L.I.	24 C.I.	times."

*Misleen Eri Berton

Pamela	[Darkness]	[Yumil]	
(Level 01)	-----	-----	"An eccentric witch
~~~~~	55.00 VIT	10% LOY	of another age with
Scene ??*	-----	-----	very powerful
[Dreamer's Hat]	10 L.I.	100 C.I.	magic."

*Pamela appears on a random scene.

Carena*	[Darkness]	[Amartia]	
(Level 42)	-----	-----	"Oftentimes she is
~~~~~	35.00 VIT	39% LOY	jealous of those
Scene 40	-----	-----	witch natural
[Silver Star]	59 L.I.	44 C.I.	talent."

*Carena Yiel Eh Ceres

Algiery*	[Darkness]	[Tiamat]	
(Level 64)	-----	-----	"Rumored to be the
~~~~~	17.00 VIT	57% LOY	king's lover, she
Scene 43	-----	-----	leads the 6th
[Lock of Hair]	100 L.I.	38 C.I.	Order."

*Algiery Merza Ectole

 LA PUCELLE

Interesting fact: In the original game (Yggdra Union), Yggdra's initial class was "Sword Maiden" which changed to "La Pucelle" after her coronation. This contradicts with Knights in the Nightmare where Yggdra's royal status is that of a princess while her class is already "La Pucelle".

I will list her parameters on all battlefields she appears on. This could be described as a spoiler, though. Starting from Scene 28, I will list her Key Item "Sweet Berry" since it isn't available prior to that.

Note that Yggdra's LOY stat changes depending on how often you use her - these are the stats from my playthrough.

Yggdra Yuril Artwaltz	[All]	[???	
(Level 20)	-----	-----	"A princess of
~~~~~	7.77 VIT	0% LOY	a kingdom that
Appearance from	-----	-----	is not of this
[Scene 10]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz	[All]	[???	
(Level 21)	-----	-----	"A princess of
~~~~~	7.77 VIT	6% LOY	a kingdom that
Appearance from	-----	-----	is not of this
[Scene 11]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz	[All]	[???	
(Level 22)	-----	-----	"A princess of
~~~~~	7.77 VIT	16% LOY	a kingdom that
Appearance from	-----	-----	is not of this

[Scene 12]	96 L.I.	74 C.I.	world."
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Yggdra Yuril Artwaltz (Level 23)	[All]	[???	"A princess of
~~~~~	7.77 VIT	21% LOY	a kingdom that
Appearance from	-----	-----	is not of this
[Scene 13]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz (Level 24)	[All]	[???	"A princess of
~~~~~	7.77 VIT	22% LOY	a kingdom that
Appearance from	-----	-----	is not of this
[Scene 14]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz (Level 25)	[All]	[???	"A princess of
~~~~~	7.77 VIT	27% LOY	a kingdom that
Appearance from	-----	-----	is not of this
[Scene 15]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz (Level 26)	[All]	[???	"A princess of
~~~~~	7.77 VIT	26% LOY	a kingdom that
Appearance from	-----	-----	is not of this
[Scene 16]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz (Level 35)	[All]	[???	"A princess of
~~~~~	7.77 VIT	31% LOY	a kingdom that
Appearance from	-----	-----	is not of this
[Scene 20]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz (Level 36)	[All]	[???	"A princess of
~~~~~	7.77 VIT	35% LOY	a kingdom that
Appearance from	-----	-----	is not of this
[Scene 21]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz (Level 37)	[All]	[???	"A princess of
~~~~~	7.77 VIT	38% LOY	a kingdom that
Appearance from	-----	-----	is not of this
[Scene 22]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz	[All]	[???	
(Level 64)	-----	-----	"A princess of
~~~~~	7.77 VIT	40% LOY	a kingdom that
Scene 28	-----	-----	is not of this
[Sweet Berry]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz	[All]	[???	
(Level 66)	-----	-----	"A princess of
~~~~~	7.77 VIT	42% LOY	a kingdom that
Scene 29	-----	-----	is not of this
[Sweet Berry]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz	[All]	[???	
(Level 68)	-----	-----	"A princess of
~~~~~	7.77 VIT	42% LOY	a kingdom that
Scene 30	-----	-----	is not of this
[Sweet Berry]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz	[All]	[???	
(Level 83)	-----	-----	"A princess of
~~~~~	7.77 VIT	40% LOY	a kingdom that
Scene 46	-----	-----	is not of this
[Sweet Berry]	96 L.I.	74 C.I.	world."

Yggdra Yuril Artwaltz	[All]	[???	
(Level 85)	-----	-----	"A princess of
~~~~~	7.77 VIT	33% LOY	a kingdom that
Scene 47	-----	-----	is not of this
[Sweet Berry]	96 L.I.	74 C.I.	world."

WALKTHROUGH - Mellia's Path

[WLKM]

| SCENE 01: FLEEING INTO THE NIGHT (#01-2) |

[Thanks to Gamefaqs user defunct32 for allowing me to use his guide format!]

```

  /_ \ /_Y \ / \ /_ \ \/_Y_Y \ \
 / \/_ \/_ \ / \ / \ / \ / \ / \ /
 /_Y / \ \ / \ / \ / \ / \ / \ /
 \ \_ \_ \_ \ \_ \_ \_ \ \_ \_ \_ \

```

READ THIS FIRST!

- I AM PLAYING ON "HARD" MODE

-----

Enemies and bosses inflict more Time damage and have a larger HP pool. The initial MP value is 2 instead of 3. Objects endure more hits.

- THE STRATEGY SEGMENT

-----

Absent on Mellia's playthrough. For now I'm not planning to write one.

- I WILL NOT TRANSFER ANY KNIGHTS FROM YGGDRA'S PATH (NEW GAME+)

-----

If you however chose to use this option, there will be fewer Key Items present than mentioned in my walkthrough (since you already recruited some knights).

- LAYOUT

-----

The key difference is the number sign (#) for each scene. Mellia's battlefields will be labeled with a "-2" at the end to separate them from Yggdra.

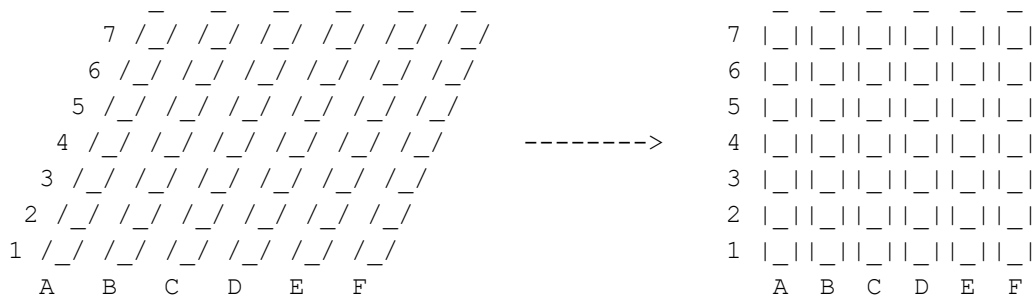
Example: Scene 04's number would be (#04-2) on this route.

- OBJECTS/KEY ITEMS

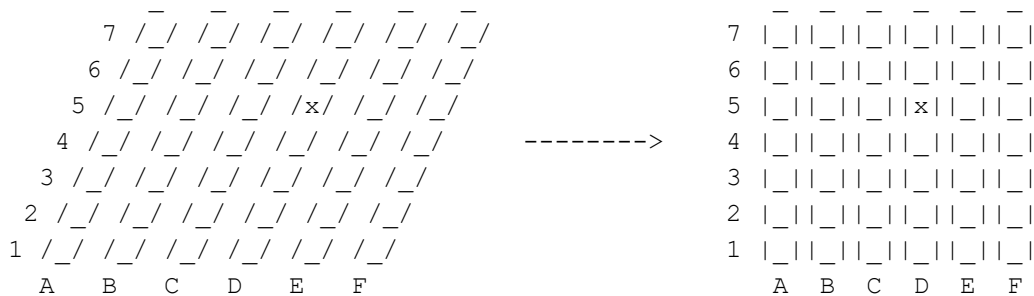
-----

Another part of this section is dedicated to every object, including all Key Items available in the current scene. I will mark the former with specific chess coordinates (C2, E6 etc.) which are derived from maps of the game's Japanese wiki. I will include a link of the map so you can look up the position of all objects.

If however you prefer not to use any maps, you can also determine the coordinates just by looking at the battlefield in-game. Each scene is built like a regular chess board with some missing squares in between. The player watches the field at an angle from a bird's-eye view which is why we'll need to straighten it mentally:



Now let's say there's supposed to be a treasure chest at square D5. It would be located here:



And that was the manual of how to look at each battlefield. It's much easier

picturing this if you press the Select button on the Tactics Screen (it fades everything out except the squares themselves).

• DIFFERENCES BETWEEN MELLIA AND YGGDRA

Some knights are replaced by previously unseen ones (for example: Warrior Firenz has been replaced by Hermit Leier) which leads to new Key Items and story scenes. The battlefields differ as well, featuring stronger enemies early on as well as other object contents. Mellia itself uses her own combat statistics/abilities compared to Yggdra.

I will reuse the boss information from Yggdra's playthrough, only this time with the Hard Mode values (HP and Time damage). There's also a spoiler boss who only appears on Mellia's route. Naturally he will get an entirely new information box along with specific tactics regarding his attacks (you will know which one I'm referring to soon enough).

```
  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
 /  ___  \
\  /  \  /|-----|
|                                     |
|                               INFORMATION |
|-----|
| UNIT(S) : Warrior |
| WEAPON(S): Frozen Axe, Slasher |
|-----|
```

FIELD PERSONNEL

- Johann Elliott: Warrior (Knitted Scarf)

ENEMIES

- [Darkness Skeleton - HIGH]
- Darkness Skeleton (2nd) - HIGH
- Darkness Ghost
- Darkness Slime
- Darkness Slime (2nd)
  
- [Sanctity Saber - HIGH]
- Sanctity Ghost
- Sanctity Slime
- Sanctity Ghost (2nd)

VICTORY CONDITIONS

- complete 2 matrix lines
- 6 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene2-1>

- Candelabra - obstacle, respawn after two turns  
(B3: Knitted Scarf, RESPAWN - Piche's Bauble)
- Candelabra - obstacle (B5: Favorite Jug, RESPAWN - Soul Crucible)



- Candelabra - obstacle (E5: Letter Opener, RESPAWN - Leather Wallet)
- Treasure Chest - container (C6: Wedding Ring)

Total: 7 Key Items

```
|
| SCENE 02: TAKEN FROM THE ANCIENT CASTLE (#02-2) |
|-----|
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
/  _  \
\ /  \ /
```

```
|
| INFORMATION
|-----|
```

```
| UNIT(S) : Warrior, Hermit
| WEAPON(S): Slasher, Searing Edges, Beast Fang, Frozen Axe
|-----|
```

FIELD PERSONNEL

- ```
-----
```
- Moira Chateletze: Hermit (Wedding Ring)
  - Bonn Clavell: Warrior (Favorite Jug)

ENEMIES

- ```
-----
```
- [Ice Tarantula]
  - Ice Dryad
  - Ice Tarantula (2nd)
  - Ice Lamia - HIGH
  - Ice Slime
  
  - [Lightning Lamia]
  - Lightning Dryad
  - Lightning Sprite
  - Lightning Tarantula - HIGH
  - Lightning Sprite (2nd)
  - Lightning Dryad (2nd)
  
  - [Fire Sprite]
  - Fire Lamia
  - Fire Dryad - HIGH
  - Fire Slime
  - Fire Spider

VICTORY CONDITIONS

```
-----
```

- complete 2 matrix lines
- 7 turns available

OBJECTS/KEY ITEMS

```
-----
```

Map: <http://knights.heriet.info/Chart/Scene2-2>

- Wooden Crate - container (D5: Loud Painting)
- Long Sign - obstacle (D3: Hoe)

- Grassland - obstacle (B6: Indigo Ocarina)
- Grassland - obstacle (C8: Slim Darts)
- Darkness Dryad Fence - flooring
- Neutral Dryad Fence - flooring
- Ice Dryad Fence - flooring

Total: 4 Key Items

```
|
| SCENE 03: THE HUNT UNFOLDS (#03-2)
|-----|
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
```

```
/  _  \
\ /  \ / |-----|
|                                     |
|                               INFORMATION                               |
|-----|
| UNIT(S) : Warrior, Lance Knight |
| WEAPON(S): Frozen Axe, Darkish, Slasher |
|-----|
```

FIELD PERSONNEL

- 
- Michel Kareem Levine: Warrior (Indigo Ocarina)
  - Mardin Scott: Lance Knight (Slim Darts)
  - Norton Noah Gardener: NPC (Leather Wallet)

ENEMIES

- 
- [Fire Dryad]
  - Fire Dryad (2nd)
  - Fire Dryad (3rd)
  - Fire Hound - HIGH
  - Fire Tarantula
  
  - [Neutral Dryad]
  - Neutral Dryad (2nd)
  - Neutral Gremlin
  - Neutral Slime
  - Neutral Slime (2nd)
  - Neutral Sprite - HIGH
  
  - [Ice Dryad]
  - Ice Dryad (2nd)
  - Ice Gremlin
  - Ice Lamia - HIGH
  - Ice Tarantula

VICTORY CONDITIONS

- 
- complete 2 matrix lines
  - 9 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-3>

- Grassland - obstacle, respawn after six turns  
(Upora Statue, RESPAWN - Dry Grass)
- Wooden Crate - container, respawn after four turns  
(Gert's Recipes, RESPAWN - Crochet Needle)
- Log Bridge - flooring, does not respawn (B5: Cane)
- Log Bridge - flooring (B6: Hair Ribbon)
- Neutral Dryad Fence - flooring
- Fire Dryad Fence - flooring
- Ice Dryad Fence - flooring

Total: 6 Key Items

```
|-----|
| SCENE 04: THE WEREWOLF'S FOREST (#04-2) |
|-----|
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
```

```
/ _ \
\ / \ / |-----|
|                                     |
|                               INFORMATION                               |
|-----|
| UNIT(S) : Warrior, Hermit, Archer |
| WEAPON(S): Handmade Bow, Flint Bow, Searing Edges |
|-----|
```

#### FIELD PERSONNEL

-----

- Leier Bertzog: Hermit (Loud Painting)
- Dreyuss Koubelka: Archer (Upora Statue)
- Jorgen B. Druten: NPC (Letter Opener)

#### ENEMIES

-----

- BOSS: Werewolf Jamie

#### VICTORY CONDITIONS

-----

- defeat the boss
- 7 turns available

#### OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene-4>

- Grassland - obstacle, respawn after six turns (B3: Crimson Brooch)
- Grassland - obstacle (E4: Fountain Pen)
- Treasure Chest - container (C5: Teapot)

Total: 4 Key Items

-----  
Werewolf Jamie  
-----

HP: 20.800

Level: 60  
EXP: 150.000  
Movement Type: Ground  
Class: Werewolf  
Key Item: Piche's Bauble

[Skill I: Deep Slash]

"Three deep claw slashes."

Damage: 3 shots, -22.50 Time per hit

Jamie holds still for a moment, conjuring three long, stationary beams towards the direction he faces. There are gaps between them (safe space for the Wisp). These beams are getting broader the farther they travel, similar to a flashlight illuminating a dark room. Move the Wisp behind Jamie to dodge this attack completely.

Deep Slash is easier to avoid than his second skill.

[Skill II: Rip and Tear]

"Sharp claws that fly out in six ways."

Damage: 30 shots, -12.75 Time per hit

This attack is annoying... An arc of claws appears at a random (?) location which starts to shoot singular claw pieces at the Wisp's initial position. Initial: When the fan of claws appears. Those pieces fly out - quite fast - in six waves for five times. It may be dangerous to fly behind it which is why you will need to find a safe gap between these waves.

[Jamming: Metamorphosis]

Initial Jamming Gear Value: 1

Occasionally Jamie will shake violently while a Jamming Gear appears. Nothing will happen if you miss this chance.

Effect: Jamie reverts to a pseudo-human form. He will not attack anymore but may still move. This state lasts quite long, giving you some time to breathe, collecting Key Items or unleashing a long chain of Weapon Skills.

[Ultimate: Full Moon]

Damage: *1 shot, -30.00 Time per hit (Full Moon)

*Many shots, -12.00 Time per hit (Moon Fragments)

The werewolf howls, summoning a very large moon. Jamie will slash at it thrice which shatters the astronomical object into literally thousands of pieces. Those bullets fly out in all directions from the impact position. You will need to move away as far as possible before that happens!

The moon fragments create enough space between them to dodge (it gets more difficult the closer you are to the moon). You should be able to overcome this attack with low to zero time damage.

-----

|  
SCENE 05: THE GRIM AFTERMATH (#05-2)

/ //_/NIGHTS IN THE NIGHTMARE

/ _ _ \

\ / \ /

INFORMATION

UNIT(S) : Warrior, Hermit, Lance Knight, Duelist, Archer  
WEAPON(S): Searing Edges, Slasher, Golden Spear, Frozen Axe,  
Handmade Bow, Flint Bow

FIELD PERSONNEL

- Erica Val Eh Sokolov: Duelist (Teapot)
- Wunsche L. Belanose: Lance Knight (Locket)
- Legaard Rockwell: Archer (Gert's Recipes)
- Nadia Elliott: NPC (Crochet Needle)
- Melfi Keonig: NPC (Dry Grass)
- Monk Walsh: NPC (Hoe)

ENEMIES

- [Ice Sprite]
- Ice Witch
- Ice Hound
- Ice Witch (2nd)
- Ice Saber - HIGH
- Ice Goblin
  
- [Fire Sentry]
- Fire Sentry (2nd)
- Fire Tarantula
- Fire Tarantula (2nd)
- Fire Goblin
- Fire Goblin (2nd)
  
- [Lightning Witch]
- Lightning Sprite
- Lightning Sentry
- Lightning Goblin

VICTORY CONDITIONS

- complete 2 matrix lines
- 9 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene2-5>

- Grassland - obstacle, respawn after six turns  
(Man's Comb, RESPAWN - Gryff Grill)
- Barrel - container, respawn after four turns  
(C5: Book of Poetry, RESPAWN - Holy Water)
- Barrel - container (B6: Paint)
- Long Sign - obstacle (Talisman)
- Stone - obstacle (Holy Necklace)

Total: 7 Key Items

| SCENE 06: BREAKING THE SILENCE (#06-2) |

/\ /\
/ // _/NIGHTS IN THE NIGHTMARE
/ _ \

\\ \\/ INFORMATION
UNIT(S) : Wizard, Duelist, Warrior, Lance Knight, Archer
WEAPON(S): Halberd, Ruby Staff, Flamberge, Slasher,
Frozen Axe, Flint Bow

FIELD PERSONNEL

- Rolf Rolinger: Wizard (Talisman)
• Janus Raymond: Duelist (Book of Poetry)
• Lester Derrick: Warrior (Man's Comb)
• Reuben Rech Levine: NPC (Cane)
• Raphael Krishner: NPC (Fountain Pen)
• Isabel Irena Ragford: NPC (Holy Water)

ENEMIES

- [Darkness Goblin]
• Darkness Lamia
• Darkness Gremlin
• Darkness Ghost - HIGH
• Darkness Skeleton
• Darkness Sentry
• [Darkness Lamia]
• Darkness Witch
• Darkness Goblin - HIGH
• Darkness Ghost
• Darkness Witch (2nd)
• [Ice Skeleton]
• Ice Lamia
• Ice Goblin
• Ice Hound
• Ice Gremlin - HIGH

VICTORY CONDITIONS

-complete 2 matrix lines
-10 turns available

OBJECTS/KEY ITEMS

Map: http://knights.heriet.info/Chart/Scene2-6

- Barrel - container, respawn after four turns

(Chocolate, RESPAWN - Mixing Glass)

- Bridge - flooring (Thin Watch)
- Wooden Crate - container (Tactics Manual)

Total: 4 Key Items

```
|-----|
| SCENE 07: TO FURTHER HIS AMBITION (#07-2) |
|-----|
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
```

```
/  _  \
\ /  \ / |-----|
|                                     |
|                                INFORMATION                                |
|-----|
| UNIT(S) : Priestess, Hermit, Archer, Warrior, Duelist                |
| WEAPON(S): Estoc, Barbarian Axe, Flint Bow, Golden Spear,          |
|                Searing Edges, Slasher                               |
|-----|
```

#### FIELD PERSONNEL

- ```
-----
```
- Simone Alexei: Priestess (Thin Watch)
  - Cress Follet: Archer (Tactics Manual)
  - Flora Ellenhart: Hermit (Chocolate)
  - Maimi Middel Brouden: NPC (Hair Ribbon)
  - Sven K. Brewer: NPC (Paint)

#### ENEMIES

- ```
-----
```
- [Neutral Goblin]
  - Neutral Lamia - HIGH
  - Neutral Hound - HIGH
  - Neutral Sentry - HIGH
  - Neutral Ghost
  - Neutral Lamia - HIGH
- 
- [Lightning Skeleton]
  - Lightning Lamia
  - Lightning Witch
  - Lightning Skeleton (2nd)
  - Lightning Goblin
- 
- [Ice Sentry]
  - Ice Sentry (2nd)
  - Ice Skeleton
  - Ice Gremlin
  - Ice Gremlin (2nd)

#### VICTORY CONDITIONS

- ```
-----
```
- complete 2 matrix lines
  - 9 turns available

#### OBJECTS/KEY ITEMS

```
-----
```

Map: <http://knights.heriet.info/Chart/Scene2-7>

- Barrel - container, respawn after four turns  
(C9: Fancy Red Wine, RESPAWN - Trendy Necktie)
- Barrel - container  
(E4: Cleaning Brush)
- Crock - container, respawn after four turns  
(Sextant, RESPAWN - Flour)
- Treasure Chest - container, respawn after four turns (Dashing Hat)
- Bridge - flooring, does not respawn (G4: Hammer)
- Bridge - flooring (C4: Mortar)

Total: 8 Key Items

```
|-----|  
SCENE 08: MARCHING OUT OF STEP (#08-2)
```

```
/\ /\n / // _/NIGHTS IN THE NIGHTMARE
```

```
/ _ _ \  
\ / \ / |-----|  
|                                     |  
INFORMATION
UNIT(S) : Duelist, Warrior, Lance Knight, Archer, Priestess
WEAPON(S): Happiness Bell, Silver Rapier, Francisca,
Barbarian Axe, Darkish, Flint Bow
-----
```

#### FIELD PERSONNEL

- ```
-----
```
- Bonita Yorick: Duelist (Sextant)
  - Schmitz Shell Orwall: Lance Knight (Dashing Hat)
  - Ernest Air Garland: Warrior (Fancy Red Wine)
  - Olson Christoph: NPC (Cleaning Brush)
  - Marvell Stackle: NPC (Gryff Grill)
  - Belinda Anderson: NPC (Flour)

#### ENEMIES

- ```
-----
```
- [Darkness Goblin]
  - Darkness Tarantula
  - Darkness Hound - HIGH
  - Darkness Goblin (2nd)
  - Darkness Sentry
  - Darkness Tarantula
  
  - [Ice Ogre]
  - Ice Lamia
  - Ice Goblin
  - Ice Sprite
  - Ice Slime
  
  - [Sanctity Witch]
  - Sanctity Witch (2nd)
  - Sanctity Sentry
  - Sanctity Sentry (2nd)
  - Sanctity Slime - HIGH



VICTORY CONDITIONS

- -complete 2 matrix lines  
-10 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-8>

- Grassland - obstacle, respawn after six turns  
(E7: Slingshot, RESPAWN - Plane)
- Treasure Chest - container, respawn after four turns  
(D3: Yohen Tenmoku, RESPAWN - Meat Cleaver)
- Grassland - obstacle (B6: Notepad)
- Treasure Chest - container (F4: Magic Textbook, RESPAWN - Justice Scales)

Total: 7 Key Items

```
|-----|  
SCENE 09: AN OPPORTUNIST'S SCHEME (#09-2)
```

```
/\ /\n / //_/NIGHTS IN THE NIGHTMARE
```

```
/ _ _ \  
\ / \ / |-----|  
|                                     |  
INFORMATION
UNIT(S) : Lance Knight, Warrior, Wizard, Archer, Duelist
WEAPON(S): Darkish, Slasher, Gust Bow, Silver Rapier,
Bloody Rapier, Frozen Axe
-----
```

FIELD PERSONNEL

-----

- Annalot Ella Permeal: Lance Knight (Yohen Tenmoku)
- Hampton N. Answorth: Warrior (Slingshot)
- Pilgrim Latigen: Wizard (Magic Textbook)
- Albert Bergel: NPC (Hammer)
- Flavio Bowman: NPC (Meat Cleaver)
- Yantana Nichols: NPC (Mortar)

ENEMIES

-----

- [Fire Tarantula]
- Fire Lamia
- Fire Tarantula (2nd)
- Fire Sentry
- Fire Sprite
  
- [Sanctity Goblin]
- Sanctity Goblin (2nd)
- Sanctity Saber
- Sanctity Ogre - HIGH
- Sanctity Slime

- [Lightning Ogre - HIGH]
- Lightning Witch
- Lightning Goblin
- Lightning Goblin (2nd)
- Lightning Hound
- Lightning Tarantula

VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 9 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-9>

- Wooden Crate - container, respawn after four turns  
(Playing Cards, RESPAWN - Violin)
- Treasure Chest - container, respawn after four turns  
(Foreign Gun, RESPAWN - Ore)
- Barrel - container, respawn after four turns  
(A6: Fancy Tea Set, RESPAWN - Lavish Blouse)
- Barrel - container (C2: Honored Flag)

Total: 7 Key Items

```
|
SCENE 10: MEANS TO AN END (#10-2)
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
```

```
/ _ _ \
\ / \ / |-----|
|                                     |
INFORMATION
UNIT(S) : Astarte
WEAPON(S): Thunder Blade, Flame Lance
-----
```

FIELD PERSONNEL

-----

- Mellia: Astarte
- Mervyn Salome Foster: NPC (Notepad)

ENEMIES

-----

- [Ice Tarantula]
- Ice Wyrn
- Ice Hound
- Ice Sentry
  
- [Neutral Ghost]
- Neutral Ghost (2nd)
- Neutral Ghost (3rd)
- Neutral Sentry
- Neutral Slime

VICTORY CONDITIONS

- -complete 2 matrix lines  
-5 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-10>

-no objects-

Total: 0 Key Items

```
|-----|
SCENE 11: THE MONSTROUS SENTINEL (#11-2)
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
/  _  \
\ /  \ / |
```

```
|-----|
|                                     |
INFORMATION
UNIT(S)   : La Pucelle, Archer
WEAPON(S) : Strongest Chaos Weapon
-----
```

FIELD PERSONNEL

-----

- Yggdra Yuril Artwaltz: La Pucelle
- Walder W. Wallace: Archer (Foreign Gun)
- Gilder Rivera Oh Castle: NPC (Plane)
- Salida Greatfox: NPC (Fancy Tea Set)

ENEMIES

-----

- BOSS: Judge Rivulia

VICTORY CONDITIONS

-----

- defeat the boss  
-7 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-11>

- Treasure Chest - container, respawn after four turns  
(Theater Passes, RESPAWN - Smart Glasses)

Total: 2 Key Items

-----  
Judge Rivulia

-----  
HP: 48.000  
Level: 84  
EXP: 330.000  
Movement Type: Air  
Class: Judgment  
Key Item: Justice Scales

[Skill I: Energy Stream]  
"Falling waves of energy."  
Damage: 3 shots, -18.00 Time per hit

A broad "watery" pillar comes down from the screen's ceiling. It goes from the top to the bottom and stays for a few seconds at the same position.

Stay in the lower screen half when you see these appearing and move away as fast as possible (left or right).

[Skill II: Twinkling Star]  
"Stars scattering across the sky."  
Damage: 80 shots, -12.00 Time per hit

Rivulia conjures a star cluster which dissolves soon afterwards, flying across the screen.

You need to move the Wisp into one of the upper corners (top-left or top-right) since the stars won't reach there normally. This attack is easier to avoid than Energy Stream.

[Special: Charge]

The boss holds still for a moment while gaining some Rage. Do NOT attack her until she's finished with this. Otherwise the effect will cancel, followed by an instant full Rage Bar (well... she wouldn't be happy about that, correct?). Charge will end after some time.

[Ultimate: Imprisoning Crest]  
Damage: \*5 shots, -22.50 Time per hit (Quadrants/Compass)  
\*Shatter shots, -12.00 Time per hit (Shards)

Four bullets (shape: quadrants) close in on the Wisp's position. They move quite fast and will form a complete circle once they come in contact with each other. Shortly afterwards, a crest appears in the midst of it. The crest shatters after a while, splitting into a lot of pieces (certainly more than Jamie's Full Moon). These fly outwards into all directions.

What you need to do is to move behind one of the quadrants as soon as possible. Afterwards: go to the furthest corner. The upcoming bullet shards are not that easy to avoid which is why you might suffer some damage. Move through them as good as you can.

The Wisp must not (!) stay in the center - otherwise the quadrants will trap him within.

-----

/\ /\n / //\_/NIGHTS IN THE NIGHTMARE

|             |                               |
|-------------|-------------------------------|
| INFORMATION |                               |
| UNIT(S)     | : Astarte                     |
| WEAPON(S)   | : Handmade Bow, Sapphire Mace |

FIELD PERSONNEL

- Mellia: Astarte
- Gene J. Latada: NPC (Ore)

ENEMIES

- [Fire Slime - HIGH]
- Fire Sentry
- Fire Ghost
- Fire Skeleton
- Fire Tarantula
- Fire Skeleton
  
- [Lightning Ghost]
- Lightning Slime
- Lightning Wyrn - HIGH
- Lightning Ghost (2nd)
- Lightning Tarantula
  
- [Lightning Skeleton]
- Lightning Hound
- Lightning Ghost - HIGH
- Lightning Tarantula
- Lightning Sentry

VICTORY CONDITIONS

- complete 2 matrix lines
- 5 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene2-12>

-no objects-

Total: 0 Key Items

| SCENE 13: IN SEARCH OF ANCARDIA (#13-2) |

/\ /\n / //\_/NIGHTS IN THE NIGHTMARE

INFORMATION

UNIT(S) : Astarte, Hermit, Archer, Warrior, Lance Knight  
WEAPON(S): Halberd, Flint Bow, Naga Fangs, Icepicks, Slasher

FIELD PERSONNEL

-----

- Mellia: Astarte
- Diora Rene Eh Mahana: Hermit (Theater Passes)
- Bergman A. Granger: Archer (Honored Flag)
- Ephram D. Laverly: NPC (Violin)
- Chester B. Zeston: NPC (Mixing Glass)

ENEMIES

-----

- [Sanctity Hound]
- Sanctity Witch
- Sanctity Lamia
- Sanctity Hound (2nd)
- Sanctity Sprite
  
- [Ice Sentry]
- Ice Sentry (2nd)
- Ice Skeleton
- Ice Skeleton (2nd)
- Ice Gremlin
- Ice Goblin
- Ice Saber
  
- [Sanctity Lamia - HIGH]
- Sanctity Sprite - HIGH
- Sanctity Wyrn - HIGH
- Sanctity Hound - HIGH
- Sanctity Dryad
- Sanctity Goblin
- Sanctity Goblin (2nd)
  
- [Lightning Ogre]
- Lightning Ogre (2nd)
- Lightning Ogre (3rd)
- Lightning Witch
- Lightning Sentry

VICTORY CONDITIONS

-----

-complete 2 matrix lines  
-13 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-13>

- Treasure Chest - container, respawn after four turns  
(A3: Father's Note, RESPAWN - Leather Shoes)
- Treasure Chest - container (D4: Dictionary)
- Grassland - obstacle (B2: Pressed Flower)
- Grassland - obstacle (E3: Stuffed Bear)

- Lightning Dryad Fence - flooring
- Darkness Dryad Fence - flooring
- Neutral Dryad Fence - flooring
- Fire Dryad Fence - flooring

Total: 5 Key Items

```
|
SCENE 14: THE LIGHT-BEARER (#14-2)
```

```
  /\ /\
 / //_/NIGHTS IN THE NIGHTMARE
/  _  \
```

```
\/\  \/\-|-----|
|
INFORMATION
UNIT(S)  : Astarte, Duelist, Lance Knight
WEAPON(S): Strongest Chaos Weapon, Magical Sword, Halberd
-----
```

FIELD PERSONNEL

- 
- Mellia: Astarte
  - Jungwil C. Zachs: Lance Knight (Playing Cards)
  - Cornela N.Z. Julius: Duelist (Pressed Flower)
  - Justin N. Larson: NPC (Trendy Necktie)
  - Jester A. Lazlo: NPC (Leather Shoes)

ENEMIES

- 
- BOSS: Angel Marietta

VICTORY CONDITIONS

- 
- defeat the boss
  - 4 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-14>

- Sling - weapon, respawn after four turns (A5: Worn Textbook)
- Sling - weapon (C7: Horseshoe)
- Sandbag - obstacle (Old Medal)
- Draw Bridge - flooring, does not respawn (C4: Pipe)
- Draw Bridge - flooring (D4: Medicine)

Total: 5 Key Items

Marietta is easier to handle than Melissa regarding her normal attacks. The former's HP are quite low as well.

-----

Angel Marietta

-----  
HP: 21.000  
Level: 85  
EXP: 410.000  
Movement Type: Air  
Class: Arch Angel  
Key Item: Holy Necklace

[Skill I: Thunder Burst]

"Three lightning bolts crash from above."

Damage: 3 shots, -13.50 Time per hit

Three thunderbolts (one at a time) strike from above which stretch all the way down to the south screen edge. The bullets vary in size and form.

I suggest moving to the down-left or down-right corner as soon as possible. This should keep you safe most of the time.

[Skill II: Seraphic Hail]

"Golden feathers from wings of judgement."

Damage: 24 shots, -18.00 Time per hit

Marietta creates a sphere of light in front of her which transforms into a small bird immediately afterwards. This avian creature moves like a regular wallbouncer projectile, stopping three times in total while also creating several electrified feathers at those points.

Stay away from Marietta at the start. Afterwards dodge the forthcoming bird along with the spawning feathers (keep your distance). The latter remain on the field for a while.

[Ultimate: Divine Judgement]

Damage: 4 shots, -23.24 Time per hit (Energy Balls)

2 shots, -17.26 Time per hit (Protective Rings)

Many shots, -10.50 Time per hit (Barrier Shards)

Phase 1: Several energy balls spawn near the screen edge Marietta is looking at. The bullets start coalescing onto her.

Phase 2: Marietta creates two circles around herself, forming a barrier.

Phase 3: Another set of energy balls appears. This time they come from the north, east, south and west.

Phase 4: Marietta drops the circle barrier. Afterwards she releases a bullet barrage towards all directions.

Phase 1: Move behind the boss.

Phase 2: Create some distance between the Wisp and Marietta.

Phase 3: Position yourself northwest, northeast, southwest or southeast from the barrier.

Phase 4: Slip through the incoming shards as good as you can.

-----

|  
| SCENE 15: MOUNTING ANXIETY (#15-2) |  
|-----|

/\ /\n//\_/NIGHTS IN THE NIGHTMARE\n\_\n\\/\n|-----|



INFORMATION

UNIT(S) : Astarte, Archer, Wizard, Warrior,  
WEAPON(S): Spiral Arch, Barbarian's Axe, Avenger

FIELD PERSONNEL

- Mellia: Astarte
- Colt Corbin Siegel: Archer (Father's Note)
- Hydrick A. Crowley: Wizard (Old Medal)
- Maginot L'Arg Vol VIII: NPC (Lavish Blouse)
- Locke V. Whittenberg: NPC (Smart Glasses)

ENEMIES

- [Fire Sentry]
- Fire Witch
- Fire Sentry (2nd)
- Fire Sprite
- Fire Wurm
- Fire Saber
  
- [Lightning Witch]
- Lightning Sprite
- Lightning Sentry
- Lightning Goblin
- Lightning Goblin (2nd)
- Lightning Ghost
  
- [Neutral Wurm]
- Neutral Ogre
- Neutral Sprite
- Neutral Hound
- Neutral Goblin
- Neutral Gremlin
- Neutral Witch
  
- [Darkness Ogre - HIGH]
- Darkness Dryad - HIGH
- Darkness Gremlin - HIGH
- Darkness Saber - HIGH
- Darkness Dryad (2nd) - HIGH
- Darkness Lamia

VICTORY CONDITIONS

-complete 2 matrix lines  
-11 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene2-15>

- Treasure Chest - container, respawn after four turns  
(Tea Carafe, RESPAWN - War Saddle)
- Sling - weapon, respawn after four turns (B5: Faded Bag)
- Sling - weapon (D7: Angel Statue)

- Grassland - obstacle, respawn after six turns (Broken Locket)
- Fire Dryad Fence - flooring
- Lightning Dryad Fence - flooring
- Ice Dryad Fence - flooring
- Darkness Dryad Fence - flooring

Total: 5 Key Items

```
|-----|
SCENE 16: HE WHO STANDS IN THE WAY (#16-2)
```

```
  /\ /\
 / //_/NIGHTS IN THE NIGHTMARE
/  _  \
\ /  \ /-----|
|                                     |
INFORMATION
UNIT(S) : Astarte, Lance Knight, Warrior
WEAPON(S): Noir, Flame Lance, Barbarian's Axe, Platinum Rod
-----
```

FIELD PERSONNEL

- 
- Mellia: Astarte
  - Reinhart Ross Valero: Lance Knight (Horseshoe)

ENEMIES

- 
- BOSS: Black Knight Gunther

VICTORY CONDITIONS

- 
- defeat the boss
  - 9 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-16>

- Candelabra - obstacle, respawn after six turns  
(B5: Fishing Pole, RESPAWN - Baptism Veil)
- Candelabra - obstacle (E5: Tie Tack)
- Knight Statue - obstacle, respawn after two turns (C7: Leather Hat)
- Knight Statue - obstacle (D7: Demon Scabbard)

Total: 5 Key Items

-----

Black Knight Gunther

-----

HP: 28.800  
Level: 80  
EXP: 470.000  
Movement Type: Ground  
Class: Cursed Soul

Key Item: War Saddle

[Skill I: Blaze Lancet]

"Two large flames moving diagonally."

Damage: 2 shots, -12.00 Time per hit

The description is quite accurate: a flame spawns either at the bottom-left or bottom-right screen edge and moves diagonally to the opposing corner. A second flame follows immediately after that which appears on the other side.

Blaze Lancet is easy to dodge. Just stay in the center of the bottom or top screen edge - the fire will pass by without sapping Time at all.

[Skill II: Javelin Strike]

"Multiple spears from the sides."

Damage: 8 shots, -10.50 Time per hit

Eight spears start flying into the screen from all sides. They will take wing one at a time while the next one flashes red as an indicator. Use this hint to move next to that spear (left or right) since they fly in a predictable straight path.

Javelin Strike covers a lot of time (real time). You can try dishing out attacks again as soon the majority of the spears disappeared. The other option would be to wait for a clear field, focusing on dodging.

[Special: Charge Assault]

Used when he sees a materialized knight.

An exclamation mark pops up above Gunther. He holds still for a moment, followed by a deadly charge which reduces the VIT of all hit knights to zero. This skill can be stopped with an attack before the charge phase occurs. He's invulnerable during the actual skill execution.

Charge Assault misses if you cancel or activate the targetted knight's action before he and Gunther come in contact. The boss needs to stand in a line with the materialized unit in order to see him. Objects will hinder his sight.

Visual examples:

I=Idle Knight

K=Active Knight

C=Candelabra

G=Gunther

```

[ ] [K] [ ] [C] [ ] [G]
[ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ]

```

-----  
The boss is unable to see our unit. He will not use Charge Assault.  
-----

```

[ ] [K] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [G] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ]

```

[ ] [ ] [ ] [ ] [ ] [ ] [ ]

-----  
The boss does not stand in a line with the knight. He will not attack.  
-----

[ ] [K] [ ] [ ] [ ] [ ] [ ]  
[ ] [ ] [ ] [ ] [ ] [ ] [ ]  
[ ] [ ] [ ] [ ] [ ] [ ] [ ]  
[ ] [ ] [ ] [ ] [ ] [ ] [ ]  
[ ] [G] [ ] [ ] [ ] [ ] [ ]

-----  
The boss sees our active unit. He will use Charge Assault!  
-----

[ ] [I] [ ] [ ] [ ] [ ] [G]  
[ ] [ ] [ ] [ ] [ ] [ ] [ ]  
[ ] [ ] [ ] [ ] [ ] [ ] [ ]  
[ ] [ ] [ ] [ ] [ ] [ ] [ ]  
[ ] [ ] [ ] [ ] [ ] [ ] [ ]

-----  
The boss sees our unit but won't activate Charge Assault since the knight isn't preparing a attack or Weapon Skill.  
-----

[Ultimate: Javelin Crush]

Damage: 4 shots, -12.00 Time per hit (Cross Bullet)  
1 shot, -18.00 Time per hit (Sword/Pincer)  
Many shots, -7.50 Time per hit (Shatter Bullets)

Phase 1: Four thin, weird-shaped beams fly into the screen, forming a "cross" with a large hole in the middle. This bullet form spins clockwise.

Phase 2: The cross disappears. A broad sword with a large hole on the sharp end rushes diagonally into the field. It will close this hole with a pincer-like move, crushing anything within. This phase features two blank spots in the corners.

Phase 3: The lance begins to shatter which releases a lot of small bullets. These things bounce off the walls for a while and will cover the screen almost entirely. They disappear after that.

Phase 1: Place the Wisp in one of the corners. As soon the cross appears, you will have to move along with it. Make sure that the Wisp stands in a corner as soon Phase 2 starts!

Phase 2: The lance comes in from a random side. You can be lucky and might have gotten one of the two safe corners. Otherwise you will need to move ASAP out of the pincer-hole.

Phase 3: Stay in a corner, wait for the bullets, then dodge around like there's no tomorrow. Don't even try looking for a safe spot. Make sure to adjust the Wisp's speed - it is possible to endure this phase with no time damage at all.

-----  
| SCENE 17: A DISTANT THUNDERCLAP (#17-2) |  
-----

/\ /\n / // \_/NIGHTS IN THE NIGHTMARE

/ \_ \_ \n \/ \/

INFORMATION

UNIT(S) : Hermit, Priestess, Warrior  
WEAPON(S): Avenger, Searing Edges, Sapphire Mace, Francisca

FIELD PERSONNEL

- Isolde Alma Dicrivan: Hermit (Broken Locket)
- Anette Asim Straud: Priestess (Tea Carafe)
- Aura Aurora Hertz: NPC (Stuffed Bear)
- Orlando Sean Graham: NPC (Worn Textbook)
- Brawny F. Bathues: NPC (Pipe)

ENEMIES

- [Darkness Hound]
- Darkness Ogre
- Darkness Hound
- Darkness Hound
- Darkness Lamia
  
- [Sanctity Hound]
- Sanctity Wyrn
- Sanctity Hound
- Sanctity Slime
- Sanctity Slime
- Sanctity Goblin
  
- [Ice Lamia]
- Ice Dryad
- Ice Spider
- Ice Dryad
- Ice Dryad

VICTORY CONDITIONS

- complete 2 matrix lines
- 8 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene2-17>

- Wooden Crate - container, respawn after four turns  
(Dirty Map, RESPAWN - Broken Chains)
- Hanging Bridge - flooring, does not respawn (Lollipop)
- Long Sign - obstacle, respawn after six turns (Superb Scarf)
- Ice Dryad Fence - flooring, respawn after one turn
- Fire Dryad Fence - flooring

Total: 4 Key Items

| SCENE 18: UNBEARABLE FRUSTRATION (#18-2) |

/\ /\n//\_NIGHTS IN THE NIGHTMARE\n\_ \n\\/ \\/

INFORMATION

UNIT(S) : Duelist, Archer, Hermit, Lance Knight  
WEAPON(S): Magical Sword, Icicle Blade, Blazing Needle,  
Flint Bow

FIELD PERSONNEL

- Irma Eri Sheifer: Duelist (Dirty Map)
- Oswald J. Titus (Leather Hat)
- Wander Remini Oh Gorah: NPC (Faded Bag)

ENEMIES

- BOSS: Angel Marietta

VICTORY CONDITIONS

-defeat the boss  
-6 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene2-18>

- Weapon Rack - obstacle (A4: Frying Pan)
- Weapon Rack - obstacle (A5: Armor Piece)
- Sandbag - obstacle (Sheet Music)
- Battery - weapon (Table Napkin)

Total: 4 Key Items

Angel Marietta

HP: 32.200  
Level: 85  
EXP: 530.000  
Movement Type: Air  
Class: Arch Angel  
Key Item: Holy Necklace

[Skill I: Thunder Burst]  
"Three lightning bolts crash from above."  
Damage: 3 shots, -13.50 Time per hit

Three thunderbolts (one at a time) strike from above which stretch all the

way down to the south screen edge. The bullets vary in size and form.

I suggest moving to the down-left or down-right corner as soon as possible. This should keep you safe most of the time.

[Skill II: Seraphic Hail]

"Golden feathers from wings of judgement."

Damage: 24 shots, -18.00 Time per hit

Marietta creates a sphere of light in front of her which transforms into a small bird immediately afterwards. This avian creature moves like a regular wallbouncer projectile, stopping three times in total while also creating several electrified feathers at those points.

Stay away from Marietta at the start. Afterwards dodge the forthcoming bird along with the spawning feathers (keep your distance). The latter remain on the field for a while.

[Special: Sapphire Rain]

Damage: Many shots, -9.00 Time per hit

The boss releases multiple blue gems. These behave like regular MP crystals but inflict damage instead.

Move to the left, right or top of Marietta to dodge this skill completely.

[Ultimate: Divine Judgement]

Damage: 4 shots, -23.24 Time per hit (Energy Balls)

2 shots, -17.26 Time per hit (Protective Rings)

Many shots, -10.50 Time per hit (Barrier Shards)

Phase 1: Several energy balls spawn near the screen edge Marietta is looking at. The bullets start coalescing onto her.

Phase 2: Marietta creates two circles around herself, forming a barrier.

Phase 3: Another set of energy balls appears. This time they come from the north, east, south and west.

Phase 4: Marietta drops the circle barrier. Afterwards she releases a bullet barrage towards all directions.

Phase 1: Move behind the boss.

Phase 2: Create some distance between the Wisp and Marietta.

Phase 3: Position yourself northwest, northeast, southwest or southeast from the barrier.

Phase 4: Slip through the incoming shards as good as you can.

-----

| \_\_\_\_\_ |  
| SCENE 19: THE MAIDEN'S LAMENT (#19-2) |  
'-----'

/\ /\n  
/ // \_/NIGHTS IN THE NIGHTMARE  
/ \_ \n  
\/ \/\n| \_\_\_\_\_ |  
| INFORMATION |  
|-----|  
| UNIT(S) : Wizard, Priestess, Warrior, Lance Knight, Archer, |  
| Hermit, Duelist |

| WEAPON(S): Sapphire Mace, Baldr, Frozen Axe, Blazing Needle, |  
| Icepicks, Elfin Bow, Icicle Blade, Thunder Blade |  
'-----'

#### FIELD PERSONNEL

-----

- Gert T. Fobis: Warrior (Frying Pan)
- Juno O. Credin: Wizard (Dictionary)
- Gaston Gavotte Siegel: NPC (Angel Statue)
- Kulich S. Renard: NPC (Medicine)
- Filmier Ai Wagner: NPC (Baptism Veil)

#### ENEMIES

-----

- [Fire Ogre]
- Fire Ogre
- Fire Dryad - HIGH
- Fire Dryad - HIGH
- Fire Hound
  
- [Neutral Dryad - HIGH]
- Neutral Lamia
- Neutral Tarantula
- Neutral Tarantula (2nd)
- Neutral Goblin
- Neutral Ogre
  
- [Fire Slime]
- Fire Goblin
- Fire Slime (2nd)
- Fire Dryad - HIGH
- Fire Goblin (2nd)

#### VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 9 turns available

#### OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-19>

- Wooden Crate - container, respawn after four turns  
(F4: Broken Pin, RESPAWN - Beast Horn)
- Wooden Crate - container, respawn after four turns  
(F5: Military Guide, RESPAWN - Muck)
- Grassland - obstacle, respawn after six turns  
(Special Lunch, RESPAWN - Garden Shears)
- Long Sign - obstacle (Gold Bookmark)
- Lightning Dryad Fence - flooring
- Darkness Dryad Fence - flooring
- Lightning Dryad Fence - flooring
- Neutral Dryad Fence - flooring

Total: 7 Key Items

|-----|



'-----'

/\ /\  
/ //\_/NIGHTS IN THE NIGHTMARE

/ \_ \_ \  
\/ \\/

-----  
INFORMATION  
-----

| UNIT(S) : Astarte, Hermit, Lance Knight, Duelist, Archer |  
| WEAPON(S): Strongest Law Weapon, Strongest Chaos Weapon, |  
| Naga Fangs, Flame Lance, Flint Bow, Icicle Blade |  
-----

FIELD PERSONNEL  
-----

- Mellia: Astarte
- Beatrix Bell Noran: Hermit (Broken Pin)
- Norberg Norm Fried: NPC (Tie Tack)

ENEMIES  
-----

- BOSS: Demon Beast Garm
- BOSS: Beast King Dotaurus

VICTORY CONDITIONS  
-----

-defeat both bosses  
-8 turns available

OBJECTS/KEY ITEMS  
-----

Map: <http://knights.heriet.info/Chart/Scene2-20>

- Grassland - obstacle, respawn after six turns (F4: Dreamer's Hat)
- Grassland - obstacle, respawn after six turns (G3: Applecot Nut)
- Treasure Chest - container, respawn after four turns (Rosary)

Total: 3 Key Items

-----  
Demon Beast Garm  
-----

HP: 30.000  
Level: 82  
EXP: 147.500  
Movement Type: Ground  
Class: Garm  
Key Item: Broken Chains

[Skill I: Savage Fang]

"Four fangs biting at the screen."

Damage: 4 shots, -21.00 Time per hit

Four large bullets resembling canine fangs crash into the screen as if they bite onto something. Two of these "teeth" come in from the top and the bottom screen edge respectively which covers the screen vertically.

Either move the Wisp to the upper mid or lower mid of the field - all four bullets are unable to reach him there. Savage Fang has a comparably long startup time which makes it easier to see it coming.

[Skill II: Mighty Roar]

"A shockwave moving in eight directions."

Damage: 40 shots, -10.50 Time per hit

Garm holds still for a short time before releasing four waves coupled with four "orbs" in eight directions. Each wave looks like this:

B = Boss

/ = Orb

- = Wave

```
\  -  /
 \  -  /
      B
```

Now imagine this attack going up, left, down and right at the same time. In a circle, this attack would cover 0°, 45°, 90°, 135°, 180°, 225°, 270°, 315° and 360°. Move as far away as possible, then prepare to position yourself here:

B = Boss

/ = Orb

- = Wave

W = Wisp

```
\ W -  /
 \  -  /
      B
```

[Jamming: Mangle]

Initial Jamming Gear value: 2

Activated when Garm sees a materialized Knight ("to see" works the same like Gunther's Charge Assault).

The boss dashes forward, gnawing on the victim. This will cancel any charged attack and will sap vitality multiple times. Mangle restores Garm's HP gradually and increases the level of Dotaurus.

I suggest that you plan ahead so that he doesn't interfere with attacking. Wait till Garm moves out of your knight's sight, THEN start charging Weapon Skills. The Jamming Gear pops up when the boss starts stealing vitality. Your last option would be to cancel or unleash the attack before Garm starts gnawing on the knight.

[Ultimate: Savage Roar]

Damage: 4 shots, -21.00 Time per hit (Fangs)

20 shots, -10.50 Time per hit (Shockwaves)

Many shots, -10.50 Time per hit (Projectiles)

Phase 1: The boss combines his two normal attacks, summoning four fangs and several shockwave bullets. The former remain on the field.

Phase 2: Many projectiles spread out from the screen's center.

Phase 1: Move to the upper or lower mid, then dodge into a safe space in-between.

Phase 2: Build up some distance from the center while keeping Hide Mode up.

There's no real bulletproof strategy applicable here.

-----  
Beast King Dotaurus  
-----

HP: 48.400

Level: 83

EXP: 442.500

Movement Type: Ground

Class: Savage

Key Item: Beast Horn

[Skill I: Death Flagellum]

"Three lashes across the screen with a whip."

Damage: 3 shots, -19.50 Time per hit

The description says it all. Three thin snake-like bullets spread out instantly into random directions from Dotaurus' position, one after another.

There's no real strategy involved (we don't know where these lashes appear) except activating Hide Mode like always.

[Skill II: Needle Swarm]

"Spikes that move slowly, then attack."

Damage: 60 shots, -12.00 Time per hit

Dotaurus whirls his whip wildly around which conjures a lot of arrow bullets above him. Each one stops, followed by facing a random direction. They will then fly outwards extremely fast. Move the Wisp to a far edge of the screen. Now you'll have to pay attention: which side has the lowest amount of arrows facing it? Move to that side.

Both of Dotaurus' attacks require some luck but are still manageable.

[Spellcast: Summon Beasts]

The boss prepares some summoning magic. This will call forth three multi-elemental Hound enemies with about 5500 HP. These foes appear in ~1 second intervals.

Summon Beasts can be interrupted before and during the actual summoning (remember: it's a spell). This skill can be really annoying - always prepare a knight for sniping Dotaurus, in case he wants to call some allies.

[Ultimate: Beast King's Ace]

Damage: 1 shot, -21.00 Time per hit (Card)

Many shots, -12.00 Time per hit (Arrows)

6 shots, -18.00 Time per hit (Fangs)

Phase 1: A giant card appears, covering either the left or right half of the screen. This thing summons several arrows which fly upwards in an arc.

Phase 2: The card disappears. Shortly afterwards, six very large fangs rend almost the entire screen.

Phase 1: Move to the top while dodging left and right. The arrows will focus on a certain area and will change this pattern slowly - use this information as an indicator.

Phase 2: Quick! Position yourself in one of the corners before the fangs

appear.

-----  
| SCENE 21: THE WICKED KING'S RAGE (#21-2) |  
-----

/\ /\n  
/ //\_/NIGHTS IN THE NIGHTMARE  
/ \_ \

\/ \/ | INFORMATION |  
| |  
| |-----|  
| UNIT(S) : Astarte, Duelist, Archer, Hermit, Lance Knight, |  
| Warrior |  
| WEAPON(S): Rainbow Arc, Slasher, Estoc, Bloody Rapier, Halberd, |  
| Avenger, Elfin Bow |  
| |-----|

FIELD PERSONNEL  
-----

- Mellia: Astarte
- Mauser D. Mendel: Archer (Military Guide)
- Oryze Vid Eh Dapho: Duelist (Gold Bookmark)
- Maya O. Jidish: NPC (Table Napkin)
- Janak Riese Oh Cheryl: NPC (Garden Shears)
- Donald Louis Gilbert: NPC (Sheet Music)

ENEMIES  
-----

- [Sanctity Slime]
- Sanctity Lamia
- Sanctity Witch
- Sanctity Lamia (2nd)
- Sanctity Wyrn - HIGH
- Sanctity Gremlin
- Sanctity Goblin
  
- [Ice Tarantula]
- Ice Saber
- Ice Ogre
- Ice Gremlin - HIGH
- Ice Slime
- Ice Hound
  
- [Lightning Gremlin]
- Lightning Sentry
- Lightning Sentry (2nd)
- Lightning Hound
- Lightning Tarantula - HIGH
- Lightning Saber
  
- [Darkness Goblin]
- Darkness Goblin (2nd)
- Darkness Sprite - HIGH
- Darkness Dryad
- Darkness Dryad (2nd)

- Darkness Sprite - HIGH

VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 12 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-21>

- Crock - container, respawn after four turns  
(E4: Yakut Cheese, RESPAWN - Bracelet)
- Crock - container (A4: Obsidian)
- Gargoyle - weapon (C2: Music Box)
- Gargoyle - weapon (E6)

Total: 4 Key Items

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|-----|
SCENE 22: AN INNOCENT VICTIM (#22-2)
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
/ _ _ \
\ / \ /
```

```
|-----|
|                                     |
INFORMATION
UNIT(S) : Astarte, Hermit, Priestess, Archer, Wizard
WEAPON(S): Strongest Chaos Weapon, Strongest Law Weapon,
Beast Fangs, Raincloud Bow, Handmade Bow,
Element Rod
-----
```

FIELD PERSONNEL

-----

- Mellia: Astarte
- Sofine C. Renard: Hermit (Applecot Nut)
- Ansela F. Rowain: Priestess (Rosary)
- Nestor Nev Reynolds: NPC (Lollipop)
- Knox Krytzo Piralonga: NPC (Fishing Pole)

ENEMIES

-----

- BOSS: Angel Marietta

VICTORY CONDITIONS

-----

- defeat the boss
- 7 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-22>

- [Element] Tome - weapon, respawn after one turn  
(A5: 1st Book Half, RESPAWN - Secret Dossier)
- [Element] Tome - weapon (D6: Black Cassock, RESPAWN - Calamity Tome)
- [Element] Tome - weapon (B2: Small Album, RESPAWN - Book of Sweets)
- [Element] Tome - weapon (E3: 4-Leaf Clover)

Total: 7 Key Items

-----  
 Angel Marietta  
 -----

HP: 42.800

Level: 87

EXP: 650.000

Movement Type: Air

Class: Arch Angel

Key Item: Holy Necklace

[Skill I: Thunder Burst]

"Three lightning bolts crash from above."

Damage: 3 shots, -13.50 Time per hit

Three thunderbolts (one at a time) strike from above which stretch all the way down to the south screen edge. The bullets vary in size and form.

I suggest moving to the down-left or down-right corner as soon as possible. This should keep you safe most of the time.

[Skill II: Seraphic Hail]

"Golden feathers from wings of judgement."

Damage: 24 shots, -18.00 Time per hit

Marietta creates a sphere of light in front of her which transforms into a small bird immediately afterwards. This avian creature moves like a regular wallbouncer projectile, stopping three times in total while also creating several electrified feathers at those points.

Stay away from Marietta at the start. Afterwards dodge the forthcoming bird along with the spawning feathers (keep your distance). The latter remain on the field for a while.

[Special: Sapphire Rain]

Damage: Many shots, -9.00 Time per hit

The boss releases multiple blue gems. These behave like regular MP crystals but inflict damage instead.

Move to the left, right or top of Marietta to dodge this skill completely.

[Ultimate: Divine Judgement]

Damage: 4 shots, -23.24 Time per hit (Energy Balls)

2 shots, -17.26 Time per hit (Protective Rings)

Many shots, -10.50 Time per hit (Barrier Shards)

Phase 1: Several energy balls spawn near the screen edge Marietta is looking at. The bullets start coalescing onto her.

Phase 2: Marietta creates two circles around herself, forming a barrier.

Phase 3: Another set of energy balls appears. This time they come from the

north, east, south and west.

Phase 4: Marietta drops the circle barrier. Afterwards she releases a bullet barrage towards all directions.

Phase 1: Move behind the boss.

Phase 2: Create some distance between the Wisp and Marietta.

Phase 3: Position yourself northwest, northeast, southwest or southeast from the barrier.

Phase 4: Slip through the incoming shards as good as you can.

-----  
|  
| SCENE 23: THE FATE OF THE FAVORED ONE (#23-2) |  
|-----|

/\ /\  
/ //\_/NIGHTS IN THE NIGHTMARE  
/ \_ \  
\ / \ /

-----  
| INFORMATION |  
|-----|

| UNIT(S) : Lance Knight, Duelist, Hermit, Priestess |

| WEAPON(S): Catastrophe, Icicle Blade, Flame Lance, Icepicks,  
| Bronze Mace |  
|-----|

FIELD PERSONNEL  
-----

- Gudrun H. Mison: Lance Knight (Yakut Cheese)
- Platier M. Lawrence: Duelist (Music Box)
- Pascale Poppi Reinard: NPC (Superb Scarf)
- Nielsen E. Cavalier: NPC (Muck)

ENEMIES  
-----

- [Fire Gremlin]
- Fire Saber
- Fire Gremlin (2nd)
- Fire Sentry
- Fire Tarantula - HIGH
- Fire Goblin
  
- [Fire Witch]
- Fire Witch (2nd)
- Fire Wym
- Fire Slime
- Fire Ghost
- Fire Skeleton
- Fire Sprite - HIGH
  
- [Ice Sprite]
- Ice Sprite (2nd)
- Ice Saber
- Ice Dryad - HIGH
- Ice Skeleton
- Ice Dryad (2nd) - HIGH
  
- [Lightning Dryad]
- Lightning Dryad (2nd)

- Lightning Hound
- Lightning Sprite
- Lightning Ogre - HIGH
- Lightning Ogre (2nd) - HIGH

VICTORY CONDITIONS

-----  
 -complete 2 matrix lines  
 -23 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-23>

- Gargoyle - weapon (Perfume Bottle)
- Treasure Chest - container (Comrade's Coat)
- Suspended Path - flooring (C4: Carrier Pigeon)
- Suspended Path - flooring (C7: Worn Holy Book)
- Suspended Path - flooring (F5: Old Amulet)
- Hidden Staircase - flooring (H4: Black Talisman)

Total: 6 Key Items

IMPORTANT NOTE: In order to get the Good Ending for Mellia, you must NOT (!) destroy/attack the Hidden Staircase which also means not visiting Scene 23.5 at all. I will still list it for the sake of completion (and for those who want the Bad Ending).

```
|-----|
SCENE 23.5: THE IMPRISONED EVIL (#23.5-2)
```

```
  /\ /\
 / //_/NIGHTS IN THE NIGHTMARE
 / ___ \
\/\ \/\|-----|
      |                                     |
      |                               INFORMATION                               |
      |-----|
      | UNIT(S) : -none*-                |
      | WEAPON(S): -none*-                |
      |-----|
```

\*I didn't visit Scene 23.5 on my playthrough hence why it says "none".

FIELD PERSONNEL

-----

- Granitz S. Dinatog: Archer (Obsidian)

ENEMIES

-----

- BOSS: Scoppio the Hideous

VICTORY CONDITIONS

-----

-defeat the boss



-14 turns available

OBJECTS/KEY ITEMS

-----

Map: [http://knights.heriet.info/Chart/Scene2-23\\_5](http://knights.heriet.info/Chart/Scene2-23_5)

- Fine Chest - container (A4: random content, see below)
- Fine Chest - container (B3: random content, see below)
- Fine Chest - container (D4: random content, see below)
- Fine Chest - container (H4: random content, see below)
- Fine Chest - container (E7: random content, see below)
- Fine Chest - container (F6: random content, see below)

Total: 1 (Invisible) Key Item

IMPORTANT REMINDER: Visiting Scene 23.5 triggers the BAD ENDING for Mellia,  
no matter what you do for the rest of her path.

-----  
Scoppio the Hideous  
-----

HP: 114.000

Level: 93

EXP: 710.000

Movement Type: Ground

Class: Titan

Key Item: Black Talisman

[Skill I: Calamity Hail]

"A series of iron balls falls down."

Damage: 8 shots, -18.00 Time per hit

Four waves of spiky balls (they vary in size) drop from the top onto the bottom screen edge. Their initial position is randomly chosen.

Move to the bottom, wait for the bullets, then move left or right into a gap. Increase the Wisp's speed just to be safe.

[Skill II: Infernal Debris]

"Rocks that explode into shrapnel."

Damage: >99 shots, -12.00 Time per hit

Scoppio whirls around while a lot of blue bullets gather above him. They will scatter into all directions. This attack is like an improved version of Beast King Dotaurus' Needle Swarm.

Move away as far as possible, then maneuver yourself through the incoming shards. The bullets advance at medium speed which makes things a little easier.

[Special: Smash]

Activated when he's close to a fine chest.

Scoppio swings his weapon at the targetted object. The chest in question will be destroyed if he's not stopped in time. Unlike the Ogre's variant, Smash cannot be jammed.

The only way to interrupt this skill is by attacking - keep your knights

ready!

[Ultimate: Absolute Hellfire]

Damage: Many shots, -13.50 Time per hit (Flame Crescent)

3 shots, -27.00 Time per hit (Volcano)

Many shots, -12.00 Time per hit (Flame Orb)

Phase 1: Crescent bullets move into the screen from the west and east, disappearing after a short while. This phase persists through Phase 2 and 3.

Phase 2: Three volcano bullets move in from the top and bottom screen edge. They cover a lot of room and stay through Phase 3.

Phase 3: Several small flame orbs gather in the screen's center and start moving around in a random pattern.

Phase 1: You can keep the Wisp safe just by staying in the mid while dodging the incoming crescent bullets.

Phase 2: I suggest moving to the right or left screen edge. The mountain bullets won't reach there.

Phase 3: Stay where you are. Focus on dodging the orbs but make sure not to touch one of the mountains either! The flame orbs and crescents form a pincer attack: moving left will bring you in contact with the former, moving right in range of the latter. It might be wise to skip this attack altogether via Time ---> MP/EXP conversion.

-----  
|  
| SCENE 24: THE BEGINNING OF THE END (#24-2) |  
|-----|

/\ /\n / //\_/NIGHTS IN THE NIGHTMARE

/ \_ \_ \

\ / \ / |

INFORMATION

UNIT(S) : Wizard, Duelist, Lance Knight, Hermit, Priestess

WEAPON(S): Voltaic Dagger, Epoch Staff, Deathbringer,  
Element Rod, Ice Chalice, Avenger, Vampire

FIELD PERSONNEL

- 
- Melange Kiev Dotorov: Wizard (Armor Piece)
  - Neredo A. Velden: Duelist (1st Book Half)
  - Lucana Y. Ample: NPC (4-Leaf Clover)
  - Schweiz Saijar Ransom: NPC (Secret Dossier)

ENEMIES

- 
- [Sanctity Witch]
  - Sanctity Sentry
  - Sanctity Lamia
  - Sanctity Witch (2nd)
  - Sanctity Saber
  - Sanctity Wyrn
  - Sanctity Slime - HIGH

- [Neutral Saber]
- Neutral Saber (2nd)
- Neutral Witch
- Neutral Ghost
- Neutral Gremlin
- Neutral Wyrn
- Neutral Ogre - HIGH
  
- [Lightning Gremlin]
- Lightning Gremlin (2nd)
- Lightning Gremlin (3rd)
- Lightning Skeleton - HIGH
- Lightning Skeleton (2nd) - HIGH
  
- [Fire Skeleton]
- Fire Sentry - HIGH
- Fire Lamia
- Fire Skeleton
- Fire Gremlin
- Fire Gremlin (2nd)

VICTORY CONDITIONS

-----  
 -complete 2 matrix lines  
 -9 turns available

OBJECTS/KEY ITEMS

-----  
 Map: <http://knights.heriet.info/Chart/Scene2-24>

- Hovering Stone - flooring ( )
- Decorative Armor - obstacle (E6: )
- Decorative Armor - obstacle (D2: )
- Decorative Armor - obstacle (D3: )
- Decorative Armor - obstacle (D7: Bafomet Mask)

Total: 5 Key Items

HINT: I suggest replacing Melange with a Lance Knight, then move him one square up-right (yes, this actually work). That should put you in a more advantageous position for attacking the upper objects.  
 [Thanks to the Japanese KitN wiki.]

```
|
SCENE 25: PURSUER OF DAWN (#25-2)
```

```
  /\ /\
 / //_/NIGHTS IN THE NIGHTMARE
 /  _  \
\//  \//|-----|
|                                     |
INFORMATION
UNIT(S) : Wizard, Lance Knight, Duelist, Priestess
WEAPON(S): Epoch Staff, Magical Sword, Golden Spear,
```

FIELD PERSONNEL

- Lakshmi Sera Bradley: Lance Knight (Small Album)
- Morozof Mohr Jensen: Wizard (Black Cassock)
- Leane Lage Ford: NPC (Bracelet)

ENEMIES

- BOSS: General Leonil

VICTORY CONDITIONS

- defeat Leonil
- 8 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene2-25>

- Weapon Rack - container (B6: Loose Bandage)
- Weapon Rack - container (B7: Rose)
- Weapon Rack - container (B8: Chipped Badge)

Total: 3 Key Items

General Leonil

HP: 52.600  
Level: 77  
EXP: 730.000  
Movement Type: Ground  
Class: Gladiator  
Key Item: Demon Scabbard

I will refer to the three weapons as Broadsword (he starts with this one), Einherjar (the zigzag blade) and Feathersword (it's smaller than the Broadsword and has some feathers attached to the sheath).

[Broadsword Skill I: Greed Slash]

"A giant blade that comes from the sky."

Damage: 1 shot, -16.00 Time per hit

A thin, long blade (vertical range: basically top to bottom) crashes diagonally into the screen from above. It will then swing east- or westwards in an arc, leaving the screen almost instantly.

Stay near the south screen edge. You can't really avoid the initial slash on reaction since the sword appears really fast. Moving to the southwest or southeast corner before it appears should be a viable option. Stay there till it goes away.

[Broadsword Skill II: Ignition Edge]

"Fire pillars erupt and shoot fireballs."

Damage: 6 shots, -12.00 Time per hit

Leonil calls forth a fire blade from nowhere. It will spawn several missiles which track the Wisp. They reappear as soon they exit the screen and will vanish when they leave the field for a second time.

Move away from the sword, depending on where it spawned. The bullets move rather slow - glide around them, watch as they depart, then prepare for the second missile wave.

[Broadsword Ultimate: Flame Judgement]

Damage: Many shots, -07.00 Time per hit (Fire Missile)  
2 shots, -06.00 Time per hit (Flame Rock)  
2 shots, -08.00 Time per hit (Small Dragon)  
1 shot, -16.00 Time per hit (Large Dragon)

Phase 1: Two small flame dragons move in from down-left and down-right. They will fly upwards and stay close to the west and east screen edge respectively. At the same time, several fire missiles fall down from the upper screen half.

Phase 2: A large fire dragon appears at the bottom-left corner and moves along the southern edge to the east. After that, many flame rocks are being launched from the left which fly all the way to the right.

Phase 1: This is without doubt his weakest Ultimate. Move the Wisp between one of the dragons and the spawning fire missiles (imagine the screen as a circle: 30° and 330° are the safe spots).

Phase 2: Place yourself at the top-right corner. Neither the large dragon nor the flame rocks should hit you there. Otherwise you can try to slip through the bullets.

[Einherjar Skill I: Wandering Slash]

"A jagged blade that suddenly appears."  
Damage: 1 shot, -20.00 Time per hit

The boss summons a branch of lightning which comes in from a random direction. It will stay there for a short time and covers a good portion of the field.

There's no surefire strategy in this case. The lightning is quick and will probably catch you off-guard anyway.

[Einherjar Skill II: Fractal Misery]

"Demonic light that splits as it moves."  
Damage: 13 shots, -11.30 Time per hit

A single red beam moves diagonally onto the field. It will bounce off the walls a few times. Each time this happens, the ray will split into additional smaller lasers - these bounce off as well and form a bullet grid with only a few gaps inbetween.

Move the Wisp away from the beam. We will need to "go along with the flow" - there's no absolute safe spot. Predict the target area of the smaller lasers, then try to get a gap.

[Einherjar Ultimate: Supreme Spark]

Damage: Many shots, -07.00 Time per hit (Lightning Orb)  
1 shot, -15.00 Time per hit (Thunder Snake)  
Many shots, -10.50 Time per hit (Spark Arrow)  
Many shots, -13.00 Time per hit (Bolt)

Phase 1: Many small lightning orbs appear above Leonil's sword. They are

accompanied by three thunder bolts.

Phase 2: Bolts stop appearing and the orbs move towards the bottom-left or bottom-right corner.

Phase 3: All orbs fly off the screen. A thunder snake appears at the opposite corner and chases after the Wisp four times before disappearing. Each time this snake stops, several unmoving spark arrows spawn near it. The Ultimate ends with some thunder bolts coming down from above.

Phase 1: Stay away from Leonil.

Phase 2: Dodge around the orbs, then move to the center.

Phase 3: Evade the first snake assault by moving upwards or downwards.

Continue luring the bullet along the screen edges until it departs.

Make sure to position yourself in the lower half of the field before the lightning bolts appear!

[Feathersword Skill I: Relentless Duel]

"A single mysterious blade appears."

Damage: 1 shot, -13.00 Time per hit

Leonil "draws" an oval bullet around him which has lots of safe space on the inner part. It will appear almost instantly and has excellent vertical range.

Position yourself near (or rather on) Leonil. The strike will miss due to the bullet having always the same size and forming around the boss' current position.

[Shortsword Skill II: Vortex Crescent]

"A sword that moves erratically."

Damage: 5 shots, -9.00 Time per hit

The boss throws out five rotating wind rings, one after another. These move across the field, cause irritating noise AND last really long.

Turn the volume down (...), then move aside when they come close. Simple as that.

[Feathersword Ultimate: Void Sphere]

Damage: 1 shot, -20.00 Time per hit (Cloud)

2 shots, -12.50 Time per hit (Snakes)

10 shots, -10.00 Time per hit (Blue Flame)

This is the hardest of the boss' Ultimates since it lasts very very long - he will continue attacking while you are dodging around.

Phase 1: A large, stationary bubble spawns above Leonil.

Phase 2: Two violet drakes circle around the sphere. They will then start flying around, leaving and entering the screen multiple times.

Phase 3: Both drakes form an unmoving circle around the Wisp (it's possible to fly out of it).

Phase 4: Many blue flames appear one by one at the inner edge of the circle.

Phase 5: The circle disappears - all flames advance towards the bubble, then vanish.

Phase 1: Move away from Leonil.

Phase 2: Dodge the dragons by moving. Their movement speed is above-average but still slow enough for a chance to react. Try to enter Phase 3 as far as possible from the void sphere.

Phase 3: Either stay in the circle or move out of it, suffering some Time

damage in the latter case. Ignore the next two phases if you decided to escape.

Phase 4: Stay in the center of the circle.

Phase 5: You have only one second - maybe even less - to move through one of the gaps between the flames as soon the dragon circle fades! If you are not able to do that: Time damage.

[Spellcast: Summon Saber]

A single Saber enemy joins the fight if Leonil is not interrupted during the chanting.

Same pattern applies to every spell: attack/keep your knights ready.

[Special: Agility Up]

Leonil moves like a flash up and down on the squares, leaving a blue trail behind. This increases his movement speed drastically and makes him invulnerable for a short time.

Well, nothing we can do about it. :-) Try not too hard attacking during this state.

[Special: Change Weapon]

Equips another weapon while the word "Change" pops up. Effect: switches to another skillset.

You can't do anything about that either.

[Special: Jump]

Leonil leaps into the air, then reappears on the other side of the field (either behind or in front of the weapon racks).

This move can be annoying if there's no unit in range afterwards. That will also render him safe while casting Summon Saber.

[Special: Guard]

The boss possesses the innate ability to block attacks while he wields the broadsword.

There are two ways to bypass this mechanic: 1) Grams or 2) launching Weapon Skills while Leonil is executing a attack himself (he cannot block and go on the offense at the same time).

[Special: Cancelling Swipe]

Sometimes activated when he sees a materialized knight.

An exclamation mark pops up. Leonil will then execute a quick strike which drains VIT, pushes the victim back and cancels the current action.

Charge your weapons before he comes in range, then unleash them as soon as possible. Remember that Cancelling Swipe only occurs during the Broadsword Phase.

---

| SCENE 26: IN THE MIDST OF THE HUNT (#26-2) |  
-----

/\ /\  
/ //\_/NIGHTS IN THE NIGHTMARE

/ \_ \_ \  
\/ \\/ |-----|  
| INFORMATION |  
|-----|  
| UNIT(S) : Duelist, Priestess, Lance Knight, Hermit |  
| WEAPON(S): Blue Bomber, Icicle Blade, Bloody Rapier, Avenger, |  
| Searing Edges, Darkish |  
|-----|

FIELD PERSONNEL

-----

- Lisbet Eihm Wagner: Priestess (Perfume Bottle)
- Magda L. Kialoster: Duelist (Old Earrings)
- Merrick Alex Carolla: NPC (Rose)
- Wurger Weiss Ritter: NPC (Bafomet Mask)

ENEMIES

-----

- [Sanctity Ogre]
- Sanctity Witch - HIGH
- Sanctity Ogre (2nd)
- Sanctity Ghost
- Sanctity Spider
- Sanctity Witch (2nd) - HIGH
  
- [Darkness Goblin]
- Darkness Hound - HIGH
- Darkness Goblin (2nd)
- Darkness Ogre
- Darkness Saber - HIGH
- Darkness Ghost
  
- [Neutral Sentry]
- Neutral Lamia
- Neutral Sentry (2nd)
- Neutral Lamia (2nd)
- Neutral Gremlin
- Neutral Gremlin (2nd)
- Neutral Goblin
  
- [Fire Hound]
- Fire Skeleton
- Fire Skeleton (2nd)
- Fire Sentry
- Fire Slime
- Fire Ogre - HIGH

VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 13 turns available

OBJECTS/KEY ITEMS



-----  
Map: <http://knights.heriet.info/Chart/Scene2-26>

- Gargoyle Statue - obstacle (B2: Candle)
- Gargoyle Statue - obstacle (D2: Ripped Bandana)
- Crock - container (coord: Healing Herbs)
- Crock - container (coord: Lantern)

Total: 4 Key Items

```
|-----|
SCENE 27: THE LION-HEARTED (#27-2)
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
```

```
/  _  \
\ /  \ / |-----|
|                                     |
INFORMATION
UNIT(S) : Lance Knight, Duelist, Warrior
WEAPON(S): Strongest Law Axe, Strongest Law Sword, Strongest
Chaos Lance, Strongest Law Lance
-----
```

FIELD PERSONNEL

- 
- Husrev Hanon Aigil: Lance Knight (Chipped Badge)
  - Basturk Tas Oh Tubek: Warrior (Comrade's Coat)

ENEMIES

- 
- BOSS: General Aquina

VICTORY CONDITIONS

-----

- defeat the boss
- 6 turns available

OBJECTS/KEY ITEMS

-----  
Map: <http://knights.heriet.info/Chart/Scene2-27>

- Arbalest - weapon (A3: Earrings)
- Arbalest - weapon (C3: Memory Glass)
- Arbalest - weapon (E4: Large Canteen)

Total: 3 Key Items

-----  
General Aquina

-----  
HP: 45.000  
Level: 78  
EXP: 790.000

Movement Type: Ground  
Class: Silent Sniper  
Key Item: Worn Holy Book

[Skill I: Arrow Quintet]

"Five arrows fly across the screen."

Damage: 5 shots, -13.50 Time per hit

The boss launches five long arrows. These spawn at the opposite screen edge she is facing (if she's looking down-right, they will come in from the northwest) and fly all the way to the other side. There are small gaps between them.

Move towards the edge she's looking at, then get into one of the safe spots.

[Skill II: Shaft Rain]

"A rain of arrows."

Damage: 55 shots, -9.00 Time per hit

Aquina throws out five orbs in front of her. She will then shoot an equal amount of arrows to let them explode, causing an arrow barrage - these spread out into all directions.

Move away from the boss (the farther the better). You will then have to navigate the Wisp through one side of the bullet storm.

[Spellcast: Lock On]

A cross hair starts to track the Wisp for some seconds. If it catches the Wisp and stays near/on it for a while, the actual skill triggers:

Five arrows (one at a time) materialize a few yards away from the Wisp and fly towards it's initial position in a straight line. Each one disappears afterwards.

Lock On counts as a spell and is therefore interruptable. The more exciting way is to increase the Wisp's movement speed - move around like crazy until the cross hair disappears.

[Special: Backtrack]

Triggered when the boss is struck by an attack while standing still.

Aquina moves a few squares backwards (basically the reversed version of Leonils "Agility"). This increases her movement speed and grants invincibility while it lasts.

Put all attacks on hold, then wait it out. You can bypass this ability by launching skills while Aquina's moving or using an attack.

[Ultimate: Stardust]

Damage: Many shots, -09.00 Time per hit (Small Rays)  
Many shots, -06.75 Time per hit (Small Arrows)  
Many shots, -10.50 Time per hit (Multicolored Rays)  
Many shots, -03.00 Time per hit (Stars)  
2 shots, -18.00 Time per hit (Large Arrows)

Phase 1: Many small bullets move into the screen from the southwest corner. They leave as soon they reach the northeast edge. A few bullets might also travel from northwest to southeast (or the other way around).

Phase 2: Two interlacing arrows, coming from up-right and down-left respectively, fly diagonally into and out of the screen. After they touched each other, several stars appear at the screen's center.

Phase 1: Move to the northwest or southeast half of the screen, then dodge the incoming bullets. Stay away from the centric diagonal line.

Phase 2: Keep the previous strategy up. Neither the large arrows nor the stars should be capable of reaching you.

-----  
| SCENE 28: GEARS IN MOTION (#28-2) |  
-----

/\ /\  
/ //\_/NIGHTS IN THE NIGHTMARE

/ \_ \_ \  
\ / \ / |-----|  
| INFORMATION |  
|-----|  
| UNIT(S) : Astarte, Warrior, Lance Knight, Priestess, Duelist |  
| WEAPON(S): Crystal Arc, Damascus Mace, Blue Bomber, Darkish, |  
| Icicle Blade, Savior's Spear, Ice Javelin |  
|-----|

#### FIELD PERSONNEL

- 
- Mellia: Astarte (Silver Wings)
  - Cougar G. Sheridan: Warrior (Ripped Bandana)
  - Margaret Maccia Torres: NPC (Special Lunch)

#### ENEMIES

- 
- [Darkness Sprite]
  - Darkness Witch
  - Darkness Sprite (2nd)
  - Darkness Wyrn
  - Darkness Tarantula - HIGH
  - Darkness Witch (2nd)
  - Darkness
  
  - [Fire Sentry]
  - Fire Saber
  - Fire Sentry (2nd)
  - Fire Gremlin
  - Fire Gremlin (2nd)
  - Fire Goblin - HIGH
  - Fire Sprite
  
  - [Sanctity Saber]
  - Sanctity Saber (2nd)
  - Sanctity Sentry - HIGH
  - Sanctity Hound
  - Sanctity Ogre
  - Sanctity Sprite
  
  - [Fire Goblin]

- Fire Dryad
- Fire Lamia - HIGH
- Fire Hound - HIGH
- Fire Ogre
- Fire Sentry

VICTORY CONDITIONS

- 
- complete 2 matrix lines
  - 14 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-28>

- [Element] Tome - weapon (A4: Handkerchief)
- [Element] Tome - weapon (D2: Dragon Wing)
- Treasure Chest - container (Silver Ring)

Total: 3 Key Items

```

|-----|
SCENE 29: AS THE TWO STARS DRAW CLOSE (#29-2)

```

```

/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
/  _  \
\ /  \ / |

```

| INFORMATION |                                                                               |
|-------------|-------------------------------------------------------------------------------|
| UNIT(S)     | : Astarte, Lance Knight, Hermit                                               |
| WEAPON(S)   | : Strongest Chaos Weapon, Flame Lance, Noir,<br>Savior's Spear, Searing Egdes |

FIELD PERSONNEL

-----

- Mellia: Astarte (Silver Wings)
- Carlette Camu Nainotte: NPC (Book of Sweets)

ENEMIES

-----

- BOSS: Cardinal Capehorn

VICTORY CONDITIONS

-----

- defeat the boss
- 8 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-29>

- Cursed Contract - flooring (F5: Holy Grail)

- Cursed Contract - flooring, (B5: Sturdy Cane)
- Cursed Contract - flooring, (D3)
- Candelabra - obstacle (E7: Star Sand)
- Candelabra - obstacle (B7: Flint)

Total: 4 Key Items

---

### Cardinal Capehorn

---

HP: 73.800

Level: 81

EXP: 850.000

Movement Type: Ground

Class: Cardinal

Key Item: Calamity Tome

[Skill I: Vandalize]

"A giant magic circle covering the screen."

Damage: 1 shot, -18.00 Time per hit

Capehorn conjures an enormous circle (covers the entire screen) with a safe "path" located at the edge of it. This bullet rotates for a while before fading.

Basically all you need to do is to follow this slim "path". The circle moves slowly - adjust the Wisp's speed accordingly.

[Skill II: Malediction]

"A spreading circle of curses."

Damage: 40 shot, -9.75 Time per hit

Several runes gather above the boss. These will spread out in the shape of circles. Each one of those bullet circles spins clockwise or anti-clockwise. There are gaps between the runes.

Move away from Capehorn, then slip through each wave in a zigzag pattern (due to the clockwise/anti-clockwise mechanic).

[Spellcast: Weakening Sigils]

Damage: 1 or 3 shots, -1.00 MP per hit

One or three immobile crests spawn on the contracts. These will sap MP and lower the Wisp's movement speed. The 1 crest-version lasts for the entire turn while the 3 crest-equivalent disappears quite soon.

This attack is semi-dangerous. If the circles spawn somewhere unimportant, you will be fine. If they touch a critical spot however, you will be out of luck. Interruption is the best solution. Otherwise move around it or position your knights elsewhere beforehand (sigils prevent materialization).

[Ultimate: Compressed Force]

Damage: 1 shot, -24.00 Time per hit (Large Circle)

1 shot, -16.50 Time per hit (Small Circles)

Many shots, -12.75 Time per hit (Crescent Bullets)

Phase 1: Capehorn calls forth a large crest which shrinks into a smaller type of it's own. After that, it will move around for a bit. Three additional ones spawn, moving around the same way. A final pair

appears, flying around with the other five circles.

Phase 2: All crests shatter into several scattering crescent bullets.

Phase 1: Dodge the crests. Stay away as far as you can before Phase 2 starts.

Phase 2: Advance through the gaps between the crescent bullets. Overall this attack is rather unspectacular.

-----  
| SCENE 30: CARRIED BY THE WIND (#30-2) |  
-----

/\ /\

/ //\_/NIGHTS IN THE NIGHTMARE

/ \_ \_ \

\ / \ /

-----  
| INFORMATION |  
-----

| UNIT(S) : Astarte, Priestess, Wizard, Hermit |

| WEAPON(S): Strongest Chaos Weapon, Blue Bomber, Epoch Staff,  
| Searing Edges |  
-----

FIELD PERSONNEL  
-----

• Mellia: Astarte (Silver Wings)

ENEMIES  
-----

• BOSS: Angel Melissa

VICTORY CONDITIONS  
-----

-defeat the boss  
-9 turns available

OBJECTS/KEY ITEMS  
-----

Map: <http://knights.heriet.info/Chart/Scene2-30>

- Candelabra - obstacle (A4: Powdered Herbs)
- Candelabra - obstacle (C6: Hand Ball)
- Candelabra - obstacle (E6: Picture Book)
- Candelabra - obstacle (G4: Dragon Bone)
- Gargoyle Statue - weapon (C2: Torn Umbrella)
- Gargoyle Statue - weapon (E2: Compass)

Total: 6 Key Items

-----  
Angel Marietta  
-----

HP: 74.400

Level: 90

EXP: 1.010.000

Movement Type: Air

Class: Arch Angel

Key Item: Holy Necklace

[Skill I: Thunder Burst]

"Three lightning bolts crash from above."

Damage: 3 shots, -13.50 Time per hit

Three thunderbolts (one at a time) strike from above which stretch all the way down to the south screen edge. The bullets vary in size and form.

I suggest moving to the down-left or down-right corner as soon as possible. This should keep you safe most of the time.

[Skill II: Seraphic Hail]

"Golden feathers from wings of judgement."

Damage: 24 shots, -18.00 Time per hit

Marietta creates a sphere of light in front of her which transforms into a small bird immediately afterwards. This avian creature moves like a regular wallbouncer projectile, stopping three times in total while also creating several electrified feathers at those points.

Stay away from Marietta at the start. Afterwards dodge the forthcoming bird along with the spawning feathers (keep your distance). The latter remain on the field for a while.

[Special: Sapphire Rain]

Damage: Many shots, -9.00 Time per hit

The boss releases multiple blue gems. These behave like regular MP crystals but inflict damage instead.

Move to the left, right or top of Marietta to dodge this skill completely.

[Special: Shield]

Active while standing still.

Marietta blocks every hit, no matter where it comes from. This ability is inactive while she's moving or attacking.

The description says it already: only launch an attack while the boss is doing something.

[Ultimate: Divine Judgement]

Damage: 4 shots, -23.24 Time per hit (Energy Balls)

2 shots, -17.26 Time per hit (Protective Rings)

Many shots, -10.50 Time per hit (Barrier Shards)

Phase 1: Several energy balls spawn near the screen edge Marietta is looking at. The bullets start coalescing onto her.

Phase 2: Marietta creates two circles around herself, forming a barrier.

Phase 3: Another set of energy balls appears. This time they come from the north, east, south and west.

Phase 4: Marietta drops the circle barrier. Afterwards she releases a bullet barrage towards all directions.

Phase 1: Move behind the boss.

Phase 2: Create some distance between the Wisp and Marietta.

Phase 3: Position yourself northwest, northeast, southwest or southeast from the barrier.

Phase 4: Slip through the incoming shards as good as you can.

-----  
| SCENE 31: TRACKING THE CHALICE (#31-2) |  
-----

/\ /\  
/ //\_/NIGHTS IN THE NIGHTMARE

/ \_ \_ \  
\/ \\/ |-----|  
| INFORMATION |  
|-----|  
| UNIT(S) : Priestess, Lance Knight, Wizard, Duelist |  
| WEAPON(S): Blue Bomber, Bronce Mace, Savior's Spear, Ruby Rod |  
| Flame Lance, Silver Rapier, Ice Javelin, Epoch Staff |  
|-----|

FIELD PERSONNEL

- 
- Misleen Eri Berton: Priestess (Healing Herbs)
  - Donnel D'Aulon Straud: NPC (Carrier Pigeon)

ENEMIES

- 
- [Darkness Wyrn]
  - Darkness Witch
  - Darkness Ghost
  - Darkness Wyrm (2nd)
  - Darkness Gremlin
  - Darkness Witch (2nd)
  
  - [Ice Ghost]
  - Ice Ogre
  - Ice Skeleton
  - Ice Gremlin
  - Ice Wyrm
  - Ice Wyrm (2nd)
  
  - [Neutral Gremlin - HIGH]
  - Neutral Gremlin - HIGH (2nd)
  - Neutral Ghost - HIGH
  - Neutral Wyrm - HIGH

VICTORY CONDITIONS

- 
- complete 2 matrix lines
  - 8 turns available

OBJECTS/KEY ITEMS

-----  
Map: <http://knights.heriet.info/Chart/Scene2-31>

- Treasure Chest - container (C1: Legendary Harp)
- Treasure Chest - container (D4: Azure Brooch)



- Treasure Chest - container (E6)
- Bone Bridge - flooring (Silver Vase)

Total: 3 Key Items

```
|
SCENE 32: AN AGE-OLD HATRED (#32-2)
```

```
  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
/  ___  \
\  \  \
```

```
|-----|
INFORMATION
```

```
| UNIT(S)   : Warrior, Duelist, Lance Knight, Hermit |
| WEAPON(S): Slasher, Icicle Blade, Honey Sword, Bloody Rapier, |
Holy Sabre, Searing Edges, Phalanx, Darkish
```

FIELD PERSONNEL

- ```
-----
```
- Woosh W. Simmons: Duelist (Silver Ring)
  - Rondine Lex Oh Dias: Warrior (Sword Hilt)
  - Gwen Arc Caillat: NPC (Old Amulet)
  - Diane Kui Algren: NPC (Incense Pot)

ENEMIES

- ```
-----
```
- [Lightning Saber]
  - Lightning Witch
  - Lightning Saber (2nd)
  - Lightning Hound
  - Lightning Goblin - HIGH
  - Lightning Goblin - HIGH (2nd)
  - Lightning Witch (2nd)
  - [Sanctity Tarantula]
  - Sanctity Goblin
  - Sanctity Tarantula (2nd)
  - Sanctity Saber
  - Sanctity Ogre
  - Sanctity Skeleton
  - [Fire Hound]
  - Fire Sentry
  - Fire Ogre
  - Fire Ghost - HIGH
  - Fire Skeleton
  - [Lightning Ghost]
  - Lightning Tarantula
  - Lightning Ogre - HIGH
  - Lightning Ghost (2nd)
  - Lightning Hound
  - Lightning Tarantula (2nd)

- Lightning Saber

VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 16 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-32>

- Royal Sarcophagus - container (Guardia Tablet)
- Cenotaph - obstacle (Worn Faceguard)
- Candelabra - obstacle (B4: Hourglass)
- Candelabra - obstacle (C6: Candlestick)

Total: 4 Key Items

```
|-----|
SCENE 33: THE REPROBATES (#33-2)
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
/ _ \
```

```
\/ \/ |-----|
|                                     |
INFORMATION
UNIT(S) : Lance Knight, Hermit, Wizard
WEAPON(S): Diamond Spear, Elegant Spear, Gladius, Jackknife
Voltaic Dagger
-----
```

FIELD PERSONNEL

-----

- Audric V. Schneider: Lance Knight (Memory Glass)
- Myra Lucy Lesberg: NPC (Candle)
- Sienna Shade Adamson: NPC (Earrings)

ENEMIES

-----

- [Neutral Slime]
- Neutral Slime (2nd)
- Neutral Sprite - HIGH
- Neutral Ogre
  
- [Ice Sprite]
- Ice Sprite (2nd)
- Ice Sprite (3rd)
- Ice Dryad
- Ice Ghost
- Ice Dryad (2nd)
- Ice Slime - HIGH
  
- [Neutral Hound]

- Neutral Sprite
- Neutral Hound (2nd)
- Neutral Witch - HIGH
- Neutral Sprite (2nd)

VICTORY CONDITIONS

-----  
 -complete 2 matrix lines  
 -8 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-33>

- Tombstone - obstacle (Ink Bottle)
- Wooden Bridge - flooring (C6: Dragon Scales)
- Wooden Bridge - flooring (E3)
- Fallen Tree - flooring (C4)
- Fallen Tree - flooring (F4)
- Lightning Dryad Fence - flooring
- Darkness Dryad Fence - flooring

Total: 2 Key Items

```
|-----|
SCENE 34: THE DRAGONKIND'S REVENGE (#34-2)
```

```
  /\ /\
 / //_/NIGHTS IN THE NIGHTMARE
/  _  \
\ /  \ /|-----|
```

```
|-----|
INFORMATION
UNIT(S)   : Hermit, Duelist, Lance Knight, Priestess, Archer
: Warrior
WEAPON(S): Darkish, Blue Bomber, Flint Bow, Silver Rapier,
: Frozen Dagger, Barbarian Axe, Battleaxe
-----
```

FIELD PERSONNEL

-----

- Vishna Elle Alestie: Hermit (Worn Faceguard)
- Tigot Leguna Oh Garny: NPC (Lantern)
- Garik W. Woodsmith: NPC (Loose Bandage)

ENEMIES

-----

- BOSS: Vilgo the Immortal

VICTORY CONDITIONS

-----

-defeat the boss  
 -9 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene-34>

- Tombstone - obstacle (Rabbit Blossom)
- Log Bridge - flooring (D3: Beast Fangs)
- Log Bridge - flooring (D5: Ancient Texts)
- Wooden Bridge - flooring (B6)
- Wooden Bridge - flooring (C4)
- Wooden Bridge - flooring (E4)

Total: 3 Key Items

-----  
Vilgo the Immortal  
-----

HP: 78.000

Level: 79

EXP: 990.000

Movement Type: Air

Class: Lich

Key Item: Dragon Bone

[Skill I: Misery]

"Forces of hatred from the sides."

Damage: 8 shots, -16.50 Time per hit

Four blades appear at the west and east screen edge respectively (eight in total). They will expand almost immediately to the other side, forming multiple horizontal bullet barriers. Afterwards the blades slowly retreat to where they came from.

Move to the mid of the upper screen edge as soon the bullets appear. Misery will miss completely.

[Skill II: Focus Portal]

"Summon demmons from nearby hells."

Damage: 50 shots, -10.50 Time per hit

Vilgo draws in several ghosts from all sides (range: entire field) which disappear as soon they reach him.

Stay near the boss, then slip through all incoming waves. This sounds easier than it actually is since there are only a few gaps.

[Spellcast: Hell's Flame]

Sometimes activated when he's been struck by an attack.

Damage: 1 shot, -1.00 MP per hit

A large white flame appears at the Wisp's current position. It won't move but remains there until the next Hell's Flame spell is being chanted (or as soon the turn ends).

The boss needs to focus a long time before the bullet actually appears. If you still cannot stop it: move the Wisp to the bottom-right corner where the flame won't do much harm.

[Special: Anger]

Activated when struck by an attack.

Comical veins pop up above the boss. This will lock his Act Gauge at it's current position for a short while. So what does this do? Well, if you

trigger Anger while he's executing an attack, he will follow up with another skill right after that (since his Act Gauge is locked at the top). On the flipside, Anger will keep him constantly out of action if the Act Gauge is only halfway-filled.

This translates into two basic rules for this fight:

\*Don't do anything while Vilgo's using Misery or Focus Portal.

\*Constantly launch attacks as long his Act Gauge is low.

[Ultimate: Call upon the Dead]

Damage: 1 shot, -30.00 Time per hit (Circle Crest)

1 shot, -24.00 Time per hit (Skull+Hands)

Many shots, 10.50 Time per hit (Flames)

Phase 1: A large ethereal circle crest expands at the center of the field. It will materialize as soon it reaches it's full size - the bullet will now inflict damage if the Wisp comes in contact.

Phase 2: Two hands and a skull "climb" out of the crest. The latter releases many small flames, chasing the Wisp.

Phase 3: Apart from those flames, all other bullets fade.

Phase 1: Move to a corner.

Phase 2: Stay there.

Phase 3: Increase the Wisp's movement speed, then travel across the field until all flames despawn. Phase 3 may last long enough to combo into a normal boss skill - be careful!

-----  
|  
| SCENE 35: TAKING A GREAT RISK (#35-2) |  
|-----|

/\ /\n / //\_/NIGHTS IN THE NIGHTMARE  
/ \_ \

\/ \\/|-----|  
| INFORMATION |  
|-----|  
| UNIT(S) : Lance Knight, Wizard |  
| WEAPON(S): Golden Spear, Darkish, Epoch Staff, Catastrophe |  
|-----|

FIELD PERSONNEL

-----

- Otto L.O. Croney: Lance Knight (Beast Fangs)
- Latune Le Wayle: NPC (Sturdy Cane)

ENEMIES

-----

- BOSS: Vienna the Ashen
- Ghost
- Skeleton

VICTORY CONDITIONS

-----

- defeat the boss
- 5 turns available

OBJECTS/KEY ITEMS

-----  
Map: <http://knights.heriet.info/Chart/Scene2-35>

-no objects-

Total: 0 Key Items

-----  
Vienna the Ashen  
-----

HP: 36.000  
Level: 72  
EXP: 1.030.000  
Movement Type: Ground  
Class: Cendrillon  
Key Item: Picture Book

[Skill I: Rogue Rouge]  
"Crimson lipstick is applied onscreen."  
Damage: 1 shot, -20.25 Time per hit

Definitely one of the best skill names in this game. :)

Rogue Rouge has three attack variations. The first one is a zigzag bullet (looks like a large Z), the second resembles a straight line with a loop and the third is a simple heart. The Z and at the loop versions spawn at the left screen edge while the heart comes in from below.

I suggest staying slightly above the center of the east screen edge. The "loop bullet" normally spawns closer to the southwest corner which is why you should be safe in the top-right one. The other bullet form seems to prefer the northwest corner - safe spots would be the gaps in the letter "Z". Lastly the heart only affects some parts of the center.

[Skill II: Demonic Raven]  
"Demon servants fly into the night."  
Damage: >99 shots, -19.50 Time per hit

Vienna holds still for a comparably long time. She then releases many small ravens towards the Wisp's initial position which interlace in a doublehelix pattern. They will leave the screen but come back shortly afterwards, tracking the Wisp.

Move away from the boss. Wait until the attack begins, then dodge to the side. Stay on the toes as soon the ravens start chasing the Wisp.

[Jamming: Gram]  
Damage: Many shots, -14.25 Time per hit  
Initial Jamming Gear Value: 1

The boss sets a rune trap in front of him. It will release some birds after a while. These bullets loosely track the Wisp before leaving the screen.

This skill has a very short time window for jamming. The birds itself are rather slow but can prove to be dangerous in combination with the other attacks. Moving aside is the way to go.

[Spellcast: Raise Dead]  
Activated while at least one servant is dead.

The boss revives all unconscious allies.

Raise Dead takes a very long time to execute. Try to stop it at all costs!  
Naturally you won't see the spell in action if you don't bother killing  
Vienna's servants.

[Special: Familiar's Embrace]  
Damage: 1 shot, -30.00 Time per hit

The boss conjures a small Z bullet near him which travels a short distance  
before it fades.

Familiar's Embrace has pathetic movement speed and shouldn't harm you in any  
way. Stay away from the boss.

[Ultimate: Card of the Innocent]  
Damage: 1 shot, -30.00 Time per hit (Card)  
Many shots, -6.75 Time per hit (Small Stars)  
Many shots, -12.00 Time per hit (Large Stars)  
Many shots, -13.50 Time per hit (Crescent Bullets)

This Ultimate looks very similar to Beast King Dotaurus' Ultimate.

Phase 1: A giant card moves in from the bottom.  
Phase 2: Many different shaped bullets spawn near Vienna which scatter  
into all direction.  
Phase 3: The card departs towards the north.

Phase 1: Stay in the upper half of the field, then move aside according to  
where the card spawns.  
Phase 2: Dodge all incoming bullets.  
Phase 3: Wait till the card disappears.

-----  
|  
| SCENE 36: FOR THE GLORY OF THE DRAGONKIND (#36-2) |  
|-----|

/\ /\

/ //\_/NIGHTS IN THE NIGHTMARE

/ \_ \_ \

\ / \ /

INFORMATION

UNIT(S) : Archer, Priestess, Lance Knight, Duelist, Wizard,  
Hermit

WEAPON(S): Bronce Mace, Catastrophe, Silver Rapier, Ruby Staff,  
Catastrophe, Honey Sword, Frozen Dagger, Beast Fang

FIELD PERSONNEL

-----

• Heckler D.T. Aivor: Archer (Rabbit Blossom)

- Roslip L'Arg Vol IX: Priestess (Azure Brooch)
- Cleo Baralatica Eh Graf: NPC (Large Canteen)
- Morgan Y. H. Kounen: NPC (Flint)
- Madra I. K. Tyrrel: NPC (Torn Umbrella)

#### ENEMIES

-----

- [Lightning Lamia]
- Lightning Ogre
- Lightning Lamia (2nd)
- Lightning Lamia (3rd)
- Lightning Ghost
- Lightning Lamia (4th)
- Lightning Wyrm - HIGH
  
- [Sanctity Lamia - HIGH]
- Sanctity Ogre
- Sanctity Tarantula
- Sanctity Wyrm
- Sanctity Saber
  
- [Ice Lamia]
- Ice Lamia (2nd)
- Ice Lamia (3rd)
- Ice Tarantula
- Ice Ogre
- Ice Goblin
- Ice Goblin (2nd)
  
- [Darkness Skeleton]
- Darkness Wyrm
- Darkness Skeleton (2nd) - HIGH
- Darkness Lamia
- Darkness Skeleton (3rd)
- Darkness Lamia (2nd)

#### VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 12 turns available

#### OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-36>

- Rubble - obstacle (D7: Present Box)
- Rubble - obstacle (B4: Chess Piece)
- Dead Tree - obstacle (Arcane Stone)
- Barrel - container (Coffee Beans)

Total: 4 Key Items

|-----|  
 | SCENE 37: REQUIEM FOR THE BELOVED (#37-2) |  
 |-----|



/\ /\
/ //\_/NIGHTS IN THE NIGHTMARE

| INFORMATION |                                                                                       |
|-------------|---------------------------------------------------------------------------------------|
| UNIT(S)     | : Wizard, Lance Knight, Warrior, Wizard, Archer, Priestess, Hermit                    |
| WEAPON(S)   | : Ruby Staff, Hard Rime Rod, Ice Javelin, Venus Wand, Raincloud Bow, Avenger, Vampire |

FIELD PERSONNEL

- Grimwad Dylan Mirele: Wizard (Coffee Beans)
- Silvano Shin Renal: Lance Knight (Chess Piece)
- Limone V. A. Trinnian: NPC (Star Sand)
- Roberta U. E. Julius: NPC (Powdered Herbs)

ENEMIES

- [Sanctity Ghost]
- Sanctity Ghost (2nd)
- Sanctity Gremlin
- Sanctity Ghost (3rd)
- Sanctity Saber
  
- [Fire Ghost - HIGH]
- Fire Tarantula - HIGH
- Fire Ghost (2nd) - HIGH
- Fire Saber - HIGH
- Fire Ghost (3rd) - HIGH
- Fire Gremlin - HIGH
  
- [Darkness Saber]
- Darkness Wyrn
- Darkness Slime
- Darkness Ghost
- Darkness Tarantula

VICTORY CONDITIONS

- complete 2 matrix lines
- 9 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene2-37>

- Rubble - obstacle (E5: Copy of Orders)
- Rubble - obstacle (C3: Crafted Amulet)
- Wooden Crate - container (Leather Pouch)
- Lamia Egg - obstacle

Total: 3 Key Items

| SCENE 38: EMBRACING DESTINY (#38-2) |

/\ /\n / // \_/NIGHTS IN THE NIGHTMARE

/ \_ \_ \n \/ \/ |

INFORMATION

UNIT(S) : Duelist, Warrior, Priestess, Lance Knight  
WEAPON(S): Blue Bomber, Dragon Killer, Battleaxe,  
Freezing Shaft

FIELD PERSONNEL

-----

- Frabela Flay Arkun: Duelist (Silver Vase)
- Amalgun Roni Oh Jieu: Archer (Rusted Sword)

ENEMIES

-----

- BOSS: Piche the Tragedy

VICTORY CONDITIONS

-----

- defeat the boss
- 4 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-38>

- Lamia Egg - obstacle (B4)
- Lamia Egg - obstacle (D4)
- Lamia Egg - obstacle (D7)

Total: 0 Key Items

-----  
Piche the Tragedy  
-----

HP: 25.000  
Level: 64  
EXP: 1.110.000  
Movement Type: Air  
Class: Harpy  
Key Item: Handkerchief

[Skill I: Feather Mirage]

"A giant pair of wings that fades."

Damage: 40 shots, -24.00 Time per hit

Piche shoots a compressed ball of feathers towards the direction she's facing. It will bounce off the wall two times before scattering into several feather bullets. These float slowly downwards, leaving the screen.

Move behind Piche, then dodge the bullet ball. Stay away from the feathers until all or most of them are gone.

[Skill II: Cleaving Wind]

"A violent tornado that scatters."

Damage: 25 shots, -24.00 Time per hit

A large tornado spawns vertically on Piche's current position. It will release several wind sicles which fly east and westwards. Afterwards it disappears.

Move as far away as you can, then avoid all bullets until the attack ends.

[Jamming: Roost]

Initial Jamming Gear Value: 2

Piche ascends, flying off the screen. She will come back shortly afterwards and lands on a random square. Now begins the jamming part: the harpy tries to rest which restores quite a lot HP if it succeeds. Piche is invulnerable during the flying phase.

Roost has a moderate time window for jamming which serves as the only way to stop it. This skill can be hard to interrupt if Piche's position is covered in feathers from her Feather Mirage attack.

[Ultimate: Bloody Moon]

Damage: 1 shot, -30.00 Time per hit (Red Moon)

Many shots, -6.75 Time per hit (Clouds)

Many shots, -12.00 Time per hit (Birds)

Phase 1: Clouds spawn above Piche, revealing a large moon behind them.

Phase 2: Lots of birds fly out of the moon. The latter fades as soon all birds went out.

Phase 3: Apart from about six birds, all other avian bullets leave the screen towards all directions. The leftover ones start to chase the Wisp in a circular fashion before departing themselves.

Phase 1: Stay in the lower half of the screen.

Phase 2: Move towards the screen edge which has the lowest amount of birds close to them.

Phase 3: Try dodging the outwards spreading bullets. As soon the chasing phase begins, you will need to travel around until the birds are gone.

-----  
| SCENE 39: THE PATHS OF UNCERTAINTY (#39-2) |  
'-----'

/\ /\n / //\_/NIGHTS IN THE NIGHTMARE

/ \_ \n \/\ \/\ | INFORMATION |  
|-----|  
| UNIT(S) : Priestess, Wizard, Lance Knight, Archer, Warrior |  
| WEAPON(S): Elegant Spear, Rosen Kavalier, Salamander Rod, |  
| Laevateinn, Nameless Bow, Thunderbird |  
|-----|

FIELD PERSONNEL

-----

- Belta Shimi Lesburg: Priestess (Crafted Amulet)
- Muse Raguno Lewinne Lete: NPC (Candlestick)
- Philo Lekis Miseriar: NPC (Ink Bottle)

ENEMIES

-----

- [Ice Wyrn]
- Ice Saber - HIGH
- Ice Goblin
- Ice Slime
- Ice Skeleton
- Ice Hound
  
- [Sanctity Skeleton]
- Sanctity Gremlin
- Sanctity Skeleton (2nd)
- Sanctity Slime
  
- [Neutral Saber]
- Neutral Hound - HIGH
- Neutral Wyrn - HIGH
- Neutral Tarantula
- Neutral Gremlin
- Neutral Witch

VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 10 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-39>

- Crystal - obstacle (A5: Crystal Ball)
- Crystal - obstacle (E3: Magatama)
- Crystal - obstacle (F4: Thick Cape)
- Treasure Chest - container (Silver Tiara)

Total: 4 Key Items

```
|-----|
SCENE 40: THE SEAL OF THE ARBITRATOR (#40-2)
```

```
  /\  /\
 /  //  /NIGHTS IN THE NIGHTMARE
/  _  \
\  \  /|-----|
|                                     |
UNIT(S) : Lance Knight, Duelist
```

-----

FIELD PERSONNEL

-----

- Darshan Teno Eh Crow: Lance Knight (Legendary Harp)
- Mevina Solari Ageon: NPC (Holy Grail)

ENEMIES

-----

- [Darkness Witch]
- Darkness Lamia
- Darkness Witch (2nd)
- Darkness Skeleton - HIGH
- Darkness Skeleton (2nd) - HIGH
- Darkness Gremlin
- Darkness Gremlin (2nd)
  
- [Neutral Slime - HIGH]
- Neutral Hound
- Neutral Ogre
- Neutral Slime (2nd) - HIGH
- Neutral Goblin
- Neutral Wyrn
  
- [Darkness Tarantula]
- Darkness Goblin
- Darkness Tarantula (2nd)
- Darkness Ogre
- Darkness Slime
- Darkness Hound
  
- [Neutral Wyrn]
- Neutral Saber - HIGH
- Neutral Wyrn (2nd)
- Neutral Witch
- Neutral Tarantula
- Neutral Slime

VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 13 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-40>

- Crystal - obstacle (C3)
- Crystal - obstacle (D5)
- Crystal - obstacle (E7)
- Treasure Chest - container (B7)
- Treasure Chest - container (E5: Lock of Hair)

Total: 1 Key Item

/\ /\  
/ //\_/NIGHTS IN THE NIGHTMARE

|                                                     |
|-----------------------------------------------------|
| INFORMATION                                         |
| UNIT(S) : Duelist, Wizard                           |
| WEAPON(S): Strongest Law Sword, Strongest Chaos Rod |

FIELD PERSONNEL  
-----

- Enite Toro Eh Keilos: Duelist (Silver Tiara)

ENEMIES  
-----

- BOSS: Devout Sacchito

VICTORY CONDITIONS  
-----

- defeat the boss
- 6 turns available

OBJECTS/KEY ITEMS  
-----

Map: <http://knights.heriet.info/Chart/Scene2-41>

- Wooden Fence, obstacle (Hand Mirror)

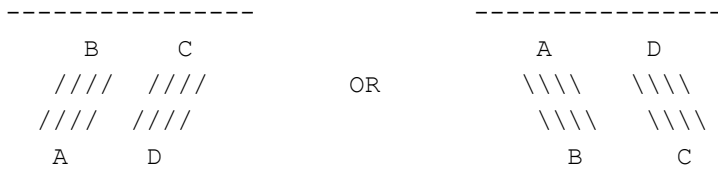
Total: 1 Key Item

-----  
Devout Sacchito  
-----

HP: 31.400  
Level: 75  
EXP: 1.190.000  
Movement Type: Ground  
Class: The Secret  
Key Item: Dragon Wing

[Skill I: Ace in the Hole]  
"Playing cards cut diagonally across."  
Damage: 2 shots, -18.00 Time per hit

Two large cards come in from southwest and northeast OR northwest and southeast respectively. They will fly past each other on different lanes, followed by leaving the stage on the opposite side. It looks like this:



A = Card 1

B = Destination of Card 1  
C = Card 2  
D = Destination of Card 2  
/ = Bullet Path

Note that the bullet path covers more room than depicted here.

Tactics: Position the Wisp at the field's center. Wait for the cards to spawn, then "run away" from one of them. Switch to the lane of the other card as soon you reach the screen border. Alternatively you could also try to get one of the safe corners.

[Skill II: 52 Pickup]

"Cards fall from the top of the screen."

Damage: 36 shots, -10.50 Time per hit

Lots of small cards rain down from above.

Dodge the bullets by moving left or right (basically slipping through the gaps).

[Special: Teleport]

Sacchito whirls around, disappearing into a card. She will reappear on a random square shortly afterwards.

Teleport deflects any damage while Sacchito is a card. You can delay this skill a bit with attacks but may not stop it.

[Jamming: Illusion Arts]

Sometimes activated after using [Teleport].

Initial Jamming Gear Value: 5

Three boss replicas spawn. All "Sacchitos" will now be covered in a jamming reel. If you jam the original, all illusions fade. If you jam an illusion, the targetted illusion converts into several MP crystals while the boss' Rage Gauge maxes out instantly. The jammed illusion will also reappear on the next [Teleport].

The real boss casts a shadow (sometimes hard to notice due to the colored mist) - target that one! Illusion Arts divides the strength of Skill I and Skill II among all Sacchitos ("Ace in the Hole" will feature smaller cards while "52 Pickup" has less cards raining down). The downside to that effect is that every Sacchito has her own Action Gauge, leading to lots of bullets at the same time.

The Illusions have only 1 HP but won't drop any crystals behind. Actually it is pointless to defeat them since they come back a few seconds later. They leave the field after using [Teleport] about 3 times (or by skipping the current turn).

Note: Although you can use Sacchito's Key Item on the illusions, it won't have any effect. The Dragon Wing will be wasted that way.

[Ultimate: Astral Mirage]

Damage: 1 shot, -7.50 Time per hit (Starshower Card)

2 shots, -24.75 Time per hit (Northern Lights)

Many shots, -10.50 Time per hit (Falling Cards)

Many shots, -17.25 Time per hit (Snowflakes)

Many shots, -7.50 Time per hit (Falling Stars)

Many shots, -6.00 Time per hit (Rising Stars Type A)  
Many shots, -7.50 Time per hit (Rising Stars Type B)

Skip this Ultimate if it occurs while Illusion Arts is still active (too much bullets flying across the screen...).

Phase 1: A single card appears at the west or east screen border. It travels all the way to the other side, leaving a star shower behind.

Phase 2: Two northern lights cover the majority of the upper and lower screen half. They stay there for the entire Ultimate.

Phase 3: Many kinds of bullets fly into the field from below.

Phase 4: All projectiles dissolve. The resulting bullets fall down, leaving the screen.

Phase 1: Move to the screen edge where the card is heading to. Afterwards, dodge all scattering stars.

Phase 2: Stay in the center.

Phase 3: Dodge the upwards moving bullet barrage by moving left or right. Stay away from the northern lights!

Phase 4: Move left or right while moving along with the pattern of the northern lights.

-----  
| SCENE 42: THE PRINCESS'S RESOLVE (#42-2) |  
-----

/\ /\  
/ //\_/NIGHTS IN THE NIGHTMARE  
/ \_ \

\\ \\/ |-----|  
| INFORMATION |  
|-----|  
| UNIT(S) : Warrior, Lance Knight, Duelist, Hermit |  
| WEAPON(S): Frozen Axe, Holy Axe, Elegant Spear, Ice Javelin, |  
| Zolfy, Silver Rapier, Avenger |  
|-----|

#### FIELD PERSONNEL

- 
- Legro Rei Forden: Warrior (Leather Pouch)
  - Narhal Mirza Lecakist: NPC (Dragon Scales)
  - Gordon Donie Wolfgang: NPC (Compass)

#### ENEMIES

- 
- [Sanctity Dryad]
  - Sanctity Dryad (2nd)
  - Sanctity Sprite - HIGH
  - Sanctity Saber
  - Sanctity Hound - HIGH
  - Sanctity Wyrn
  
  - [Lightning Gremlin]
  - Lightning Hound
  - Lightning Gremlin (2nd)



- Lightning Lamia
- Lightning Ogre
- Lightning Skeleton

- [Fire Saber]
- Fire Saber (2nd)
- Fire Lamia
- Fire Dryad
- Fire Skeleton
- Fire Witch - HIGH
- Fire Witch (2nd) - HIGH

- [Darkness Wyrn]
- Darkness Dryad - HIGH
- Darkness Lamia
- Darkness Wyrn (2nd)
- Darkness Sentry
- Darkness Sentry (2nd)

VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 16 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-42>

- Magic Tiles - flooring (A6)
- Magic Tiles - flooring (D2)
- Hidden Fine Chest - container (A5)
- Hidden Fine Chest - container (D8)
- Hidden Fine Chest - container (G4)
- Sanctity Dryad Fence - flooring (A4)
- Sanctity Dryad Fence - flooring (C7)

Total: 0 Key Items

```
|
SCENE 43: THE WITCH'S SCORN (#43-2)
```

```
/\ /\
/ //_/NIGHTS IN THE NIGHTMARE
/ _ \
```

```
\/ \/\ |-----|
|
INFORMATION
UNIT(S) : Priestess, Hermit, Lance Knight, Warrior, Duelist,
Wizard, Archer
WEAPON(S): Catastrophe, Chevalier, Elegant Spear, Ice Javelin,
Flame Lance, Moonlight Rod, Twinkle Stick,
Elfin Bow, Prominence Bow, Avenger, Holy Axe,
Silver Rapier, Thunder Blade
-----
```

## FIELD PERSONNEL

-----

- Algiery Merza Ectole: Priestess (Lock of Hair)
- Grunval Lena Eh Cael: Hermit (Present Box)
- Partha Raguno Gilbert: NPC (Hand Ball)
- Magisa Lekis Agende Lete: NPC (Crystal Ball)

## ENEMIES

-----

- [Neutral Sentry]
- Neutral Witch
- Neutral Saber
- Neutral Sprite
- Neutral Hound
- Neutral Sprite (2nd)
  
- [Ice Dryad]
- Ice Gremlin
- Ice Lamia
- Ice Dryad
- Ice Saber
- Ice Wyrn
  
- [Darkness Sprite - HIGH]
- Darkness Sprite (2nd) - HIGH
- Darkness Wyrn - HIGH
- Darkness Skeleton - HIGH
- Darkness Dryad
- Darkness Dryad (2nd)
- Darkness Saber - HIGH
  
- [Darkness Witch]
- Darkness Witch (2nd)
- Darkness Sentry
- Darkness Skeleton
- Darkness Gremlin
- Darkness Ogre

## VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 16 turns available

## OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-43>

- Magic Tiles - flooring (C3)
- Magic Tiles - flooring (C7)
- Magic Tiles - flooring (E5)
- Ice Dryad Fence - flooring
- Darkness Dryad Fence - flooring

Total: 0 Key Items

IMPORTANT NOTE: Just like Yggdra's route, Algiery is required for the Good Ending. Keep the Priestess alive after recruiting her!

| SCENE 44: LAST WORDS OF THE DRAGONKIND (#44-2) |

/\ /\n / //\_/NIGHTS IN THE NIGHTMARE

| INFORMATION |                                                                                    |
|-------------|------------------------------------------------------------------------------------|
| UNIT(S)     | : Lance Knight, Duelist, Hermit                                                    |
| WEAPON(S)   | : Gran Sabre, Savior's Spear, Venus Wand, Jackknife, Frozen Dagger, Freezing Shaft |

FIELD PERSONNEL

- Marion Mel Zweig: Lance Knight (Thick Cape)
- Cherim Donie Marsh Lete: NPC (Arcane Stone)
- Musica Lekis Claudia: NPC (Magatama)

ENEMIES

- BOSS: Princess Alier

VICTORY CONDITIONS

- defeat the boss
- 7 turns available

OBJECTS/KEY ITEMS

Map: <http://knights.heriet.info/Chart/Scene2-44>

- Dragon Statue, weapon (Tablet)

Total: 1 Key Item

Princess Alier

HP: 66.000  
Level: 76  
EXP: 1.270.000  
Movement Type: Air  
Class: Princess  
Key Item: Hand Mirror

The princess uses two skillsets which depend upon whether she's riding her dragon or walking on the ground (see "Drop Rider" and "Call Mount" below for further details).

[Air Skill I: Sonic Blast]  
"Rapiers emit waves of wind."  
Damage: 2 shots, -13.50 Time per hit

Two large wavelike bullets are hurled towards the Wisp. They possess tracking abilities, shrink as time goes by and come back for a second time after they

leave the screen.

Move as far away from the boss as you can. Wait for the waves, then dodge around them. I suggest increasing the Wisp's movement speed since the bullets move slow but cover a noticable amount of space at the beginning. Prepare for the second assault after they left the field.

[Air Skill II: Scarlet Flame]

"Dragon's breath that explodes."

Damage: 20 shots, -16.50 Time per hit

The dragon spouts a fireball which stays still for a moment. It will then soar towards the Wisp's position, rebound from the wall and leave the screen. Several short-range flames radiate from the bullet while it's flying.

Move to the opposite end of the screen. Now keep moving left or right in order to avoid the fireball (it's movement speed is quite fast). The rebound will rarely hit you - just stay away from the bullet's path.

[Air Special: Drop Rider]

Activated after Alier has suffered a certain amount of damage.

Alier falls from her dragon, landing on the currently occupied square. Her movement type is now "Ground". The boss will suffer much higher damage through attacks in this phase (similar to Werewolf Jamie's "Metamorphosis"). Grounded Alier moves slower and requires more time until her Action Gauge is filled.

Exploit this state heavily as soon you trigger it! Theoretically you could trap the boss on the elevated platform since she cannot escape from it without her dragon. Note that her Key Item "Hand Mirror" will have NO EFFECT while she's recovering from her fall.

[Air Ultimate: Scorching Phoenix]

Damage: Many shots, -18.00 Time per hit (Flame Bird)

Many shots, -3.75 Time per hit (Circles)

Phase 1: A large flame wave taking the form of a bird approaches from the west or east screen edge, flying to the other side.

Phase 2: Lots of small circles spawn across the screen. Each one spins for a short while, transforms into a needle bullet and then flies towards a random direction.

Phase 1: Move to the bottom or top screen edge.

Phase 2: Since these pesky needles choose a seemingly random direction, you can try to stay away from the spinning circles. Otherwise pray while staying in Hide Mode.

[Ground Skill I: Turning Crescent]

"A ring of light that moves strangely."

Damage: 1 shots, -11.25 Time per hit

Alier conjures a large crescent projectile which travels back and forth, chasing the Wisp slowly. It lasts for a long time.

There's not much you can do about this. Stay away from the bullet while still focusing on the boss.

[Ground Skill II: Imperial Rose]

"Petals fall from a gorgeous rose."  
Damage: 47 shots, -13.50 Time per hit

A large rose spawns above the boss. It dissolves into many petals, spreading outwards.

Move to the farthest away corner/screen edge. The petals have some gaps which widen the longer they travel - slip through them at the last possible moment.

[Ground Special: Call Mount]  
Activated after some time has passed.

Alier calls her dragon back. Her movement type switches back to "Air", damage is reduced again, she moves faster and the Action Gauge fills more quickly. All Ground Skills are replaced by the Air Skills.

Nothing that can be done about it. Inflict as much damage as you can before "Call Mount" activates.

[Ground Ultimate: Crystalline Assasult]  
Damage: 1 shot, -24.00 Time per hit (Ice Crystal)  
Many shots, -8.25 Time per hit (Shards)  
Many shots, -21.00 Time per hit (Stalagmites)

Phase 1: Alier summons a large ice crystal above her.  
Phase 2: The object releases many shards and "scans" his immediate surrounding with a damaging laser.  
Phase 3: Several large stalagmites come in from all sides, remaining there for a short while.

Phase 1: Move away from Alier.  
Phase 2: Dodge the shards.  
Phase 3: Stay in the center of the field, hoping to evade all stalagmites.

-----

```
|-----|  
SCENE 45: SEPARATION AND REUNION (#45-2)
```

```
  /\  /\  
 /  //  _/NIGHTS IN THE NIGHTMARE  
/  _  \  
\ /  \ / |-----|  
          | INFORMATION |  
          |-----|  
          | UNIT(S) : Wizard, Hermit, Lance Knight, Priestess |  
          | WEAPON(S): Brascendo, LiaTria, Lucky Broom, Red Viper, |  
          |           Voltaic Dagger, Blazing Needle, Beast Fang |  
          |-----|
```

FIELD PERSONNEL

- 
- Yuga Luna Mephi Leto: Wizard (Tablet)
  - Norr Solari Ageon Leto: NPC (Ancient Texts)
  - Zepha Mirza Verne Lete: NPC (Hourglass)

ENEMIES

-----

- [Sanctity Slime - HIGH]
- Sanctity Sentry
- Sanctity Sentry (2nd)
- Sanctity Ghost
- Sanctity Tarantula - HIGH
- Sanctity Wyrn
  
- [Neutral Gremlin]
- Neutral Dryad
- Neutral Slime
- Neutral Dryad (2nd)
- Neutral Hound
- Neutral Witch
- Neutral Witch (2nd)
  
- [Ice Wyrn]
- Ice Dryad
- Ice Sprite - HIGH
- Ice Skeleton - HIGH
- Ice Skeleton (2nd) - HIGH
- Ice Ogre
  
- [Neutral Ogre]
- Neutral Goblin - HIGH
- Neutral Gremlin
- Neutral Ghost
- Neutral Hound
- Neutral Lamia - HIGH

VICTORY CONDITIONS

-----

- complete 2 matrix lines
- 11 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-45>

- Grass Bridge - flooring
- Crystal - obstacle (B5)
- Crystal - obstacle (D4)
- Treasure Chest - container (B7)
- Treasure Chest - container (D5)
- Treasure Chest - container (F3)

Total: 0 Key Items

|  
| SCENE 46: THE ARBITRATOR'S VOW (#46-2) |  
|-----|

/\ /\

/ //\_/NIGHTS IN THE NIGHTMARE

/ \_\_\_ \

| INFORMATION |                                                                                           |
|-------------|-------------------------------------------------------------------------------------------|
| UNIT(S)     | : Astarte, Priestess, Duelist, Lance Knight                                               |
| WEAPON(S)   | : Strongest Law Mace, Strongest Law Sword,<br>Strongest Chaos Weapon, Strongest Law Lance |

#### FIELD PERSONNEL

-----

- Mellia: Astarte (Silver Wings)

#### ENEMIES

-----

- BOSS: Zolgonark (Central Body)
- BOSS: Zolgonark (Left Head)
- BOSS: Zolgonark (Right Head)
- BOSS: Zolgonark (Soul)

The soul becomes visible as soon the central body is dead.

#### VICTORY CONDITIONS

-----

- defeat Zolgonark (Soul)
- 20 turns available

#### OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-46>

-no objects-

Total: 0 Key Items

IMPORTANT NOTE: You will face a choice after the battle!!

Route A: Possess Marietta, then wait until she's in range of Mellia. Release the X button afterwards.

This option takes you straight to the GOOD ENDING. You will not experience Scene 47.

Route B: Possess Mellia, then wait until she's in range of Marietta. Release the X button afterwards.

This option takes you to Scene 47 which results in the BAD ENDING. Despite of that, I highly suggest trying it out after experiencing Route A.

-----  
Zolgonark (Central Body)  
-----

HP: 130.400

Level: 91

EXP: 1.330.000

Movement Type: Ground

Class: Hades

Key Item: Guardia Tablet

[Skill I: Perpetual Doom]

"Evil power that will bounce endlessly."

Damage: 1 shot, -12.00 Time per hit

Zolgonark conjures a large shadow ball in front of him. He will release the bullet as soon it reaches it's full size which then proceeds to bounce around the stage. The projectile decreases in size but becomes faster while it's flying around.

Calculate the path, then dodge accordingly. This is the recurring wallbouncer attack you knew from other bosses.

[Skill II: Murder Silver]

"Needles appear, then suddenly shoot out."

Damage: 14 shots, -9.00 Time per hit

Two sets of needles cover the top and bottom screen edge. They fly forward, interlace in the center and then leave the field on the other side respectively.

Move to the center of the east screen border. None of the needles should be able to touch the Wisp.

[Special: Regenerate]

Triggered after some time has passed while one or two heads are dead.

Zolgonark revives any missing body part(s) with a few HP.

This skill activates quite late, making it easier to exploit the time window of the central body's vulnerability. Defeat the heads quickly before they have a chance to heal themselves.

[Ultimate: Absolute Doom]

Damage: 1 shot, -20.25 Time per hit (Shadow Orb)

Many shots, -7.50 Time per hit (Stars)

Phase 1: A giant void sphere expands in front of the boss.

Phase 2: Lots of stars gather around it, scattering into all directions after some while. The void sphere disappears.

Phase 3: A faint light twinkles where the sphere initially stood. Suddenly lots of small stars spawn near it which soar outwards.

Phase 1: Move away from the sphere (top-right corner preferably).

Phase 2: Stay near the right screen edge, then slip through the approaching stars.

Phase 3: Go back to the right screen. Try to evade all projectiles as good as you can.

-----  
Zolgonark (Left Head)  
-----

HP: 78.200

Level: 89

EXP: 266.000

Movement Type: Ground

Class: Hades

[Skill I: Raging Inferno]

"Fire spreads from the top and bottom."

Damage: 27 shots, -13.50 Time per hit



Two large flames run along the south and west screen border. They disappear as soon they reach a corner.

Stay away from the affected borders each time the left head acts.

[Skill II: Guilty Burst]

"Fireballs explode in every direction."

Damage: 33 shots, -6.75 Time per hit

A volley of flame missiles shoots forward, dissolving into many outspreading fire bullets.

Dodge the missiles, then prepare for the smaller fire projectiles. Their pattern resembles sun rays expanding into all directions.

[Jamming: Nightmare's Embrace]

Initial Jamming Gear value: 3

Restores some HP to Zolgonark.

A skill which prolongs the battle unnecessarily. Stop it as soon as you can.

[Special: Weakening Breath]

Damage: Many shots, -1 MP per hit

Sometimes triggered if the right head is incapacitated while the left one is still alive.

The head releases a bullet stream, sapping MP.

This attack covers the bottom-left side of the field and is therefore avoidable by staying behind the boss. Weakening Breath and Ignition Breath are one of the reasons why you should defeat both heads at the same time.

[Ultimate: Ocean of Flames]

Damage: 1 shot, -15.00 Time per hit (Flame Sea)

Many shots, -7.50 Time per hit (Fire Darts)

Many shots, -12.00 Time per hit (Magma Rocks)

Phase 1: Zolgonark bathes the bottom screen edge in flames.

Phase 2: Lots of fire darts and magma rocks shoot upwards.

Phase 1: Move to the upper screen half.

Phase 2: Dodge all projectiles.

-----  
Zolgonark (Right Head)  
-----

HP: 78.200

Level: 89

EXP: 266.000

Movement Type: Ground

Class: Hades

[Skill I: Cruel Rest]

"Destructive force that spins around."

Damage: 6 shots, -9.00 Time per hit

Six crescent bullets (two at a time) move into the field's center at which

point they fade.

Move to the top-right corner as soon you see this attack starting.

[Skill II: Nocturnal Shade]

"Cursed souls gather around in a circle."

Damage: 6 shots, -8.25 Time per hit

A large ring of souls manifests. It flies around in circles and tracks the Wisp somewhat.

Dodge away from the soul ring while it's active. It won't last long.

[Jamming: Enrage]

Initial Jamming Gear value: 3

Zolgonark turns red which increases all Time damage by 50%. Enrage ends automatically after some time.

A dangerous skill since it "scales" with the chosen difficulty level. Interrupt it!

[Special: Ignition Breath]

Damage: Many shots, -0.75 Time per hit

Sometimes triggered if the left head is incapacitated while the right one is still alive.

Zolgonark exhales, creating damaging flames.

This attack covers the bottom-left side of the field and is therefore avoidable by staying behind the boss. Ignition Breath and Weakening Breath are another reason why you should defeat both heads at the same time.

[Ultimate: Chaos Rain]

Damage: 3 shots, -15.75 Time per hit (Mist)

Many shots, -9.00 Time per hit (Rain)

Phase 1: The head releases a slow, medium-sized mist bullet. It will split into two more of it's kind.

Phase 2: A damaging rainfall occurs. The whole action lasts for a long time.

Phase 1: Move away from the fog.

Phase 2: Dodge the raindrops as good as you can. They fall in a non-predictable pattern.

-----  
Zolgonark (Soul)  
-----

HP: 70.000

Level: 91

EXP: 133.000

Movement Type: Air

Class: Hades

Key Item: Soul Crucible

The soul has an invisible Action Gauge - it will only act after it's Rage Gauge is full.

[Ultimate: Death]

Damage: Countless shots, -90.00 Time per hit

Phase 1: Zolgonark hurls many tiny stars upwards.

Phase 2: All stars come down, covering the entire screen with only a few gaps in-between.

I will not write a strategy about this since it's really over as soon he casts it. You can try to execute a quick attack before the bullets rain down - just make sure to skip the turn before it's too late.

-----  
|  
| SCENE 47: PATHS THAT NEVER CROSS (#47-2) |  
|-----|

/\ /\n / //\_/NIGHTS IN THE NIGHTMARE

/ \_ \n \/ \/ |-----|  
| INFORMATION |  
|-----|  
| UNIT(S) : Astarte, Wizard, Archer, Lance Knight |  
| WEAPON(S): Strongest Chaos Weapon, Strongest Chaos Rod, |  
| Strongest Law Bow, Strongest Law Lance |  
|-----|

FIELD PERSONNEL

-----

- Mellia: Astarte (Silver Wings)

ENEMIES

-----

- BOSS: Angel Marietta

VICTORY CONDITIONS

-----

- defeat the boss
- 20 turns available

OBJECTS/KEY ITEMS

-----

Map: <http://knights.heriet.info/Chart/Scene2-47>

-no objects-

Total: 0 Key Items

Well, well... Marietta got a complete overhaul thanks to Ancardia. All of her skills became stronger in some way while her Ultimate works completely different now. So what are the good news?

Mellia's version of Scene 42 is prettier, offers more space for attacks, your knights are actually able to change their positions AND - most notably - that battle theme \*really\* adds some Grande Finale atmosphere!

-----  
Angel Marietta  
-----

HP: 16.400  
Level: 97  
EXP: 1.262.500  
Movement Type: Air  
Class: Arch Angel  
Key Item: Holy Necklace

[Skill I: Fatal Thunder]

"Lightning that makes the stars shatter."

Damage: 40 shot, -16.50 Time per hit

Three thunderbolts (one at a time) strike from above which stretch all the way down to the south screen edge. Each impact is accompanied by lots of small stars, scattering down upon the field.

This time it would be wise to choose the top-left or top-right corner since only a few stars are capable of reaching the Wisp there.

[Skill II: Seraphic Carol]

"Wings of judgement scatter starlight."

Damage: 70 shots, -19.50 Time per hit

Marietta creates a sphere of light in front of her which transforms into a large bird immediately afterwards. This avian creature moves like a regular wallbouncer projectile, stopping three times in total while also creating several feathers and stars at those points.

The stars and improved size of the bird make things a lot more difficult. Pray for a advantageous flight path - otherwise dive under the feathers while trying to slip through the gaps.

[Special: Sapphire Shower]

Damage: Many shots, -8.25 Time per hit

The boss releases multiple blue gems. These split up in mid-air once, creating even more gems.

Move to the left, right or top of Marietta to dodge this skill completely.

[Special: A.S. Shield]

Damage: 3 shots, -6.00 Time per hit

Active while not performing an action.

Marietta blocks every hit, no matter where it comes from. In addition she releases three shield waves which move outwards. Note that A.S. Shield still triggers while the boss is moving.

Be very, very careful about this one. Time your strikes precisely in order to avoid this skill - 20 turns may sound like much but it really isn't.

[Ultimate: Heaven's Gate]

Damage: Many shots, -18.00 Time per hit (Ray Grid)

2 shots, -16.50 Time per hit (Rings)

Many shots, -7.50 Time per hit (Stars)

3 shots, -19.50 Time per hit (Light Shockwaves)

Phase 1: A large grid beginning with one ray manifests from the bottom edge's center to the top.

Phase 2: The grid dissolves. Two rings start circling the battlefield.

Phase 3: Many stars appear in the center which scatter into all directions.

Phase 4: The rings disappear. Three even larger rings spawn at the north, west and east.

Phase 5: Three beams sprout from each of them, covering the path ahead of them.

Phase 1: Stay near the east or west screen border.

Phase 2: Position the Wisp in the field's center. Wait for the rings, then move out of their radius (basically behind them).

Phase 3: Dodge all stars while staying close to the screen borders.

Phase 4: Move to the top-left or top-right corner.

Phase 5: Stay there.

-----  
Enjoy the ending!...or not, depending on which side you're on. :-)

|                    |        |
|--------------------|--------|
| KEY ITEMS (MELLIA) | [KEYM] |
|--------------------|--------|

Recruit: Used to recruit a knight. Might contain spoilers.

Boss: Weaken a boss with it. In order to avoid spoilers, I will only mention the respective scene instead of the foe's name.

NPC: Give it to an NPC in exchange for a weapon.

| Name of the Key Item | Where to obtain | Where to use | Information     |
|----------------------|-----------------|--------------|-----------------|
| Knitted Scarf        | Scene 1         | Scene 1      | Recruit Johann  |
| Favorite Jug         | Scene 1         | Scene 2      | Recruit Bonn    |
| Wedding Ring         | Scene 1         | Scene 2      | Recruit Moira   |
| Leather Wallet       | Scene 1         | Scene 3      | NPC Norton      |
| Letter Opener        | Scene 1         | Scene 4      | NPC Jorgen      |
| Piche's Bauble       | Scene 1         | Scene 4      | Boss            |
| Soul Crucible        | Scene 1         | Scene 46     | Boss            |
| Indigo Ocarina       | Scene 2         | Scene 3      | Recruit Michel  |
| Slim Darts           | Scene 2         | Scene 3      | Recruit Mardin  |
| Loud Painting        | Scene 2         | Scene 4      | Recruit Leier   |
| Hoe                  | Scene 2         | Scene 5      | Boss            |
| Upora Statue         | Scene 3         | Scene 4      | Recruit Dreyuss |
| Loud Painting        | Scene 3         | Scene 4      | Recruit Leier   |

|                |         |            |                 |
|----------------|---------|------------|-----------------|
| Gert's Recipes | Scene 3 | Scene 5    | Recruit Legaard |
| Crochet Needle | Scene 3 | Scene 5    | NPC Nadia       |
| Dry Grass      | Scene 3 | Scene 5    | NPC Melfi       |
| Cane           | Scene 3 | Scene 6    | NPC Reuben      |
| Hair Ribbon    | Scene 3 | Scene 7    | NPC Maimi       |
| Teapot         | Scene 4 | Scene 5    | Recruit Erica   |
| Locket         | Scene 4 | Scene 5    | Recruit Wunsche |
| Fountain Pen   | Scene 4 | Scene 6    | NPC Raphael     |
| Talisman       | Scene 5 | Scene 6    | Recruit Rolf    |
| Man's Comb     | Scene 5 | Scene 6    | Recruit Lester  |
| Book of Poetry | Scene 5 | Scene 6    | Recruit Janus   |
| Holy Water     | Scene 5 | Scene 6    | NPC Isabel      |
| Paint          | Scene 5 | Scene 7    | NPC Sven        |
| Gryff Grill    | Scene 5 | Scene 8    | NPC Marvell     |
| Holy Necklace  | Scene 5 | Scene ???* | Boss            |

\*The boss in question appears on multiple scenes, hence why it is labeled as "???".

|                |         |          |                 |
|----------------|---------|----------|-----------------|
| Thin Watch     | Scene 6 | Scene 7  | Recruit Simone  |
| Tactics Manual | Scene 6 | Scene 7  | Recruit Cress   |
| Chocolate      | Scene 6 | Scene 7  | Recruit Flora   |
| Mixing Glass   | Scene 6 | Scene 13 | NPC Chester     |
| Sextant        | Scene 7 | Scene 8  | Recruit Bonita  |
| Dashing Hat    | Scene 7 | Scene 8  | Recruit Schmitz |
| Fancy Red Wine | Scene 7 | Scene 8  | Recruit Ernest  |
| Cleaning Brush | Scene 7 | Scene 8  | NPC Olson       |
| Flour          | Scene 7 | Scene 8  | NPC Belinda     |
| Mortar         | Scene 7 | Scene 9  | NPC Yantana     |

|                |         |          |            |
|----------------|---------|----------|------------|
| Hammer         | Scene 7 | Scene 9  | NPC Albert |
| Trendy Necktie | Scene 7 | Scene 14 | NPC Jester |

|                |         |          |                 |
|----------------|---------|----------|-----------------|
| Yohen Tenmoku  | Scene 8 | Scene 9  | Recruit Annalot |
| Slingshot      | Scene 8 | Scene 9  | Recruit Hampton |
| Magic Textbook | Scene 8 | Scene 9  | Recruit Pilgrim |
| Meat Cleaver   | Scene 8 | Scene 9  | NPC Flavio      |
| Notepad        | Scene 8 | Scene 10 | NPC Mervyn      |
| Plane          | Scene 8 | Scene 11 | NPC Glider      |
| Justice Scales | Scene 8 | Scene 11 | Boss            |

|               |         |          |                 |
|---------------|---------|----------|-----------------|
| Foreign Gun   | Scene 9 | Scene 11 | Recruit Walder  |
| Honored Flag  | Scene 9 | Scene 13 | Recruit Bergman |
| Playing Cards | Scene 9 | Scene 14 | Recruit Jungwil |
| Fancy Tea Set | Scene 9 | Scene 11 | NPC Salida      |
| Ore           | Scene 9 | Scene 12 | NPC Gene        |
| Violin        | Scene 9 | Scene 13 | NPC Ephram      |
| Lavish Blouse | Scene 9 | Scene 15 | NPC Maginot     |

[Scene 10 doesn't contain any Key Items.]

|                |          |          |               |
|----------------|----------|----------|---------------|
| Theater Passes | Scene 11 | Scene 13 | Recruit Diora |
| Smart Glasses  | Scene 11 | Scene 15 | NPC Locke     |

[Scene 12 doesn't contain any Key Items.]

|                |          |          |                 |
|----------------|----------|----------|-----------------|
| Pressed Flower | Scene 13 | Scene 14 | Recruit Cornela |
| Father's Note  | Scene 13 | Scene 15 | Recruit Colt    |
| Dictionary     | Scene 13 | Scene 19 | Recruit Juno    |
| Leather Shoes  | Scene 13 | Scene 14 | NPC Justin      |
| Stuffed Bear   | Scene 13 | Scene 17 | NPC Aura        |

|               |          |          |                  |
|---------------|----------|----------|------------------|
| Old Medal     | Scene 14 | Scene 15 | Recruit Hydrick  |
| Horseshoe     | Scene 14 | Scene 16 | Recruit Reinhart |
| Worn Textbook | Scene 14 | Scene 17 | NPC Orlando      |
| Pipe          | Scene 14 | Scene 17 | NPC Brawny       |
| Medicine      | Scene 14 | Scene 19 | NPC Kulich       |

|               |          |          |                |
|---------------|----------|----------|----------------|
| Broken Locket | Scene 15 | Scene 17 | Recruit Isolde |
| Tea Carafe    | Scene 15 | Scene 17 | Recruit Anette |
| Faded Bag     | Scene 15 | Scene 18 | NPC Wander     |
| Angel Statue  | Scene 15 | Scene 19 | NPC Gaston     |
| War Saddle    | Scene 15 | Scene 16 | Boss           |

|                |          |          |                |
|----------------|----------|----------|----------------|
| Leather Hat    | Scene 16 | Scene 18 | Recruit Oswald |
| Baptism Veil   | Scene 16 | Scene 19 | NPC Filmier    |
| Tie Tack       | Scene 16 | Scene 20 | NPC Norberg    |
| Fishing Pole   | Scene 16 | Scene 22 | NPC Knox       |
| Demon Scabbard | Scene 16 | Scene 25 | Boss           |

|               |          |          |              |
|---------------|----------|----------|--------------|
| Dirty Map     | Scene 17 | Scene 18 | Recruit Irma |
| Lollipop      | Scene 17 | Scene 22 | NPC Nestor   |
| Superb Scarf  | Scene 17 | Scene 23 | NPC Pascale  |
| Broken Chains | Scene 17 | Scene 20 | Boss         |

|              |          |          |                 |
|--------------|----------|----------|-----------------|
| Frying Pan   | Scene 18 | Scene 19 | Recruit Gert    |
| Armor Piece  | Scene 18 | Scene 24 | Recruit Melange |
| Table Napkin | Scene 18 | Scene 21 | NPC Maya        |
| Sheet Music  | Scene 18 | Scene 21 | NPC Donald      |



|                |          |            |                 |
|----------------|----------|------------|-----------------|
| Frying Pan     | Scene 18 | Scene 19   | Recruit Gert    |
| Armor Piece    | Scene 18 | Scene 24   | Recruit Melange |
| Table Napkin   | Scene 18 | Scene 21   | NPC Maya        |
| Sheet Music    | Scene 18 | Scene 21   | NPC Donald      |
| Broken Pin     | Scene 19 | Scene 20   | Recruit Beatrix |
| Military Guide | Scene 19 | Scene 21   | Recruit Mauser  |
| Gold Bookmark  | Scene 19 | Scene 21   | Recruit Oryze   |
| Garden Shears  | Scene 19 | Scene 21   | NPC Janak       |
| Muck           | Scene 19 | Scene 23   | NPC Nielsen     |
| Special Lunch  | Scene 19 | Scene 28   | NPC Margaret    |
| Beast Horn     | Scene 19 | Scene 20   | Boss            |
| Rosary         | Scene 20 | Scene 22   | Recruit Ansela  |
| Applecot Nut   | Scene 20 | Scene 22   | Recruit Sofine  |
| Dreamer's Hat  | Scene 20 | Scene ??   | Recruit Pamela  |
| Music Box      | Scene 21 | Scene 23   | Recruit Platier |
| Yakut Cheese   | Scene 21 | Scene 23   | Recruit Gudrun  |
| Obsidian       | Scene 21 | Scene 23.5 | Recruit Granitz |
| Bracelet       | Scene 21 | Scene 25   | Recruit Leane   |
| 1st Book Half  | Scene 22 | Scene 24   | Recruit Neredo  |
| Black Cassock  | Scene 22 | Scene 25   | Recruit Morozof |
| Small Album    | Scene 22 | Scene 25   | Recruit Lakshmi |
| Secret Dossier | Scene 22 | Scene 24   | NPC Schweiz     |
| 4-Leaf Clover  | Scene 22 | Scene 24   | NPC Lucana      |
| Book of Sweets | Scene 22 | Scene 29   | NPC Carlette    |
| Calamity Tome  | Scene 22 | Scene 29   | Boss            |

|                |            |            |                 |
|----------------|------------|------------|-----------------|
| Perfume Bottle | Scene 23   | Scene 26   | Recruit Lisbet  |
| Comrade's Coat | Scene 23   | Scene 27   | Recruit Basturk |
| Carrier Pigeon | Scene 23   | Scene 31   | NPC Donnel      |
| Old Amulet     | Scene 23   | Scene 32   | NPC Gwen        |
| Black Talisman | Scene 23   | Scene 23.5 | Boss            |
| Worn Holy Book | Scene 23   | Scene 27   | Boss            |
| Ancardia       | Scene 23.5 | Scene ??   | *               |

\*Ancardia serves as a important Key Item. Obtaining it will automatically trigger the Bad Ending for Mellia.  
 [Thanks to Gamefaqs User Broonga]

|              |          |          |                 |
|--------------|----------|----------|-----------------|
| Old Earrings | Scene 24 | Scene 26 | Recruit Magda   |
| Sword Hilt   | Scene 24 | Scene 32 | Recruit Rondine |
| Silver Wings | Scene 24 | Scene ?? | Mellia*         |
| Bafomet Mask | Scene 24 | Scene 26 | NPC Wurger      |
| Incense Pot  | Scene 24 | Scene 32 | NPC Diane       |

\*Enables the usage of her [EX Skill].

|                |          |          |                 |
|----------------|----------|----------|-----------------|
| Chipped Badge  | Scene 25 | Scene 27 | Recruit Husrev  |
| Rose           | Scene 25 | Scene 26 | NPC Merrick     |
| Loose Bandage  | Scene 25 | Scene 34 | NPC Garik       |
| Ripped Bandana | Scene 26 | Scene 28 | Recruit Cougar  |
| Healing Herbs  | Scene 26 | Scene 31 | Recruit Misleen |
| Candle         | Scene 26 | Scene 33 | NPC Myra        |
| Lantern        | Scene 26 | Scene 34 | NPC Tigot       |
| Memory Glass   | Scene 27 | Scene 33 | Recruit Audric  |

|                |          |          |                 |
|----------------|----------|----------|-----------------|
| Earrings       | Scene 27 | Scene 33 | NPC Sienna      |
| Large Canteen  | Scene 27 | Scene 36 | NPC Cleo        |
| Silver Ring    | Scene 28 | Scene 32 | Recruit Woosh   |
| Handkerchief   | Scene 28 | Scene 38 | Boss            |
| Dragon Wing    | Scene 28 | Scene 41 | Boss            |
| Sturdy Cane    | Scene 29 | Scene 35 | NPC Latune      |
| Flint          | Scene 29 | Scene 36 | NPC Morgan      |
| Star Sand      | Scene 29 | Scene 37 | NPC Limone      |
| Holy Grail     | Scene 29 | Scene 40 | NPC Mevina      |
| Torn Umbrella  | Scene 30 | Scene 36 | NPC Madra       |
| Powdered Herbs | Scene 30 | Scene 37 | NPC Roberta     |
| Compass        | Scene 30 | Scene 42 | NPC Gordon      |
| Hand Ball      | Scene 30 | Scene 43 | NPC Partha      |
| Dragon Bone    | Scene 30 | Scene 34 | Boss            |
| Picture Book   | Scene 30 | Scene 35 | Boss            |
| Azure Brooch   | Scene 31 | Scene 36 | Recruit Roslip  |
| Silver Vase    | Scene 31 | Scene 38 | Recruit Frabela |
| Legendary Harp | Scene 31 | Scene 40 | Recruit Darshan |
| Worn Faceguard | Scene 32 | Scene 34 | Recruit Vishna  |
| Candlestick    | Scene 32 | Scene 39 | NPC Muse        |
| Hourglass      | Scene 32 | Scene 45 | NPC Zepha       |
| Guardia Tablet | Scene 32 | Scene 46 | Boss            |
| Ink Bottle     | Scene 33 | Scene 39 | NPC Philo       |
| Dragon Scales  | Scene 33 | Scene 42 | NPC Narhal      |

|                |          |          |                 |
|----------------|----------|----------|-----------------|
| Beast Fangs    | Scene 34 | Scene 35 | Recruit Otto    |
| Rabbit Blossom | Scene 34 | Scene 36 | Recruit Heckler |
| Ancient Texts  | Scene 34 | Scene 45 | NPC Norr        |

[Scene 35 doesn't contain any Key Items.]

|              |          |          |                 |
|--------------|----------|----------|-----------------|
| Coffee Beans | Scene 36 | Scene 37 | Recruit Grimwad |
| Chess Piece  | Scene 36 | Scene 37 | Recruit Silvano |
| Present Box  | Scene 36 | Scene 43 | Recruit Grunval |
| Arcane Stone | Scene 36 | Scene 44 | NPC Cherim      |

|                |          |          |                |
|----------------|----------|----------|----------------|
| Copy of Orders | Scene 37 | Scene 38 | Recruit Ulrich |
| Crafted Amulet | Scene 37 | Scene 39 | Recruit Belta  |
| Leather Pouch  | Scene 37 | Scene 42 | Recruit Legro  |

[Scene 38 doesn't contain any Key Items.]

|              |          |          |                |
|--------------|----------|----------|----------------|
| Silver Tiara | Scene 39 | Scene 41 | Recruit Enite  |
| Thick Cape   | Scene 39 | Scene 44 | Recruit Marion |
| Crystal Ball | Scene 39 | Scene 43 | NPC Magisa     |
| Magatama     | Scene 39 | Scene 44 | NPC Musica     |

|              |          |          |                 |
|--------------|----------|----------|-----------------|
| Lock of Hair | Scene 40 | Scene 43 | Recruit Algiery |
|--------------|----------|----------|-----------------|

|             |          |          |      |
|-------------|----------|----------|------|
| Hand Mirror | Scene 41 | Scene 44 | Boss |
|-------------|----------|----------|------|

[Scene 42+43 don't contain any Key Items.]

|        |          |          |              |
|--------|----------|----------|--------------|
| Tablet | Scene 44 | Scene 45 | Recruit Yuga |
|--------|----------|----------|--------------|

[Scene 45-47 don't contain any Key Items.]

This section concludes every recruitable Knight throughout Mellia's story, split into classes. It will look like this:

| Full Name<br>(Starting Level) | [Element]     | [Race]        | Character text<br>(copied from ingame) |
|-------------------------------|---------------|---------------|----------------------------------------|
| ~~~~~                         | Starting VIT  | Starting LOY  |                                        |
| Scene Location                |               |               |                                        |
| [Recruit Item]                | Starting L.I. | Starting C.I. |                                        |

-----  
WARRIORS  
-----

|                            |           |           |                                                                     |
|----------------------------|-----------|-----------|---------------------------------------------------------------------|
| Johann Elliot<br>(Level 2) | [Neutral] | [Nestico] | "A rookie in the 11th Order. He worries for his mother constantly." |
| ~~~~~                      | 25.00 VIT | 27% LOY   |                                                                     |
| Scene 01                   |           |           |                                                                     |
| [Knitted Scarf]            | 51 L.I.   | 32 C.I.   |                                                                     |

|                           |           |           |                                                                    |
|---------------------------|-----------|-----------|--------------------------------------------------------------------|
| Bonn Clavell<br>(Level 4) | [Fire]    | [Nestico] | "A carefree hedonist who likes liquor, but never shirks his duty." |
| ~~~~~                     | 40.00 VIT | 41% LOY   |                                                                    |
| Scene 02                  |           |           |                                                                    |
| [Favorite Jug]            | 42 L.I.   | 55 C.I.   |                                                                    |

|                               |            |          |                                                                     |
|-------------------------------|------------|----------|---------------------------------------------------------------------|
| Michel K. Levine<br>(Level 7) | [Sanctity] | [Ingeid] | "He enlisted to support his sick grandfather, despite his frailty." |
| ~~~~~                         | 10.00 VIT  | 25% LOY  |                                                                     |
| Scene 03                      |            |          |                                                                     |
| [Indigo Ocarina]              | 63 L.I.    | 37 C.I.  |                                                                     |

|                             |           |           |                                                                |
|-----------------------------|-----------|-----------|----------------------------------------------------------------|
| Lester Derrick<br>(Level 6) | [Ice]     | [Nestico] | "An irritable and vain knight, aware of his own shortcomings." |
| ~~~~~                       | 42.00 VIT | 44% LOY   |                                                                |
| Scene 06                    |           |           |                                                                |
| [Man's Comb]                | 52 L.I.   | 43 C.I.   |                                                                |

|                      |            |          |                                                              |
|----------------------|------------|----------|--------------------------------------------------------------|
| Ernest*<br>(Level 9) | [Darkness] | [Elvale] | "A father-figure to many knights after losing his daughter." |
| ~~~~~                | 49.00 VIT  | 44% LOY  |                                                              |
| Scene 08             |            |          |                                                              |
| [Fancy Red Wine]     | 52 L.I.    | 56 C.I.  |                                                              |

\*Ernest Air Garland

|             |             |            |                      |
|-------------|-------------|------------|----------------------|
| Hampton*    | [Lightning] | [Rondalia] |                      |
| (Level 10)  | -----       | -----      | "A simple knight who |
| ~~~~~       | 11.00 VIT   | 39% LOY    | looks after Nina,    |
| Scene 09    | -----       | -----      | his younger sister." |
| [Slingshot] | 64 L.I.     | 38 C.I.    |                      |

\*Hampton N. Answorth

|               |           |            |                      |
|---------------|-----------|------------|----------------------|
| Gert T. Fobis | [Neutral] | [Rondalia] |                      |
| (Level 23)    | -----     | -----      | "A skilled chef who  |
| ~~~~~         | 42.00 VIT | 56% LOY    | can be a bit meddle- |
| Scene 19      | -----     | -----      | some at times."      |
| [Frying Pan]  | 84 L.I.   | 20 C.I.    |                      |

|                  |          |           |                    |
|------------------|----------|-----------|--------------------|
| Basturk*         | [Ice]    | [Amartia] |                    |
| (Level 30)       | -----    | -----     | "A battle-hardened |
| ~~~~~            | 8.00 VIT | 45% LOY   | man who has lost   |
| Scene 27         | -----    | -----     | many friends to    |
| [Comrade's Coat] | 39 L.I.  | 65 C.I.   | war."              |

\*Basturk Tas Oh Tubek

|                  |            |            |                      |
|------------------|------------|------------|----------------------|
| Cougar*          | [Sanctity] | [Rondalia] |                      |
| (Level 32)       | -----      | -----      | "A man of action who |
| ~~~~~            | 23.00 VIT  | 48% LOY    | leads the charge. He |
| Scene 28         | -----      | -----      | has scars to prove   |
| [Ripped Bandana] | 51 L.I.    | 61 C.I.    | it."                 |

\*Cougar G. Sheridan

|              |           |           |                     |
|--------------|-----------|-----------|---------------------|
| Rondine*     | [Neutral] | [Amartia] |                     |
| (Level 45)   | -----     | -----     | "Veteran general of |
| ~~~~~        | 36.00 VIT | 64% LOY   | the 7th Order. His  |
| Scene 32     | -----     | -----     | looks belie his     |
| [Sword Hilt] | 91 L.I.   | 75 C.I.   | gentility."         |

\*Rondine Lex Oh Dias

|                   |            |            |                     |
|-------------------|------------|------------|---------------------|
| Ulrich D. Andibus | [Darkness] | [Rondalia] |                     |
| (Level 39)        | -----      | -----      | "His lack of skill  |
| ~~~~~             | 53.00 VIT  | 45% LOY    | with words prevents |
| Scene 38          | -----      | -----      | him from a pro-     |
| [Copy of Orders]  | 64 L.I.    | 29 C.I.    | motion."            |

|                  |             |            |                    |
|------------------|-------------|------------|--------------------|
| Legro Rei Forden | [Lightning] | [Rondalia] |                    |
| (Level 51)       | -----       | -----      | "A quiet and stern |
| ~~~~~            | 39.00 VIT   | 60% LOY    | man considered by  |
| Scene 42         | -----       | -----      | many as a great    |
| [Leather Pouch]  | 96 L.I.     | 39 C.I.    | leader."           |

HERMITS

|                               |           |           |                                                                 |
|-------------------------------|-----------|-----------|-----------------------------------------------------------------|
| Moira Chateletze<br>(Level 3) | [Ice]     | [Nestico] |                                                                 |
| ~~~~~                         | 34.00 VIT | 44% LOY   | "Her experience and calm demeanor command her order's respect." |
| Scene 02<br>[Wedding Ring]    | 57 L.I.   | 44 C.I.   |                                                                 |

|                             |           |           |                                                                      |
|-----------------------------|-----------|-----------|----------------------------------------------------------------------|
| Leier Bertzog<br>(Level 5)  | [Fire]    | [Nestico] |                                                                      |
| ~~~~~                       | 29.00 VIT | 34% LOY   | "An appreciator of fine art who tolerates her often drunk superior." |
| Scene 04<br>[Loud Painting] | 53 L.I.   | 57 C.I.   |                                                                      |

|                              |             |           |                                                                       |
|------------------------------|-------------|-----------|-----------------------------------------------------------------------|
| Flora Ellenhart<br>(Level 7) | [Lightning] | [Nestico] |                                                                       |
| ~~~~~                        | 56.00 VIT   | 36% LOY   | "A gentle knight who apologizes for Rolenta, her sullen step-sister." |
| Scene 07<br>[Chocolate]      | 54 L.I.     | 51 C.I.   |                                                                       |

|                              |           |           |                                                                 |
|------------------------------|-----------|-----------|-----------------------------------------------------------------|
| Diora*<br>(Level 17)         | [Neutral] | [Amartia] |                                                                 |
| ~~~~~                        | 56.00 VIT | 66% LOY   | "An optimistic knight who joined the special resistance group." |
| Scene 13<br>[Theater Passes] | 93 L.I.   | 66 C.I.   |                                                                 |

\*Diora Rene Eh Mahana

|                             |           |          |                                                                |
|-----------------------------|-----------|----------|----------------------------------------------------------------|
| Isolde*<br>(Level 21)       | [Ice]     | [Ingeid] |                                                                |
| ~~~~~                       | 14.00 VIT | 45% LOY  | "A quiet knight from a farm who keeps Grunval out of trouble." |
| Scene 17<br>[Broken Locket] | 74 L.I.   | 55 C.I.  |                                                                |

\*Isolde Alma Dicrivan

|                          |            |          |                                                            |
|--------------------------|------------|----------|------------------------------------------------------------|
| Beatrix*<br>(Level 27)   | [Sanctity] | [Elvale] |                                                            |
| ~~~~~                    | 33.00 VIT  | 68% LOY  | "Her duty in the 1st Order prevents her from socializing." |
| Scene 20<br>[Broken Pin] | 99 L.I.    | 12 C.I.  |                                                            |

\*Beatrix Bell Noran

|                                |             |            |                                                         |
|--------------------------------|-------------|------------|---------------------------------------------------------|
| Sofine C. Renard<br>(Level 20) | [Lightning] | [Rondalia] |                                                         |
| ~~~~~                          | 7.00 VIT    | 42% LOY    | "She vowed to become a knight in place of her ill older |
| Scene 22                       |             |            |                                                         |

|                |         |         |           |
|----------------|---------|---------|-----------|
| [Applecot Nut] | 62 L.I. | 73 C.I. | brother." |
|----------------|---------|---------|-----------|

|                              |           |          |                                                                        |
|------------------------------|-----------|----------|------------------------------------------------------------------------|
| Vishna*<br>(Level 5)         | [Ice]     | [Ingeid] | "General loyal to<br>Capehorn with a<br>fierce desire for<br>justice." |
| ~~~~~                        | 38.00 VIT | 49% LOY  |                                                                        |
| Scene 34<br>[Worn Faceguard] | 69 L.I.   | 93 C.I.  |                                                                        |

\*Vishna Elle Alestie

|                           |            |           |                                                                             |
|---------------------------|------------|-----------|-----------------------------------------------------------------------------|
| Grunval*<br>(Level 43)    | [Darkness] | [Amartia] | "An excitable woman<br>who can let her<br>emotions get the<br>best of her." |
| ~~~~~                     | 29.00 VIT  | 28% LOY   |                                                                             |
| Scene 43<br>[Present Box] | 46 L.I.    | 86 C.I.   |                                                                             |

\*Vishna Elle Alestie

-----  
LANCE KNIGHTS (L. KNIGHTS)  
-----

|                           |           |           |                                                                         |
|---------------------------|-----------|-----------|-------------------------------------------------------------------------|
| Mardin Scott<br>(Level 5) | [Neutral] | [Nestico] | "A pessimistic man<br>who worries too<br>much. He respects<br>Wunsche." |
| ~~~~~                     | 47.00 VIT | 50% LOY   |                                                                         |
| Scene 03<br>[Slim Darts]  | 60 L.I.   | 42 C.I.   |                                                                         |

|                       |           |            |                                                                     |
|-----------------------|-----------|------------|---------------------------------------------------------------------|
| Wunsche*<br>(Level 5) | [Ice]     | [Rondalia] | "A dutiful knight who<br>shows little emotion<br>except for Moira." |
| ~~~~~                 | 57.00 VIT | 53% LOY    |                                                                     |
| Scene 05<br>[Locket]  | 71 L.I.   | 63 C.I.    |                                                                     |

\*Wunsche L. Belanose

|                           |           |          |                                                                         |
|---------------------------|-----------|----------|-------------------------------------------------------------------------|
| Schmitz*<br>(Level 9)     | [Neutral] | [Elvale] | "An easy-going knight<br>who carries his<br>lucky hat every-<br>where." |
| ~~~~~                     | 11.00 VIT | 40% LOY  |                                                                         |
| Scene 08<br>[Dashing Hat] | 42 L.I.   | 54 C.I.  |                                                                         |

\*Schmitz Shell Orwall

|                             |            |          |                                                                       |
|-----------------------------|------------|----------|-----------------------------------------------------------------------|
| Annalot*<br>(Level 12)      | [Sanctity] | [Ingeid] | "She followed her<br>father's footsteps<br>into the knight-<br>hood." |
| ~~~~~                       | 27.00 VIT  | 40% LOY  |                                                                       |
| Scene 09<br>[Yohen Tenmoku] | 86 L.I.    | 60 C.I.  |                                                                       |



\*Annalot Ella Permeal

|                  |           |            |                      |
|------------------|-----------|------------|----------------------|
| Jungwil C. Zachs | [Ice]     | [Rondalia] |                      |
| (Level 17)       | -----     | -----      | "Josef's partner in  |
| ~~~~~            | 22.00 VIT | 67% LOY    | crime, often drawing |
| Scene 14         | -----     | -----      | the ire of Minotta." |
| [Playing Cards]  | 26 L.I.   | 87 C.I.    |                      |

|             |           |          |                   |
|-------------|-----------|----------|-------------------|
| Reinhart*   | [Fire]    | [Elvale] |                   |
| (Level 25)  | -----     | -----    | "A passionate man |
| ~~~~~       | 36.00 VIT | 55% LOY  | who is well liked |
| Scene 16    | -----     | -----    | for his sense of  |
| [Horseshoe] | 87 L.I.   | 80 C.I.  | justice."         |

\*Reinhart Ross Valero

|                 |          |            |                      |
|-----------------|----------|------------|----------------------|
| Gudrun H. Mison | [Fire]   | [Rondalia] |                      |
| (Level 1)       | -----    | -----      | "A rookie knight who |
| ~~~~~           | 8.00 VIT | 60% LOY    | wears armor too big  |
| Scene 23        | -----    | -----      | for her."            |
| [Yakut Cheese]  | 77 L.I.  | 54 C.I.    |                      |

|               |             |          |                       |
|---------------|-------------|----------|-----------------------|
| Lakshmi*      | [Lightning] | [Ingeid] |                       |
| (Level 27)    | -----       | -----    | "A soft-spoken former |
| ~~~~~         | 6.00 VIT    | 52% LOY  | orphan who values     |
| Scene 25      | -----       | -----    | kindness too much."   |
| [Small Album] | 48 L.I.     | 46 C.I.  |                       |

\*Lakshmi Sera Bradley

|                 |            |          |                     |
|-----------------|------------|----------|---------------------|
| Husrev*         | [Darkness] | [Elvale] |                     |
| (Level 29)      | -----      | -----    | "More brawn than    |
| ~~~~~           | 56.00 VIT  | 30% LOY  | brain, he believes  |
| Scene 27        | -----      | -----    | his sister to dead, |
| [Chipped Badge] | 13 L.I.    | 85 C.I.  | but..."             |

\*Husrev Hanon Aigil

|                |           |          |                     |
|----------------|-----------|----------|---------------------|
| Audric*        | [Neutral] | [Elvale] |                     |
| (Level 39)     | -----     | -----    | "Highly skilled, he |
| ~~~~~          | 43.00 VIT | 50% LOY  | is a lone wolf who  |
| Scene 33       | -----     | -----    | calls war his only  |
| [Memory Glass] | 85 L.I.   | 28 C.I.  | friend."            |

\*Audric V. Schneider

|                  |             |             |                     |
|------------------|-------------|-------------|---------------------|
| Otto L.O. Croney | [Lightning] | [Baltimore] |                     |
| (Level 44)       | -----       | -----       | "Rumor has it Cape- |
| ~~~~~            | 61.00 VIT   | 16% LOY     | horn bought the     |
| Scene 35         | -----       | -----       | loyalty of his      |
| [Beast Fangs]    | 34 L.I.     | 90 C.I.     | 12th Order..."      |

|               |           |             |                    |
|---------------|-----------|-------------|--------------------|
| Silvano*      | [Ice]     | [Baltimore] |                    |
| (Level 45)    | -----     | -----       | "A tactician who   |
| ~~~~~         | 35.00 VIT | 61% LOY     | often compares the |
| Scene 37      | -----     | -----       | field of war to a  |
| [Chess Piece] | 95 L.I.   | 14 C.I.     | chess game."       |

|                  |           |           |                       |
|------------------|-----------|-----------|-----------------------|
| Darshan*         | [Fire]    | [Amartia] |                       |
| (Level 44)       | -----     | -----     | "A sharp-tongued girl |
| ~~~~~            | 38.00 VIT | 29% LOY   | who doesn't care      |
| Scene 40         | -----     | -----     | much about others."   |
| [Legendary Harp] | 61 L.I.   | 75 C.I.   |                       |

\*Darshan Teno Eh Crow

|                  |            |          |                      |
|------------------|------------|----------|----------------------|
| Marion Mel Zweig | [Sanctity] | [Elvale] |                      |
| (Level 50)       | -----      | -----    | "An effective knight |
| ~~~~~            | 23.00 VIT  | 53% LOY  | who earns the        |
| Scene 44         | -----      | -----    | respect of           |
| [Thick Cape]     | 23 L.I.    | 92 C.I.  | even Vishna."        |

-----  
ARCHERS  
-----

|                  |            |           |                     |
|------------------|------------|-----------|---------------------|
| Dreyuss Koubelka | [Sanctity] | [Nestico] |                     |
| (Level 6)        | -----      | -----     | "A young archer who |
| ~~~~~            | 35.00 VIT  | 39% LOY   | shows great promise |
| Scene 04         | -----      | -----     | although he is      |
| [Upora Statue]   | 46 L.I.    | 62 C.I.   | naive."             |

|                  |            |           |                    |
|------------------|------------|-----------|--------------------|
| Legaard Rockwell | [Darkness] | [Nestico] |                    |
| (Level 5)        | -----      | -----     | "An old knight who |
| ~~~~~            | 54.00 VIT  | 42% LOY   | cares more for     |
| Scene 05         | -----      | -----     | Gert's food than   |
| [Gert's Recipes] | 41 L.I.    | 72 C.I.   | his rank."         |

|                  |           |           |                      |
|------------------|-----------|-----------|----------------------|
| Cress Follet     | [Neutral] | [Nestico] |                      |
| (Level 8)        | -----     | -----     | "A humble knight who |
| ~~~~~            | 35.00 VIT | 48% LOY   | looks up to both     |
| Scene 07         | -----     | -----     | Isolde and Ganosh."  |
| [Tactics Manual] | 61 L.I.   | 50 C.I.   |                      |

|                   |           |            |                    |
|-------------------|-----------|------------|--------------------|
| Walder W. Wallace | [Fire]    | [Rondalia] |                    |
| (Level 12)        | -----     | -----      | "A skilled archer  |
| ~~~~~             | 45.00 VIT | 61% LOY    | with a narrow gaze |
| Scene 11          | -----     | -----      | and a vast vocabu- |

|               |         |         |        |
|---------------|---------|---------|--------|
| [Foreign Gun] | 73 L.I. | 41 C.I. | lary." |
|---------------|---------|---------|--------|

|                            |             |            |                             |
|----------------------------|-------------|------------|-----------------------------|
| Bergman*<br>(Level 14)     | [Lightning] | [Rondalia] | "An impulsive man who       |
| ~~~~~                      | 29.00 VIT   | 67% LOY    | formed the resis-           |
| Scene 13<br>[Honored Flag] | 40 L.I.     | 74 C.I.    | tance group with<br>Diora." |

\*Bergman A. Granger

|                             |           |          |                                   |
|-----------------------------|-----------|----------|-----------------------------------|
| Colt*<br>(Level 13)         | [Neutral] | [Elvale] | "Born a noble, Colt               |
| ~~~~~                       | 12.00 VIT | 57% LOY  | is all too aware of               |
| Scene 15<br>[Father's Note] | 25 L.I.   | 49 C.I.  | his family's expect-<br>tations." |

\*Colt Corbin Siegel

|                               |           |            |                           |
|-------------------------------|-----------|------------|---------------------------|
| Oswald J. Titus<br>(Level 20) | [Ice]     | [Rondalia] | "An expert archer         |
| ~~~~~                         | 31.00 VIT | 50% LOY    | who works very            |
| Scene 18<br>[Leather Hat]     | 58 L.I.   | 50 C.I.    | closely with<br>Frabela." |

|                                |            |            |                                 |
|--------------------------------|------------|------------|---------------------------------|
| Mauser D. Mendel<br>(Level 23) | [Sanctity] | [Rondalia] | "Loyal to his king-             |
| ~~~~~                          | 33.00 VIT  | 58% LOY    | dom, he holds Gra-              |
| Scene 21<br>[Military Guide]   | 84 L.I.    | 21 C.I.    | nitz in the highest<br>regard." |

|                          |             |            |                          |
|--------------------------|-------------|------------|--------------------------|
| Granitz*<br>(Level 37)   | [Lightning] | [Rondalia] | "General of the 9th      |
| ~~~~~                    | 46.00 VIT   | 62% LOY    | Order, trusted by        |
| Scene 23.5<br>[Obsidian] | 79 L.I.     | 86 C.I.    | Morozof and<br>Rondine." |

\*Granitz S. Dinatog

|                              |           |             |                       |
|------------------------------|-----------|-------------|-----------------------|
| Heckler*<br>(Level 41)       | [Fire]    | [Baltimore] | "A peace-loving boy   |
| ~~~~~                        | 27.00 VIT | 19% LOY     | who believes in       |
| Scene 36<br>[Rabbit Blossom] | 90 L.I.   | 34 C.I.     | making things right." |

\*Heckler D.T. Aivor

|           |            |           |                    |
|-----------|------------|-----------|--------------------|
| Erica*    | [Sanctity] | [Amartia] |                    |
| (Level 6) | -----      | -----     | "Born of nobility, |
| ~~~~~     | 52.00 VIT  | 52% LOY   | she fights against |
| Scene 05  | -----      | -----     | social class       |
| [Teapot]  | 82 L.I.    | 30 C.I.   | distinctions."     |

\*Erica Val Eh Sokolov

|                  |           |           |                      |
|------------------|-----------|-----------|----------------------|
| Janus Raymond    | [Neutral] | [Nestico] |                      |
| (Level 7)        | -----     | -----     | "Reading is her true |
| ~~~~~            | 51.00 VIT | 41% LOY   | passion, especially  |
| Scene 06         | -----     | -----     | poetry by Marion."   |
| [Book of Poetry] | 47 L.I.   | 64 C.I.   |                      |

|               |             |           |                    |
|---------------|-------------|-----------|--------------------|
| Bonita Yorick | [Lightning] | [Nestico] |                    |
| (Level 8)     | -----       | -----     | "Once a problem    |
| ~~~~~         | 10.00 VIT   | 26% LOY   | child, she matured |
| Scene 08      | -----       | -----     | into a disciplined |
| [Sextant]     | 44 L.I.     | 67 C.I.   | knight."           |

|                  |            |             |                    |
|------------------|------------|-------------|--------------------|
| Cornela*         | [Darkness] | [Baltimore] |                    |
| (Level 17)       | -----      | -----       | "Harboring a fatal |
| ~~~~~            | 32.00 VIT  | 62% LOY     | illness, she is    |
| Scene 14         | -----      | -----       | drawn to vivacious |
| [Pressed Flower] | 72 L.I.    | 81 C.I.     | knights."          |

\*Cornela N.Z. Julius

|                  |           |          |                     |
|------------------|-----------|----------|---------------------|
| Irma Eri Sheifer | [Ice]     | [Ingeid] |                     |
| (Level 19)       | -----     | -----    | "A zealous youth    |
| ~~~~~            | 13.00 VIT | 47% LOY  | known for polishing |
| Scene 18         | -----     | -----    | her sword until it  |
| [Dirty Map]      | 45 L.I.   | 71 C.I.  | broke."             |

|                 |          |           |                      |
|-----------------|----------|-----------|----------------------|
| Oryze*          | [Fire]   | [Amartia] |                      |
| (Level 26)      | -----    | -----     | "The youngest knight |
| ~~~~~           | 6.00 VIT | 22% LOY   | in the ranks, she is |
| Scene 21        | -----    | -----     | more naive than many |
| [Gold Bookmark] | 20 L.I.  | 69 C.I.   | think."              |

\*Oryze Vid Eh Dapho

|             |             |            |                     |
|-------------|-------------|------------|---------------------|
| Platier*    | [Lightning] | [Rondalia] |                     |
| (Level 28)  | -----       | -----      | "An empathetic but  |
| ~~~~~       | 36.00 VIT   | 50% LOY    | stubborn lady who   |
| Scene 23    | -----       | -----      | can appreciate good |
| [Music Box] | 66 L.I.     | 47 C.I.    | music."             |

\*Platier M. Lawrence

|                  |           |            |                     |
|------------------|-----------|------------|---------------------|
| Neredo A. Velden | [Fire]    | [Rondalia] |                     |
| (Level 26)       | -----     | -----      | "Sister to Atkasia, |
| ~~~~~            | 21.00 VIT | 53% LOY    | but her pride makes |
| Scene 24         | -----     | -----      | them more like      |
| [1st Book Half]  | 29 L.I.   | 68 C.I.    | rivals."            |

|                |            |            |                       |
|----------------|------------|------------|-----------------------|
| Magda*         | [Sanctity] | [Rondalia] |                       |
| (Level 31)     | -----      | -----      | "A trusted veteran of |
| ~~~~~          | 58.00 VIT  | 57% LOY    | the 8th Order. Her    |
| Scene 26       | -----      | -----      | husband is Rolf."     |
| [Old Earrings] | 79 L.I.    | 32 C.I.    |                       |

\*Magda L. Kialoster

|                  |            |            |                     |
|------------------|------------|------------|---------------------|
| Woosh W. Simmons | [Sanctity] | [Rondalia] |                     |
| (Level 36)       | -----      | -----      | "She is constantly  |
| ~~~~~            | 40.00 VIT  | 24% LOY    | training in an      |
| Scene 32         | -----      | -----      | effort to wash away |
| [Silver Ring]    | 65 L.I.    | 45 C.I.    | regrets."           |

|               |           |          |                       |
|---------------|-----------|----------|-----------------------|
| Frabela*      | [Neutral] | [Elvale] |                       |
| (Level 56)    | -----     | -----    | "The reliable general |
| ~~~~~         | 20.00 VIT | 60% LOY  | of the 10th Order of  |
| Scene 38      | -----     | -----    | Knights."             |
| [Silver Vase] | 94 L.I.   | 66 C.I.  |                       |

\*Frabela Flay Arkun

|                |            |           |                       |
|----------------|------------|-----------|-----------------------|
| Enite*         | [Darkness] | [Amartia] |                       |
| (Level 49)     | -----      | -----     | "As a veteran knight, |
| ~~~~~          | 15.00 VIT  | 30% LOY   | she is loyal to       |
| Scene 41       | -----      | -----     | Algiery to the        |
| [Silver Tiara] | 21 L.I.    | 91 C.I.   | last."                |

\*Enite Toro Eh Keilos

-----  
WIZARDS  
-----

|               |            |           |                       |
|---------------|------------|-----------|-----------------------|
| Rolf Rolinger | [Sanctity] | [Nestico] |                       |
| (Level 9)     | -----      | -----     | "The young general of |
| ~~~~~         | 33.00 VIT  | 56% LOY   | the 11th Order who    |
| Scene 06      | -----      | -----     | has earned his        |
| [Talisman]    | 83 L.I.    | 36 C.I.   | respect."             |

|                 |            |           |                       |
|-----------------|------------|-----------|-----------------------|
| Pilgrim Latigen | [Darkness] | [Nestico] |                       |
| (Level 11)      | -----      | -----     | "A skilled Wizard who |

|                  |           |         |                   |
|------------------|-----------|---------|-------------------|
| ~~~~~            | 33.00 VIT | 24% LOY | seeks Mahmoud's   |
| Scene 09         | -----     | -----   | guidance, but..." |
| [Magic Textbook] | 44 L.I.   | 88 C.I. |                   |

|             |             |            |                     |
|-------------|-------------|------------|---------------------|
| Hydrick*    | [Lightning] | [Rondalia] |                     |
| (Level 15)  | -----       | -----      | "A loner who joined |
| ~~~~~       | 43.00 VIT   | 69% LOY    | the knights out of  |
| Scene 15    | -----       | -----      | intense respect for |
| [Old Medal] | 50 L.I.     | 70 C.I.    | Gunther."           |

\*Hydrick A. Crowley

|                |           |            |                   |
|----------------|-----------|------------|-------------------|
| Juno O. Credin | [Neutral] | [Rondalia] |                   |
| (Level 22)     | -----     | -----      | "A precocious man |
| ~~~~~          | 44.00 VIT | 53% LOY    | who makes fewer   |
| Scene 19       | -----     | -----      | friends than he   |
| [Dictionary]   | 68 L.I.   | 27 C.I.    | does enemies."    |

|               |           |          |                      |
|---------------|-----------|----------|----------------------|
| Melange*      | [Fire]    | [Ingeid] |                      |
| (Level 30)    | -----     | -----    | "A master of magic   |
| ~~~~~         | 40.00 VIT | 68% LOY  | who regrets an error |
| Scene 24      | -----     | -----    | in his past."        |
| [Armor Piece] | 98 L.I.   | 59 C.I.  |                      |

\*Melange Kiev Dotorov

|                 |            |          |                      |
|-----------------|------------|----------|----------------------|
| Morozof*        | [Sanctity] | [Elvale] |                      |
| (Level 39)      | -----      | -----    | "Veteran general of  |
| ~~~~~           | 37.00 VIT  | 65% LOY  | the 5th Order. He is |
| Scene 25        | -----      | -----    | quite fond of        |
| [Black Cassock] | 72 L.I.    | 96 C.I.  | liquor."             |

\*Morozof Mohr Jensen

|                |           |          |                       |
|----------------|-----------|----------|-----------------------|
| Grimwad*       | [Ice]     | [Ingeid] |                       |
| (Level 38)     | -----     | -----    | "A calm Wizard who is |
| ~~~~~          | 23.00 VIT | 58% LOY  | conflicted by his     |
| Scene 37       | -----     | -----    | duty and his          |
| [Coffee Beans] | 78 L.I.   | 40 C.I.  | morals."              |

\*Grimwad Dylan Mirele

|            |           |          |                     |
|------------|-----------|----------|---------------------|
| Yuga*      | [Fire]    | [Tiamat] |                     |
| (Level 50) | -----     | -----    | "One of Alier's     |
| ~~~~~      | 28.00 VIT | 14% LOY  | guards who seems to |
| Scene 45   | -----     | -----    | be a rival of       |
| [Tablet]   | 60 L.I.   | 52 C.I.  | Heinel..."          |

\*Yuga Luna Mephi Leto

-----

PRIESTESSES

|               |           |           |                     |
|---------------|-----------|-----------|---------------------|
| Simone Alexei | [Ice]     | [Nestico] |                     |
| (Level 6)     | -----     | -----     | "A Priestess with a |
| ~~~~~         | 21.00 VIT | 43% LOY   | motherly attitude   |
| Scene 07      | -----     | -----     | who appreciates     |
| [Thin Watch]  | 49 L.I.   | 48 C.I.   | life."              |

|              |          |          |                    |
|--------------|----------|----------|--------------------|
| Anette*      | [Fire]   | [Elvale] |                    |
| (Level 19)   | -----    | -----    | "A lowly Priestess |
| ~~~~~        | 6.00 VIT | 65% LOY  | who worries her    |
| Scene 17     | -----    | -----    | uncle within her   |
| [Tea Carafe] | 30 L.I.  | 77 C.I.  | childish ways."    |

\*Anette Asim Straud

|                  |           |            |                    |
|------------------|-----------|------------|--------------------|
| Ansela F. Rowain | [Ice]     | [Rondalia] |                    |
| (Level 24)       | -----     | -----      | "Having lost her   |
| ~~~~~            | 21.00 VIT | 48% LOY    | father as a child, |
| Scene 22         | -----     | -----      | she honors him by  |
| [Rosary]         | 76 L.I.   | 33 C.I.    | enlisting."        |

|                  |           |          |                       |
|------------------|-----------|----------|-----------------------|
| Lisbet*          | [Neutral] | [Elvale] |                       |
| (Level 30)       | -----     | -----    | "She is well liked by |
| ~~~~~            | 42.00 VIT | 67% LOY  | all knights, and      |
| Scene 26         | -----     | -----    | never speaks ill of   |
| [Perfume Bottle] | 87 L.I.   | 11 C.I.  | anyone."              |

\*Lisbet Eihm Wagner

|                 |             |          |                      |
|-----------------|-------------|----------|----------------------|
| Misleen*        | [Lightning] | [Ingeid] |                      |
| (Level 30)      | -----       | -----    | "She despises having |
| ~~~~~           | 23.00 VIT   | 46% LOY  | to carry medicine    |
| Scene 31        | -----       | -----    | with her at all      |
| [Healing Herbs] | 68 L.I.     | 24 C.I.  | times."              |

\*Misleen Eri Berton

|                |           |           |                    |
|----------------|-----------|-----------|--------------------|
| Roslip*        | [Neutral] | [Larocca] |                    |
| (Level 42)     | -----     | -----     | "A proud, snobbish |
| ~~~~~          | 19.00 VIT | 10% LOY   | girl oftentimes at |
| Scene 36       | -----     | -----     | odds with her      |
| [Azure Brooch] | 56 L.I.   | 97 C.I.   | mother."           |

\*Roslip L'Arg Vol IX^

|            |            |         |                     |
|------------|------------|---------|---------------------|
| Pamela     | [Darkness] | [Yumil] |                     |
| (Level 01) | -----      | -----   | "An eccentric witch |
| ~~~~~      | 55.00 VIT  | 10% LOY | of another age with |
| Scene ??*  | -----      | -----   | very powerful       |

|                 |         |          |         |
|-----------------|---------|----------|---------|
| [Dreamer's Hat] | 10 L.I. | 100 C.I. | magic." |
|-----------------|---------|----------|---------|

\*Pamela appears on a random scene.

|                  |           |          |                  |
|------------------|-----------|----------|------------------|
| Belta*           | [Fire]    | [Ingeid] |                  |
| (Level 46)       | -----     | -----    | "A knight with a |
| ~~~~~            | 55.00 VIT | 33% LOY  | great memory who |
| Scene 39         | -----     | -----    | shows real       |
| [Crafted Amulet] | 22 L.I.   | 83 C.I.  | potential."      |

|                |            |          |                    |
|----------------|------------|----------|--------------------|
| Algiery*       | [Darkness] | [Tiamat] |                    |
| (Level 64)     | -----      | -----    | "Rumored to be the |
| ~~~~~          | 17.00 VIT  | 57% LOY  | king's lover, she  |
| Scene 43       | -----      | -----    | leads the 6th      |
| [Lock of Hair] | 100 L.I.   | 38 C.I.  | Order."            |

\*Algiery Merza Ectole

-----  
 ASTARTE  
 -----

This is Mellia's exclusive class. As you can see, she has different stats than Yggdra as well as her own Key Item.

Trivia: The name "Astarte" stems from Yggdra Union. Maria's and Yggdra's class (Valkyrie and La Pucelle respectively) appear there too.

|                 |          |         |                      |
|-----------------|----------|---------|----------------------|
| Mellia          | [All]    | [???    |                      |
| (Level 20)      | -----    | -----   | "A bewitching maiden |
| ~~~~~           | 7.77 VIT | 0% LOY  | in silver armor who  |
| Appearance from | -----    | -----   | leads the Wisp       |
| [Scene 10]      | 72 L.I.  | 98 C.I. | onward."             |

|                 |          |         |                      |
|-----------------|----------|---------|----------------------|
| Mellia          | [All]    | [???    |                      |
| (Level 21)      | -----    | -----   | "A bewitching maiden |
| ~~~~~           | 7.77 VIT | 10% LOY | in silver armor who  |
| Appearance from | -----    | -----   | leads the Wisp       |
| [Scene 11]      | 72 L.I.  | 98 C.I. | onward."             |

|                 |          |         |                      |
|-----------------|----------|---------|----------------------|
| Mellia          | [All]    | [???    |                      |
| (Level 22)      | -----    | -----   | "A bewitching maiden |
| ~~~~~           | 7.77 VIT | 17% LOY | in silver armor who  |
| Appearance from | -----    | -----   | leads the Wisp       |
| [Scene 12]      | 72 L.I.  | 98 C.I. | onward."             |

|            |          |         |                      |
|------------|----------|---------|----------------------|
| Mellia     | [All]    | [???    |                      |
| (Level 23) | -----    | -----   | "A bewitching maiden |
| ~~~~~      | 7.77 VIT | 20% LOY | in silver armor who  |



|                               |         |         |                            |
|-------------------------------|---------|---------|----------------------------|
| Appearance from<br>[Scene 13] | 72 L.I. | 98 C.I. | leads the Wisp<br>onward." |
|-------------------------------|---------|---------|----------------------------|

|                               |          |         |                                                                           |
|-------------------------------|----------|---------|---------------------------------------------------------------------------|
| Mellia<br>(Level 24)          | [All]    | [???    | "A bewitching maiden<br>in silver armor who<br>leads the Wisp<br>onward." |
| ~~~~~                         | 7.77 VIT | 22% LOY |                                                                           |
| Appearance from<br>[Scene 14] | 72 L.I.  | 98 C.I. |                                                                           |

|                               |          |         |                                                                           |
|-------------------------------|----------|---------|---------------------------------------------------------------------------|
| Mellia<br>(Level 25)          | [All]    | [???    | "A bewitching maiden<br>in silver armor who<br>leads the Wisp<br>onward." |
| ~~~~~                         | 7.77 VIT | 25% LOY |                                                                           |
| Appearance from<br>[Scene 15] | 72 L.I.  | 98 C.I. |                                                                           |

|                               |          |         |                                                                           |
|-------------------------------|----------|---------|---------------------------------------------------------------------------|
| Mellia<br>(Level 26)          | [All]    | [???    | "A bewitching maiden<br>in silver armor who<br>leads the Wisp<br>onward." |
| ~~~~~                         | 7.77 VIT | 27% LOY |                                                                           |
| Appearance from<br>[Scene 16] | 72 L.I.  | 98 C.I. |                                                                           |

|                               |          |         |                                                                           |
|-------------------------------|----------|---------|---------------------------------------------------------------------------|
| Mellia<br>(Level 35)          | [All]    | [???    | "A bewitching maiden<br>in silver armor who<br>leads the Wisp<br>onward." |
| ~~~~~                         | 7.77 VIT | 32% LOY |                                                                           |
| Appearance from<br>[Scene 20] | 72 L.I.  | 98 C.I. |                                                                           |

|                               |          |         |                                                                           |
|-------------------------------|----------|---------|---------------------------------------------------------------------------|
| Mellia<br>(Level 35)          | [All]    | [???    | "A bewitching maiden<br>in silver armor who<br>leads the Wisp<br>onward." |
| ~~~~~                         | 7.77 VIT | 35% LOY |                                                                           |
| Appearance from<br>[Scene 21] | 72 L.I.  | 98 C.I. |                                                                           |

|                               |          |         |                                                                           |
|-------------------------------|----------|---------|---------------------------------------------------------------------------|
| Mellia<br>(Level 37)          | [All]    | [???    | "A bewitching maiden<br>in silver armor who<br>leads the Wisp<br>onward." |
| ~~~~~                         | 7.77 VIT | 37% LOY |                                                                           |
| Appearance from<br>[Scene 22] | 72 L.I.  | 98 C.I. |                                                                           |

|                            |          |         |                                                                           |
|----------------------------|----------|---------|---------------------------------------------------------------------------|
| Mellia<br>(Level 48)       | [All]    | [???    | "A bewitching maiden<br>in silver armor who<br>leads the Wisp<br>onward." |
| ~~~~~                      | 7.77 VIT | 39% LOY |                                                                           |
| Scene 28<br>[Silver Wings] | 72 L.I.  | 98 C.I. |                                                                           |

|                |          |         |                      |
|----------------|----------|---------|----------------------|
| Mellia         | [All]    | [???    |                      |
| (Level 49)     | -----    | -----   | "A bewitching maiden |
| ~~~~~          | 7.77 VIT | 36% LOY | in silver armor who  |
| Scene 29       | -----    | -----   | leads the Wisp       |
| [Silver Wings] | 72 L.I.  | 98 C.I. | onward."             |

|                |          |         |                      |
|----------------|----------|---------|----------------------|
| Mellia         | [All]    | [???    |                      |
| (Level 50)     | -----    | -----   | "A bewitching maiden |
| ~~~~~          | 7.77 VIT | 35% LOY | in silver armor who  |
| Scene 30       | -----    | -----   | leads the Wisp       |
| [Silver Wings] | 72 L.I.  | 98 C.I. | onward."             |

|                |          |         |                      |
|----------------|----------|---------|----------------------|
| Mellia         | [All]    | [???    |                      |
| (Level 80)     | -----    | -----   | "A bewitching maiden |
| ~~~~~          | 7.77 VIT | 35% LOY | in silver armor who  |
| Scene 46       | -----    | -----   | leads the Wisp       |
| [Silver Wings] | 72 L.I.  | 98 C.I. | onward."             |

|                |          |         |                      |
|----------------|----------|---------|----------------------|
| Mellia         | [All]    | [???    |                      |
| (Level 82)     | -----    | -----   | "A bewitching maiden |
| ~~~~~          | 7.77 VIT | 24% LOY | in silver armor who  |
| Scene 47       | -----    | -----   | leads the Wisp       |
| [Silver Wings] | 72 L.I.  | 98 C.I. | onward."             |

|                |        |
|----------------|--------|
| KNIGHT CLASSES | [CLSS] |
|----------------|--------|

The third collumn is separated into attack directions.

- UL = up-left
- UR = up-right
- DL = down-left
- DR = down-right

| Class Name   | Weapon | UL | UR | DL | DR | Information                                |
|--------------|--------|----|----|----|----|--------------------------------------------|
| Warrior      | Axe    | x  | x  |    |    | Weapon Skills des-<br>troy fragile objects |
| Hermit       | Dagger |    |    | x  | x  | Law Skills may add<br>status effects       |
| Lance Knight | Lance  | x  | x  | x  | x  | Can move up to two<br>squares (Chaos)      |
| Duelist      | Sword  | x  | x  |    |    | Can jump-move one<br>square (Chaos)        |
| Archer       | Bow    |    |    | x  | x  | Law Skill Attacks                          |

|           |      |   |   |   |   |                    |                   |
|-----------|------|---|---|---|---|--------------------|-------------------|
|           |      |   |   |   |   |                    | can stun enemies* |
| Priestess | Mace |   |   | x | x | Chaos Skills place |                   |
|           |      |   |   |   |   | Grams              |                   |
| Wizard    | Rod  |   |   | x | x | Law Skills place   |                   |
|           |      |   |   |   |   | Grams              |                   |
| Heroine   | ALL  | x | x | x | x | Can jump-move one  |                   |
|           |      |   |   |   |   | square (Chaos)     |                   |

\*Archer Weapon Skills cause a [Lock-On] on all affected targets. A Lock-On stops any movement except already executed enemy attacks. This is great for pinning agile foes down.

The Heroine is a special unit which aids you during certain battlefields. She's always a REQUIRED character and has skills for every weapon (although her main equipment is a sword). Yggdra and Mellia are the Heroines in this walkthrough. The remaining one is Maria.

All Heroines have their own set of skills although Yggdra works almost the same as Maria. They learn their full arsenal with a Key Item. The Heroine always starts with 7.77 VIT which is restored on the next scene. She cannot be accessed through any menu. Heroines may move but are unable to be placed on another cross square than their own.

~~~~~  
Attack Range
~~~~~

Each class has it's own set pattern regarding attacking, depending on the current Act Phase. Some have incredible range, some are better at melee distance. Let's take a look at the Warrior class to explain this:

K=Position of the Knight

| *LAW*               | *CHAOS*             |
|---------------------|---------------------|
| [ ] [ ] [ ] [ ] [ ] | [ ] [ ] [ ] [ ] [ ] |
| [ ] [ ] [ ] [ ] [ ] | [x] [ ] [x] [ ] [x] |
| [ ] [ ] [ ] [ ] [ ] | [ ] [x] [x] [x] [ ] |
| [x] [x] [x] [x] [x] | [ ] [ ] [x] [ ] [ ] |
| K                   | K                   |

Additional effect (Law+Chaos): Breaks fragile objects.

All weapon types share the same attack range in their respective Act Phase. Frozen Axes would use the Chaos pattern while a Slasher uses the Law pattern. The only exception is the Heroine: she may use all weapons but has her own range and Breakouts.

Onward with the other classes.

Hermit  
-----

| *LAW*               | *CHAOS*             |
|---------------------|---------------------|
| [ ] [ ] [ ] [ ] [ ] | [ ] [ ] [ ] [ ] [ ] |
| [x] [ ] [ ] [ ] [x] | [ ] [x] [ ] [x] [ ] |
| [ ] [x] [ ] [x] [ ] | [ ] [x] [ ] [x] [ ] |

```

[ ] [ ] [x] [ ] [ ]      [ ] [x] [ ] [x] [ ]
      K                      K

```

Additional effect (Law): Law Weapon Breakouts inflict [Status Effects].

Lance Knight  
-----

```

      *LAW*                      *CHAOS*
[ ] [ ] [x] [ ] [ ]      [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [x] [ ] [ ]      [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [x] [ ] [ ]      [ ] [x] [x] [x] [ ]
[ ] [ ] [x] [ ] [ ]      [ ] [x] [x] [x] [ ]
      K                      K

```

Additional effect (Law): Has a knockback ability.

Additional effect (Chaos): Advance up to two squares, depending on the charge level.

Archer  
-----

Archers use an unique way to attack. Their range looks like this:

```

      *LAW*                      *CHAOS*
[ ] [ ] [ ] [ ] [ ]      [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ]      [ ] [ ] [x] [ ] [ ]
[ ] [ ] [x] [ ] [ ]      [ ] [x] [x] [x] [ ]
[ ] [ ] [ ] [ ] [ ]      [ ] [ ] [x] [ ] [ ]
      K                      K

```

However: the attack destination will continue to switch between the squares while you are charging.

```

      *LAW*
(1)          (2)          (3)          (4)
[ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]
[ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [x] [ ]
[ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [x] [ ]      [ ] [ ] [ ]
[ ] [ ] [ ] ----> [ ] [x] [ ] ----> [ ] [ ] [ ] ----> [ ] [ ] [ ] ----> (1)
[ ] [x] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]
[ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]
      K          K          K          K

```

```

      *CHAOS*
(1)          (2)          (3)          (4)
[ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [x] [ ]
[ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [x] [ ]      [x] [x] [x]
[ ] [ ] [ ]      [ ] [x] [ ]      [x] [x] [x]      [ ] [x] [ ]
[ ] [x] [ ] ----> [x] [x] [x] ----> [ ] [x] [ ] ----> [ ] [ ] [ ] ----> (1)
[x] [x] [x]      [ ] [x] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]
[ ] [x] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]
      K          K          K          K

```

Additional effect (Law): Stuns the enemy.

Duelist  
-----

```

      *LAW*                      *CHAOS*

```

```

[ ] [ ] [x] [ ] [ ]      [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [x] [ ] [ ]      [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [x] [ ] [ ]      [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [x] [ ] [ ]      [ ] [ ] [x] [ ] [ ]
[ ] [x] [x] [x] [ ]      [ ] [x] [x] [x] [ ]
      K                      [K]

```

Additional effect (Law): Has a knockback ability.

Additional effect (Chaos): Advance one square, ignoring most height differences.

Wizard

-----

```

                        *LAW*
(1)                (2)                (3)                (4)
[ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [x] [ ]
[ ] [ ] [ ] ----> [ ] [ ] [ ] ----> [ ] [x] [ ] ----> [ ] [ ] [ ] ----> (1)
[ ] [ ] [ ]      [ ] [x] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]
[ ] [x] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]
      K                K                K                K

```

```

                        *CHAOS*
[ ] [ ] [x] [ ] [ ]
[ ] [x] [x] [x] [ ]
[x] [x] [x] [x] [x]
[ ] [x] [x] [x] [ ]
[ ] [ ] [x] [ ] [ ]
      K

```

Law Weapon Skill: Places a Gram on the spot instead of attacking directly.

Priestess

-----

```

                        *LAW*
[ ] [ ] [ ] [x] [ ] [ ] [ ]
[ ] [ ] [ ] [x] [ ] [ ] [ ]
[ ] [ ] [ ] [x] [ ] [ ] [ ]
[ ] [ ] [ ] [x] [ ] [ ] [ ]
[x] [x] [x] [x] [x] [x] [x]
      K

```

```

                        *CHAOS*
(1)                (2)                (3)                (4)
[ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [x] [ ]
[ ] [ ] [ ] ----> [ ] [ ] [ ] ----> [ ] [x] [ ] ----> [ ] [ ] [ ] ----> (1)
[ ] [ ] [ ]      [ ] [x] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]
[ ] [x] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]      [ ] [ ] [ ]
      K                K                K                K

```

Chaos Weapon Skill: Places a Gram on the spot instead of attacking directly.

La Pucelle

-----

| *LAW*               | *CHAOS*             |
|---------------------|---------------------|
| [ ] [ ] [ ] [ ] [ ] | [ ] [ ] [ ] [ ] [ ] |
| [ ] [ ] [ ] [ ] [ ] | [ ] [ ] [ ] [ ] [ ] |
| [ ] [ ] [x] [ ] [ ] | [ ] [ ] [x] [ ] [ ] |
| [ ] [ ] [x] [x] [ ] | [ ] [ ] [x] [ ] [ ] |
| [ ] [ ] [x] [x] [x] | [x] [x] [x] [x] [x] |
| K                   | K                   |

Additional effect (Law): Has a knockback ability.

Additional effect (Chaos): Advance one square, ignoring any height differences.

**\*EX SKILL: CRUSADE\***

Background: Crusade (Jihad in the Japanese version) is Yggdra's trademark skill in "Yggdra Union". One of the strongest abilities in the original game, it defeats an enemy party instantly as soon the activation requirements are set. The visuals displayed in Knights in the Nightmare are also very similar to those in Yggdra Union (sword rises to heaven, Yggdra catches it, two slashes, finishes with an explosion).

|                             |
|-----------------------------|
| [ ] [ ] [ ] [x] [ ] [ ] [ ] |
| [ ] [ ] [x] [x] [x] [ ] [ ] |
| [ ] [x] [x] [x] [x] [x] [ ] |
| [x] [x] [x] [x] [x] [x] [x] |
| [ ] [x] [x] [x] [x] [x] [ ] |
| [ ] [ ] [x] [x] [x] [ ] [ ] |
| [ ] [ ] [ ] [x] [ ] [ ] [ ] |
| K                           |

Effect: Advance one square. Yggdra and the used weapon become unusable until the next turn.

Astarte

-----

| *LAW*               | *CHAOS*             |
|---------------------|---------------------|
| [ ] [ ] [ ] [ ] [ ] | [ ] [ ] [x] [ ] [ ] |
| [ ] [ ] [ ] [ ] [ ] | [ ] [ ] [x] [ ] [ ] |
| [ ] [ ] [ ] [ ] [ ] | [ ] [ ] [x] [ ] [ ] |
| [ ] [ ] [x] [ ] [ ] | [ ] [ ] [x] [ ] [ ] |
| [ ] [x] [x] [ ] [ ] | [ ] [ ] [x] [ ] [ ] |
| [x] [x] [x] [ ] [ ] | [ ] [ ] [x] [ ] [ ] |
| K                   | K                   |

Additional effect (Law): Has a knockback ability.

Additional effect (Chaos): Advance one square, ignoring any height differences.

**\*EX SKILL\***

|                             |
|-----------------------------|
| [ ] [ ] [ ] [x] [ ] [ ] [ ] |
| [ ] [ ] [x] [x] [x] [ ] [ ] |
| [ ] [x] [x] [x] [x] [x] [ ] |
| [x] [x] [x] [x] [x] [x] [x] |
| [ ] [x] [x] [x] [x] [x] [ ] |
| [ ] [ ] [x] [x] [x] [ ] [ ] |
| [ ] [ ] [ ] [x] [ ] [ ] [ ] |

Effect: Advance one square. Mellia and the used weapon become unusable until the next turn.

|         |        |
|---------|--------|
| WEAPONS | [WEAP] |
|---------|--------|

[IMPORTANT: This section was made ENTIRELY by Gamefaqs user Broonga!]

There are a total of 168 weapons in the game. After each weapon's name is its power charge bonus at its highest quality (+9), the element, level requirement, grade, its ability to perform Law, Law High Skill, Chaos ("o"= available, "-"= unavaible), Chaos High Skill, and all three Rush Count Effects that it can provide.

Swords: These weapons can be used by Duelists and the Heroine.

| Name          | Pow  | Element   | Lv | Grd | L | L+ | C | C+ | E1 | E2 | E3 |
|---------------|------|-----------|----|-----|---|----|---|----|----|----|----|
| Estoc         | +48% | Neutral   | 8  | III | - | -  | o | -  | 12 | 79 | 62 |
| Honey Sword   | +84% | Neutral   | 18 | III | o | -  | o | -  | 08 | 95 | 88 |
| Dragon Killer | +55% | Neutral   | 18 | II  | o | -  | o | -  | 80 | 15 | 72 |
| Gran Sabre    | +77% | Neutral   | 35 | II  | o | -  | o | o  | 02 | 22 | 19 |
| Flamberge     | +64% | Fire      | 4  | III | - | -  | o | -  | 32 | 51 | 13 |
| Magical Sword | +66% | Fire      | 13 | III | o | -  | o | -  | 06 | 98 | 18 |
| End of Ages   | +71% | Fire      | 25 | II  | o | o  | - | -  | 33 | 54 | 53 |
| Crimson Red   | +74% | Fire      | 37 | II  | o | -  | o | o  | 55 | 21 | 16 |
| Icicle Blade  | +48% | Ice       | 7  | III | o | -  | - | -  | 38 | 40 | 14 |
| Raw Revenge   | +66% | Ice       | 24 | II  | - | -  | o | o  | 01 | 64 | 43 |
| Blue Stinger  | +74% | Ice       | 37 | II  | o | o  | o | -  | 55 | 23 | 17 |
| Zephyr        | +85% | Ice       | 53 | I   | o | o  | o | o  | 63 | 06 | 36 |
| Thunder Blad  | +52% | Lightning | 6  | III | o | -  | - | -  | 74 | 73 | 25 |
| Zantetsu      | +69% | Lightning | 21 | II  | - | -  | o | o  | 58 | 26 | 75 |
| 7-Star Sword  | +75% | Lightning | 38 | II  | o | o  | o | -  | 07 | 78 | 52 |
| Shin Zantetsu | +86% | Lightning | 58 | I   | o | o  | o | o  | 58 | 85 | 97 |
| Silver Rapier | +52% | Sanctity  | 7  | III | o | -  | - | -  | 87 | 71 | 92 |
| Holy Sabre    | +55% | Sanctity  | 20 | II  | - | -  | o | o  | 59 | 83 | 60 |
| Excalibur     | +86% | Sanctity  | 42 | II  | o | o  | - | -  | 31 | 84 | 27 |
| Rosier        | +88% | Sanctity  | 65 | I   | o | o  | o | o  | 82 | 48 | 00 |
| Bloody Rapier | +58% | Darkness  | 1  | III | - | -  | o | -  | 94 | 46 | 41 |
| Deathbringer  | +77% | Darkness  | 12 | III | o | -  | o | -  | 42 | 44 | 47 |
| Zolfy         | +72% | Darkness  | 28 | II  | o | o  | - | -  | 93 | 96 | 01 |
| Yashamaru     | +91% | Darkness  | 45 | II  | o | -  | o | o  | 49 | 11 | 29 |

Axes: These weapons can be used by Warriors and the Heroine.

| Name          | Pow  | Element | Lv | Grd | L | L+ | C | C+ | E1 | E2 | E3 |
|---------------|------|---------|----|-----|---|----|---|----|----|----|----|
| Francisca     | +52% | Neutral | 6  | III | - | -  | o | -  | 55 | 12 | 20 |
| Battleaxe     | +43% | Neutral | 17 | II  | o | o  | - | -  | 55 | 13 | 19 |
| Hammerhead    | +72% | Neutral | 34 | II  | o | -  | o | o  | 78 | 35 | 34 |
| Headman's Axe | +78% | Neutral | 49 | I   | o | o  | o | o  | 31 | 44 | 70 |
| Barbarian Axe | +44% | Fire    | 8  | III | o | -  | - | -  | 81 | 20 | 92 |
| Sunrise       | +70% | Fire    | 23 | II  | - | -  | o | o  | 06 | 53 | 36 |
| Hell's Edge   | +97% | Fire    | 36 | II  | o | o  | o | -  | 54 | 51 | 47 |

|               |       |           |    |     |   |   |   |   |    |    |    |
|---------------|-------|-----------|----|-----|---|---|---|---|----|----|----|
| Red Lotus     | +79%  | Fire      | 54 | I   | o | o | o | o | 37 | 21 | 17 |
| Frozen Axe    | +58%  | Ice       | 1  | III | - | - | o | - | 02 | 65 | 33 |
| Crystal Arc   | +67%  | Ice       | 17 | III | o | - | o | - | 62 | 64 | 23 |
| Aurora Axe    | +70%  | Ice       | 26 | II  | o | o | - | - | 63 | 76 | 32 |
| Leviathan     | +90%  | Ice       | 41 | II  | o | - | o | o | 22 | 48 | 14 |
| Baldr         | +35%  | Lightning | 4  | III | o | - | - | - | 56 | 20 | 72 |
| Thunderbird   | +78%  | Lightning | 15 | III | o | - | o | - | 38 | 42 | 73 |
| Mjolnir       | +70%  | Lightning | 25 | II  | - | - | o | o | 15 | 26 | 45 |
| Thunder Crash | +76%  | Lightning | 58 | II  | o | o | o | - | 95 | 74 | 25 |
| Cross Axe     | +55%  | Sanctity  | 5  | III | - | - | o | - | 83 | 84 | 56 |
| Holy Axe      | +56%  | Sanctity  | 15 | III | o | - | o | - | 16 | 27 | 82 |
| Milky Way     | +71%  | Sanctity  | 28 | II  | o | o | - | - | 36 | 49 | 43 |
| Angelique     | +85%  | Sanctity  | 39 | II  | o | - | o | o | 89 | 06 | 87 |
| Slasher       | +53%  | Darkness  | 2  | III | o | - | - | - | 46 | 03 | 18 |
| Chaos Axe     | +59%  | Darkness  | 19 | II  | - | - | o | o | 61 | 93 | 67 |
| Devil's Wing  | +83%  | Darkness  | 31 | II  | o | o | o | - | 24 | 57 | 29 |
| Gargarodon    | +100% | Darkness  | 60 | I   | o | o | o | o | 99 | 94 | 41 |

Daggers: These weapons can be used by Hermits and the Heroine.

| Name           | Pow  | Element   | Lv | Grd | L | L+ | C | C+ | E1 | E2 | E3 |
|----------------|------|-----------|----|-----|---|----|---|----|----|----|----|
| Beast Fang     | +58% | Neutral   | 1  | III | o | -  | - | -  | 61 | 46 | 47 |
| Main-Gauche    | +71% | Neutral   | 12 | III | o | -  | o | -  | 32 | 31 | 81 |
| Starving Fang  | +61% | Neutral   | 29 | II  | - | -  | o | o  | 42 | 50 | 19 |
| Screaming Claw | +86% | Neutral   | 40 | II  | o | o  | o | -  | 71 | 91 | 90 |
| Searing Edges  | +66% | Fire      | 3  | III | - | -  | o | -  | 54 | 24 | 05 |
| Blazing Needle | +64% | Fire      | 14 | III | o | -  | o | -  | 17 | 92 | 05 |
| Burning Dirk   | +60% | Fire      | 24 | II  | o | o  | - | -  | 51 | 20 | 21 |
| Phoenix Talon  | +86% | Fire      | 38 | II  | o | -  | o | o  | 53 | 57 | 80 |
| Icepicks       | +59% | Ice       | 2  | III | o | -  | - | -  | 35 | 62 | 33 |
| Jackknife      | +59% | Ice       | 22 | III | - | -  | o | o  | 14 | 64 | 70 |
| Frozen Dagger  | +67% | Ice       | 33 | II  | o | o  | o | -  | 66 | 63 | 23 |
| Cerule Gemini  | +82% | Ice       | 57 | II  | o | o  | o | o  | 18 | 48 | 97 |
| Naga Fangs     | +55% | Lightning | 10 | III | - | -  | o | -  | 40 | 13 | 72 |
| Voltaic Dagger | +68% | Lightning | 22 | II  | o | o  | - | -  | 74 | 73 | 95 |
| Rune Knife     | +75% | Lightning | 38 | II  | o | -  | o | o  | 98 | 45 | 15 |
| Light Slasher  | +83% | Lightning | 59 | I   | o | o  | o | o  | 60 | 99 | 25 |
| Silver Dagger  | +46% | Sanctity  | 8  | III | o | -  | - | -  | 27 | 12 | 82 |
| Avenger        | +78% | Sanctity  | 14 | III | o | -  | o | -  | 84 | 44 | 70 |
| Mana Dagger    | +72% | Sanctity  | 27 | II  | - | -  | o | o  | 49 | 39 | 16 |
| Princess Guard | +86% | Sanctity  | 45 | II  | o | o  | - | -  | 83 | 89 | 30 |
| Raven Knife    | +66% | Darkness  | 6  | III | - | -  | o | -  | 44 | 01 | 05 |
| Vampire        | +65% | Darkness  | 25 | II  | o | o  | - | -  | 37 | 93 | 70 |
| Hell Blade     | +72% | Darkness  | 34 | II  | o | -  | o | o  | 94 | 70 | 29 |
| Dark Mobius    | +85% | Darkness  | 60 | I   | o | o  | o | o  | 89 | 96 | 97 |

Bows: These weapons can be used by Archers and the Heroine.

| Name           | Pow  | Element | Lv | Grd | L | L+ | C | C+ | E1 | E2 | E3 |
|----------------|------|---------|----|-----|---|----|---|----|----|----|----|
| Handmade Bow   | +58% | Neutral | 1  | III | - | -  | o | -  | 35 | 08 | 55 |
| Longbow        | +42% | Neutral | 15 | II  | o | o  | - | -  | 55 | 90 | 18 |
| Gatling Bow    | +67% | Neutral | 32 | II  | o | -  | o | o  | 67 | 38 | 72 |
| Falcon Bow     | +60% | Neutral | 46 | I   | o | o  | o | o  | 90 | 04 | 19 |
| Flint Bow      | +61% | Fire    | 3  | III | o | -  | - | -  | 17 | 24 | 95 |
| Flare Shooter  | +64% | Fire    | 14 | III | o | -  | o | -  | 01 | 13 | 92 |
| Red Dragon Bow | +68% | Fire    | 21 | II  | - | -  | o | o  | 53 | 28 | 47 |
| Prominence Bow | +78% | Fire    | 36 | II  | o | o  | o | -  | 55 | 04 | 21 |
| Gust Bow       | +61% | Ice     | 6  | III | o | -  | - | -  | 46 | 03 | 39 |



|                |      |           |    |     |   |   |   |   |    |    |    |
|----------------|------|-----------|----|-----|---|---|---|---|----|----|----|
| Raincloud Bow  | +39% | Ice       | 17 | II  | - | - | o | o | 67 | 63 | 14 |
| Glacier Caster | +91% | Ice       | 33 | II  | o | o | o | - | 02 | 85 | 33 |
| Stormbringer   | +75% | Ice       | 50 | I   | o | o | o | o | 04 | 23 | 62 |
| Spiral Arch    | +63% | Lightning | 8  | III | o | - | - | - | 55 | 32 | 79 |
| Spark Bow      | +61% | Lightning | 26 | II  | - | - | o | o | 55 | 12 | 25 |
| Lightning Bow  | +73% | Lightning | 34 | II  | o | o | o | - | 42 | 39 | 90 |
| Diana's Bow    | +83% | Lightning | 61 | I   | o | o | o | o | 15 | 73 | 34 |
| Blessed Bow    | +62% | Sanctity  | 5  | III | - | - | o | - | 89 | 59 | 16 |
| Elfin Bow      | +64% | Sanctity  | 15 | III | o | - | o | - | 31 | 90 | 50 |
| Rainbow Arc    | +62% | Sanctity  | 27 | II  | o | o | - | - | 83 | 66 | 27 |
| Holy Fahren    | +81% | Sanctity  | 40 | II  | o | - | o | o | 82 | 49 | 48 |
| Night Crow     | +64% | Darkness  | 4  | III | - | - | o | - | 04 | 57 | 67 |
| Nameless Bow   | +79% | Darkness  | 17 | III | o | - | o | - | 71 | 75 | 03 |
| Dark Shooter   | +57% | Darkness  | 26 | II  | o | o | - | - | 93 | 01 | 29 |
| Golgothan Bow  | +82% | Darkness  | 42 | II  | o | - | o | o | 04 | 50 | 80 |

Maces: These weapons can be used by the Priestess class and the Heroine.

| Name           | Pow  | Element   | Lv | Grd | L | L+ | C | C+ | E1 | E2 | E3 |
|----------------|------|-----------|----|-----|---|----|---|----|----|----|----|
| Spiky Hammer   | +64% | Neutral   | 10 | III | o | -  | - | -  | 42 | 13 | 78 |
| Morning Star   | +64% | Neutral   | 14 | III | o | -  | o | -  | 58 | 18 | 19 |
| Damascus Mace  | +58% | Neutral   | 24 | II  | - | -  | o | o  | 46 | 40 | 12 |
| Formular       | +86% | Neutral   | 45 | II  | o | o  | o | -  | 09 | 31 | 00 |
| Bronze Mace    | +54% | Fire      | 9  | III | o | -  | - | -  | 49 | 79 | 86 |
| Agni's Fire    | +52% | Fire      | 24 | II  | - | -  | o | o  | 17 | 92 | 40 |
| Red Viper      | +81% | Fire      | 33 | II  | o | o  | o | -  | 24 | 54 | 21 |
| Bloody Rose    | +90% | Fire      | 52 | I   | o | o  | o | o  | 35 | 01 | 32 |
| Sapphire Mace  | +52% | Ice       | 7  | III | - | -  | o | -  | 14 | 62 | 52 |
| Ice Chalice    | +73% | Ice       | 15 | III | o | -  | o | -  | 59 | 60 | 86 |
| Blue Bomber    | +72% | Ice       | 30 | II  | o | o  | - | -  | 76 | 64 | 23 |
| Zero Factor    | +95% | Ice       | 39 | II  | o | -  | o | o  | 28 | 33 | 05 |
| Lucky Broom    | +57% | Lightning | 7  | III | - | -  | o | -  | 74 | 07 | 77 |
| Decorated Mace | +42% | Lightning | 20 | II  | o | o  | - | -  | 56 | 25 | 72 |
| Twinkle Stick  | +73% | Lightning | 36 | II  | o | -  | o | o  | 60 | 68 | 15 |
| Galactica      | +82% | Lightning | 47 | I   | o | o  | o | o  | 51 | 36 | 95 |
| Happiness Bell | +43% | Sanctity  | 3  | III | - | -  | o | -  | 68 | 10 | 67 |
| Venus Wand     | +55% | Sanctity  | 18 | II  | o | o  | - | -  | 06 | 68 | 36 |
| Valkyrious     | +77% | Sanctity  | 42 | II  | o | -  | o | o  | 60 | 47 | 27 |
| Lost Ceremony  | +87% | Sanctity  | 62 | I   | o | o  | o | o  | 60 | 84 | 41 |
| Black Brand    | +62% | Darkness  | 6  | III | o | -  | - | -  | 59 | 26 | 29 |
| Pamela's Broom | +68% | Darkness  | 14 | III | o | -  | o | -  | 69 | 98 | 16 |
| Lost Maiden    | +79% | Darkness  | 23 | II  | - | -  | o | o  | 94 | 11 | 05 |
| Laevateinn     | +70% | Darkness  | 30 | II  | o | o  | o | -  | 82 | 02 | 10 |

Rods: These weapons can be used by Wizards and the Heroine.

| Name           | Pow  | Element | Lv | Grd | L | L+ | C | C+ | E1 | E2 | E3 |
|----------------|------|---------|----|-----|---|----|---|----|----|----|----|
| Redemption Rod | +58% | Neutral | 1  | III | o | -  | - | -  | 61 | 42 | 05 |
| Element Rod    | +64% | Neutral | 14 | III | o | -  | o | -  | 03 | 88 | 45 |
| Ether Rod      | +62% | Neutral | 29 | II  | - | -  | o | o  | 52 | 98 | 19 |
| Mystery Stick  | +94% | Neutral | 44 | II  | o | o  | o | -  | 69 | 76 | 75 |
| Ruby Staff     | +54% | Fire    | 6  | III | o | -  | - | -  | 46 | 87 | 12 |
| Salamander Rod | +70% | Fire    | 23 | II  | - | -  | o | o  | 54 | 01 | 17 |
| Ignis Staff    | +85% | Fire    | 40 | II  | o | o  | o | -  | 95 | 13 | 18 |
| Southern Cross | +84% | Fire    | 56 | I   | o | o  | o | o  | 11 | 21 | 97 |
| Blizzard Rod   | +59% | Ice     | 3  | III | - | -  | o | -  | 61 | 32 | 62 |
| Hard Rime Rod  | +57% | Ice     | 22 | II  | o | o  | - | -  | 64 | 07 | 23 |
| Crystal Rod    | +78% | Ice     | 33 | II  | o | -  | o | o  | 10 | 33 | 14 |

|                |      |           |    |     |   |   |   |   |    |    |    |
|----------------|------|-----------|----|-----|---|---|---|---|----|----|----|
| Aquaria Rod    | +80% | Ice       | 50 | I   | o | o | o | o | 06 | 02 | 00 |
| Jewel Rod      | +66% | Lightning | 5  | III | - | - | o | - | 35 | 74 | 56 |
| Moonlight Rod  | +62% | Lightning | 12 | III | o | - | o | - | 39 | 31 | 72 |
| Gladius        | +52% | Lightning | 25 | II  | o | o | - | - | 90 | 25 | 15 |
| LiaTria        | +84% | Lightning | 37 | II  | o | - | o | o | 26 | 67 | 05 |
| Coral Rod      | +52% | Sanctity  | 8  | III | - | - | o | - | 92 | 07 | 82 |
| Epoch Staff    | +78% | Sanctity  | 18 | III | o | - | o | - | 39 | 84 | 07 |
| Platinum Rod   | +56% | Sanctity  | 21 | II  | o | o | - | - | 10 | 89 | 16 |
| Holy Rod Holix | +85% | Sanctity  | 43 | II  | o | - | o | o | 49 | 27 | 41 |
| Ominous Rod    | +64% | Darkness  | 4  | III | o | - | - | - | 94 | 57 | 81 |
| Gargoyle Rod   | +65% | Darkness  | 24 | II  | - | - | o | o | 09 | 51 | 29 |
| Death God Rod  | +82% | Darkness  | 32 | II  | o | o | - | - | 44 | 99 | 70 |
| Jormungandr    | +90% | Darkness  | 62 | I   | o | o | o | o | 47 | 37 | 97 |

Lances: These weapons can be used by Lance Knights and the Heroine.

| Name           | Pow  | Element   | Lv | Grd | L | L+ | C | C+ | E1 | E2 | E3 |
|----------------|------|-----------|----|-----|---|----|---|----|----|----|----|
| Halberd        | +45% | Neutral   | 3  | III | o | -  | - | -  | 12 | 13 | 79 |
| Phalanx        | +57% | Neutral   | 17 | II  | - | -  | o | o  | 55 | 61 | 78 |
| Oni Lance      | +82% | Neutral   | 42 | II  | o | o  | o | -  | 18 | 36 | 30 |
| Gae Bolg       | +92% | Neutral   | 59 | I   | o | o  | o | o  | 57 | 75 | 19 |
| Flamme         | +59% | Fire      | 7  | III | - | -  | o | -  | 17 | 53 | 32 |
| Flame Lance    | +42% | Fire      | 19 | II  | o | o  | - | -  | 92 | 42 | 21 |
| Rosen Kavalier | +80% | Fire      | 35 | II  | o | -  | o | o  | 44 | 53 | 79 |
| Tyrfing        | +79% | Fire      | 54 | I   | o | o  | o | o  | 09 | 37 | 34 |
| Chilled Lance  | +56% | Ice       | 5  | III | - | -  | o | -  | 14 | 63 | 47 |
| Ice Javelin    | +66% | Ice       | 18 | III | o | -  | o | -  | 63 | 81 | 23 |
| Freezing Shaft | +61% | Ice       | 23 | II  | o | o  | - | -  | 62 | 59 | 33 |
| Silvia         | +95% | Ice       | 45 | II  | o | -  | o | o  | 02 | 11 | 34 |
| Golden Spear   | +48% | Lightning | 8  | III | - | -  | o | -  | 15 | 73 | 25 |
| Elegant Spear  | +65% | Lightning | 16 | III | o | -  | o | -  | 56 | 87 | 81 |
| Diamond Spear  | +61% | Lightning | 28 | II  | o | o  | - | -  | 72 | 66 | 30 |
| Chevalier      | +81% | Lightning | 38 | II  | o | -  | o | o  | 73 | 36 | 95 |
| Paladin Lance  | +56% | Sanctity  | 10 | III | o | -  | - | -  | 83 | 10 | 82 |
| Savior's Spear | +59% | Sanctity  | 24 | II  | - | -  | o | o  | 16 | 06 | 27 |
| Shangri-La     | +85% | Sanctity  | 44 | II  | o | o  | o | -  | 10 | 65 | 77 |
| Gungnir        | +86% | Sanctity  | 64 | I   | o | o  | o | o  | 83 | 34 | 86 |
| Darkish        | +51% | Darkness  | 4  | III | o | -  | - | -  | 46 | 93 | 87 |
| Catastrophe    | +65% | Darkness  | 12 | III | o | -  | o | -  | 85 | 78 | 29 |
| Noir           | +70% | Darkness  | 26 | II  | - | -  | o | o  | 93 | 76 | 61 |
| Brascendo      | +90% | Darkness  | 40 | II  | o | o  | o | -  | 49 | 91 | 41 |

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LIST OF WEAPON EFFECTS [EFCT]

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This section covers exactly what is says: a list of all effects triggered by the Rush Count. The effect numbers are separated into 12 categories in-game:

- Critical: 20, 30, 40, 50, 60, 70, 80, 90, 98
- ATK: 00, 05, [06], [08], 19, 21, 23, 25, 27, 29, 34, [67], 77, 88
- Skills: 01, 51, [58], 75, [76], 78, 79, 81, 87, 97
- Charging: [02], 03, 12, 13, 14, 15, 16, 17, 18, 41
- Items: [35], 56, [57], [59], [61]
- Movement: 62, 72, 82, 92
- Time: [11], [24], 36, 39, 68

MP: 07, [26], [37], 45, 52, [85]

VIT: 86, 89, [99]

Enemies: [09], 31, 32, 33, 38, 42, 46, 47, 49, 71, 95

Bullets: 04, 53, 54, 63, 64, 73, 74, 83, 84, 93, 94

Wisp: 10, 22, 28, 43, 44, 48, 55, 65, 66, 69, 91, 96

Negative effects are marked with [brackets].

| Number | What it does!                    |
|--------|----------------------------------|
| 00     | Hit starts at 1, then doubles!   |
| 01     | Damage rate will be at MAX!      |
| [02]   | Charging is slowed down!         |
| 03     | Attacks charge very quickly!     |
| [04]   | Gems turn into enemy bullets!    |
| 05     | No regenerative damage!          |
| [06]   | Any damage dealt regenerates!    |
| 07     | MP from gems is doubled!         |
| [08]   | Each hit will be 8 damage!       |
| [09]   | Boss Rage meter fills quickly!   |
| 10     | The Wisp cannot be hit for 10s!  |
| [11]   | Time will be drained!            |
| 12     | Duelists have no charge time!    |
| 13     | Warriors have no charge time!    |
| 14     | Hermits have no charge time!     |
| 15     | Archers have no charge time!     |
| 16     | Priestesses have no charge time! |
| 17     | Wizards have no charge time!     |
| 18     | L.Knights have no charge time!   |
| 19     | Neutral skill ATK is doubled!    |
| 20     | Critical attacks to Dryads!      |
| 21     | Fire skill ATK is doubled!       |
| [22]   | The Wisp will grow larger!       |
| 23     | Ice skill ATK is doubled!        |
| [24]   | Bullet damage will be doubled!   |

|      |  |                                      |
|------|--|--------------------------------------|
| 25   |  | Lightning skill ATK is doubled!      |
| [26] |  | Being hit reduces MP!                |
| 27   |  | Sanctity skill ATK is doubled!       |
| [28] |  | Being hit reduces EXP!               |
| 29   |  | Darkness skill ATK is doubled!       |
| 30   |  | Critical attacks to Sabres!          |
| 31   |  | Enemies will attack less often!      |
| 32   |  | Enemies will move more slowly!       |
| 33   |  | Enemies can't move for 15s!          |
| 34   |  | Skill's 1st hit is much stronger!    |
| [35] |  | No items can be equipped!            |
| 36   |  | Take half damage from bullets!       |
| [37] |  | MP will gradually decrease!          |
| [38] |  | Enemy attack cycles are hidden!      |
| 39   |  | Charging does not use Time!          |
| 40   |  | Critical attacks to Lamias!          |
| 41   |  | Enemy HP drains while charging!      |
| [42] |  | Enemies will attack more often!      |
| 43   |  | Being hit will raise EXP!            |
| [44] |  | Turn ends if hit in the next 10s!    |
| 45   |  | Being hit restores MP!               |
| [46] |  | Enemies will move faster!            |
| 47   |  | Enemies stop regenerating!           |
| 48   |  | EXP gain will be doubled!            |
| [49] |  | Enemies will regenerate faster!      |
| 50   |  | Critical attacks to Hounds!          |
| 51   |  | Any skill inflicts a status ailment! |
| 52   |  | Suddenly gain 2 gauges of MP!        |
| 53   |  | Fire bullets do no damage!           |
| [54] |  | Fire bullets end your turn!          |

-----  
| 55 | Rush count is kept for the next turn!  
-----  
| 56 | Items can be used at any level!  
-----  
| [57] | One set item will be lost!  
-----  
| [58] | Any attack can break an object!  
-----  
| [59] | No Chaos items are useable!  
-----  
| 60 | Critical attacks to undead!  
-----  
| 61 | No Law items are useable!  
-----  
| 62 | Hermits move up one space!  
-----  
| 63 | Ice bullets do no damage!  
-----  
| [64] | Ice bullets end your turn!  
-----  
| [65] | The Wisp will move more slowly!  
-----  
| [66] | Cannot change Law/Chaos Phase!  
-----  
| [67] | ATK varies with every hit!  
-----  
| 68 | Time refills until the Wisp is hit!  
-----  
| [69] | The Wisp controls will reverse!  
-----  
| 70 | Critical attacks to humans!  
-----  
| [71] | Enemies will be in stealth!  
-----  
| 72 | Archers move up one space!  
-----  
| 73 | Lightning bullets do no damage!  
-----  
| [74] | Lightning bullets end your turn!  
-----  
| 75 | Skills activate very quickly!  
-----  
| [76] | Skills activate slowly!  
-----  
| 77 | Each hit will be lucky 7's!  
-----  
| 78 | Males go HIGH with any element!  
-----  
| 79 | Any element can go HIGH in Law!  
-----  
| 80 | Critical attacks to Wyrms!  
-----  
| 81 | Any element can go HIGH in Chaos!  
-----  
| 82 | Priestesses move up one space!  
-----  
| 83 | Sanctity bullets do no damage!  
-----  
| [84] | Sanctity bullets end your turn!  
-----

```

|-----|
| [85] | MP is reduced to 0!
|-----|
| 86 | Units on the field gain 2 VIT!
|-----|
| 87 | Females go HIGH with any element!
|-----|
| 88 | Each hit will be 888 damage!
|-----|
| 89 | Skills do not use any VIT!
|-----|
| 90 | Critical attacks to fliers!
|-----|
| [91] | The Wisp's trail will hurt it!
|-----|
| 92 | Wizards move up one space!
|-----|
| 93 | Darkness bullets do no damage!
|-----|
| [94] | Darkness bullets end your turn!
|-----|
| 95 | Attacks will stun enemies!
|-----|
| [96] | Moving brightens the screen!
|-----|
| 97 | Skills activate twice!
|-----|
| 98 | Grams deal critical attacks!
|-----|
| [99] | Units on the field lose 2 VIT!
|-----|

```

|                |        |
|----------------|--------|
| STATUS EFFECTS | [STAT] |
|----------------|--------|

Status Effects are caused by Law Skill Attacks of Hermits. Bosses are immune to every one of them. Each status effect is tied to an element which will change the enemy's current one to the element you used.

Lasts for the current turn OR as soon the affected enemy attacks OR enough time passes.

Wound (Neutral)

-----

Suffered damage increased by 100%.

Shock (Lightning)

-----

Movement speed slowed. In addition, the enemy will not attack.

Burn (Fire)

-----

The enemy won't be able to trigger Regen HP anymore. All current Regen HP converts into permanent damage.

Bless (Sanctity)

-----  
Increases the dropped amount of MP crystals when struck by an attack.

Freeze (Ice)  
-----

The enemy cannot move nor attack. Takes critical damage when pushed over a cliff (required height difference: 3?).

Curse (Darkness)  
-----

Prevents Regen HP from triggering. The enemy gains an inversed Regen HP, taking damage over time.

Stun (Special)  
-----

This is the only status ailment not caused by a Hermit. Instead, Archers trigger stuns by using a Law Weapon Skill on any enemy. It stops the Action Gauge, renders the foe immobilized and grants all in-range knights 100% damage ratio (still altered by elemental affinity) as long the enemy is stunned. Stuns disappear after enough time has passed or an attack has been launched on the target. It's also the only status ailment which works on bosses.

|          |        |
|----------|--------|
| TRANSOUL | [SOUL] |
|----------|--------|

[Credits go to "kratosauron0" from [www.lacrimacastle.net](http://www.lacrimacastle.net) for providing this information.]

Transoul is the primary power-up system of Knights in the Nightmare apart from distributing EXP. The basic concept is sacrificing one knight (permanent death) to strengthen another one of your party. This process restores VIT, grants EXP, changes the L.I./C.I. values and might increase the level cap. Transoul takes many factors into consideration:

- level of the sacrificed knight
- LOY of the sacrificed knight (high LOY means more VIT restored)
- gender (same gender=better outcome)
- race (same race=better outcome)
- class (same class=better outcome)
- knight order (same order=better outcome)
- L.I. and C.I. (may result in a plus or minus respectively for the receiver)
- story relation (see below)

I will only focus on the relation part since that should be your primary concern.

A knight may have up to five "preferred" Transoul receivers (exception: Crozeph and Pamela prefer no one which makes them the worst Transoul subjects). These relations either work in both ways or just one way. The outcome will be even better if both units like each other!

Let's take Warrior Johann as an example. He has a good relation to Lisbet, Michel and Rolf. Now if we take a look at the Transoul list, we can see that Lisbet and Michel like him too while Rolf doesn't have Johann in his friend

list. Conclusion: a [Johann ---> Rolf] Transoul wouldn't be as effective as [Johann ---> Lisbet/Michel]. Onward to the actual list...

Friends marked with a star denote a one-sided relationship (the knight likes the friend but not vice versa). I advise you to avoid these Transouls since their outcome is inferior to mutual friendships.

| Knight  | Friend 1 | Friend 2 | Friend 3 | Friend 4 | Friend 5 |
|---------|----------|----------|----------|----------|----------|
| Alfred  | Grunval  |          |          |          |          |
| Algiery | Enite    | Frabela  |          |          |          |
| Alonso  | Lester   |          |          |          |          |
| Amalgun | Algiery* | Enite    | Silvano  |          |          |
| Anette  | Minotta  |          |          |          |          |
| Annalot | Diora    | Freiber  | Lillian  | Marion*  | Nina     |
| Ansela  | Basturk  |          |          |          |          |
| Atkasia | Lakshmi  | Natalie  | Neredo   |          |          |
| Audric  | Juno     |          |          |          |          |
| Bailey  | Gert     | Leggaard |          |          |          |
| Baltar  | Gudrun   | Mahmoud  |          |          |          |
| Basturk | Ansela   | Melange  | Rondine  |          |          |
| Beatrix | Bordeau  | Husrev   | Oryze    | Sarland  |          |
| Belta   | Carena   | Ernest   |          |          |          |
| Bergman | Diora    | Mauser   |          |          |          |
| Bonita  | Dahlia   | Juno*    | Lyzz     |          |          |
| Bonn    | Firenz   | Moira    | Simone*  |          |          |
| Bordeau | Beatrix  |          |          |          |          |
| Caline  | Nina     | Theonil  | Werner   |          |          |
| Carena  | Belta    | Darshan  |          |          |          |
| Colt    | Gieche   | Irma     | Sofine   |          |          |
| Cornela | Fritz    |          |          |          |          |
| Cougar  | Oryze    | Rosa     |          |          |          |
| Cress   | Isolde   | Simone   |          |          |          |
| Crozeph |          |          |          |          |          |



|         |          |          |          |          |  |
|---------|----------|----------|----------|----------|--|
| Dahlia  | Bonita   | Staehel  |          |          |  |
| Darshan | Belta*   |          |          |          |  |
| Diora   | Annalot  | Bergman  | Johanna  |          |  |
| Dosika  | Yuga     |          |          |          |  |
| Dreyuss | Firenz   | Frances* |          |          |  |
| Enite   | Algiery  | Amalgun  | Hydrick* |          |  |
| Erica   | Frances* | Seriee   |          |          |  |
| Ernest  | Belta    | Lyzz     |          |          |  |
| Firenz  | Bonn     | Dreyuss  | Leier    | Pilgrim* |  |
| Flora   | Rolenta  | Schmitz  |          |          |  |
| Frabela | Algiery  | Grimwad  | Oswald   |          |  |
| Frances | Leier*   | Roslip   |          |          |  |
| Freiber | Annalot  | Hydrick  | Lillian  |          |  |
| Fritz   | Cornela  | Mardin   | Rolf     | Theonil  |  |
| Ganosh  | Oswald   |          |          |          |  |
| Gert    | Bailey   | Legard   | Rolf     | Theonil  |  |
| Gieche  | Colt     |          |          |          |  |
| Granitz | Oryze    | Oswald*  | Morozof* |          |  |
| Grimwad | Frabela  | Lyzz     | Oswald   | Woosh    |  |
| Grunval | Alfred   | Isolde   |          |          |  |
| Gudrun  | Atkasia  | Baltar   | Klaus    | Sofine   |  |
| Hagen   | Otto     | Roslip   |          |          |  |
| Hampton | Firenz*  | Nina     |          |          |  |
| Heckler | Lakshmi* | Wunsche* |          |          |  |
| Heinel  | Yuga     |          |          |          |  |
| Hilgard | Janus    | Jungwil  |          |          |  |
| Husrev  | Beatrix  | Sarland  |          |          |  |
| Hydrick | Freiber  | Meryl    |          |          |  |
| Irma    | Colt     | Oryze    |          |          |  |
| Isolde  | Cress    | Grunval  | Morozof* |          |  |

|         |           |          |         |          |        |
|---------|-----------|----------|---------|----------|--------|
| Janus   | Hilgard   | Jungwil* |         |          |        |
| Johann  | Lisbet    | Michel   | Rolf*   |          |        |
| Johanna | Diora     | Lillian* |         |          |        |
| Josef   | Jungwil   | Klaus    | Minotta | Walder   |        |
| Jungwil | Hilgard   | Josef    | Minotta |          |        |
| Juno    | Audric    |          |         |          |        |
| Klaus   | Basturk*  | Gudrun   | Josef   | Rondine* |        |
| Lakshmi | Atkasia   | Natalie  | Neredo  | Platier  |        |
| Legaard | Bailey    | Gert     | Rolenta |          |        |
| Legro   | Algiery*  | Lucia    |         |          |        |
| Leier   | Firenz    |          |         |          |        |
| Lester  | Alonso    | Rolf     |         |          |        |
| Lillian | Annalot   | Freiber  |         |          |        |
| Lisbet  | Johann    | Simone   |         |          |        |
| Lucia   | Algiery*  | Legro    |         |          |        |
| Lyzz    | Bonita    | Ernest   | Grimwad |          |        |
| Magda   | Roslip    | Rudolf   |         |          |        |
| Mahmoud | Baltar    | Pilgrim  | Melange | Wunsche  |        |
| Mardin  | Fritz     | Legaard* | Wunsche |          |        |
| Marion  | Vishna*   |          |         |          |        |
| Mauser  | Bergman   | Granitz* |         |          |        |
| Melange | Basturk   | Mahmoud  | Rolf*   |          |        |
| Meryl   | Hydrick   | Rolf*    |         |          |        |
| Michel  | Johann    | Roslip   | Sofine* |          |        |
| Minotta | Anette    | Josef    | Jungwil |          |        |
| Misleen | Rosa      |          |         |          |        |
| Moira   | Alonso*   | Bonn     | Wunsche |          |        |
| Morozof | Reinhart* | Rondine  |         |          |        |
| Natalie | Atkasia   | Audric*  | Otto    | Lakshmi  | Neredo |
| Neredo  | Atkasia   | Lakshmi  | Natalie |          |        |

|          |          |          |          |          |        |
|----------|----------|----------|----------|----------|--------|
| Nina     | Annalot  | Caline   | Hampton  |          |        |
| Oryze    | Beatrice | Cougar   | Granitz  | Irma     | Seriee |
| Oswald   | Frabela  | Ganosh   | Grimwad  |          |        |
| Otto     | Hagen    | Natalie  |          |          |        |
| Pamela   |          |          |          |          |        |
| Pilgrim  | Mahmoud  |          |          |          |        |
| Platier  | Lakshmi  |          |          |          |        |
| Reinhart | Bailey*  |          |          |          |        |
| Rolenta  | Flora    | Legaard  | Schmitz  |          |        |
| Rolf     | Fritz    | Gert     | Lester   |          |        |
| Rondine  | Audric*  | Basturk  | Morozof  |          |        |
| Rosa     | Cougar   | Misleen  |          |          |        |
| Roslip   | Frances  | Hagen    | Magda    | Michel   | Rudolf |
| Rudolf   | Magda    | Roslip   |          |          |        |
| Sarland  | Beatrice | Husrev   |          |          |        |
| Schmitz  | Flora    | Rolenta  |          |          |        |
| Seriee   | Erica    | Oryze    |          |          |        |
| Silvano  | Algiery* | Amalgun  | Ulrich   | Werner   |        |
| Simone   | Cress    | Lisbet   | Crozeph* |          |        |
| Sofine   | Colt     | Gudrun   |          |          |        |
| Staelhel | Dahlia   | Walder   |          |          |        |
| Theonil  | Caline   | Fritz    | Gert     | Minotta* |        |
| Ulrich   | Algiery* | Silvano  |          |          |        |
| Vishna   | Magda*   | Morozof* |          |          |        |
| Walder   | Hydrick* | Josef    | Staelhel |          |        |
| Werner   | Caline   | Silvano  |          |          |        |
| Woosh    | Grimwad  | Lyzs*    |          |          |        |
| Wunsche  | Mahmoud  | Mardin   | Moira    |          |        |
| Yavuz    | Alfred*  | Gunval*  |          |          |        |
| Yuga     | Dosika   | Heinel   |          |          |        |

\*one-sided friendship (read: don't pick these as Transouls)

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| CREDITS/THANKS | [CRDT] |
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I would like to thank the sources who are helping me establishing this guide.

Gamefaqs User defunct32

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Originally we started this walkthrough as a co-op project. It's now divided into two walkthroughs: Maria (defunct32) and Yggdra (me). We are still supporting each other, though. I would like to thank him for providing a lot of inspiration regarding guide format. The main walkthrough basically uses a slightly altered version of his. Let's create a real co-op walkthrough next time. :-)

Gamefaqs User Broonga

-----  
Broonga is in charge of the [Weapons] section. Thank you for providing this valuable piece of information! That's quite a long list if we count all available weapons.

Gamefaqs User ecthell1412

-----  
Provided some info regarding Scene 23.5 on Yggdra's Route. Thanks!

www.lacrimacastle.net

-----  
Provided the requirements for KitN's endings and lots of Transoul information. Thank you as well.

Knights in the Nightmare

-----  
This should be self-explanatory. I'm thanking Sting Entertainment for creating KitN as well as Atlus for localizing it (we need more of these RPG's). Of course this is my primary source for information.

Knights in the Nightmare - Game Manual

-----  
I am using this as a reference for the controls and other basic game information.

The Japanese wiki of KitN ([www.knights.heriet.info](http://www.knights.heriet.info))

-----  
A very useful source for maps, items and enemies. I would like to thank the author Heriet for providing this large piece of information. It helps tremendously to have a map for pointing out things!

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